

PRIMA'S OFFICIAL STRATEGY GUIDE

ALL 11
WWE™ LEGENDS
DETAILED



SMACK DOWN!

HERE COMES THE
PAIN™



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SMACK DOWN!

HERE COMES THE PAIN

Prima Games
A Division of Random House, Inc.
3000 Lava Ridge Court
Roseville, CA 95661
1-800-733-3000
www.primagames.com



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Associate Product Manager: Christy L. Curtis
Project Editor: Matt Sumpter
Design & Layout: Derek Hocking

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WELCOME TO SMACKDOWN!™

How to Use This Guide

Thank you for purchasing Prima's Official Strategy Guide to *WWE SmackDown! Here Comes the Pain* for the PlayStation 2. This guide is crammed with all the tips, tricks, and strategy you need to pummel your friends and foes in true WWE fashion. Using this guide, you'll handle yourself like a real WWE Superstar inside the ring. You'll also have a vast knowledge of every available match type and know how to create the best personal Superstar, plus you get an in-depth look at the game's exciting new Season Mode.

Add to that the comprehensive biographies and moves lists for all 65 WWE Superstars found in the game, and you have the ultimate *WWE SmackDown! Here Comes the Pain* strategy guide! So what are you waiting for? Get reading and layeth the *SmackDown!*

Scheduled for One Fall: Match Types



This section has detailed information and expert tips on every match type available in *SmackDown!* Whether it's a normal one-on-one match or a spectacular Pay-Per-View (PPV) event such as the *Royal Rumble*, everything you need to know about every match is found right here.

Body Building: Create Modes



SmackDown! not only offers you the ability to create your own personalized Superstars, it also lets you create unique moves and animations for them. Anything and everything dealing with the game's powerful Create Mode is found in this section.

Here Comes The Pain™: Season Mode



If you thought the Season Mode in *WWE SmackDown! Shut Your Mouth* was cool, wait until you experience this year's Season Mode in *Here Comes the Pain!* A number of improvements have been made over the past year, all of which are detailed in this section.

Superstars



Knowing your opponent's strengths and weaknesses can be a deciding factor in any matchup. This section provides fact-filled biographical information as well as comprehensive move lists for each of the 65 Superstars in *Here Comes the Pain*.

WELCOME TO SMACKDOWN!™

Basic Controls

If you're new to *SmackDown!*, you may find the control scheme a bit overwhelming at first, because there are so many types of moves to perform. Practice each move in the following tables in Exhibition matches until you get a feel for them. Once you can react to any situation quickly and effectively, you're ready to take on the very best that the WWE has to offer. After a bit of practice, most *SmackDown!* fans find that its controls are second to none.

If you're a veteran of the *SmackDown!* series, you'll be happy to note that most of the controls are unchanged (why mess with perfection, right?). But the inclusion of new match types, an all-new grappling system and a much-improved damage interface means there are a few things even *SmackDown!* vets need to learn. We've highlighted each part of this introductory section that provides information on these brand-new additions...

Like so...

So that veterans of the *SmackDown!* series can quickly scan this section without having to hunt for the new stuff.

Menu Controls

Button	Command
Directional buttons	Highlight/alter options
×	Confirm selection
▲	Cancel/return to previous menu

Basic In-Ring Controls

Button	Command
Directional buttons/ left analog stick	Move Superstar
Right analog stick	Taunt opponent
▲	Run
▲ + ↓, ←, ↑, ● (R2) ⇨	Climb turnbuckle, ladder, cage, table, etc.
■	Pick up nearby weapon/object
■ + ↓, ←, ↑, or ⇨	Enter/exit ring
■ + d-pad toward nearby turnbuckle	Remove turnbuckle cover
×	Striking attack
●	Irish Whip
● + ↓, ←, ↑, or ⇨	Initiate grapples/perform grapple moves
▲ (while grappling opponent)	Turn behind the opponent
(R1)	Change focus
(L1)	Layeth the <i>SmackDown!</i>
(L1) + (L2)	Steal opponent's <i>SmackDown!</i>
(L2)	Counter a striking attack
(R2)	Counter a grapple move
(L2) + (R2)	Counter a <i>SmackDown!</i>
START	Pause

Laying the SmackDown!™



Before you can perform a special *SmackDown!* finisher, you must have at least one *SmackDown!* icon saved, and your opponent must be properly set up for the move. You know you can execute a special move when the unmistakable *SmackDown!* logo appears over your Superstar's Status Bar.



There are many situations in which *SmackDown!* special moves might be performed. Press the (L2) button at the Superstar Select screen to find out each Superstar's *SmackDown!* situational requirements, or simply check out the Superstar's sections found in this book.

NOTE

If you have accumulated at least two *SmackDown!* icons, you can steal your opponent's special *SmackDown!* finisher! Naturally, this requires you to know the situation in which your opponent's *SmackDown!* move must be executed. To steal your opponent's special move, press and hold (L2), then press (R2). Talk about ultimate "in-your-face" humiliation!

Base Grapples and Grapple Moves



In *WWE SmackDown! Here Comes the Pain*, you first must capture your opponent in one of four specific types of base grapple lock-ups (Submission, Signature, Power or Quick) before you may execute standing grapple moves. Once you've locked up with your

opponent in a base grapple, you may perform exciting, powerful grapple moves.



Press ● and a directional button to lock up with your opponent in a base grapple. The directional button you press here determines the type of grapple you initiate (see the table below for details). Once you've entered into an initial or base grapple with your

opponent, you may execute a devastating grapple move by pressing

● + ↓, ←, ↑, or ⇨.



Each base grapple features its own set of grapple moves. For example, pressing ● + ↕ while locked up in the Submission base grapple executes an entirely different move when pressed from the Power base grapple. Because of this intuitive new grappling system, you always

have a wide variety of grapple moves at your disposal.

Initiating Grapples

Button	Command
● + ↕	Enter Submission grapple (base grapple)
● + ↕, ↖, ↗, or ⇨	Submission grapple moves
● + ⇐	Enter Signature grapple (base grapple)
● + ↕, ↖, ↗, or ⇨	Signature grapple moves
● + ↕	Enter Power grapple (base grapple)
● + ↕, ↖, ↗, or ⇨	Power grapple moves
● + ⇨	Enter Quick grapple (base grapple)
● + ↕, ↖, ↗, or ⇨	Quick grapple moves
×	Quick grapple strike
× + ↕ or ↕	Quick grapple strike
× + ⇐ or ⇨	Quick grapple strike

Running



Not only is a moving target hard to hit, it also hurts a lot more when you're hit by one! While running, you can execute moves and attacks that pack more of a punch than most regular standing attacks.



Running is also the best (and sometimes the only) way to climb a turnbuckle, ladder, steel cage, or elevated object, such as a set-up table. Press ▲ and a directional button to begin running in the desired direction. Pressing ▲ with no directional button causes you to run straight ahead or directly

toward the opponent you're focused on.

Running Moves

Opponent Situation	Button	Command
Any	▲	Run forward/toward focused opponent
Any	▲ + d-pad	Run in desired direction
<i>While Running at Opponent</i>		
Standing	×	Running strike
Standing	× + d-pad	Running strikes
Standing, facing	●	Irish Whip
Standing, facing	● + d-pad	Turn behind opponent
Standing, back exposed	●	Running grapple
Standing, back exposed	● + d-pad	Running grapples
Down	■, ×	Running ground attack

When the Opponent Is Down



Common sense tells us that when an opponent is down, he or she is in a highly vulnerable position. When your opponent is on the ground, you can freely attack them with little fear of retaliation. If you're feeling cocky, you can even taunt them as they attempt to recover from your previous

assault! Most important, however, is the ability to lift your opponent from the ground by pressing ● or ●, ●, setting them up for your next devastating move.

Moves vs. Opponent on Mat

Your Situation	Button	Command
Standing near opponent	Hold ●, d-pad	Drag opponent
Standing near opponent	●	Lift opponent into grapple
Standing near opponent	●, ●	Lift opponent (back exposed)
Standing near opponent	●+↕	Pin opponent
Standing near opponent's head	●+⇐, ⇨, or ⇨	Upper body grapple moves
Standing near opponent's feet	●+⇐, ⇨, or ⇨	Lower body grapple moves
Standing near opponent	×	Ground strike attack
Standing near opponent	×+⇐ or ⇨	Ground strike attack
Standing near opponent	×+↕ or ⇨	Ground strike attack

WELCOME TO SMACKDOWN!™

Using the Turnbuckles

They're only meant to support the ring's ropes, but turnbuckles can be used for much more than that. In a heated matchup, turnbuckles are fantastic places to soften even the most stalwart of Superstars.

The moves you can perform at a turnbuckle are different from standing moves, and often use the turnbuckle itself as a tool of mayhem.



When sent reeling into a turnbuckle, your opponent may end up in one of three different positions: facing you, back exposed, or slumped down. Your grapple moves at the turnbuckle vary depending upon your opponent's position. For example, pressing ● + ⬇ executes an entirely different move when your opponent is leaning against the turnbuckle and facing you than when his or her back is exposed. Experiment with the turnbuckle moves and maneuvers to maximize your in-ring ability.



Turnbuckle, Aerial, and Ring Rope Controls

Situation	Button	Command
Standing near ropes/apron	■ + d-pad	Exit/enter ring
Standing near turnbuckle	▲ + d-pad	Climb turnbuckle
Standing on top turnbuckle	■	Dismount turnbuckle
Running at opponent leaning on turnbuckle, facing	× + d-pad	Hard Clothesline
Opponent leaning on turnbuckle, facing	● + d-pad	Turnbuckle grapple moves
Opponent leaning on turnbuckle, back exposed	● + d-pad	Turnbuckle rear grapple moves
Opponent slumped down in lower turnbuckle	●	Lift opponent
Opponent slumped down in lower turnbuckle	● + d-pad	Lower turnbuckle grapple moves
Aerial Moves from Top		
Any Turnbuckle	Right analog stick	Turnbuckle taunt
Opponent standing	×	Diving strike attack
Opponent standing	× + d-pad	Diving strike attack
Opponent down	×	Diving ground attack
Opponent down	× + d-pad	Diving ground attack

Irish Whip

The Irish Whip is a highly versatile, yet widely overlooked move that can be used in many ways to set your opponent up for a devastating attack. Becoming comfortable with the various forms of the Irish Whip allows you to control the momentum of



a matchup, keeping your opponents guessing at what you'll do to them next. Study the controls in the table below and spend some time discovering the many advantages of the Irish Whip.

Irish Whip Controls

Button	Command
●	Irish Whip
●, d-pad	Irish Whip in desired direction
●, d-pad toward nearby ropes	Irish Whip opponent over nearby ropes
●, d-pad toward distant turnbuckle	Irish Whip opponent into turnbuckle, facing
●, d-pad toward nearby turnbuckle	Irish Whip opponent into turnbuckle, back exposed
●, d-pad toward nearby object	Irish Whip opponent into/onto nearby object
●, ●	Fake Irish Whip: Grapple the opponent
●, ×	Fake Irish Whip: Stun the opponent
●, ■	Fake Irish Whip: Opponent running at you



Reversals

When you're taking a serious beating, it's nice to know that there's always a chance to turn the tables in your favor. A well-timed Reversal can be a true lifesaver when the going gets rough. When you're being assaulted by a barrage of striking attacks, press

Ⓛ2 to attempt a Reversal, then follow up with a crushing counterattack of your own. You must press Ⓡ2 to execute a Reversal if your opponent is attempting to catch you with grapple moves. Press Ⓛ2 + Ⓡ2 at the same time to counter a *SmackDown!* finisher.

Hammering on Reversal triggers is sometimes effective, but a good sense of timing, developed through patience and practice, is really the best way to go.

Reversals

Button	Command
Ⓛ2	Reverse striking attacks
Ⓡ2	Reverse grapple moves
Ⓛ2 + Ⓡ2	Reverse a <i>SmackDown!</i> special move



Weapons

Some *SmackDown!* match types, such as Hardcore and Table matches, allow the use of weapons. Just about anything you see lying around can be used as a weapon in these types of matches—steel chair, a ladder, or even the steps at ringside. The table below lists the

basic controls for the various weapons in the game.

Weapon Moves

Button	Command
Basic Weapon Moves	
■	Pick up/drop nearby/current weapon
×	Weapon strike attack
× + d-pad	Strong weapon strike attack
●	Throw weapon at focused opponent
● + d-pad	Weapon grapple move
Running Toward Opponent	
×	Running weapon attack
Facing Groggy Opponent	
L2	Weapon Special (requires one <i>SmackDown!</i> icon)



Match-Specific Controls

Some matches have unique rules that force competitors to familiarize themselves with new controls. For example, you need to know how to set up and climb a ladder during a Ladder match, and then how to grab the title belt swinging over the center of the ring. The

table below lists all the match-specific controls in *SmackDown!*

Match-Specific Controls

Situation	Button	Command
Tag Team Matches		
Teammate awaiting tag	Right analog stick	Call for partner interference
Teammate in ring	■	Call for a tag-in
Opponent in your corner	●+↕, ⊕, ⊗, or ⇨	Double team attack and tag-in partner
Teammate has opponent in a grapple	●+↕, ⊕, ⊗, or ⇨	Double team attack

Match-Specific Controls

Situation	Button	Command
Hardcore/No DQ Matches		
Standing outside the ring,	■ + d-pad toward ring	Look for a weapon under the ring near the apron
Bra & Panties Matches		
Standing near downed, groggy opponent	●+↕	Remove clothes
Cage Matches		
Standing near cage wall	■ + d-pad	Climb out of the cage
Climbing cage wall	■	Diving elbow
Standing at the top of the cage	× + d-pad	Diving attack
Opponent climbing out of the cage	× + d-pad	Strike cage, knock opponent down
Hell in the Cell™		
Standing near cell door	■ + d-pad or ▲ + d-pad	Open door and pass through
Standing near outside cell wall	▲ + d-pad	Climb to the top of the cell
Ladder Matches		
Holding a ladder	■	Stand the ladder up
Holding a ladder, standing near turnbuckle	■ + d-pad	Set the ladder up in the corner
Standing near a standing ladder	■	Grab ladder
Standing near a standing ladder	■ + d-pad	Climb ladder
Standing on ladder	■	Drop down to the ground
Standing on ladder	●	Reach for the title belt
Standing on ladder with an opponent	×, × + ↕, ⊕, ⊗, or ⇨ or ●	Attack the opponent
Standing on ladder with a groggy opponent	●, ●+↕, ⊕, ⊗, or ⇨	Toss opponent off the ladder
Table Matches		
Standing near a table	■	Pick up table
Holding a table	■	Stand the table up
Holding a table, standing near turnbuckle	■ + d-pad	Set the table up in the corner
Running toward standing table	▲	Jump onto table
Grappling opponent on top of standing table	●+↕, ⊕, ⊗, or ⇨	Smash the opponent through the table
Special Referee Matches		
Controlling Special Referee	■	Make pinfall/ring out count
Controlling Special Referee and running	■	Make pinfall/ring out count while running

WELCOME TO SMACKDOWN!™



The Damage System

WWE SmackDown! Here Comes the Pain features an intuitive damage system that's new to the *SmackDown!* series. When playing a match, notice the small, blue icon of a person's body next to each

Superstar's Status Bar. This is the damage icon. It shows each Superstar's current damage level, and it has a significant impact on the outcome of every match.



As you perform moves that damage a specific part of your opponent's anatomy, such as the head, arms, torso area or legs, that damage is reflected in the damage icon. By "working on" a specific part of your opponent's body throughout a match, you wear that body part

down, weakening your opponent's attacks and his or her resistance to your Submission moves.



Not only is a heavily damaged Superstar susceptible to Submission moves, but his or her offensive game is also at risk. If you execute a move that involves the use of a heavily damaged body part, you may find your Superstar reeling in agony from the strain of the maneuver shortly

afterward. If you notice this happening often, use moves that don't involve your Superstar's heavily damaged body parts.

Damage Levels

Damage Level	Damage Icon Color	
1	Blue	I feel great!
2	Yellow	I'm a bit sore...
3	Orange	OK, that's really starting to hurt...
4	Red	Here Comes the Pain!



Submissions

Along with a new damage system comes an all-new Submission move system for *WWE SmackDown! Here Comes The Pain*. After performing (or being caught up in) a Submission move, a Submission Meter appears over the Status Bars of the

Superstars that are involved in the Submission move. When this occurs, you've entered into what's called a Submission State.



In a Submission State, both the executor and the victim of the Submission move must mash (rapidly press) the buttons on their controller to inflict damage or escape the Submission move. The faster you mash the buttons, the faster you force a tap out or escape the move.



Main Menu

Main Menu

The Main Menu features the following options.

Main Menu Options

Option	Details
Exhibition	Set up and play Exhibition matches
Create	Create a Superstar, move set, animation or stable
Season	Set up and play or continue a season
Options	View/modify game options, save/load game data
Credits	View the credits for <i>WWE SmackDown! Here Comes the Pain</i>



Options

Game Options Menu

Select "Options" from the main menu to bring up the Options menu, where you can view and modify various game options.

Game Options Menu

Option	Details
Match Rules	View/modify global match rules
In Game Options	View/modify global in-game options
System Data	Save/load/transfer system data



Match Rules

Match Rules Menu

Here, you may edit various match rules. Any changes you make to the match rules are global changes, meaning they become the default rules for all Exhibition matches.



Match Rules Menu

Option	Details
Entrance	Turn Superstar entrances on/off
KO	Turn knockouts on/off
Give Up	Turn tapouts on/off
Rope Break	Turn rope breaks on/off
DQ	Turn disqualifications on/off
Ring Out Count	Turn countouts on/off
Ring Out	Decide whether or not Superstars may exit the ring
Interference	Set match interference to manual/off
Match Length	Set the clock to 10, 15, 20, 30, or No Limit
SmackDown! Icon	Set SmackDown! meters to fill up at normal, fast, or Charge Speed
Set To Default	Return all match rules to their default settings



In Game Options

In Game Options Menu

Here, you may edit various in-game options. Any changes you make are global, meaning they become the default options for all Exhibition matches.

In-Game Options Menu

Option	Description
Difficulty	Set opponent difficulty to easy, normal, hard, or SmackDown!
Superstar Name Bar	Turn the Superstars' Name Bars on/off
Player Indicators	Set the Player Indicators to on/auto/off
Targeting	Set computer-controlled targeting to Auto/Manual 1/Manual 2
Camera Angles	Turn the TV broadcast-style camera angles on/off
Sound	Set up your sound for stereo/mono
In-Game Music Track	Select or randomize your favorite background music
BGM Volume	Set background music volume to Off/Min/Normal/Max
Entrance BGM Volume	Set Superstars' entrance music to Off/Min/Normal/Max
SFX Volume	Set sound effects volume to Off/Min/Normal/Max
Commentary Volume	Set the play-by-play volume to Off/Min/Normal/Max
Vibration	Turn controller vibration on/off for each individual controller
Set To Default	Return all in-game options to their default settings



System Data

System Data Menu

Here, you may save and load important system data such as your Season Mode progress, Created Superstars, etc. You may also copy data such as Superstars, Taunts, Fighting Styles, Walking Styles, Running Styles, and Winning Styles that you've created. This allows you to quickly and easily transfer any important SmackDown! system data onto another Memory Card for use as a backup.

Save and Load



Save and Load Menu

Anytime you make a significant change to the system data in SmackDown!, you're asked if you'd like to save your game. Follow the on-screen prompts to save your SmackDown! system data.

You may also save your game or load a previously saved game from the

System Data menu (see above for details)



SCHEDULED FOR ONE FALL: MATCH TYPES

There are scores of match types to choose from in *SmackDown! Here Comes the Pain*, and knowing the particulars of each one is vital to victory.

Setting Up a Match



Select Exhibition from the Main Menu to begin an Exhibition Match, then choose from the wide variety of available match types. Once you've selected a match type, choose how many players will join in the match (any non-player Superstars are automatically controlled by the computer) and the Superstars they will control from the Superstar Select screen.



Now choose the arena you'd like to compete in from the Arenas Menu. The first menu features television broadcast arenas such as *Raw*, *SmackDown!*, *Velocity*™, and *Heat*™. Press \leftarrow or \rightarrow to flip to the PPV Arenas Menu, where you find arenas for Pay-Per-View events such as the *Royal Rumble* or *Survivor Series*®.

NOTE

Some PPV arenas are locked at the beginning of the game. You must unlock these hidden PPV arenas by winning matches in the Season Mode.



After you choose an arena to compete in, you can select "Play" to start the match or "Match Rules" to view/modify the regulations for the matchup. Please see "Match Rules" in the previous section for more on match Rules.

NOTE

Any changes you make to the match rules from this screen affects only the upcoming bout. To make global changes to match rules, select "Options" from the Main Menu, then select "Match Rules."

Single Match



Players: 1 to 4
Win Condition: Pinfall, submission, opponent DQ

A Single Match pits one Superstar against another with no special rules or regulations in affect. You may choose to have another Superstar as your manager, who'll help you attack your opponent whenever the ref's back is turned. Although having a manager can be a big advantage, only the two "legal" Superstars can score a pinfall or submission victory.

Match Variations

- **No Manager:** No Managers escort the Superstars to ringside.
- **No Manager vs. W/Manager:** One Superstar is accompanied to the ring by another Superstar. The opponent is essentially outnumbered two to one.
- **W/Manager vs. W/Manager:** Each Superstar is escorted to the ring by another Superstar.



Tag Match

Players: 1 to 6
Win Condition: Pinfall, submission, opponent DQ

A Tag Match consists of two teams of two Superstars who battle against each other until one Superstar is pinned, taps out, or is disqualified. Make full use of your tag team partner in every Tag Match—your opponents certainly will!

Match Variations

- **Normal Tag:** Classic Tag Match—only the "legal" Superstars are able to win or lose the match by pinfall or submission.
- **Tornado Tag:** All four Superstars are considered legal and allowed to be in the ring simultaneously (no tags are necessary).
- **Tag vs. Tag W/Manager:** A normal Tag Match, but one team has the advantage of a ringside manager.
- **Tag W/Manager vs. Tag W/Manager:** A normal Tag Match in which both teams have the advantage of a ringside manager.

TIP

In a Tag Team Match, try to Irish Whip your opponent into your corner and use $\bullet + \downarrow$, \leftarrow , \uparrow , or \rightarrow to execute a double-team move, which automatically tags in your partner. For extra viciousness, remove the turnbuckle cover at your team's corner so that any opponent whipped into it suffers additional damage.



6-Man Tag Match

Players: 1 to 6
Win Condition: Pinfall, submission, opponent DQ

The 6-Man Tag Match is similar to a standard two-on-two Tag Match, but has an additional Superstar on each team.



Match Variations

- **Normal 6-Man Tag:** A three-on-three Tag Match where only one Superstar from each team is legally allowed to be in the ring at a time. Only a team's legal Superstar can win or lose the match by pinfall or submission.
- **Tornado 6-Man Tag:** A three-on-three Tag Match where all six Superstars are considered legal and allowed to be in the ring simultaneously. Any Superstar may pin any opponent or force the opponent to submit.



Handicap Match

Players: 1 to 4
Win Condition: Pinfall, submission, opponent DQ

Every Superstar's worst nightmare, a Handicap Match pits one Superstar against two, or even three opponents at once! This is great for putting your *SmackDown!* skills to the ultimate test, but don't be surprised if you find them lacking!

Match Variations

- **One on Two:** One Superstar against two Superstars. All three Superstars are considered legal and may be in the ring simultaneously.
- **One on Tag:** One Superstar against a tag team of two Superstars. The team of two Superstars must tag each other in and out of the ring just as in a normal Tag Match, and only the team's legal Superstar may win or lose the match by pinfall or submission.
- **One on Three:** One Superstar against three Superstars. All four Superstars are considered legal and may be in the ring simultaneously.

TIP

If you're outnumbered in a Handicap Match, make good use of your Irish Whip skills. Toss opponents out of the ring or into turnbuckles (especially uncovered ones). If you allow your opponents to gang up on you, you're done for. Keep them split up and you have a much better chance of wearing them down. Don't even bother going for a pinfall when you're outnumbered in a Handicap Match; it is almost always interrupted by another opponent. Submissions and KO's are the best way to go.



Hardcore Match

Players: 1 to 6
Win Condition: Pinfall or submission

Made famous by Mick "Mankind" Foley, the first holder of the Hardcore Championship, Hardcore Matches are extremely brutal and always take a toll on the Superstars who compete in them. Everything is allowed in a Hardcore Match—you're permitted to use any weapon or object to punish your opponent as you see fit. Pinfalls and submissions count anywhere, allowing Superstars to take the fight out of the ring and into backstage areas.

Match Variations

- **Single:** A one-on-one, no-holds-barred brawl.
- **Tornado Tag:** Identical to a normal Tornado Tag Match, except there are no disqualifications or countouts.
- **Tornado 6-Man Tag:** Add another Superstar to each team in the Hardcore Tornado Tag Match and you have a Hardcore Tornado 6-Man Tag Match.
- **Triple Threat™ Tornado Tag:** Three teams of two Superstars simultaneously battle it out until the first pinfall or submission is scored.
- **Triple Threat™:** A one-on-one-on-one matchup where anything goes. The first Superstar to score a pinfall or submission wins the bout.
- **Fatal Four-Way™:** Add another Superstar to the Hardcore Triple Threat Match and you have a Hardcore Fatal Four-Way Match.
- **Time Limit:** Six Superstars battle it out simultaneously during a timed match. The victor is the Superstar who scores the last pinfall or submission by the end of the time limit.



Royal Rumble®

Players: 1 to 6
Win Condition: Be the last Superstar in the ring after all others have been eliminated over the top rope.

The *Royal Rumble* is an experience like no other, pitting 30 Superstars against each other in the ultimate test of skill and endurance. Only two Superstars start the match, but a new Superstar enters the ring every 10 seconds (up to a maximum of six Superstars in the ring at a time).

Superstars are eliminated from the *Royal Rumble* if they're thrown or knocked over the top rope and land outside the ring. The last Superstar to remain in the ring after the smoke clears is the winner.

SCHEDULED FOR ONE FALL: MATCH TYPES

NOTE

There are no match variations for the *Royal Rumble*.

TIP

The key to surviving a *Royal Rumble* is to stay away from the ropes! When you're near the ropes, it's just too easy for an opponent to land a couple of strong striking attacks or a quick Irish Whip and send you flying over the top rope to the outside of the ring. Remain as close to the center of the ring as possible throughout the match, and let other Superstars do the dirty work of knocking people out of the ring for you.

It's also wise to be very familiar with your moves. Some moves can send opponents flying out of the ring with little or no chance to avoid being eliminated. This is a great way to eliminate your opponents, because it takes quite a while to soften an opponent up enough to send them over the top rope by other means.



Survival Match

Players: 1 to 6

Win Condition: Pinfall, submission

Survival matches test the mettle of every competing Superstar. There are no teams, partners or allies...it's survival

of the fittest, and only one Superstar emerges victorious. There are no disqualifications in a Survival Match, so feel free to win by any means necessary!

Match Variations

- **Triple Threat™:** Three Superstars face off against each other. The first to score a pinfall or submission is the victor.
- **Fatal Four-Way™:** Just like a Survival Triple Threat, except an additional Superstar is thrown into the mix.
- **4-Man Battle Royal:** Four Superstars square off against each other in this elimination-style match. A Superstar is eliminated if he or she is pinned or forced to submit. The one Superstar that survives is the winner.
- **5-Man Battle Royal:** Same as the Survival 4-Man Battle Royal, except there's an additional Superstar in the ring.
- **6-Man Battle Royal:** Identical to the 4- and 5-Man Battle Royal Matches, except there are six Superstars striving to survive.

TIP

In the Triple Threat and Fatal Four-Way Survival matches, you not only have to worry about getting pinned or stuck in a submission hold, you also need to make sure that your fellow Superstars don't score pinfalls or submissions. If they do, they win the match and you lose by default. Focus on one opponent and wear him down, but break up any potential pinfalls, too.

During Battle Royal matches, it doesn't matter who gets eliminated, as long as it isn't you. Again, focus on one opponent and eliminate him, then move to the next. If your opponents happen to eliminate other Superstars, so much the better.

Don't attack wildly in a Survival Match, because every Superstar you hit automatically focuses on you. Hit three different opponents right off the bat, for example, and you find yourself on the receiving end of a horrendous beating.

Main Events



Main Events are always the big attraction at Pay-Per-View shows. These are the breathtaking matches that leave many Superstars bloodied and broken—they've made careers and they've ended them. Superstars must be at the top of their game when performing in a Main Event matchup, and must learn to adapt

to the special rules set up for most Main Event matches.



Three Stages of Hell™

Players: 1 to 2

Win Condition: Win two of the Three Stages of Hell matches

Three Stages of Hell isn't exactly a match in itself—it's more like a grueling, three-match mini-tournament between two feuding Superstars. The first Superstar to win two of the three matches wins the Three Stages of Hell, so familiarize yourself with the match types before competing.

NOTE

There are no match variations for Three Stages of Hell, except for the different matches you can choose to play.

NOTE

There is no specific strategy for winning a Three Stages of Hell other than the strategies you'd use in each of the individual matches. Read the detailed match sections for tips on how to win each match type. A *SmackDown!* earned in one match doesn't carry over into the next, so use them at the opportune moment. If a Superstar wins the first two matches, he or she automatically wins the Three Stages of Hell, and the third match is not played.



Bra & Panties Match

Players: 1 to 2

Win Condition: Strip your opponent down to her "unmentionables."

New to the *SmackDown!* series, the Bra & Panties Match pits two WWE divas

against each other in singles competition. The first diva to strip her opponent down to her Bra & Panties wins the matchup!

NOTE

There are no match variations for the Bra & Panties Match.

NOTE

Only female Superstars are allowed to participate in a Bra & Panties Match.



Cage Match

Players: 1 to 4

Win Condition: Varies—pinfall/submission or escape the cage.

In a Cage Match, Superstars are kept inside the ring by a tight-fitting steel

cage that leaves no room for outside-the-ring antics. Some Cage matches require you to score a pinfall or submission on your opponent to win; others require you to climb out of the cage and escape while your opponent is down. Either way, a Cage Match is a brutal affair, as the cage itself is often used as a flesh-shredding weapon.

Match Variations

- **Single:** Two Superstars face off inside a steel cage. The first Superstar to climb out of the cage wins.
- **Tornado Tag:** A two-on-two match inside a steel cage. Escaping the cage is the only way to win.
- **Triple Threat™:** Three Superstars battle against each other inside a steel cage. The first Superstar to climb out of the cage wins the match.
- **Fatal Four-Way™:** Four Superstars fight each other inside a steel cage. The first Superstar to climb out of the cage wins the match.
- **Single Pin & Give Up:** Two Superstars face off inside a steel cage they cannot escape. The first Superstar to pin an opponent or force a submission wins.

• **Triple Threat™ Pin & Give Up:** Three Superstars battle inside a steel cage they cannot escape. The first Superstar to pin an opponent or force a submission wins.

• **Fatal Four-Way™ Pin & Give Up:** Four Superstars face off inside a steel cage they cannot escape. The first Superstar to pin an opponent or force a submission wins.

TIP

In a Cage Match where you need to escape the cage, the trick is to beat your opponents down and get them in a position where they can't knock you off the cage as you climb out. For example, Irish Whipping your opponents into uncovered turnbuckles is an excellent way to knock them out of commission for a while.

In Cage matches that require pinfalls or submissions, go for the latter. Pinfalls are broken up too easily in a match where none of the Superstars ever leave the ring. Your best bet is to execute a submission move after submission move until your opponent can't take any more.

Irish Whipping your opponent into the cage is a great way to knock him for a loop. If an opponent starts climbing up the side of the cage, run to the cage quickly and use striking attacks to knock him off.



Elimination Chamber Match

Players: 1 to 6

Win Condition: Pinfall or submission

The Elimination Chamber Match is a six-Superstar elimination event. Two Superstars begin the match, and another

Superstar is released from his or her chamber every 60 seconds to join in the slaughter. The Superstar who remains after all others have been eliminated is the winner.

NOTE

There are no match variations for the Elimination Chamber.

TIP

The same basic principles of any Battle Royal Survival Match apply to Elimination Chamber matches. Don't wildly attack your opponents, or they all focus on you. Instead, concentrate on wearing down and eliminating one opponent at a time.

SCHEDULED FOR ONE FALL: MATCH TYPES



Elimination Tag Match

Players: 1 to 6

Win Condition: Varies—eliminate opposing team/captain by pinfall/submission/opponent DQ or by putting them through a table.

In an Elimination Tag Match, the first pinfall or submission doesn't necessarily end the match. Instead, any Superstar that is pinned or submits is eliminated from the match. When an entire team (or the team's captain) is eliminated, the other team wins the match.

Match Variations

- **Normal Tag:** A normal two-on-two Tag Match where both members of the opposing team must be pinned or forced to submit.
- **Tornado Tag:** A two-on-two match where all four Superstars are considered legal and are allowed to be in the ring simultaneously. Both members of the opposing team must be pinned or forced to submit.
- **Captain Fall Tornado 6-Man Tag:** A three-on-three Tag Match where the captain of the opposing team must be pinned or forced to submit.
- **Normal 6-Man Tag:** A three-on-three Tag Match where all three members of the opposing team must be pinned or forced to submit.
- **Tornado 6-Man Tag:** A three-on-three match where all six Superstars are considered legal and are allowed to be in the ring simultaneously. All three members of the opposing team must be pinned or forced to submit.
- **Table Tornado Tag:** A two-on-two match where all four Superstars are considered legal and are allowed to be in the ring simultaneously. The first team to smash an opponent through a table wins.
- **Table Tornado 6-Man Tag:** Exactly the same as the Table Tornado Tag, except there are two teams of three Superstars.

TIP

The most important elimination in any Elimination Tag Match is the first one. If the numbers are on your side, you have more control over the action. Even if you've been eliminated from the match, you can still hang around the outside of the ring and assist your teammates at opportune moments.



First Blood Match

Players: 1 to 2

Win Condition: Make your opponent bleed

As its name implies, the objective in a First Blood Match is to make your opponent bleed before you start gushing out blood yourself. There are no holds barred and anything goes in a First Blood Match, so use your environment to help open up your opponent.

NOTE

There are no match variations for the First Blood Match.

NOTE

Only male Superstars are allowed to participate in a First Blood Match.

TIP

Use moves and attacks that target an opponent's head. Be aggressive and use environmental objects, powerful grapple moves and *SmackDowns!* to soften your opponent. Once an opponent's damage icon shows that he can't take much more, use powerful weapon and striking attacks to cause your opponent to bleed.



Hell in a Cell™

Players: 1 to 6

Win Condition: Pinfall or submission

The Hell in a Cell Match is one of the most brutal matches in all of sports-entertainment. Superstars must compete inside a five-sided steel cell, where only a pinfall or submission inside the ring ends the carnage. Anything goes in Hell in a Cell—you can even battle on top of the cell itself.

Match Variations

- **Single:** A one-on-one Hell in a Cell Match.
- **Tornado Tag:** Two teams of two Superstars undergo Hell in a Cell.
- **Triple Threat™:** Three Superstars fight against each other inside the unforgiving cell. The first Superstar to score a pinfall or submission on an opponent inside the ring wins the match.
- **Fatal Four-Way™:** Four Superstars fight against each other as they suffer Hell in a Cell. The first Superstar to score a pinfall or submission on an opponent inside the ring wins the match.
- **Armageddon Hell in a Cell™:** The most dangerous Hell in a Cell Match, six Superstars collide. The first to score a pinfall or submission on an opponent wins.

TIP

The cell itself is one of the most dangerous weapons in a Hell in a Cell Match. Irish Whip an opponent into a wall of the cell to smash him through it, dealing severe damage to him and giving you access to the area outside of the cell in one simple maneuver (of course, you could have used the door...). Once you're outside the cell, you can climb its outer walls and bring the action to new heights. When you tire of having it out on the roof, use a powerful grapple move to slam your opponent onto the weak spot at the center of the cell's roof and send him crashing down into the ring again. Now, *that's* sports-entertainment!



Ironman Match

Players: 1 to 2

Win Condition: Score more pinfalls or submissions than your opponent within the time limit.

In an Ironman Match, the action doesn't stop when the first pinfall or submission is scored. Instead, two Superstars must battle until time expires. The Superstar who has scored the highest number of falls against his or her opponent is deemed the winner.

NOTE

There are no match variations for an Ironman Match.

TIP

Don't get caught playing catch-up in an Ironman Match. If you're behind in points, you're likely to make mistakes out of desperation, like using a *SmackDown!* when you're too near the ropes for a successful pinfall. It takes a while to weaken your opponent to the point where you can score a pinfall or submission, so be patient and thorough. Once you score your first point, your opponent is weak enough that you should be able to score a point after every *SmackDown!* you pull off. As you play through the match, use a variety of moves to keep your *SmackDown!* Meter filling up as quickly as possible.



Ladder Match

Players: 1 to 6

Win Condition: Use a ladder to grab the title suspended over the center of the ring.

Ladder Matches are thrilling bouts where Superstars must use a ladder to reach a title belt hanging from a cable above the ring. There are no disqualifications in a Ladder Match, so feel free to use the ladders (or anything else you can get your hands on) as weapons against your opponents.

Match Variations

- **Single:** A one-on-one Ladder Match.
- **Tornado Tag:** Two teams of two Superstars duke it out simultaneously in a Ladder Match.
- **Triple Threat™ Tornado Tag:** Three teams of two Superstars battle simultaneously in a career-shortening Ladder Match.

- **Triple Threat™:** Three Superstars fight against each other in a Ladder Match.
- **Fatal Four-Way™:** Four Superstars fight against each other in a Ladder Match.

TIP

The most important aspect of a Ladder Match is setting up the ladder. Wait until you've beaten your opponents silly, then pick up the ladder and set it up in the dead center of the ring. If the ladder is off-center even just a little, you have a harder time grabbing the belt. After setting up the ladder, pummel your opponents some more before you go for the belt.



Last Man Standing Match

Players: 1 to 2

Win Condition: Knock your opponent out for the referee's 10 count.

There's no question who the winner is of a Last Man Standing Match. Instead of scoring a pinfall or submission on your opponent, you must beat him until he's unable to stand up as the referee counts to 10.

NOTE

There are no match variations for a Last Man Standing Match.

TIP

Powerful grapple moves are the name of the game in a Last Man Standing Match. Weapons are fully legal, so don't be shy about using that sledgehammer on your opponent's skull. Don't bother to use a *SmackDown!* that results in pinfalls or submissions, because your opponent springs to his feet afterward. After landing a high-impact move, back away from your opponent and see if you can get the ref to start counting. A Superstar must be completely laid out and largely motionless for the referee to begin the count.



Lumber Jack Match

Players: 1 to 6

Win Condition: Pinfall, submission, opponent DQ

In a Lumber Jack Match, two Superstars battle inside the ring just as in a Single Match. However, each Superstar has two other Superstars as backups, waiting just outside the ring. The object is to throw your opponent out of the ring, allowing your "lumberjacks" to rough him up a little. Be careful that you don't end up being thrown out of the ring yourself!

SCHEDULED FOR ONE FALL: MATCH TYPES

NOTE

There are no match variations for a Lumber Jack Match.

TIP

Make good use of your loyal pals by throwing your opponent to them every chance you get. Toss your opponent toward your own allies, not his. While your buddies work him over outside the ring, stand in the center of the ring and taunt repeatedly to build up your *SmackDown!* Meter.



Slobber-Knocker™

Players: 1

Win Condition: There's no way to win a Slobber-Knocker.

The Slobber-Knocker is a unique match that is actually impossible to "win."

In a Slobber-Knocker, you face an unlimited number of opponents in one-on-one competition. You score one point every time you KO an opponent, and the match continues until you are KO'd or until the time limit expires (if there is one). Fortunately, you begin a Slobber-Knocker with all five *SmackDown!* icons at the ready. See how many opponents you can KO!

Match Variations

- **Time Limit:** The match ends when you are KO'd or when the time limit expires.
- **No Limit:** There's no time limit, so the match only ends when you're KO'd.
- **Anywhere:** You're able to exit the ring and battle your opponents anywhere. Otherwise, this is identical to a Slobber-Knocker with no time limit.

TIP

Be sure to use a *SmackDown!* early on in a Slobber-Knocker, because you can't start building up another one if you already have five saved up. Make good use of Reversals throughout the match as well, because being hit with a *SmackDown!* likely KO's you.



Special Referee Match

Players: 1 to 6

Win Condition: Same as normal matches of the same type (Single, Tag and Ironman matches).

A Special Referee Match is no different from a regular Single, Normal Tag or Ironman Match, with one exception: Instead of having an impartial referee in the ring, a Superstar dons the striped shirt and makes the calls. This is great if the Special Referee is a

buddy of yours, otherwise you're in for a rough night! Special Referees may attack competing Superstars, and they make all their own calls—including pin counts, DQs, and ringouts.

A Special Referee may count a pin or ringout as slowly or quickly as he or she pleases, and can decide whether to call or ignore a DQ. If there are two Special Referees, the first to make the call determines the outcome of the match. Special Referees may also attack each other, further complicating the match.

Match Variations

- **One Referee Single:** A Single Match with one Special Referee.
- **One Referee Normal Tag:** A normal Tag Match with one Special Referee.
- **One Referee Ironman:** An Ironman Match with one Special Referee.
- **Two Referees Single:** A Single Match with two Special Referees.
- **Two Referees Normal Tag:** A normal Tag Match with two Special Referees.
- **Two Referees Ironman:** An Ironman Match with two Special Referees.

TIP

If you're playing with a CPU-controlled Special Referee, don't hit him! If you do, you provoke him, possibly get attacked, and almost certainly find yourself on the wrong side of his calls.

If you're playing as a Special Referee alongside a second Special Referee, knock the other ref down before making a call. This ensures that your decision determines the outcome of the match.

If the Special Referee is against you, work on getting your opponent to submit. That's the one call a Special Referee can't ignore.



Submission Match

Players: 1 to 2

Win Condition: Submission, opponent DQ

This match's name says it all; the only way to win a Submission Match is to force your opponent to tap out to a submission hold. Disqualifications may still occur, so don't push your luck with the ref.

Match Variations

- **Single:** The first Superstar to submit loses the match.
- **Ultimate Submission:** The match has a time limit, and each submission scored on your opponent earns you one point. When time expires, the Superstar with the most points wins.



TIP

Superstars who use a submission move as their *SmackDown!* have the upper hand in a Submission Match. Wear your opponent down, slap on a *SmackDown!* submission move, and the match is over before you know it. Try to counter your opponent's grapple moves when you're on the ground, because many grapple moves performed against a downed opponent are submission moves.

It takes some time to force that first submission out of your opponent in an Ultimate Submission Match, but once you get it, the rest follow more quickly. Get the first one!



Table Match

Players: 1 to 6

Win Condition: Smash your opponent through a table.

To win a Table Match, you must smash your opponent through a wooden table—there are no pinfalls, submissions, or disqualifications. Needless to say, most Superstars think twice before signing up for a brutal Table Match...and at least three times if it's against the Dudleys!

Match Variations

- **Single:** A one-on-one Table Match.
- **Tornado Tag:** Two teams of two Superstars compete in a Table Match. All four Superstars are considered legal and are allowed to be in the ring simultaneously.
- **Triple Threat™:** Three Superstars wreak havoc against each other until one of them smashes another through a table.
- **Fatal Four-Way™:** Four Superstars undertake a Table Match until one of them smashes another through a table.
- **Tornado 6-Man Tag:** Two teams of three Superstars compete in a Table Match. All six Superstars are considered legal and are allowed to be in the ring simultaneously.

TIP

Putting opponents through standing tables is tough. You have to Irish Whip them onto the table, run up onto the table, and then execute a grapple move that's powerful enough to put them through the wood. You can also Irish Whip an opponent onto a table and then execute a high-flying move from the top turnbuckle.

But there's an even better method! Set a table up in a turnbuckle and Irish Whip your opponent into it. If the table doesn't break with the initial impact, run at the opponent and perform striking attacks until you smash him through the wood. Keep in mind that a table

set up in a turnbuckle is very dangerous. One Reversal of an Irish Whip can send you through a table that was originally meant for your opponent.



TLC™ Match

Players: 1 to 4

Win Condition: Varies—either score a pinfall or grab the title belt that's suspended over the center of the ring.

In a TLC Match (Tables, Ladders, and Chairs), no holds are barred. All weapons are legal, and the match can never be won by a DQ or submission. This is a truly brutal match that only the most talented Superstars have a hope of surviving.

Match Variations

- **Single:** A one-on-one TLC Match that can only be won by an in-ring pinfall.
- **Tornado Tag:** Two teams of two Superstars compete in a TLC Match that can only be won by an in-ring pinfall.
- **Triple Threat™:** Three Superstars face off against each other in a TLC Match that can only be won by an in-ring pinfall.
- **Fatal Four-Way™:** Four Superstars must battle against one another in a TLC Match that can only be won by an in-ring pinfall.
- **Title:** A one-on-one TLC Match that can only be won by grabbing the title belt that's suspended above the ring, just like a Ladder Match.
- **Title Tornado Tag:** Same as a Tornado Tag TLC Match, except the match can only be won by grabbing the title belt that's suspended above the ring, just as in a Ladder Match.
- **Title Triple Threat™:** Same as a Triple Threat TLC Match, except the match can only be won by grabbing the title belt that's suspended above the ring, just as in a Ladder Match.
- **Title Fatal 4-Way™:** Same as a Fatal Four-Way TLC Match, except the match can only be won by grabbing the title belt that's suspended above the ring, just as in a Ladder Match.

TIP

Your best bet in any TLC Match is to use the abundant tables, ladders, and chairs as weapons to wear your opponents down. If you're competing in a pinfall TLC Match, these foreign objects can knock your opponents for a loop and allow you to score the pin. If you're involved in a Title TLC Match, use the tips and tricks you've learned from the Ladder Matches to grab the gold. Remember that an opponent is stunned for a fair amount of time if put through a table. If you already have a ladder set up properly, you should have no trouble reaching the title belt before your opponent gets back up.

BODY BUILDING: CREATE MODE

The Create Mode in *WWE SmackDown! Here Comes the Pain* is the ultimate evolution of the Create Mode from previous *SmackDown!* games. You have complete control over your created Superstar's appearance, abilities, moves, and animations. With *SmackDown!*'s powerful Create Mode, you're limited only by your imagination and the amount of time you're willing to put into creating a Superstar.



Create Menu

Selecting "Create" from the Main Menu takes you to the Create Menu, where you have four options: Create an Appearance, Create a Moves Set, Create an Animation, and Create a Stable. Choose "Create an Appearance"

and start creating your personal Superstar.

Create an Appearance



Create an Appearance Menu

The Create an Appearance Menu and its submenus contain all the options you need to define the look of your created Superstar, from the color of hair to the style of boots. The Create an Appearance Menu has five options:

- **New:** Create a new appearance from scratch.
- **Edit:** Edit an existing created Superstar's appearance.
- **Copy:** Copy an existing created Superstar.
- **Delete:** Permanently remove an existing created Superstar from your memory card.
- **Save & Exit:** Save any changes you've made to your Memory Card and return to the Create Menu.



Choose "New" or "Edit" to go to the Create an Appearance tools. Start out by selecting a "Base Model," which decides the gender and basic body frame of your Superstar.



Appearance Menu

Appearance Menu

After you select your Base Model, you're taken to the Appearance Menu. Here you may choose from five options:

- **Appearance:** Edit every aspect of your created Superstar's appearance.
- **Profile:** Edit your created Superstar's name, nickname, ring name, etc.
- **Attributes:** Edit your created Superstar's assigned attribute points. This affects your Superstar's in-ring abilities and performance.
- **Logic:** Decide how the computer will control your created Superstar when you're playing as someone else.
- **Decision:** Save the changes you've made and return to the Create an Appearance Menu.



Appearance Submenu

Appearance Submenu

Choose "Appearance" from the Appearance Menu to enter the Appearance submenu. Here you may choose to "Edit Parts" or alter your Superstar's "Figure."



Edit Parts Menu

Edit Parts Menu

Under "Edit Parts," you may choose from the following options:

- **Body:** Edit your Superstar's body parts.
- **Attire:** Edit your Superstar's clothing.
- **Accessories:** Add items like face paint and jewelry to your Superstar.
- **Design:** Place patterns, words, and letters onto your Superstar as you please.

NOTE

Press the **●** button to check your Superstar's Layer List, where you can view and edit the order in which each article of clothing and every accessory is layered on your Superstar's Base Model.

NOTE

Press the **SELECT** button to toggle between your Superstar's entrance and match attire.



Body Menu

Body Menu

Select "Body" to edit your Superstar's face, skin, hair, eyebrows, eyes, facial hair, and lips.



Attire Menu

Attire Menu

Select "Attire" to add clothing to your Superstar's head, upper body and lower body.



Accessories Menu

Accessories Menu

Select "Accessories" to add accessories to your Superstar's head, upper body, and lower body.

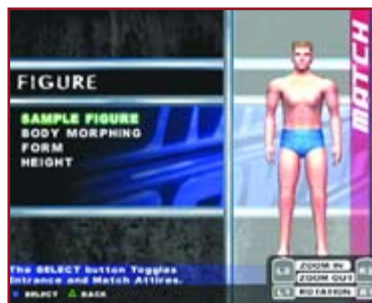


Design Menu

Design Menu

Select "Design" to add patterns, words, and letters to your created Superstar. You may also rotate and place these designs however you'd like.

Figure Menu



Select "Figure" to choose from the following options:

- **Sample Figure:** Load a sample created Superstar. This overwrites the Superstar you're currently creating.
- **Body Morphing:** Edit your Superstar's body, choosing how thin, beefy, or buff you want your Superstar to be.
- **Form:** Allows you to adjust the width, length, and thickness of your created Superstar's head, neck, chest, shoulders, abdomen, arms, forearms, hands, waist, thighs, legs, and feet.
- **Height:** Choose how tall you'd like your Superstar to be.



Profile Menu

Profile Menu

Select "Profile" to choose from the following five options:

- **Name:** Give your Superstar a name.
- **Ring name:** The name that precedes your Superstar's actual name as he makes his way to the ring (for example, "The Million-Dollar Man" would be Ted DiBiase's ring name).
- **Nickname:** The name that friendly Superstars enjoy calling you backstage.
- **Biography:** Decide your Superstar's gender, weight classification, and how much of a face/heel your Superstar is.
- **Signboard:** Pick the crowd signs you want to see during a matchup that involves your created Superstar.



Attributes Menu

Attributes Menu

Choose "Attributes" from the Appearance Menu to assign experience points to your Superstar's five attributes, increasing his or her level of proficiency in each category.

- **Strength:** Amount of damage your Superstar inflicts.
- **Submission:** Determines how long you can hold submission moves and how fast you can get out of them.
- **Endurance:** How much damage your Superstar can withstand.
- **Technique:** Ability to counter attacks.
- **Speed:** The speed at which your Superstar walks, runs, and climbs.



Logic Menu

Logic Menu

Choose "Logic" from the Appearance Menu to choose from the following options:

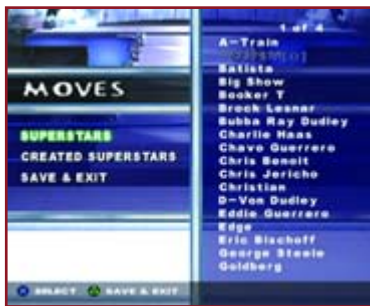
- **Logic 1:** Choose your Superstar's primary game plan while being controlled by the computer.

BODY BUILDING: CREATE MODE

- **Logic 2:** Choose your Superstar's secondary game plan while being controlled by the computer.
- **Move:** Decide whether your Superstar's in-ring movements are clever or aggressive while being controlled by the computer.
- **Irish Whip:** Decide how often your Superstar performs Irish Whips while being controlled by the computer.
- **Attack the Referee:** Take a stand on whether or not your Superstar will attack the ref while being controlled by the computer.
- **Weapon Use:** Choose whether or not your Superstar will use weapons while being controlled by the computer.
- **Diving Moves:** Decide how often you want your Superstar to execute high-risk aerial attacks while being controlled by the computer.
- **Taunt:** Dictates how often your Superstar performs taunts while being controlled by the computer.

Create a Moves Set

Now that you've created an appearance for your Superstar, it's time to give your Superstar some moves.



Moves Menu

Moves Menu

Select "Create a Moves Set" from the Create Menu to get to the Moves Menu, where you may edit the moves for any created or regular WWE™ Superstar in the game.



Moves Submenu

Moves Submenu

Once you've selected a Superstar, you're taken to the Moves submenu, where you view and edit all the moves for the selected Superstar. Along the left side of the

screen is a menu of the following sets of moves:

- **Bases:** Ring In Move, Ring Out Move, Taunt, Fighting Style, Walking Style, Running Style, Winning Style, and Entrance. These are your Superstar's "personality" moves and have little affect on the in-ring performance.
- **Ready Moves:** Attack, Grapple, Back Attack, Edge of the Cell. These are the moves your Superstar executes when facing or behind a standing opponent.
- **Ground:** Attack and Grapple. This is what your Superstar does when standing near a downed opponent.
- **Turnbuckle:** Attack, Grapple, and Back Attack. Your Superstar performs these moves against an opponent at the turnbuckle.

- **Rope Opponent:** Rope Down, Rebound Attack, and Jump Down Over. These describe how your Superstar attacks an opponent at or near the ropes.
- **Aerial:** Stand and Down. Your Superstar executes these moves from a ladder, turnbuckle, or other elevated surface.
- **Running:** Attack, Grapple, Back Attack, Squatting Attack, and Counter. These are your Superstar's running moves.
- **Double Team:** Stand and Turnbuckle. These are the double-team moves your Superstar pulls off with a partner.
- **Special:** Special, Favorites, Weapon Special, and Combination Moves. These are your Superstar's best moves, including his combo strikes, favorite moves, and *SmackDowns!*
- **Auto Setting:** This assigns a generic Average, Powerful, Speedy, Technical, or Roughneck move list to your Superstar. You may also assign another Superstar's move list to the current Superstar.
- **Default:** This resets the entire move list to its default state.

Tips for Creating Superstars

- The appearance of a created Superstar doesn't have much of an effect on his in-ring performance, so don't feel restricted in any way when designing his look.
- Although your newly created Superstar's attributes may not be the greatest, you can earn more experience points by winning matches in the Season Mode.
- Don't underestimate endurance while determining your Superstar's attributes. Although it isn't flashy, a high endurance rating allows your Superstar to bounce back from even the worst punishment.
- When choosing moves, match the move types to your Superstar's attribute strengths. Pick the moves with the highest damage values to wear down your opponents quickly and fill your *SmackDowns!* Meter.
- Pay close attention to the positions that your Superstar's moves leave your opponents in. Is the opponent standing and groggy, or down on the mat? Start looking for combinations of moves that work well together, like an elbow strike that leaves you standing behind a groggy opponent, followed by a powerful German suplex, for example.
- When choosing your Superstar's *SmackDowns!*, pay attention to what the *SmackDowns!* conditions are. It's much harder to execute a *SmackDowns!* that requires your opponent to be slumped down in the lower turnbuckle than it is to pull off a *SmackDowns!* that only requires that you stand next to a downed opponent.
- At least one of your Superstar's *SmackDowns!* should end in either a submission move or pinfall. If your opponent has been worn down, there's little chance for him to break free of your *SmackDowns!* submission move or to kick out of your pin.



Create an Animation

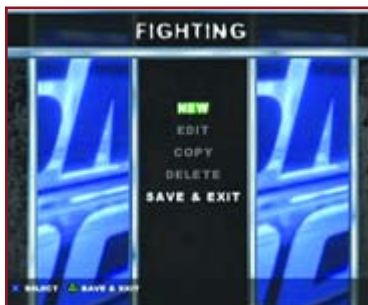


Create an Animation Menu

Not only can you create a Superstar in *WWE SmackDown! Here Comes the Pain*, you can also determine how he moves. Use the "Create an Animation" option from the Create Menu to make a new fighting, running, walking,

winning, or taunt animation.

Save the animation to the Memory Card to make it available for any Superstar to choose from the appropriate Create a Moves Set Menu.



Select the category of movement you wish to create, and then choose "New" to create a new animation, "Edit" to alter an existing animation, "Copy" to edit an animation while leaving the original untouched, or "Delete" to dispose of an animation.



Selecting "New" or "Edit" takes you to the animation editor, which offers four options:

- **Base:** Your starting point for the animation.
- **Modify:** Use this to fine-tune and adjust aspects of the animation.
- **Sample:** Start with a sample animation and work from there.
- **Decision:** Choose this once you've got your animation set.



Start by selecting "Base" and choosing from the list of animations provided. Select "Decision" from that submenu to return to the animation editor.

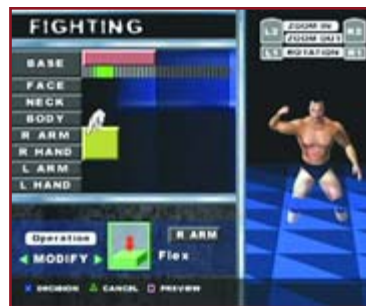


The "Modify" option is available as soon as you've chosen a base animation for your Superstar. Select this to enter the Modify Menu and fine-tune that animation. Here's where things get tricky.



To add additional movements to the base animation, select "Modify" from the tools at the bottom of the screen (see below for details on the animation tools). Use the cursor to select a body part from the menu in the upper left corner of the screen,

and select an animation for that body part from the submenu that appears.



You then return to the Modify Menu, where the animation is represented as a colored bar. Position this in the gray field next to the names of the body parts. Moving it to the right means that this specific movement occurs later in the animation; moving it to the left means it occurs earlier

in the animation. A preview of the animation plays in a loop on the right side of the screen. Press X to set the animation in position.



Along the bottom of the screen are the tools that you can use to further define the animation:

- **Modify:** This option lets you choose a body part to animate.
- **Move:** This moves a body part's animation to the right or left, making it appear earlier or later in the animation sequence.
- **Expand:** This lengthens or shortens a particular body part animation to speed it up or slow it down.

BODY BUILDING: CREATE MODE

- **Copy:** This copies an animation so that you can repeat it in the course of the animation sequence.
- **Delete:** Use this to delete a body part animation that you no longer want in the animation sequence.
- **Layer:** As you add multiple animations to the same body part, earlier animations lose their priority and become lost in the sequence. Use Layer to move high-priority body part animations further down the Layer List (just as you did when you created your Superstar's appearance).



Once you have finished your animation, select "Decision" from the Modify Menu, and then select "Decision" from the Animator Menu to name the animation. Then select "Save & Exit" from the Create an Animation Menu to save your animation to the Memory Card and exit. Your animation appears in

the "Bases" section of the Create a Moves Set Menu.



Create a Stable

Create a Stable Menu

A Stable is a group of Superstars who work together to achieve their goals in the WWE. If you've created more than one Superstar and would like to put them together on the

same team, this is the place for you. Select "Create a Stable" from the Create Menu to go to the Create a Stable Menu, where you can add new Stables or edit existing ones.



To create your own Stable, highlight an empty Stable slot (where it says "No Entry") and elect to form a two- or three-man Stable. You're brought to a Stable setup menu, where you may choose from the following options:

- **Name:** Give your Stable a name.
- **Member:** Select the Superstars for the Stable.
- **Superstars:** Load an existing Stable. This overwrites the current Stable.
- **Entrance:** Give your Stable its own entrance movie, moves, and music.
- **Delete:** Deletes the current Stable.
- **Decision:** Saves the current Stable and returns you to the Create a Stable Menu.





HERE COMES THE PAIN™: SEASON MODE

The Season Mode is where Superstars truly shine. Anyone can win an Exhibition Match or two, but how many Superstars have the guts to stick out an open-ended season, winning belts and defending them against all comers?

As you play through a season, you earn experience points that are used to increase your selected Superstar's attributes, making them stronger competitors. Playing through in Season Mode is also the only way to earn the cash you need to unlock the various Superstars, costumes/attires, moves, arenas, diva loading screens, and other goodies that are hidden in *WWE SmackDown! Here Comes the Pain*.



Season Menu

If you think you have what it takes to make your mark in the Season Mode, select "Season" from the Main Menu to enter the Season Menu. There you're presented with three options:

- **New Season:** Begin a new season with any WWE or created Superstar.
- **Continue:** Continue your season from the last save point.
- **Save & Exit:** Save your progress to a Memory Card and return to the Main Menu.

Starting a New Season



Choose "New Season" to start a new season. Your first task is to decide which Superstars will be entered into the season you're about to begin. Highlight a Superstar and press **X** to enter or remove him/her from the season. You can also view and edit Stables by highlighting "Check Stables" at the top of this screen.



Next, check over and edit the program rosters. This is where you decide which Superstars appear only on *Raw* and which ones are loyal to the *SmackDown!* brand of sports entertainment. Choose "Edit" from the top of the screen to swap Superstars between brands.



Now decide which Superstars you want as faces (good guys) and which ones you want as heels (bad guys). Face Superstars are listed on the left side of the screen; heel Superstars are shown on the right. Choose "Edit" from the top of the screen to switch Superstars between the two lists. Use the program icon in the upper right corner of the screen to switch between the *Raw* and *SmackDown!* program rosters.



Finally, choose which Superstar you want to play as throughout the Season Mode. Cycle through the list of available Superstars until you find the one you want. Only Superstars who have been entered in the season appear in this list, so if you don't see the Superstar you're looking for, back up a few menus by pressing **▲** and check to make sure he or she has been entered in the season.

NOTE

If you decide to play as a regular WWE Superstar in the Season Mode, you have the option of starting out with their original attributes or with their season attributes (press **←** or **→** to switch between original and season attributes before selecting the Superstar). If you choose to use a WWE Superstar's original attributes, you won't be able to increase their stats as you play through the season.



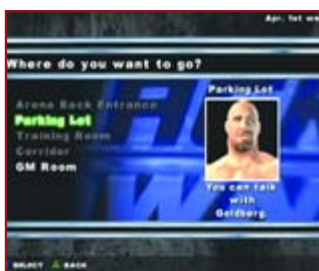
The new season begins as soon as you select a Superstar. Just about anything can and does occur in the course of a season, and it's impossible to list every plot twist you may encounter. But every season begins with a short intro for your selected Superstar, followed by a brief dialogue with your program's general manager.



After your chat with the general manager, you're taken to the season's Weekly Menu. You'll visit this screen before each week of the season. The following six options are available at the Weekly Menu:

HERE COMES THE PAIN™: SEASON MODE

- **Move:** You can talk to various Superstars in backstage areas. Results vary.
- **Shopzone:** Purchase hidden unlockable items with your hard-earned *SmackDown!* dollars here.
- **Match:** Exit the Weekly Menu and begin the night's event.
- **Attributes:** This is where you can view and adjust your Superstar's attributes using the experience points you've accumulated.
- **Profile:** View Superstar stats, add additional Superstars to the season's roster and view the title holders/contenders here.
- **Stable:** Add and edit Stables. You cannot create a Stable here; you can only do that from the Create a Stable Menu in Create Mode. You may add any previously created Stable to the season from here.



Move

The "Move" option allows you to talk to Superstars at various backstage areas before the show begins. Be sure to check which Superstars you can talk with every time you visit the Weekly Menu, because they change each week.

Many events are triggered by one of these chats, so be prepared for anything!



Shopzone

You earn *SmackDown!* dollars every time you win a scheduled matchup during the season. Once you've built up enough cash, check the WWE Shopzone to view the long list of hidden, unlockable goodies. If you have enough *SmackDown!* dollars saved up, go ahead and make a purchase.

Shopzone Unlockables

Item Name	Cost	Description
Hidden Move Sets		
Moves Set 1	2,500	U.S.A. Set 1—Adds a new set of moves to the Create a Moves Set in Create Mode
Moves Set 2	2,500	U.S.A. Set 2—Adds a new set of moves to the Create a Moves Set in Create Mode
Moves Set 3	2,500	U.S.A. Set 3—Adds a new set of moves to the Create a Moves Set in Create Mode
Moves Set 4	2,500	U.S.A. Set 4—Adds a new set of moves to the Create a Moves Set in Create Mode
Moves Set 5	2,500	Japan Set 1—Adds a new set of moves to the Create a Moves Set in Create Mode
Moves Set 6	2,500	Japan Set 2—Adds a new set of moves to the Create a Moves Set in Create Mode
Moves Set 7	2,500	Japan Set 3—Adds a new set of moves to the Create a Moves Set in Create Mode
Hidden Superstars		
"Superfly" Jimmy Snuka	40,000	Unlocks "Superfly" Jimmy Snuka for use in Exhibition and Season Modes
The Million-Dollar Man	40,000	Unlocks "The Million-Dollar Man" Ted Dibiase for use in Exhibition and Season Modes
Sgt. Slaughter	40,000	Unlocks Sgt. Slaughter for use in Exhibition and Season Modes
Old School Undertaker	40,000	Unlocks Undertaker for use in Exhibition and Season Modes
Animal	40,000	Unlocks Animal for use in Exhibition and Season Modes
Hawk	40,000	Unlocks Hawk for use in Exhibition and Season Modes
Hidden Arenas		
Times Square	10,000	Unlocks the Times Square arena for use in Exhibition Mode
<i>SmackDown!</i> ™ B Arena	3,000	Unlocks the <i>SmackDown!</i> B arena for use in Exhibition Mode
<i>Raw</i> ® B Arena	3,000	Unlocks the <i>Raw</i> B arena for use in Exhibition Mode
<i>WrestleMania</i> ® XIX Arena	7,000	Unlocks the <i>WrestleMania</i> XIX arena for use in Exhibition Mode
<i>SummerSlam</i> ® Arena	5,000	Unlocks the <i>SummerSlam</i> arena for use in Exhibition Mode
<i>Rebellion</i> ™ Arena	5,000	Unlocks the <i>Rebellion</i> arena for use in Exhibition Mode



Shopzone Unlockables

Item Name	Cost	Description
Hidden Attires		
The Rock®'s Attires	5,000	Unlocks The Rock's hidden attires for use in Exhibition and Season Modes
Steve Austin™'s Attire	10,000	Unlocks Stone Cold Steve Austin's hidden attires for use in Exhibition and Season Modes
Triple H™'s Attire	10,000	Unlocks Triple H's hidden attires for use in Exhibition and Season Modes
Undertaker®'s Attire	8,000	Unlocks Undertaker's hidden attires for use in Exhibition and Season Modes
Rob Van Dam®'s Attire	10,000	Unlocks Rob Van Dam's hidden attires for use in Exhibition and Season Modes
Kurt Angle®'s Attire	10,000	Unlocks Kurt Angle's hidden attires for use in Exhibition and Season Modes
Chris Jericho®'s Attire	8,000	Unlocks Chris Jericho's hidden attires for use in Exhibition and Season Modes
Chris Benoit™'s Attire	6,000	Unlocks Chris Benoit's hidden attires for use in Exhibition and Season Modes
Kane®'s Attire	6,000	Unlocks Kane's hidden attires for use in Exhibition and Season Modes
Big Show®'s Attire	6,000	Unlocks Big Show's hidden attires for use in Exhibition and Season Modes
Edge®'s Attire	6,000	Unlocks Edge's hidden attires for use in Exhibition and Season Modes
Scott Steiner™'s Attire	6,000	Unlocks Scott Steiner's hidden attires for use in Exhibition and Season Modes
Stephanie McMahon™'s Attire	5,000	Unlocks Stephanie McMahon's hidden attires for use in Exhibition and Season Modes
Vince McMahon™'s Attire	5,000	Unlocks Vince McMahon's hidden attires for use in Exhibition and Season Modes
Eric Bischoff™'s Attire	3,000	Unlocks Eric Bischoff's hidden attires for use in Exhibition and Season Modes
Ric Flair™'s Attire	6,000	Unlocks Ric Flair's hidden attires for use in Exhibition and Season Modes
Stacy Keibler™'s Attire	7,000	Unlocks Stacy Keibler's hidden attires for use in Exhibition and Season Modes
Rico™'s Attire	2,000	Unlocks Rico's hidden attires for use in Exhibition and Season Modes
Torrie Wilson™'s Attire	7,000	Unlocks Torrie Wilson's hidden attires for use in Exhibition and Season Modes
Brock Lesnar™'s Attire	8,000	Unlocks Brock Lesnar's hidden attires for use in Exhibition and Season Modes
Shawn Michael™'s Attire	8,000	Unlocks Shawn Michaels' hidden attires for use in Exhibition and Season Modes
Hidden Bra & Panties		
Bra and Panties (Torrie)	10,000	Allows you to change the color of Torrie Wilson's Bra and Panties (for use with the Bra & Panties Match)
Bra and Panties (Sable™)	10,000	Allows you to change the color of Sable's Bra and Panties (for use with the Bra & Panties Match)
Bra and Panties (Stacy)	10,000	Allows you to change the color of Stacy Keibler's Bra and Panties (for use with the Bra & Panties Match)
Bra and Panties (Trish)	10,000	Allows you to change the color of Trish Stratus' Bra and Panties (for use with the Bra & Panties Match)
Bra and Panties (Lita™)	10,000	Allows you to change the color of Lita's Bra and Panties (for use with the Bra & Panties Match)
Bra and Panties (Jazz™)	10,000	Allows you to change the color of Jazz's Bra and Panties (for use with the Bra & Panties Match)
Bra and Panties (Victoria™)	10,000	Allows you to change the color of Victoria's Bra and Panties (for use with the Bra & Panties Match)
Hidden WWE™ Diva Loading Screens		
Diva's Loading Screen 1	5,000	Adds Torrie Wilson's diva loading screen to the game's loading screens
Diva's Loading Screen 2	5,000	Adds Sable's diva loading screen to the game's loading screens
Diva's Loading Screen 3	2,000	Adds Stacy Keibler's diva loading screen to the game's loading screens
Diva's Loading Screen 4	2,000	Adds Trish Stratus' diva loading screen to the game's loading screens
Diva's Loading Screen 5	2,000	Adds Lita's diva loading screen to the game's loading screens
Diva's Loading Screen 6	2,000	Adds Jazz's diva loading screen to the game's loading screens
Diva's Loading Screen 7	2,000	Adds Victoria's diva loading screen to the game's loading screens

HERE COMES THE PAIN™: SEASON MODE



Match

Select the "Match" option when you're ready to begin the week's event. You're taken to a menu that lists the top three matchups of the evening. You may choose to "Watch" or "Skip" any match that your Superstar doesn't appear in,

but you must "Play" the matches you've been scheduled for.



Winning your matches is important, because doing so earns you experience points, *SmackDown!* dollars, and Superstar points. Experience points are used to upgrade your Superstar's attributes (see below). *SmackDown!* dollars allow you to purchase and unlock a variety of hidden items from the WWE

Shopzone (see above). Finally, Superstar points are a measure of your Superstar's popularity—you need lots of Superstar points to challenge Superstars for prestigious belts and titles.



Attributes

Once you've won a few matches and earned some experience points, select "Attributes" from the Weekly Menu to view and edit your Superstar's attributes. Add experience points to attributes you've found to be lacking when you're

in the ring to improve your Superstar's performance.



Profile

Here you can check out cool and useful statistics, such as Superstar stats (wins, losses, etc.) and title-holding Superstars. You may also add additional Superstars to the season's roster here.



Stable

Choose "Stable" if you'd like to view, add or edit Stables of Superstars to your current season. You can't create Stables here. To do that, you must choose "Create" from the Main Menu and then select "Create a Stable" from the Create Menu.

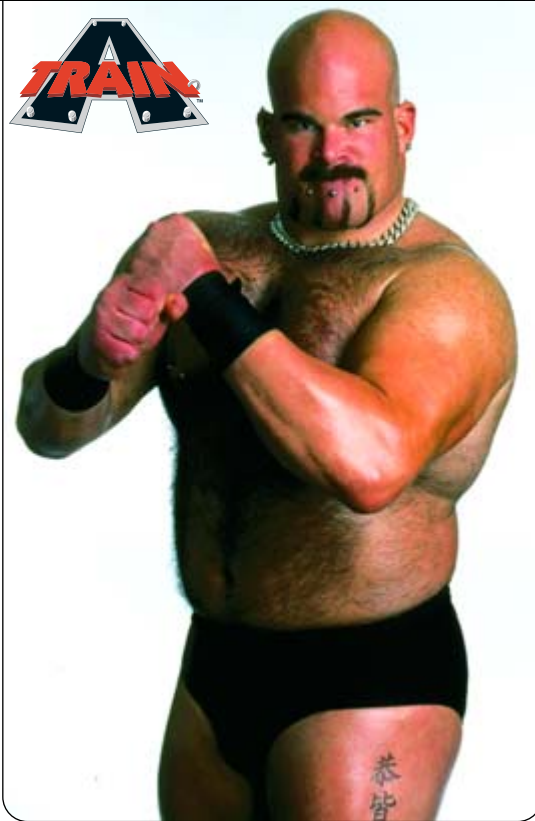




A-TRAIN™

BIO

A graduate of the World Wrestling Entertainment's training camp, A-Train is one of the most powerful and colorful Superstars on the roster. His power moves, including his finishing maneuver, the sit-down Powerbomb, is the stuff of nightmares. He was once a feared tag-team competitor with Test, but the duo has since parted ways, and A-Train is now a feared and brutal man in the singles division.



SPECIAL MOVES

Derailleur™



Train Wreck™



STATS

HEIGHT	6' 7"	WEIGHT	350 lbs.	FROM	Boston, MA
FINISHING MOVE	Baldo Bomb	CAREER HIGHLIGHTS	Intercontinental Champion		



A-TRAIN™'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Hold up
Standing	←	Cut Throat
Standing	↑	Hold up
Standing	→	Cut Throat
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L]+↕, ↻, ↷, or ⇄	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L]	Derailleur
Facing Groggy Opponent	[L]+↕, ↻, ↷, or ⇄	Train Wreck
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	●+↕	Grapple 5
Facing Standing Opponent	●+↻	Grapple 10
Facing Standing Opponent	●+↷	Grapple 11
Facing Standing Opponent	●+⇄	Grapple 4
Submission Grapples (After ●+↕)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↕	Bearhug 3
Opponent Locked in Submission Grapple	●+↻	Headlock 1
Opponent Locked in Submission Grapple	●+↷	Big Shoulder Claw
Opponent Locked in Submission Grapple	●+⇄	Snapmare & Neck Lock
Signature Grapples (After ●+↻)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↕	Body Press Bomb
Opponent Locked in Submission Grapple	●+↻	Scoop Slam 5
Opponent Locked in Submission Grapple	●+↷	Spinning Rack Pancake
Opponent Locked in Submission Grapple	●+⇄	Suplex 8
Power Grapples (After ●+↷)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↕	Powerbomb Pin 3
Opponent Locked in Submission Grapple	●+↻	Sidewalk Slam 3
Opponent Locked in Submission Grapple	●+↷	Powerbomb 15
Opponent Locked in Submission Grapple	●+⇄	Flapjack 1
Quick Grapples (After ●+⇄)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↕	Clothesline 23
Opponent Locked in Submission Grapple	●+↻	Kitchen Sink 2
Opponent Locked in Submission Grapple	●+↷	Clothesline 30
Opponent Locked in Submission Grapple	●+⇄	Club To Neck 3
Ready Moves: Attacks		
Facing Standing Opponent	×+↕	Bicycle Kick 1
Facing Standing Opponent	×+↻ or ↷	Toe Kick 1
Facing Standing Opponent	×+↻	Throat Thrust 2
Facing Standing Opponent	×+↻ or ↷	Toe Kick 2
Facing Standing Opponent	×+↷	Clothesline 3
Facing Standing Opponent	×+⇄	Big Boot 1
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	●+↕	Super Atomic Drop
Behind Standing Opponent	●+↻	Sidewalk Slam 4
Behind Standing Opponent	●+↷	Elbow To Back Of Head 2
Behind Standing Opponent	●+⇄	Forearm Smash
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	●+↕	Reverse Full Nelson
Behind Standing Groggy Opponent	●+↻	Backbreaker 7
Behind Standing Groggy Opponent	●+↷	Gutbuster 3
Behind Standing Groggy Opponent	●+⇄	Bulldog 2
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	●+↕, ↻, ↷, or ⇄	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	●+↕, ↻, ↷, or ⇄	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	●+↕	Pin Fall
Opponent Down, Standing Near Head	●+↻	Reverse Chin Lock 2
Opponent Down, Standing Near Head	●+↷	Mounted Punching 3
Opponent Down, Standing Near Head	●+⇄	Sleeper Hold 8
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	●+↕	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	●+↻	Big Swing
Opponent Down, Standing Near Feet	●+↷	Leg Lock 8
Opponent Down, Standing Near Feet	●+⇄	Stretch Muffler
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	×+↕ or ↻	Double Axe Handle 4
Opponent Down, Standing Near Opponent	×+↻ or ⇄	Elbow Drop 2
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	●+↕	Mudhole Stomping 2
Opponent Leaning on Turnbuckle, Facing	●+↻	Hanging In Reverse
Opponent Leaning on Turnbuckle, Facing	●+↷	Toss To Turn Buckle
Opponent Leaning on Turnbuckle, Facing	●+⇄	Big Chop
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	●+↕	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	●+↻	Hanging In Reverse
Opponent Leaning on Turnbuckle, Back Exposed	●+↷	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	●+⇄	Turnbuckle Toe Kick
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	●+↕, ↻, ↷, or ⇄	Pushes Turnbuckle
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Shoulder Block 3
Opponent Leaning on Turnbuckle, Facing	×+↕, ↻, ↷, or ⇄	Shoulder Block 3
Opponent Slumped Down at Lower Turnbuckle	×	Knee Attack 1
Aerial Moves		
From Top Turnbuckle, Opponent Standing	×+↻	Flying Clothesline 1
From Top Turnbuckle, Opponent Standing	×+⇄	Double Axe Handle 3
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	×+↕	Elbow Drop 3
From Top Turnbuckle, Opponent Down	×+↻	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Choke 3
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Ho Train Attack
Rebound Off Ropes, Running at Down Opponent	▲, ×	Running Leg Drop
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Vaulting Body Press 1
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	●+↕, ↻, ↷, or ⇄	Turn Behind
Running Toward Standing Groggy Opponent	●	Neckbreaker 1
Running Toward Standing Groggy Opponent	●+↕, ↻, ↷, or ⇄	Lou Thesz Press 1
Running Toward Standing Opponent's Back	●	Mat Slam 2
Running Toward Standing Groggy Opponent's Back	●+↕, ↻, ↷, or ⇄	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Bicycle Kick 2
Running Toward Standing Opponent	×+↕, ↻, ↷, or ⇄	Ho Train Attack
Running Toward Down Opponent	▲, ×	Double Axe Handle 5
Running Toward Down Opponent	▲, ×+↕, ↻, ↷, or ⇄	Running Leg Drop
Running Counters		
Opponent Running	●	Flapjack 4
Opponent Running	●+↕ or ↻	Flapjack 3
Opponent Running	●+↻ or ⇄	Spinebuster 10
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Suplex 1
Standing With Partner, Facing Opponent	●+↕	Double DDT
Standing With Partner, Facing Opponent	●+↻	Double Suplex 1
Standing With Partner, Facing Opponent	●+↷	Double Clothesline
Standing With Partner, Facing Opponent	●+⇄	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	●+↕	Backbreaker & Leg Drop
Opponent Leaning on Turnbuckle, Facing	●+↻	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	●+↷	Gut Crusher
Opponent Leaning on Turnbuckle, Facing	●+⇄	Body Splash & Whip
Enter/Exit Ring Moves		
Enter Ring	■+↕, ↻, ↷, or ⇄	Over The Rope
Exit Ring	■+↕, ↻, ↷, or ⇄	Over The Rope
Combination Attacks		
Facing Standing Opponent, First Attack	×	Austin Punches 1
Facing Standing Opponent, Second Attack	×, ×	Throat Thrust 2
Facing Standing Opponent, Third Attack	×, ×, ×	Big Boot 1



BATISTA™

BIO

Batista's size and seemingly unlimited athletic ability caught the eye of 16-time World Champion Ric Flair. Flair and Triple H have taken Batista under their wing and are intent on grooming the young Superstar into a championship contender. Of course, their guidance doesn't come for free. Flair and The Game are more than willing to make use of Batista's athletic prowess and surly attitude to further their interests when needed.



SPECIAL MOVES

Powerbomb 16



Powerbomb 15



STATS

HEIGHT 6' 5"
WEIGHT 270 lbs.

FINISHING MOVE
Sit Down Powerbomb

BATISTA™'S MOVES



Conditions	Command	Move Name
Taunts		
Standing	↓	Hold up
Standing	←	Taunt Chris Jericho 2
Standing	↑	Hold up
Standing	→	Taunt Chris Jericho 2
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L]	Powerbomb 16
Facing Groggy Opponent	[L] + ⬇, ⬅, ⬆, or ➡	Powerbomb 15
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Bearhug 3
Opponent Locked in Submission Grapple	● + ⬅	Headlock 1
Opponent Locked in Submission Grapple	● + ⬆	Big Shoulder Claw
Opponent Locked in Submission Grapple	● + ➡	Standing Crossface 2
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Full Nelson Slam
Opponent Locked in Submission Grapple	● + ⬅	Spinebuster 2
Opponent Locked in Submission Grapple	● + ⬆	Batista Lifting & Toss
Opponent Locked in Submission Grapple	● + ➡	Backbreaker 3
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Backbreaker 8
Opponent Locked in Submission Grapple	● + ⬅	Scoop Slam 5
Opponent Locked in Submission Grapple	● + ⬆	Body Press Drop
Opponent Locked in Submission Grapple	● + ➡	Manhattan Drop 1
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Clothesline 28
Opponent Locked in Submission Grapple	● + ⬅	Sideslam
Opponent Locked in Submission Grapple	● + ⬆	Club To Neck 3
Opponent Locked in Submission Grapple	● + ➡	Clothesline 28
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Clothesline 3
Facing Standing Opponent	× + ⬅ or ⬆	Toe Kick 1
Facing Standing Opponent	× + ⬆	Back Chop 1
Facing Standing Opponent	× + ⬅ or ⬆	Snap Jab
Facing Standing Opponent	× + ⬆	Shuffle Side Kick 1
Facing Standing Opponent	× + ➡	Body Punch
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	Atomic Drop
Behind Standing Opponent	● + ⬅	Knee Clip
Behind Standing Opponent	● + ⬆	Elbow To Back Of Head 2
Behind Standing Opponent	● + ➡	Full Nelson Face Buster
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	Test Full Nelson Slam 2
Behind Standing Groggy Opponent	● + ⬅	Russian Leg Sweep 2
Behind Standing Groggy Opponent	● + ⬆	Sleeper Hold 2
Behind Standing Groggy Opponent	● + ➡	Back Suplex 3
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Elbow & Sleeper Hold
Opponent Down, Standing Near Head	● + ⬆	Mounted Punching 2
Opponent Down, Standing Near Head	● + ➡	Reverse Chin Lock 2
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

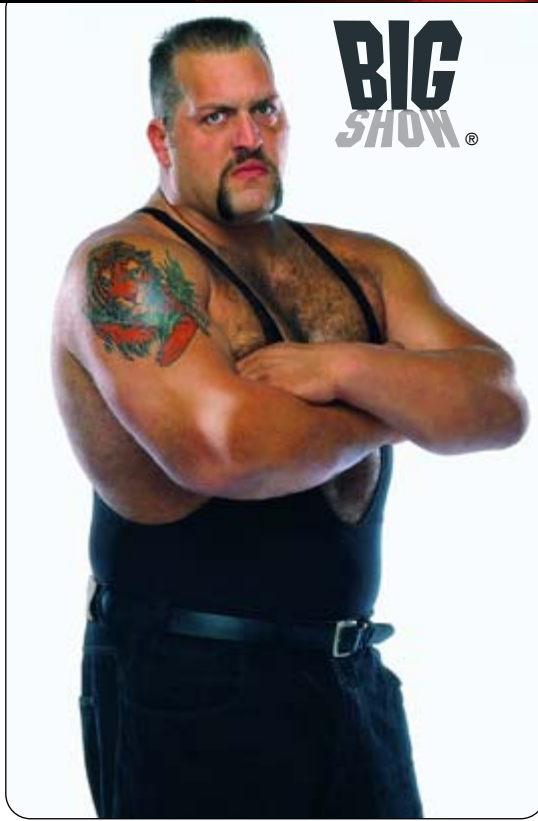
Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Single Leg Crab 1
Opponent Down, Standing Near Feet	● + ⬆	Leg Lock 9
Opponent Down, Standing Near Feet	● + ➡	Single Leg Crab 1
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Elbow Drop 10
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Elbow Drop 2
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Mudhole Stomping 2
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Shoulder Thrust
Opponent Leaning on Turnbuckle, Facing	● + ⬆	10 Punch
Opponent Leaning on Turnbuckle, Facing	● + ➡	Body Strikes
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Turnbuckle Toe Kick
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Turnbuckle Toe Kick
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Mudhole Stomping 3
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Shoulder Block 3
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Shoulder Block 3
Opponent Slumped Down at Lower Turnbuckle	×	Knee Attack 1
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Diving Spear
From Top Turnbuckle, Opponent Standing	× + ➡	Double Axe Handle 3
From Top Turnbuckle, Opponent Down	×	Knee Drop 1
From Top Turnbuckle, Opponent Down	× + ⬇	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬆	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Choke 3
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Shoulder Block 2
Rebound Off Ropes, Running at Down Opponent	▲, ×	Running Leg Drop
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Dive Through Ropes
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Spear 3
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	Reverse Mat Slam
Running Toward Standing Opponent's Back	●	Bulldog 2
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	Bulldog 3
Running Attacks		
Running Toward Standing Opponent	×	Clothesline 14
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Shoulder Block 2
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Running Leg Drop
Running Counters		
Opponent Running	●	Tilt-A-Whirl Sideslam 1
Opponent Running	● + ⬇ or ⬆	Flapjack 3
Opponent Running	● + ⬅ or ➡	Powerslam Pin 2
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Punches 1
Standing With Partner, Facing Opponent	● + ⬇	Double Punches 2
Standing With Partner, Facing Opponent	● + ⬅	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬆	Double Clothesline
Standing With Partner, Facing Opponent	● + ➡	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Super Double Powerbomb 2
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Spine & Neckbreaker
Opponent Leaning on Turnbuckle, Facing	● + ➡	Body Splash & Whip
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Normal
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	Normal
Combination Attacks		
Facing Standing Opponent, First Attack	×	Austin Punches 1
Facing Standing Opponent, Second Attack	×, ×	Spinning Back Kick 1
Facing Standing Opponent, Third Attack	×, ×, ×	Shuffle Side Kick 1



BIG SHOW®

BIO

The Big Show tore into WWE—literally. He first showed up at the *St. Valentine's Day Massacre* in February 1999 by ripping through the ring canvas and, in an amazing display of strength, throwing Stone Cold Steve Austin through a steel cage. Since then, he has proved that his debut wasn't a fluke. Simply put, the Big Show is a blue chipper. Whether it is lifting up an entire ring or pulling the entire TitanTron down to the floor, he puts on a show that fans won't soon forget.



SPECIAL MOVES



STATS

HEIGHT	WEIGHT	FROM
7' 2"	500 lbs.	Tampa, FL
FINISHING MOVE	CAREER HIGHLIGHTS	
Chokeslam	WWE Champion, Tag Team Champion, Hardcore Champion	

BIG SHOW'S MOVES



Conditions	Command	Move Name
Taunts		
Standing	↓	Raising Arm 1
Standing	←	Taunt Big Show
Standing	↑	Raising Arm 1
Standing	→	Taunt Big Show
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L]	Show Stopper
Facing Groggy Opponent	[L] + ⬇, ⬅, ⬆, or ➡	Final Cut
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Bearhug 3
Opponent Locked in Submission Grapple	● + ⬅	Wrist & Arm Wrench
Opponent Locked in Submission Grapple	● + ⬆	Big Shoulder Claw
Opponent Locked in Submission Grapple	● + ➡	Headlock 1
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	The Alleyoop 2
Opponent Locked in Submission Grapple	● + ⬅	Sidewalk Slam 1
Opponent Locked in Submission Grapple	● + ⬆	Body Press Drop FW
Opponent Locked in Submission Grapple	● + ➡	Batista Lifting & Toss
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Chokeslam 3
Opponent Locked in Submission Grapple	● + ⬅	Scoop Slam 5
Opponent Locked in Submission Grapple	● + ⬆	Full Nelson Slam
Opponent Locked in Submission Grapple	● + ➡	Choke Toss 2
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Big Knee Smash
Opponent Locked in Submission Grapple	● + ⬅	Kitchen Sink 2
Opponent Locked in Submission Grapple	● + ⬆	Headbutt 1
Opponent Locked in Submission Grapple	● + ➡	Club To Neck 3
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Big Boot 1
Facing Standing Opponent	× + ⬅ or ⬆	Toe Kick 1
Facing Standing Opponent	× + ⬆	Slap 2
Facing Standing Opponent	× + ⬅ or ⬆	Axe Handle 2
Facing Standing Opponent	× + ⬆	Clothesline 3
Facing Standing Opponent	× + ➡	Throat Thrust 1
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	Sidewalk Slam 4
Behind Standing Opponent	● + ⬅	Backbreaker 7
Behind Standing Opponent	● + ⬆	Forearm Smash
Behind Standing Opponent	● + ➡	Russian Leg Sweep 2
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	Super Atomic Drop
Behind Standing Groggy Opponent	● + ⬅	Pumphandle Slam 2
Behind Standing Groggy Opponent	● + ⬆	Abdominal Stretch 1
Behind Standing Groggy Opponent	● + ➡	Backbreaker 9
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Darkness Choke 1
Opponent Down, Standing Near Head	● + ⬆	Big Stomp
Opponent Down, Standing Near Head	● + ➡	Reverse Chin Lock 2
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Toss 1
Opponent Down, Standing Near Feet	● + ⬆	Leg Lock 8
Opponent Down, Standing Near Feet	● + ➡	Leg Lock 9
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Elbow Drop 2
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Big Thump
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Knee Strikes
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Choke 1
Opponent Leaning on Turnbuckle, Facing	● + ➡	Big Chop
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Hanging In Reverse
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Turnbuckle Toe Kick
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Foot Choke 2
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Knee Attack 1
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Front Dropkick 4
From Top Turnbuckle, Opponent Standing	× + ➡	Double Axe Handle 3
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬇	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬆	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Big Boot 6
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Kurt Shoulder Block
Rebound Off Ropes, Running at Down Opponent	▲, ×	Running Leg Drop
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Vaulting Body Press 1
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Neckbreaker 1
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	Neckbreaker 1
Running Toward Standing Opponent's Back	●	Mat Slam 2
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	Bulldog 2
Running Attacks		
Running Toward Standing Opponent	×	Axe Handle 1
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Kurt Shoulder Block
Running Toward Down Opponent	▲, ×	Double Axe Handle 5
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Running Leg Drop
Running Counters		
Opponent Running	●	Hip Toss 2
Opponent Running	● + ⬇ or ⬆	Flapjack 3
Opponent Running	● + ⬅ or ➡	Back Drop 2
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Headbutt & Elbow Drop
Standing With Partner, Facing Opponent	● + ⬇	Double DDT
Standing With Partner, Facing Opponent	● + ⬅	Double Flapjack
Standing With Partner, Facing Opponent	● + ⬆	Double Clothesline
Standing With Partner, Facing Opponent	● + ➡	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Gut Crusher
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Powerbomb 1
Opponent Leaning on Turnbuckle, Facing	● + ➡	Kick To Gut
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Over The Rope
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	Over The Rope
Combination Attacks		
Facing Standing Opponent, First Attack	×	Back Chop 1
Facing Standing Opponent, Second Attack	×, ×	Throat Thrust 1
Facing Standing Opponent, Third Attack	×, ×, ×	Big Boot 1



BOOKER T®

BIO

Booker T came into WWE and quickly established himself as one of its top Superstars. The Bookerman continues to pride himself on his success in WCW, where he held the World Championship on five occasions. Booker T now strives to reach the top of WWE. Can you dig it, sucka?



SPECIAL MOVES



Booker T.

STATS

HEIGHT 6' 3"
WEIGHT 250 lbs.
FROM Houston, TX
FINISHING MOVE Scissors Kick

CAREER HIGHLIGHTS

WCW Champion (5), WCW U.S. Champion, WCW Television Champion (6), WCW Tag Team Champion (11), WWE Tag Team Champion



BOOKER T'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Spin A Roony 2
Standing	←	Spin A Roony 1
Standing	↑	Spin A Roony 2
Standing	→	Spin A Roony 1
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L]+⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L]	Booker T Special
Facing Groggy Opponent	[L]+⬇, ⬅, ⬆, or ➡	Book End
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	●+⬇	Grapple 5
Facing Standing Opponent	●+⬅	Grapple 10
Facing Standing Opponent	●+⬆	Grapple 11
Facing Standing Opponent	●+➡	Grapple 4
Submission Grapples (After ●+⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+⬇	Armbar 3
Opponent Locked in Submission Grapple	●+⬅	Leg To Arm
Opponent Locked in Submission Grapple	●+⬆	Wrist & Arm Wrench
Opponent Locked in Submission Grapple	●+➡	Snapmare & Neck Lock
Signature Grapples (After ●+⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+⬇	Fireman Carry 1
Opponent Locked in Submission Grapple	●+⬅	Snapmare 1
Opponent Locked in Submission Grapple	●+⬆	Double Arm Suplex 2
Opponent Locked in Submission Grapple	●+➡	Suplex 5
Power Grapples (After ●+⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+⬇	Spinebuster 6
Opponent Locked in Submission Grapple	●+⬅	Scoop Slam 4
Opponent Locked in Submission Grapple	●+⬆	Falling Neckbreaker
Opponent Locked in Submission Grapple	●+➡	Sidewalk Slam 1
Quick Grapples (After ●+➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+⬇	Clothesline 23
Opponent Locked in Submission Grapple	●+⬅	Booker T Back Chop 1
Opponent Locked in Submission Grapple	●+⬆	Arm Wrench & Hook Kick 2
Opponent Locked in Submission Grapple	●+➡	Scoop Slam & Knee
Ready Moves: Attacks		
Facing Standing Opponent	×+⬇	Booker T Spinning Kick
Facing Standing Opponent	×+⬅ or ↻	Toe Kick 1
Facing Standing Opponent	×+⬆	Back Chop 2
Facing Standing Opponent	×+⬅ or ↻	Snap Jab
Facing Standing Opponent	×+⬆	Outside Crescent Kick 1
Facing Standing Opponent	×+➡	Back Elbow Smash
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	●+⬇	Atomic Drop
Behind Standing Opponent	●+⬅	Bulldog 4
Behind Standing Opponent	●+⬆	Forearm Smash
Behind Standing Opponent	●+➡	Russian Leg Sweep 2
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	●+⬇	Pumphandle Slam 1
Behind Standing Groggy Opponent	●+⬅	Half Nelson Suplex 1
Behind Standing Groggy Opponent	●+⬆	Sleeper Hold 2
Behind Standing Groggy Opponent	●+➡	Backbreaker 9
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	●+⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	●+⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	●+⬇	Pin Fall
Opponent Down, Standing Near Head	●+⬅	Booker T Knee Drop 2
Opponent Down, Standing Near Head	●+⬆	Fury Punch 10
Opponent Down, Standing Near Head	●+➡	Surfboard
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	●+⬇	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	●+⬅	Pin With Bridge
Opponent Down, Standing Near Feet	●+⬆	Leg Lock 9
Opponent Down, Standing Near Feet	●+➡	Leg Lock 8
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Booker T Stomp
Opponent Down, Standing Near Opponent	×+⬇ or ⬆	Leg Drop
Opponent Down, Standing Near Opponent	×+⬅ or ➡	Booker T Knee Drop 1
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	●+⬇	Sunset Flip Pin 3
Opponent Leaning on Turnbuckle, Facing	●+⬅	Superplex 1
Opponent Leaning on Turnbuckle, Facing	●+⬆	Shoulder Thrust
Opponent Leaning on Turnbuckle, Facing	●+➡	Superplex 1
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	●+⬇	Super Back Suplex
Opponent Leaning on Turnbuckle, Back Exposed	●+⬅	Shoulder Strike
Opponent Leaning on Turnbuckle, Back Exposed	●+⬆	Turnbuckle Toe Kick
Opponent Leaning on Turnbuckle, Back Exposed	●+➡	Shoulder Strike
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	●+⬇, ⬅, ⬆, or ➡	Foot Choke 2
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	×+⬇, ⬅, ⬆, or ➡	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Knee Attack 1
Aerial Moves		
From Top Turnbuckle, Opponent Standing	×+⬅	Spinning Wheel Kick 7
From Top Turnbuckle, Opponent Standing	×+➡	Missile Dropkick
From Top Turnbuckle, Opponent Down	×	Houston Hang Over
From Top Turnbuckle, Opponent Down	×+⬇	Elbow Drop 3
From Top Turnbuckle, Opponent Down	×+⬆	Rolling Thunder 1
Rope Moves		
Opponent Leaning on Ropes	●	Booker T Back Chop 2
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Outside Crescent Kick 2
Rebound Off Ropes, Running at Down Opponent	▲, ×	Running Leg Drop
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Dive Through Ropes
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	●+⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Neckbreaker 1
Running Toward Standing Groggy Opponent	●+⬇, ⬅, ⬆, or ➡	School Boy Pin 1
Running Toward Standing Opponent's Back	●	Mat Slam 2
Running Toward Standing Groggy Opponent's Back	●+⬇, ⬅, ⬆, or ➡	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Outside Crescent Kick 2
Running Toward Standing Opponent	×+⬇, ⬅, ⬆, or ➡	Back Elbow Attack 4
Running Toward Down Opponent	▲, ×	Double Axe Handle 5
Running Toward Down Opponent	▲, ×+⬇, ⬅, ⬆, or ➡	Running Leg Drop
Running Counters		
Opponent Running	●	Flapjack 4
Opponent Running	●+⬇ or ⬆	Back Drop 1
Opponent Running	●+⬅ or ➡	Spinebuster 10
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Low Blow & Knee Attack
Standing With Partner, Facing Opponent	●+⬇	Double DDT
Standing With Partner, Facing Opponent	●+⬅	Double Suplex 1
Standing With Partner, Facing Opponent	●+⬆	Double Facecrusher
Standing With Partner, Facing Opponent	●+➡	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	●+⬇	Facebuster 1
Opponent Leaning on Turnbuckle, Facing	●+⬅	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	●+⬆	Gut Crusher
Opponent Leaning on Turnbuckle, Facing	●+➡	Body Splash & Whip
Enter/Exit Ring Moves		
Enter Ring	■+⬇, ⬅, ⬆, or ➡	Booker T
Exit Ring	■+⬇, ⬅, ⬆, or ➡	Normal
Combination Attacks		
Facing Standing Opponent, First Attack	×	Austin Punches 1
Facing Standing Opponent, Second Attack	×, ×	Snap Jab
Facing Standing Opponent, Third Attack	×, ×, ×	Booker T Spinning Kick



BROCK LESNAR™

BIO

At 6-foot-4, 295 pounds, Brock Lesnar is a rock-solid mountain of chiseled muscle, a Superstar who was seemingly destined to accomplish great things in WWE. Brock lived up to the hype by defeating none other than The Rock at *SummerSlam* to become the youngest WWE Undisputed Champion ever!

Lesnar has already made an impact in the amateur sporting world. He became an NCAA Champion in 1998. He transferred to the University of Minnesota and promptly won the Big Ten Championship, but was a runner-up in the NCAA Tournament. He capped off his senior season by again winning the Big Ten Championship and then securing the NCAA heavyweight title. In 2000, Lesnar signed a developmental contract with WWE and began to learn the professional game at Ohio Valley Wrestling in Louisville, Kentucky. In doing so, he turned down opportunities to try out with several NFL teams.

In perhaps his most amazing display of strength and athleticism, Lesnar hit his devastating finisher, the F-5, on the 7-foot-2, 500-pound Big Show. That's a feat made even more unbelievable by the fact that the former champ was suffering from a broken rib at the time! With that kind of drive and dedication, Brock Lesnar will be a perennial contender for the WWE Championship.



SPECIAL MOVES



STATS

HEIGHT	WEIGHT	FROM
6' 4"	295 lbs.	Minneapolis, MN
FINISHING MOVE	CAREER HIGHLIGHTS	
F-5	WWE Champion	

BROCK LESNAR™'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Wake Up
Standing	←	Taunt Brock Lesnar
Standing	↑	Wake Up
Standing	→	Taunt Brock Lesnar
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L]	F-5 2
Facing Groggy Opponent	[L] + ⬇, ⬅, ⬆, or ➡	F-5 1
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Bearhug 2
Opponent Locked in Submission Grapple	● + ⬅	Bearhug 1
Opponent Locked in Submission Grapple	● + ⬆	Batista Lifting & Toss
Opponent Locked in Submission Grapple	● + ➡	Bearhug 3
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Belly To Belly 8
Opponent Locked in Submission Grapple	● + ⬅	Lesnar Knee Strike 3
Opponent Locked in Submission Grapple	● + ⬆	Backbreaker 4
Opponent Locked in Submission Grapple	● + ➡	STO 3
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Backbreaker 8
Opponent Locked in Submission Grapple	● + ⬅	Spinebuster 8
Opponent Locked in Submission Grapple	● + ⬆	Sideslam
Opponent Locked in Submission Grapple	● + ➡	Gutbuster 4
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Clothesline 24
Opponent Locked in Submission Grapple	● + ⬅	Lesnar Knee Strike 1
Opponent Locked in Submission Grapple	● + ⬆	Clothesline 27
Opponent Locked in Submission Grapple	● + ➡	Lesnar Knee Strike 2
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Clothesline 4
Facing Standing Opponent	× + ⬅ or ⬆	Toe Kick 1
Facing Standing Opponent	× + ⬆	Back Chop 1
Facing Standing Opponent	× + ⬅ or ⬆	Elbow Smash 1
Facing Standing Opponent	× + ⬆	Double Axe Handle 2
Facing Standing Opponent	× + ➡	Body Punch
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	German Suplex 5
Behind Standing Opponent	● + ⬅	Back Suplex 6
Behind Standing Opponent	● + ⬆	Test Full Nelson Slam 2
Behind Standing Opponent	● + ➡	Half Nelson Suplex 2
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	Back Tazzmission 2
Behind Standing Groggy Opponent	● + ⬅	German Suplex 7
Behind Standing Groggy Opponent	● + ⬆	Gutbuster 3
Behind Standing Groggy Opponent	● + ➡	Backbreaker 6
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Ultimate Knee Attack
Opponent Down, Standing Near Head	● + ⬆	Lesner Raise
Opponent Down, Standing Near Head	● + ➡	Headlock 3
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Single Leg Crab 1
Opponent Down, Standing Near Feet	● + ⬆	Leg Lock 9
Opponent Down, Standing Near Feet	● + ➡	Single Leg Crab 2
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Double Axe Handle 4
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Elbow Drop 2
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Choke 1
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Hanging In Reverse
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Superplex 1
Opponent Leaning on Turnbuckle, Facing	● + ➡	Shoulder Thrust
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Shoulder Strike
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Hanging In Reverse
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Mudhole Stomping 3
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Running Shoulder Attack
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Running Shoulder Attack
Opponent Slumped Down at Lower Turnbuckle	×	Knee Attack 1
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Shoulder Block 5
From Top Turnbuckle, Opponent Standing	× + ➡	Double Axe Handle 3
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬇	Shooting Star Press 1
From Top Turnbuckle, Opponent Down	× + ⬆	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Irish Whip
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Clothesline 19
Rebound Off Ropes, Running at Down Opponent	▲, ×	Double Axe Handle 5
Running Toward Ropes, Opponent Outside Ring	▲, ×	Asai Moonsault
Running Toward Ropes, Opponent Outside Ring	■, ×	Vaulting Body Press 1
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Running STO
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	Spear & Punching
Running Toward Standing Opponent's Back	●	German Suplex 8
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	German Suplex 8
Running Attacks		
Running Toward Standing Opponent	×	Clothesline 19
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Clothesline 15
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Double Axe Handle 5
Running Counters		
Opponent Running	●	Belly To Belly 8
Opponent Running	● + ⬇ or ⬆	Spinebuster 8
Opponent Running	● + ⬅ or ➡	Powerslam 2
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Flapjack
Standing With Partner, Facing Opponent	● + ⬇	Double DDT
Standing With Partner, Facing Opponent	● + ⬅	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬆	Double Clothesline
Standing With Partner, Facing Opponent	● + ➡	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Whip & Lay Down
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Hip Toss
Opponent Leaning on Turnbuckle, Facing	● + ➡	Body Splash & Whip
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Brock Lesnar
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	Quick
Combination Attacks		
Facing Standing Opponent, First Attack	×	Angle Punches
Facing Standing Opponent, Second Attack	×, ×	Angle Punches
Facing Standing Opponent, Third Attack	×, ×, ×	Clothesline 4



BUBBA RAY DUDLEY™

BIO

Bubba Ray and his half brother, D-Von, comprise arguably the greatest tag team in the history of sports-entertainment. Together, the Dudley Boyz have held the WWE Tag Team Championship on many occasions. They also became the first and only tandem ever to hold the ECW, WCW, and WWE Tag Team Championship.

When *SmackDown!* and *Raw* each became separate entities, Bubba Ray and D-Von were momentarily split up. Upon their reunification, the Dudley Boyz picked up right where they left off: raising hell in the tag-team division and smashing their enemies through tables!



SPECIAL MOVES



BUBBA RAY DUDLEY™

STATS

HEIGHT 6' 4"
WEIGHT 275 lbs.
FROM Dudleyville

FINISHING MOVE
 Bubba Bomb

CAREER HIGHLIGHTS
 Hardcore Champion; WWE World Tag Team Champion; WCW Tag Team Champion; ECW Tag Team Champion

BUBBA RAY DUDLEY™'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Bubba Ray 3
Standing	←	Taunt Bubba Ray 2
Standing	↑	Wake Up
Standing	→	Taunt Bubba Ray 1
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L]+↕, ↻, ↗, ↘, or ⇨	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L]	Bubba Cutter
Facing Groggy Opponent	[L]+↕, ↻, ↗, ↘, or ⇨	Bubba Bomb
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	●+↕	Grapple 5
Facing Standing Opponent	●+↻	Grapple 10
Facing Standing Opponent	●+↗	Grapple 11
Facing Standing Opponent	●+↘	Grapple 4
Submission Grapples (After ●+↕)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↕	Bearhug 2
Opponent Locked in Submission Grapple	●+↻	Headlock Takedown
Opponent Locked in Submission Grapple	●+↗	Big Shoulder Claw
Opponent Locked in Submission Grapple	●+↘	Kurt Angle Headlock
Signature Grapples (After ●+↻)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↕	Powerbomb 10
Opponent Locked in Submission Grapple	●+↻	Suplex 4
Opponent Locked in Submission Grapple	●+↗	Powerbomb 13
Opponent Locked in Submission Grapple	●+↘	Belly To Belly 2
Power Grapples (After ●+↗)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↕	Test Full Nelson Slam 1
Opponent Locked in Submission Grapple	●+↻	Scoop Slam 5
Opponent Locked in Submission Grapple	●+↗	Body Press Slam
Opponent Locked in Submission Grapple	●+↘	Sidewalk Slam 1
Quick Grapples (After ●+↘)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↕	Club To Neck 3
Opponent Locked in Submission Grapple	●+↻	DDT 19
Opponent Locked in Submission Grapple	●+↗	Elbow To Back Of Head 1
Opponent Locked in Submission Grapple	●+↘	Wrist Clutch & Elbow 1
Ready Moves: Attacks		
Facing Standing Opponent	×+↕	Bubba Ray Punches 2
Facing Standing Opponent	×+↻ or ↗	Toe Kick 1
Facing Standing Opponent	×+↗	Body Punch
Facing Standing Opponent	×+↘ or ↗	Double Axe Handle 2
Facing Standing Opponent	×+↘	Clothesline 3
Facing Standing Opponent	×+↘	Slap 2
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	●+↕	Atomic Drop
Behind Standing Opponent	●+↻	Full Nelson Face Buster
Behind Standing Opponent	●+↗	Elbow To Back Of Head 2
Behind Standing Opponent	●+↘	Sidewalk Slam 4
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	●+↕	Mat Slam 2
Behind Standing Groggy Opponent	●+↻	Back Suplex 2
Behind Standing Groggy Opponent	●+↗	Sleeper Hold 2
Behind Standing Groggy Opponent	●+↘	Backbreaker 7
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	●+↕, ↻, ↗, or ⇨	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	●+↕, ↻, ↗, or ⇨	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	●+↕	Pin Fall
Opponent Down, Standing Near Head	●+↻	Camel Clutch 2
Opponent Down, Standing Near Head	●+↗	Fury Punch 8
Opponent Down, Standing Near Head	●+↘	Sleeper Hold 8
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	●+↕	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	●+↕	Kick To Groin
Opponent Down, Standing Near Feet	●+↗	Leg Lock 8
Opponent Down, Standing Near Feet	●+↘	Kick To Leg 2
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	×+↕ or ↗	Double Axe Handle 4
Opponent Down, Standing Near Opponent	×+↻ or ⇨	Elbow Drop 10
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	●+↕	Superplex 1
Opponent Leaning on Turnbuckle, Facing	●+↻	Hanging In Reverse
Opponent Leaning on Turnbuckle, Facing	●+↗	Toss To Turn Buckle
Opponent Leaning on Turnbuckle, Facing	●+↘	Choke 1
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	●+↕	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	●+↻	Hanging In Reverse
Opponent Leaning on Turnbuckle, Back Exposed	●+↗	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	●+↘	Turnbuckle Toe Kick
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	●+↕, ↻, ↗, or ⇨	Mudhole Strikes
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	×+↕, ↻, ↗, or ⇨	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Knee Attack 1
Aerial Moves		
From Top Turnbuckle, Opponent Standing	×+↻	Front Dropkick 4
From Top Turnbuckle, Opponent Standing	×+↘	Double Axe Handle 3
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	×+↕	Diving Leg Drop
From Top Turnbuckle, Opponent Down	×+↗	Diving Elbow
Rope Moves		
Opponent Leaning on Ropes	●	Austin Attack 2
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Back Elbow Attack 3
Rebound Off Ropes, Running at Down Opponent	▲, ×	Double Axe Handle 5
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Vaulting Body Press 1
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	●+↕, ↻, ↗, or ⇨	Turn Behind
Running Toward Standing Groggy Opponent	●	Spear 3
Running Toward Standing Groggy Opponent	●+↕, ↻, ↗, or ⇨	Neckbreaker 1
Running Toward Standing Opponent's Back	●	Mat Slam 2
Running Toward Standing Groggy Opponent's Back	●+↕, ↻, ↗, or ⇨	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Clothesline 14
Running Toward Standing Opponent	×+↕, ↻, ↗, or ⇨	Back Elbow Attack 3
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, ×+↕, ↻, ↗, or ⇨	Double Axe Handle 5
Running Counters		
Opponent Running	●	Sidewalk Slam 7
Opponent Running	●+↕ or ↗	Back Drop 2
Opponent Running	●+↻ or ⇨	Samoa Drop 3
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Dudley Death Drop
Standing With Partner, Facing Opponent	●+↕	Double DDT
Standing With Partner, Facing Opponent	●+↻	Dudley Death Drop
Standing With Partner, Facing Opponent	●+↗	Double Facecrusher
Standing With Partner, Facing Opponent	●+↘	Double Suplex 1
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	●+↕	Headbutt To Groin
Opponent Leaning on Turnbuckle, Facing	●+↻	Dudley Device
Opponent Leaning on Turnbuckle, Facing	●+↗	Body Splash & Whip
Opponent Leaning on Turnbuckle, Facing	●+↘	Dudley Device
Enter/Exit Ring Moves		
Enter Ring	■+↕, ↻, ↗, or ⇨	Normal
Exit Ring	■+↕, ↻, ↗, or ⇨	Roll Down
Combination Attacks		
Facing Standing Opponent, First Attack	×	Bubba Ray Punches 1
Facing Standing Opponent, Second Attack	×, ×	Bubba Ray Punches 1
Facing Standing Opponent, Third Attack	×, ×, ×	Bubba Ray Punches 2



CHARLIE HAAS™

BIO

Charlie Haas's inclusion in Team Angle should have come as no surprise. Like 1996 Olympic gold medalist Kurt Angle, Haas has an impressive amateur wrestling background. A former state champion high school wrestler, Haas earned a full athletic scholarship to Seton Hall University, becoming a four-year starter and a two-time Big East Champion. But his abilities aren't limited to the wrestling mat. Haas was an Academic All-American while competing for the Pirates, and even worked for a time as a Goldman-Sachs stockbroker before signing with World Wrestling Entertainment. Charlie had hoped to enter the WWE spotlight alongside his twin brother Russ. The two once formed a potent tag team combination in the independent wrestling world, competing side-by-side as the Haas Brothers. Russ's untimely death in November 2001 forced Charlie into the singles ranks. The desire to honor his brother's memory by realizing their shared dream of becoming WWE Superstars drives Charlie each time he steps into the ring.



SPECIAL MOVES



STATS
HEIGHT 6' 2"
WEIGHT 242 lbs.
FROM Edmond, OK
CAREER HIGHLIGHTS
 WWE Tag Team Champion

CHARLIE HAAS™'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt BANZAI 1
Standing	←	Come On! 2
Standing	↑	Taunt BANZAI 1
Standing	→	Come On! 2
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Opponent Down, Standing Near Feet	[L]	Haas Of Pain
Facing Groggy Opponent	[L] + ⬇, ⬅, ⬆, or ➡	German Suplex Pin 2
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Armbar 7
Opponent Locked in Submission Grapple	● + ⬅	Dragon Screw 1
Opponent Locked in Submission Grapple	● + ⬆	Shin Breaker
Opponent Locked in Submission Grapple	● + ➡	Snapmare & Neck Lock
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Northern Lights Suplex 2
Opponent Locked in Submission Grapple	● + ⬅	Fireman Carry 2
Opponent Locked in Submission Grapple	● + ⬆	Gutwrench Suplex 1
Opponent Locked in Submission Grapple	● + ➡	Suplex 11
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Gutbuster 2
Opponent Locked in Submission Grapple	● + ⬅	Scoop Slam 7
Opponent Locked in Submission Grapple	● + ⬆	Gutbuster 1
Opponent Locked in Submission Grapple	● + ➡	Backbreaker 1
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Jawbreaker 2
Opponent Locked in Submission Grapple	● + ⬅	Side Slam
Opponent Locked in Submission Grapple	● + ⬆	Eye Rake 3
Opponent Locked in Submission Grapple	● + ➡	Leg Trip 2
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Dropkick 4
Facing Standing Opponent	× + ⬅ or ➡	Toe Kick 1
Facing Standing Opponent	× + ⬆	Back Chop 1
Facing Standing Opponent	× + ⬅ or ➡	Body Punch
Facing Standing Opponent	× + ⬆	Dropkick 2
Facing Standing Opponent	× + ➡	Elbow Smash 2
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	German Suplex 4
Behind Standing Opponent	● + ⬅	Knee Clip
Behind Standing Opponent	● + ⬆	DDT 21
Behind Standing Opponent	● + ➡	Russian Leg Sweep 2
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	School Boy Roll Up
Behind Standing Groggy Opponent	● + ⬅	Backbreaker 7
Behind Standing Groggy Opponent	● + ⬆	Abdominal Stretch 1
Behind Standing Groggy Opponent	● + ➡	Back Suplex 5
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Headlock 3
Opponent Down, Standing Near Head	● + ⬆	Mounted Punching 2
Opponent Down, Standing Near Head	● + ➡	Sleeper Hold 6
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Leg Lock 7
Opponent Down, Standing Near Feet	● + ⬆	Leg Lock 9
Opponent Down, Standing Near Feet	● + ➡	Single Leg Crab 3
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Leg Drop
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Elbow Drop 1
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Double Underhook Suplex
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Monkey Flip
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Superplex 1
Opponent Leaning on Turnbuckle, Facing	● + ➡	Monkey Flip
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Illegal Pin
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Rolling Powerbomb
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Super Back Suplex
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Super Back Suplex
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Choke 2
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Dropkick 1
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Turnbuckle Dropkick 1
Opponent Slumped Down at Lower Turnbuckle	×	Turnbuckle Dropkick 2
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Front Dropkick 4
From Top Turnbuckle, Opponent Standing	× + ➡	Diving Spear
From Top Turnbuckle, Opponent Down	×	Diving Moonsault Pin
From Top Turnbuckle, Opponent Down	× + ⬇	Diving Moonsault Pin
From Top Turnbuckle, Opponent Down	× + ⬆	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Irish Whip
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Spinning Wheel Kick 6
Rebound Off Ropes, Running at Down Opponent	▲, ×	Dropkick To Knee 4
Running Toward Ropes, Opponent Outside Ring	▲, ×	Asai Moonsault
Running Toward Ropes, Opponent Outside Ring	■, ×	Fake Diving Attack
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Neckbreaker 1
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	Huracanrana Pin 1
Running Toward Standing Opponent's Back	●	Bulldog 5
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Back Elbow Attack 1
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Spinning Wheel Kick 6
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Dropkick To Knee 4
Running Counters		
Opponent Running	●	Belly To Belly 8
Opponent Running	● + ⬇ or ⬆	Back Drop 4
Opponent Running	● + ⬅ or ➡	Flapjack 4
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Kick & German Suplex Pin
Standing With Partner, Facing Opponent	● + ⬇	Double DDT
Standing With Partner, Facing Opponent	● + ⬅	Kick & German Suplex Pin
Standing With Partner, Facing Opponent	● + ⬆	Double Clothesline
Standing With Partner, Facing Opponent	● + ➡	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Gut Crusher
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Play Leapfrog Attack
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Facebuster 1
Opponent Leaning on Turnbuckle, Facing	● + ➡	Mudhole Stomping 1
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Rolling
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	Normal
Combination Attacks		
Facing Standing Opponent, First Attack	×	Austin Punches 1
Facing Standing Opponent, Second Attack	×, ×	Billy Gunn Punches
Facing Standing Opponent, Third Attack	×, ×, ×	Dropkick To Knee 1

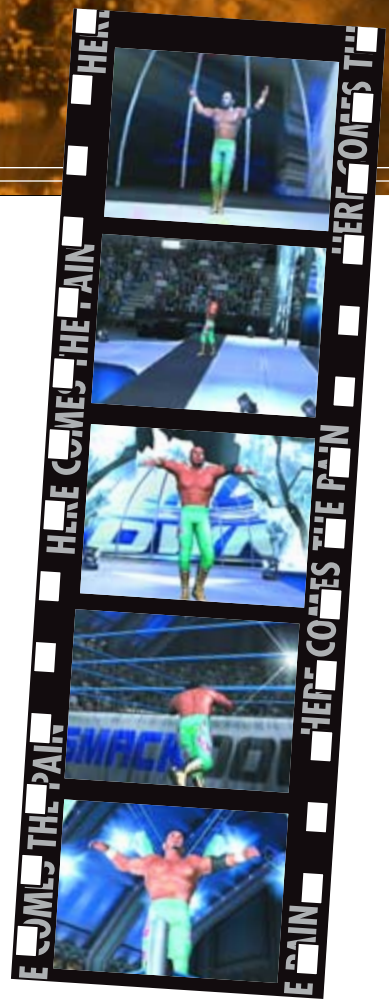


CHAVO GUERRERO

BIO

Besides being able to fly around the ring at lightning-quick speed, Chavo Guerrero holds another advantage over his competitors. Growing up surrounded by legendary competitors in the famed Guerrero family prepared Chavo for the rigors of sports-entertainment. Because of his extensive knowledge and experience, Chavo was chosen as a trainer for *WWE Tough Enough 2*, where he helped coach newcomers to become the Superstars of tomorrow.

The agile Guerrero helps add even more skill and flash to the Cruiserweight Division. He's a perennial contender for the Cruiserweight Title. Or, teaming with his uncle, Eddie, he's always in the running for tag-team gold.



SPECIAL MOVES

Brainbuster DDT 3



STF™



Chavo Guerrero Jr.™

STATS

HEIGHT 5' 9"
WEIGHT 210 lbs.
FROM El Paso, TX

FINISHING MOVE
 Brainbuster

CAREER HIGHLIGHTS
 WWE Cruiserweight Champion, WCW Tag Team Champion, WWE Tag Team Champion

CHAVO GUERRERO™'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Swing Arms
Standing	←	Taunt Kurt Angle 3
Standing	↑	Swing Arms
Standing	→	Taunt Kurt Angle 3
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L]	Brainbuster DDT 3
Opponent Down, Standing Near Feet	[L] + ⬇, ⬅, ⬆, or ➡	STF
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Gory Special
Opponent Locked in Submission Grapple	● + ⬅	Snapmare & Neck Lock
Opponent Locked in Submission Grapple	● + ⬆	Queen Arm Scissors
Opponent Locked in Submission Grapple	● + ➡	Leg Lock 5
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	DDT 18
Opponent Locked in Submission Grapple	● + ⬅	Snapmare & Dropkick 1
Opponent Locked in Submission Grapple	● + ⬆	Cross Backbreaker
Opponent Locked in Submission Grapple	● + ➡	Suplex 7
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Backbreaker 1
Opponent Locked in Submission Grapple	● + ⬅	Neckbreaker 3
Opponent Locked in Submission Grapple	● + ⬆	Gutbuster 2
Opponent Locked in Submission Grapple	● + ➡	Shoulder Breaker
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Hopping Sunset Flip
Opponent Locked in Submission Grapple	● + ⬅	Clothesline 28
Opponent Locked in Submission Grapple	● + ⬆	Cruiserweight Moves 2
Opponent Locked in Submission Grapple	● + ➡	Jawbreaker 1
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Dropkick 2
Facing Standing Opponent	× + ⬅ or ⬆	Toe Kick 1
Facing Standing Opponent	× + ⬆	Back Chop 1
Facing Standing Opponent	× + ⬅ or ⬆	Dropkick 4
Facing Standing Opponent	× + ⬆	Enzuigiri 2
Facing Standing Opponent	× + ➡	Elbow Smash 2
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	Mat Slam 2
Behind Standing Opponent	● + ⬅	Russian Leg Sweep 2
Behind Standing Opponent	● + ⬆	Backbreaker 9
Behind Standing Opponent	● + ➡	Sidewalk Slam 4
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	Backslide Pin 2
Behind Standing Groggy Opponent	● + ⬅	Back Suplex 1
Behind Standing Groggy Opponent	● + ⬆	Sleeper Hold 2
Behind Standing Groggy Opponent	● + ➡	Bulldog 2
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Knee To Arm
Opponent Down, Standing Near Head	● + ⬆	Fury Punch 10
Opponent Down, Standing Near Head	● + ➡	Short Arm Scissors
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Kick To Leg 2
Opponent Down, Standing Near Feet	● + ⬆	Leg Lock 9
Opponent Down, Standing Near Feet	● + ➡	Boston Crab
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Flip Splash
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Elbow Drop 2
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Choke 1
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Big Back Chop 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Hanging In Reverse
Opponent Leaning on Turnbuckle, Facing	● + ➡	Superplex 1
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Illegal Pin
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Hanging In Reverse
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Super Back Suplex
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Turnbuckle Toe Kick
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Pushes Turnbuckle
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Turnbuckle Dropkick 2
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Front Dropkick 4
From Top Turnbuckle, Opponent Standing	× + ➡	Flying Clothesline 1
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬇	Diving Moonsault Pin
From Top Turnbuckle, Opponent Down	× + ⬆	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Acrobatic Clothesline
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Dropkick 5
Rebound Off Ropes, Running at Down Opponent	▲, ×	Dropkick To Knee 4
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Baseball Slide
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Arm Drag 7
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	Neckbreaker 2
Running Toward Standing Opponent's Back	●	Mat Slam 2
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Clothesline 8
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Dropkick 5
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Dropkick To Knee 4
Running Counters		
Opponent Running	●	Samoan Drop 2
Opponent Running	● + ⬇ or ⬆	Back Drop 1
Opponent Running	● + ⬅ or ➡	Hip Toss 1
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Flapjack
Standing With Partner, Facing Opponent	● + ⬇	Double Punches 2
Standing With Partner, Facing Opponent	● + ⬅	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬆	Double Clothesline
Standing With Partner, Facing Opponent	● + ➡	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Whip & Lay Down
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Double Side Leg Lock
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Hip Toss
Opponent Leaning on Turnbuckle, Facing	● + ➡	Kick To Gut
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Jumping
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	Quick
Combination Attacks		
Facing Standing Opponent, First Attack	×	Snap Jab
Facing Standing Opponent, Second Attack	×, ×	Back Chop 1
Facing Standing Opponent, Third Attack	×, ×, ×	Shuffle Side Kick 1



CHRIS BENOIT™

BIO

Chris Benoit touts himself as the greatest technical wrestler in the world—and few would argue with him.

Benoit's journey to World Wrestling Entertainment began in his hometown in Edmonton, Alberta, Canada. After working years in Canada, Japan, Extreme Championship Wrestling and WCW, Benoit finally entered WWE in 1999, along with his friends Dean Malenko, Perry Saturn and Eddie Guerrero.

Benoit quickly found success in WWE, capturing the Intercontinental Championship numerous times, and even becoming WWE World Tag Team Champion along with Chris Jericho.

After being forced to sit out from in-ring action for more than a year, Chris Benoit returned to WWE programming on June 3, 2002, on *Raw*, which was airing live from his hometown in Edmonton. Since returning, Benoit has made it clear that he wants to be back right where he was before his injury—right in the middle of the WWE Championship hunt!



SPECIAL MOVES



Chris Benoit™

STATS

HEIGHT 5' 10"
WEIGHT 220 lbs.
FROM Edmonton, Alberta, Canada

FINISHING MOVE Crossface
CAREER HIGHLIGHTS Intercontinental Champion, WWE World Tag Team Champion, WWE Tag Team Champion

CHRIS BENOIT™'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Chris Benoit 2
Standing	←	Taunt Chris Benoit 4
Standing	↑	Taunt Chris Benoit 2
Standing	→	Taunt Chris Benoit 3
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L]	Crossface
Opponent Down, From Top Turnbuckle	[L] + ⬇, ⬅, ⬆, or ➡	Diving Headbutt 2
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Armbar 4
Opponent Locked in Submission Grapple	● + ⬅	Standing Crossface 2
Opponent Locked in Submission Grapple	● + ⬆	Jumping Armbreaker 2
Opponent Locked in Submission Grapple	● + ➡	Armbar 7
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Northern Lights Suplex 2
Opponent Locked in Submission Grapple	● + ⬅	Suplex 11
Opponent Locked in Submission Grapple	● + ⬆	German Suplex 9
Opponent Locked in Submission Grapple	● + ➡	German Suplex 3
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Powerbomb 15
Opponent Locked in Submission Grapple	● + ⬅	Backbreaker 1
Opponent Locked in Submission Grapple	● + ⬆	Falling Neckbreaker
Opponent Locked in Submission Grapple	● + ➡	Gutbuster 2
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Leg Trip 2
Opponent Locked in Submission Grapple	● + ⬅	Ric Flair Back Chop 1
Opponent Locked in Submission Grapple	● + ⬆	DDT 20
Opponent Locked in Submission Grapple	● + ➡	Clothesline 26
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Dropkick 2
Facing Standing Opponent	× + ⬅ or ➡	Toe Kick 1
Facing Standing Opponent	× + ⬆	Snap Jab
Facing Standing Opponent	× + ⬅ or ➡	Austin Punches 1
Facing Standing Opponent	× + ⬆	Clothesline 3
Facing Standing Opponent	× + ➡	Back Chop 2
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	Back Suplex 4
Behind Standing Opponent	● + ⬅	Backbreaker 7
Behind Standing Opponent	● + ⬆	Dragon Sleeper 1
Behind Standing Opponent	● + ➡	German Suplex 4
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	German Suplex Pin 2
Behind Standing Groggy Opponent	● + ⬅	Back Suplex 8
Behind Standing Groggy Opponent	● + ⬆	German Suplex 5
Behind Standing Groggy Opponent	● + ➡	German Suplex 10
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Cross Armbreaker 2
Opponent Down, Standing Near Head	● + ⬆	Abdominal Stretch 2
Opponent Down, Standing Near Head	● + ➡	Cross Armbreaker 3
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Sharpshooter 1
Opponent Down, Standing Near Feet	● + ⬆	Leg Lock 8
Opponent Down, Standing Near Feet	● + ➡	STF
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Elbow Drop 1
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Elbow Drop 2
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Mudhole Stomping 2
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Big Back Chop 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Superplex 1
Opponent Leaning on Turnbuckle, Facing	● + ➡	Big Back Chop 1
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Super Back Suplex
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Shoulder Strike
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Super Back Suplex
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Hanging In Reverse
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Pushes Turnbuckle
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Knee Attack 1
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Front Dropkick 4
From Top Turnbuckle, Opponent Standing	× + ➡	Double Axe Handle 3
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬇	Diving Headbutt 1
From Top Turnbuckle, Opponent Down	× + ⬆	Diving Headbutt 1
Rope Moves		
Opponent Leaning on Ropes	●	Throw To The Rope
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Clothesline 13
Rebound Off Ropes, Running at Down Opponent	▲, ×	Dropkick To Knee 4
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Dive Through Ropes
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Neckbreaker 1
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	Sunset Flip Pin 1
Running Toward Standing Opponent's Back	●	German Suplex 8
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Benoit Attack
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Clothesline 13
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Dropkick To Knee 4
Running Counters		
Opponent Running	●	Back Drop 4
Opponent Running	● + ⬇ or ⬆	Flapjack 3
Opponent Running	● + ⬅ or ➡	Whirl Backbreaker
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Suplex 2
Standing With Partner, Facing Opponent	● + ⬇	Dropkick & Rolling Clutch
Standing With Partner, Facing Opponent	● + ⬅	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬆	Double Clothesline
Standing With Partner, Facing Opponent	● + ➡	Double Dropkick
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Backbreaker & Leg Drop
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Powerbomb 1
Opponent Leaning on Turnbuckle, Facing	● + ➡	Body Splash & Whip
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Normal
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	Normal
Combination Attacks		
Facing Standing Opponent, First Attack	×	Benoit Punches
Facing Standing Opponent, Second Attack	×, ×	Back Chop 1
Facing Standing Opponent, Third Attack	×, ×, ×	Clothesline 3



CHRIS JERICHO®

BIO

For more than a century, wrestling fans debated over which promotion possessed the true World Champion. Even while men like Hulk Hogan, "Macho Man" Randy Savage and Shawn Michaels wore WWE gold, matwatchers were torn—since other organizations, like WCW, had their own kingpins. On December 9, 2001, Chris Jericho brought the argument to an end when he became the first Superstar to unify the titles of both WWE and WCW. Today, Jericho remains a top contender—as well as one of the most aggravating men on the roster. In his new interview segment on *Raw*, *Chris Jericho's Highlight Reel*, he antagonizes guests with his caustic comments and boasts of being "King of the World." But neither his fellow Superstars nor the fans can deny his skill. He backs up his mouth in the ring using guile, style and his excruciatingly painful finisher, The Walls of Jericho.



SPECIAL MOVES



STATS

HEIGHT 6' 0" **WEIGHT** 231 lbs. **FROM** Winnipeg, Manitoba, Canada **FINISHING MOVE** The Walls of Jericho

CAREER HIGHLIGHTS

Undisputed WWE Champion, WCW Champion, Intercontinental Champion (4), European Champion, Hardcore Champion, Tag Team Champion (3), WCW TV Champion, WCW Cruiserweight Champion

CHRIS JERICHO'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Chris Jericho 2
Standing	←	Taunt Chris Jericho 4
Standing	↑	Taunt Chris Jericho 3
Standing	→	Taunt Chris Jericho 5
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Opponent Down in Ring, Face Up, Near Head	[L]	Lionsault Pin
Facing Groggy Opponent	[L] + ⬇, ⬅, ⬆, or ➡	The Walls Of Jericho 1
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 9
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 10
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Jumping Armbreaker 2
Opponent Locked in Submission Grapple	● + ⬅	Headlock Takedown
Opponent Locked in Submission Grapple	● + ⬆	Shin Breaker
Opponent Locked in Submission Grapple	● + ➡	Ric Flair Headlock
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Suplex Pin 1
Opponent Locked in Submission Grapple	● + ⬅	Snapmare 3
Opponent Locked in Submission Grapple	● + ⬆	Flash Back 1
Opponent Locked in Submission Grapple	● + ➡	Suplex 8
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Powerbomb Pin 4
Opponent Locked in Submission Grapple	● + ⬅	Backbreaker 3
Opponent Locked in Submission Grapple	● + ⬆	Fireman Carry Slam
Opponent Locked in Submission Grapple	● + ➡	Backbreaker 2
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Low Blow 3
Opponent Locked in Submission Grapple	● + ⬅	Snapmare & Dropkick 2
Opponent Locked in Submission Grapple	● + ⬆	Huracanrana 5
Opponent Locked in Submission Grapple	● + ➡	Ric Flair Back Chop 2
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Dropkick 2
Facing Standing Opponent	× + ⬅ or ⬆	Jericho Toe Kick
Facing Standing Opponent	× + ⬆	Back Chop 2
Facing Standing Opponent	× + ⬅ or ⬆	Austin Punches 1
Facing Standing Opponent	× + ⬆	Spinning Wheel Kick 3
Facing Standing Opponent	× + ➡	Spinning Back Kick 1
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	Flash Back 2
Behind Standing Opponent	● + ⬅	Back Suplex 2
Behind Standing Opponent	● + ⬆	Backbreaker 9
Behind Standing Opponent	● + ➡	Back Suplex & Cocky Pin
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	School Boy Roll Up
Behind Standing Groggy Opponent	● + ⬅	German Suplex 7
Behind Standing Groggy Opponent	● + ⬆	Full Nelson Face Buster
Behind Standing Groggy Opponent	● + ➡	Bulldog 6
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Dropkick To Face
Opponent Down, Standing Near Head	● + ⬆	Slap Head & Raise
Opponent Down, Standing Near Head	● + ➡	Reverse Chin Lock 2
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Kick To Back
Opponent Down, Standing Near Feet	● + ⬆	Kick To Head
Opponent Down, Standing Near Feet	● + ➡	The Walls Of Jericho 3
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Elbow Drop 1
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Super Arm Drag
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Big Back Chop 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Frankensteiner
Opponent Leaning on Turnbuckle, Facing	● + ➡	Big Back Chop 1
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Illegal Pin
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Shoulder Strike
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Super Back Suplex
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Turnbuckle Smash
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Mudhole Stomping 3
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Turnbuckle Dropkick 2
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Missile Dropkick
From Top Turnbuckle, Opponent Standing	× + ➡	Diving Elbow Bat
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬇	Diving Moonsault Pin
From Top Turnbuckle, Opponent Down	× + ⬆	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Irish Whip
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Flying Forearm Smash 2
Rebound Off Ropes, Running at Down Opponent	▲, ×	Lionsault
Running Toward Ropes, Opponent Outside Ring	▲, ×	Asai Moonsault
Running Toward Ropes, Opponent Outside Ring	■, ×	Rope Flip 2
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Neckbreaker 2
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	School Boy Pin 1
Running Toward Standing Opponent's Back	●	Bulldog 6
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Flying Forearm Smash 2
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Spinning Wheel Kick 6
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Dropkick To Knee 4
Running Counters		
Opponent Running	●	Flash Back 1
Opponent Running	● + ⬇ or ⬆	Whirl Backbreaker
Opponent Running	● + ⬅ or ➡	Flapjack 4
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Suplex 2
Standing With Partner, Facing Opponent	● + ⬇	Dropkick & Rolling Clutch
Standing With Partner, Facing Opponent	● + ⬅	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬆	Double Facecrusher
Standing With Partner, Facing Opponent	● + ➡	Double Dropkick
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Whip & Lay Down
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Backbreaker & Leg Drop
Opponent Leaning on Turnbuckle, Facing	● + ➡	Kick To Gut
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Normal
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	One Handstand Ring Out
Combination Attacks		
Facing Standing Opponent, First Attack	×	Benoit Punches
Facing Standing Opponent, Second Attack	×, ×	Spinning Back Kick 1
Facing Standing Opponent, Third Attack	×, ×, ×	Spinning Wheel Kick 3



CHRISTIAN®

BIO

The Rock is arguably the greatest entertainer in the history of professional wrestling. So to get a compliment from him means a great deal. Christian recently received the greatest of compliments from The People's Champ, when The Rock told him that he was his favorite wrestler. Christian obviously returned the compliment, and the two went on to develop a great friendship.

When The Rock left *Raw* to make another movie, he anointed Christian the New People's Champ. Christian does not take this title lightly. As the New People's Champ, Christian claims that everything he does in the ring is done for all of his "peeps."

As of late, Christian's in-ring performance has been superb. In addition to his athleticism, Christian's charisma always make for an entertaining segment of *Raw*.



SPECIAL MOVES



STATS

HEIGHT
5' 10"

WEIGHT
215 lbs.

FINISHING MOVE
The Unprettier

FROM
Toronto, Ontario, Canada

CAREER HIGHLIGHTS
Intercontinental Champion, Tag Team Champion, Light Heavyweight Champion, European Champion

CHRISTIAN'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Christian 1
Standing	←	Taunt Undertaker 3
Standing	↑	Taunt Christian 4
Standing	→	Taunt Undertaker 3
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L]	Unprettier
Opponent Leaning on Turnbuckle, Facing	[L] + ⬇, ⬅, ⬆, or ➡	DDT 25
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Jumping Armbreaker 2
Opponent Locked in Submission Grapple	● + ⬅	Snapmare & Neck Lock
Opponent Locked in Submission Grapple	● + ⬆	Wrist & Arm Wrench
Opponent Locked in Submission Grapple	● + ➡	Kurt Angle Headlock
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	DDT 18
Opponent Locked in Submission Grapple	● + ⬅	Snapmare 2
Opponent Locked in Submission Grapple	● + ⬆	Gutbuster 2
Opponent Locked in Submission Grapple	● + ➡	Head Is Struck
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Manhattan Drop 1
Opponent Locked in Submission Grapple	● + ⬅	Neckbreaker 3
Opponent Locked in Submission Grapple	● + ⬆	Kitchen Sink 2
Opponent Locked in Submission Grapple	● + ➡	Backbreaker 1
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Low Blow 5
Opponent Locked in Submission Grapple	● + ⬅	Low Blow 3
Opponent Locked in Submission Grapple	● + ⬆	Eye Poke 3
Opponent Locked in Submission Grapple	● + ➡	Eye Rake 2
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Dropkick To Knee 1
Facing Standing Opponent	× + ⬅ or ➡	Toe Kick 1
Facing Standing Opponent	× + ⬆	Toe Kick 2
Facing Standing Opponent	× + ⬅ or ➡	Back Elbow Smash
Facing Standing Opponent	× + ⬆	Dropkick 2
Facing Standing Opponent	× + ➡	Back Elbow Smash
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	Rolling Clutch Pin
Behind Standing Opponent	● + ⬅	Backbreaker 9
Behind Standing Opponent	● + ⬆	Back Suplex 9
Behind Standing Opponent	● + ➡	DDT 22
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	School Boy Roll Up
Behind Standing Groggy Opponent	● + ⬅	Back Suplex 2
Behind Standing Groggy Opponent	● + ⬆	Sleeper Hold 2
Behind Standing Groggy Opponent	● + ➡	Russian Leg Sweep 2
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Armlock 1
Opponent Down, Standing Near Head	● + ⬆	Fury Punch 10
Opponent Down, Standing Near Head	● + ➡	Choke 4
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Toss 1
Opponent Down, Standing Near Feet	● + ⬆	Leg Lock 8
Opponent Down, Standing Near Feet	● + ➡	Single Leg Crab 1
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Leg Drop
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Elbow Drop 2
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Frankensteiner
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Monkey Flip
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Superplex 1
Opponent Leaning on Turnbuckle, Facing	● + ➡	Mudhole Stomping 2
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Illegal Pin
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Hanging In Reverse
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Super Back Suplex
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Turnbuckle Toe Kick
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Pushes Turnbuckle
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Turnbuckle Dropkick 2
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Front Dropkick 4
From Top Turnbuckle, Opponent Standing	× + ➡	Diving Cross Body Pin
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬇	Diving Elbow Drop Pin 1
From Top Turnbuckle, Opponent Down	× + ⬆	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Choke 3
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Dropkick 6
Rebound Off Ropes, Running at Down Opponent	▲, ×	Dropkick To Knee 4
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Dive Through Ropes
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Headscissor Takedown 2
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	Spear 1
Running Toward Standing Opponent's Back	●	Snapmare 4
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	Huracanrana 6
Running Attacks		
Running Toward Standing Opponent	×	Kurt Shoulder Block
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Kitchen Sink 1
Running Toward Down Opponent	×, ×	Double Axe Handle 5
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Dropkick To Knee 4
Running Counters		
Opponent Running	●	Arm Drag 5
Opponent Running	● + ⬇ or ⬆	Back Drop 1
Opponent Running	● + ⬅ or ➡	Sleeper Hold 4
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬇	Double DDT
Standing With Partner, Facing Opponent	● + ⬅	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬆	Double Clothesline
Standing With Partner, Facing Opponent	● + ➡	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Hip Toss
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Kick To Gut
Opponent Leaning on Turnbuckle, Facing	● + ⬆	High Angle Superplex
Opponent Leaning on Turnbuckle, Facing	● + ➡	Kick To Gut
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Normal
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	One Handstand Ring Out
Combination Attacks		
Facing Standing Opponent, First Attack	×	Muscular Punches
Facing Standing Opponent, Second Attack	×, ×	Back Chop 1
Facing Standing Opponent, Third Attack	×, ×, ×	Dropkick 2

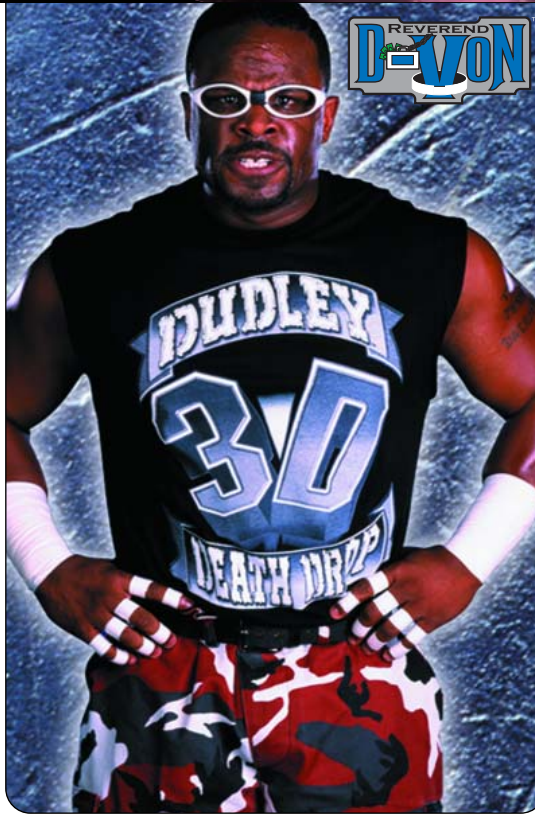


D-VON DUDLEY™

BIO

D-Von and his half-brother, Bubba Ray, form arguably the greatest tag team in the history of sports-entertainment. Together, the Dudley Boyz are the only tandem to have held the WWE, WCW and ECW Tag Team Championships.

Their powerful team was derailed for several months while each man tried his hand at singles competition on separate shows. At *Survivor Series 2002*, D-Von was reunited with Bubba Ray and the duo's famed finishing maneuver: the Dudley Death Drop. Now that the Dudley Boyz are back in action, expect tables to splinter as Bubba Ray and D-Von crash their way back to the top of the tag-team division.



SPECIAL MOVES



STATS

HEIGHT	WEIGHT	FROM	FINISHING MOVE
6' 2"	240 lbs.	Dudleyville	Dudley Death Drop

CAREER HIGHLIGHTS

WWE Tag Team Champion, WCW Tag Team Champion, ECW Tag Team Champion, WWE World Tag Team Champion

D-VON DUDLEY™'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Finger Appealing
Standing	←	Taunt D-Von Dudley
Standing	↑	Finger Appealing
Standing	→	Taunt D-Von Dudley
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Behind Groggy Opponent	[L]	Saving Grace
Opponent Leaning on Turnbuckle, Back Exposed	[L] + ⬇, ⬅, ⬆, or ➡	D-Von Neck Breaker
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Snapmare & Neck Lock
Opponent Locked in Submission Grapple	● + ⬅	Headlock Takedown
Opponent Locked in Submission Grapple	● + ⬆	Jumping Armbreaker 2
Opponent Locked in Submission Grapple	● + ➡	Headlock 1
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Russian Leg Sweep 1
Opponent Locked in Submission Grapple	● + ⬅	Headbutt 3
Opponent Locked in Submission Grapple	● + ⬆	Jawbreaker 1
Opponent Locked in Submission Grapple	● + ➡	Neckbreaker 2
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Piledriver 3
Opponent Locked in Submission Grapple	● + ⬅	Swinging Neckbreaker
Opponent Locked in Submission Grapple	● + ⬆	Oklahoma Slam 2
Opponent Locked in Submission Grapple	● + ➡	Backbreaker 2
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	DDT 11
Opponent Locked in Submission Grapple	● + ⬅	Body Knee Strike
Opponent Locked in Submission Grapple	● + ⬆	Wrist Clutch & Elbow 1
Opponent Locked in Submission Grapple	● + ➡	Headbutt 1
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Shuffle Side Kick 1
Facing Standing Opponent	× + ⬅ or ⬆	Toe Kick 1
Facing Standing Opponent	× + ⬆	Throat Thrust 2
Facing Standing Opponent	× + ⬅ or ⬆	Back Chop 1
Facing Standing Opponent	× + ⬆	Double Axe Handle 1
Facing Standing Opponent	× + ➡	Elbow Smash 1
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	Atomic Drop
Behind Standing Opponent	● + ⬅	Back Suplex 1
Behind Standing Opponent	● + ⬆	Elbow To Back Of Head 2
Behind Standing Opponent	● + ➡	Forearm Smash
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	DDT 22
Behind Standing Groggy Opponent	● + ⬅	Back Suplex 3
Behind Standing Groggy Opponent	● + ⬆	Sleeper Hold 2
Behind Standing Groggy Opponent	● + ➡	Bulldog 2
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Reverse Chin Lock 2
Opponent Down, Standing Near Head	● + ⬆	Fury Punch 10
Opponent Down, Standing Near Head	● + ➡	Camel Clutch 2
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Kick To Grain
Opponent Down, Standing Near Feet	● + ⬆	Leg Lock 9
Opponent Down, Standing Near Feet	● + ➡	Leg Lock 8
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Leg Drop
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Elbow Drop 5
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Superplex 1
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Hanging In Reverse
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Superplex 1
Opponent Leaning on Turnbuckle, Facing	● + ➡	Foot Choke 1
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Turnbuckle Toe Kick
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Hanging In Reverse
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Super Back Suplex
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Turnbuckle Smash
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Mudhole Stomping 3
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Knee Attack 1
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Shoulder Block 5
From Top Turnbuckle, Opponent Standing	× + ➡	Double Axe Handle 3
From Top Turnbuckle, Opponent Down	×	Diving Headbutt 1
From Top Turnbuckle, Opponent Down	× + ⬇	Diving Leg Drop
From Top Turnbuckle, Opponent Down	× + ⬆	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Choke 3
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Diving Shoulder
Rebound Off Ropes, Running at Down Opponent	▲, ×	Running Leg Drop
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Dive Through Ropes
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Neckbreaker 1
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	Sunset Flip Pin 1
Running Toward Standing Opponent's Back	●	Mat Slam 2
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Back Elbow Attack 2
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Diving Shoulder
Running Toward Down Opponent	▲, ×	Double Axe Handle 5
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Running Leg Drop
Running Counters		
Opponent Running	●	Powerslam 1
Opponent Running	● + ⬇ or ⬆	Back Drop 1
Opponent Running	● + ⬅ or ➡	Flapjack 4
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Dudley Death Drop
Standing With Partner, Facing Opponent	● + ⬇	Double DDT
Standing With Partner, Facing Opponent	● + ⬅	Dudley Death Drop
Standing With Partner, Facing Opponent	● + ⬆	Double Facecrusher
Standing With Partner, Facing Opponent	● + ➡	Double Suplex 1
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Super Double Powerbomb 2
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Dudley Death Drop 1
Opponent Leaning on Turnbuckle, Facing	● + ➡	Kick To Gut
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Normal
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	Normal
Combination Attacks		
Facing Standing Opponent, First Attack	×	Austin Punches 1
Facing Standing Opponent, Second Attack	×, ×	Throat Thrust 2
Facing Standing Opponent, Third Attack	×, ×, ×	Shuffle Side Kick 1



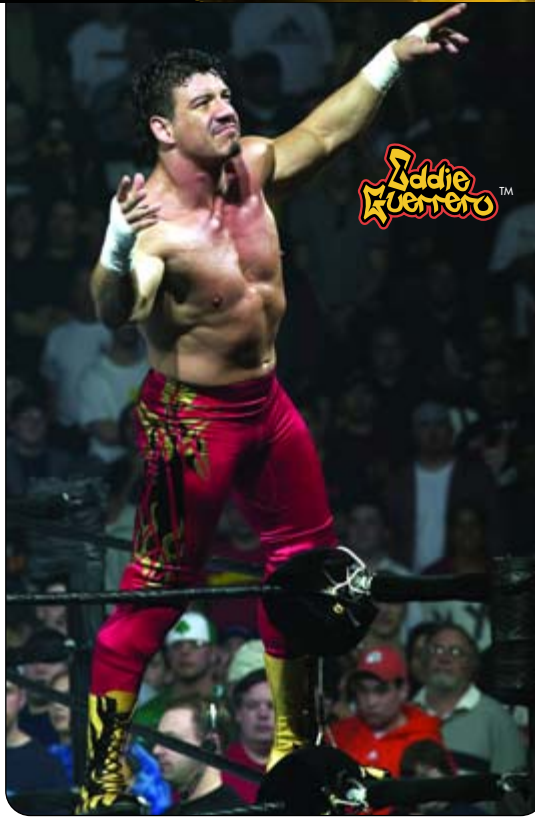
EDDIE GUERRERO™

BIO

Eddie Guerrero returned to WWE and made an immediate impact by winning the Intercontinental Championship at Backlash.

Guerrero uses a wide range of offensive maneuvers. Growing up in a family of wrestlers exposed him to the craft at an early age. He's equally adept at grappling on the mat or sailing off the turnbuckle to deliver his signature Frog Splash. Although other Superstars may use a form of the Frog Splash, Eddie maintains that his finisher surpasses everyone else's.

Whether it's in singles action or teaming up with his nephew Chavo, there is always one constant with Eddie Guerrero—cheat to win!



SPECIAL MOVES

Frog Splash Pin 3



Lasso From El Paso 2



STATS

HEIGHT	WEIGHT	FROM	FINISHING MOVE
5' 8"	220 lbs.	El Paso, TX	Frog Splash/Lasso From El Paso

CAREER HIGHLIGHTS

European Champion, Intercontinental Champion, WWE Tag Team Champion, WCW Cruiserweight Champion, WWE U.S. Champion



EDDIE GUERRERO™'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Eddie Guerrero 1
Standing	←	Taunt Eddie Guerrero 3
Standing	↑	Taunt Eddie Guerrero 1
Standing	→	Taunt Eddie Guerrero 2
Weapon Specials		
Holding Weapon	[L1]	DDT
Holding Weapon	[L1]+↓, ↵, ↶, ↷, or ⇨	DDT
SmackDown! Specials		
Opponent Down, From Top Turnbuckle	[L1]	Frog Splash Pin 3
Opponent Down, Standing Near Feet	[L1]+↓, ↵, ↶, ↷, or ⇨	Lasso From El Paso 2
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	●+↓	Grapple 5
Facing Standing Opponent	●+↵	Grapple 10
Facing Standing Opponent	●+↶	Grapple 11
Facing Standing Opponent	●+⇨	Grapple 4
Submission Grapples (After ●+↓)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↓	Gory Special
Opponent Locked in Submission Grapple	●+↵	Armbar 2
Opponent Locked in Submission Grapple	●+↶	Armbar 7
Opponent Locked in Submission Grapple	●+⇨	Leg Lock 5
Signature Grapples (After ●+↵)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↓	Snapmare & Dropkick 1
Opponent Locked in Submission Grapple	●+↵	Suplex 7
Opponent Locked in Submission Grapple	●+↶	Huracanrana 1
Opponent Locked in Submission Grapple	●+⇨	Multiple Suplex
Power Grapples (After ●+↶)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↓	Manhattan Drop 1
Opponent Locked in Submission Grapple	●+↵	Cross Backbreaker
Opponent Locked in Submission Grapple	●+↶	Gutbuster 2
Opponent Locked in Submission Grapple	●+⇨	Fall Away Slam
Quick Grapples (After ●+⇨)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↓	Hopping Sunset Flip
Opponent Locked in Submission Grapple	●+↵	DDT 18
Opponent Locked in Submission Grapple	●+↶	DDT 12
Opponent Locked in Submission Grapple	●+⇨	Clothesline 26
Ready Moves: Attacks		
Facing Standing Opponent	×+↓	Dropkick To Knee 1
Facing Standing Opponent	×+⇨ or ⇩	Toe Kick 1
Facing Standing Opponent	×+↵	Slap 2
Facing Standing Opponent	×+↶ or ⇩	Snap Jab
Facing Standing Opponent	×+↵	Jumping Calf Kick
Facing Standing Opponent	×+⇨	Elbow Smash 1
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	●+↓	Eddie Cradle Pin
Behind Standing Opponent	●+↵	Cruiserweight Moves 4
Behind Standing Opponent	●+↶	Elbow To Back Of Head 2
Behind Standing Opponent	●+⇨	Bulldog 4
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	●+↓	School Boy Roll Up
Behind Standing Groggy Opponent	●+↵	Back Suplex 7
Behind Standing Groggy Opponent	●+↶	Sleeper Hold 2
Behind Standing Groggy Opponent	●+⇨	German Suplex 5
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	●+↓, ↵, ↶, ↷, or ⇨	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	●+↓, ↵, ↶, ↷, or ⇨	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	●+↓	Pin Fall
Opponent Down, Standing Near Head	●+↵	Mahistrol Cradle Pin
Opponent Down, Standing Near Head	●+↶	Face Stretch 2
Opponent Down, Standing Near Head	●+⇨	Neck Lock
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	●+↓	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	●+↵	Mexican Surfboard
Opponent Down, Standing Near Feet	●+↶	Leg Lock 8
Opponent Down, Standing Near Feet	●+⇨	Mexican Stretch 2
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	×+↓ or ↵	Elbow Drop 2
Opponent Down, Standing Near Opponent	×+↵ or ⇨	Flip Splash
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	●+↓	Monkey Flip
Opponent Leaning on Turnbuckle, Facing	●+↵	DDT 24
Opponent Leaning on Turnbuckle, Facing	●+↶	Frankensteiner
Opponent Leaning on Turnbuckle, Facing	●+⇨	Big Back Chop 1
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	●+↓	Illegal Pin
Opponent Leaning on Turnbuckle, Back Exposed	●+↵	Rolling Powerbomb
Opponent Leaning on Turnbuckle, Back Exposed	●+↶	Cross Powerbomb
Opponent Leaning on Turnbuckle, Back Exposed	●+⇨	Super Back Suplex
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	●+↓, ↵, ↶, ↷, or ⇨	Mudhole Stomping 3
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	×+↓, ↵, ↶, ↷, or ⇨	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Turnbuckle Dropkick 2
Aerial Moves		
From Top Turnbuckle, Opponent Standing	×+↵	Missile Dropkick
From Top Turnbuckle, Opponent Standing	×+⇨	Headscissor Takedown 1
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	×+↓	Rolling Thunder 1
From Top Turnbuckle, Opponent Down	×+↵	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Irish Whip
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Slingshot Body Splash 2
Rebound Off Ropes, Running at Down Opponent	▲, ×	Slingshot Body Splash 1
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Rope Flip 2
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	●+↓, ↵, ↶, ↷, or ⇨	Turn Behind
Running Toward Standing Groggy Opponent	●	Flapjack & Dropkick
Running Toward Standing Groggy Opponent	●+↓, ↵, ↶, ↷, or ⇨	Mysterio Rolling
Running Toward Standing Opponent's Back	●	Bulldog 4
Running Toward Standing Groggy Opponent's Back	●+↓, ↵, ↶, ↷, or ⇨	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Running Calf Kick
Running Toward Standing Opponent	×+↓, ↵, ↶, ↷, or ⇨	Dropkick 5
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, ×+↓, ↵, ↶, ↷, or ⇨	Running Flip Splash
Running Counters		
Opponent Running	●	Whirl Backbreaker
Opponent Running	●+↓ or ↵	Flapjack 3
Opponent Running	●+↵ or ⇨	Back Drop 2
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Low Blow & Knee Attack
Standing With Partner, Facing Opponent	●+↓	Dropkick & Rolling Clutch
Standing With Partner, Facing Opponent	●+↵	Double Suplex 1
Standing With Partner, Facing Opponent	●+↶	Double Clothesline
Standing With Partner, Facing Opponent	●+⇨	Double Dropkick
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	●+↓	Whip & Lay Down
Opponent Leaning on Turnbuckle, Facing	●+↵	Double Side Leg Kick
Opponent Leaning on Turnbuckle, Facing	●+↶	Calf Kick & Sweep
Opponent Leaning on Turnbuckle, Facing	●+⇨	Mudhole Stomping 1
Enter/Exit Ring Moves		
Enter Ring	■+↓, ↵, ↶, ↷, or ⇨	Jumping
Exit Ring	■+↓, ↵, ↶, ↷, or ⇨	Quick
Combination Attacks		
Facing Standing Opponent, First Attack	×	Benoit Punches
Facing Standing Opponent, Second Attack	×, ×	Back Chop 1
Facing Standing Opponent, Third Attack	×, ×, ×	Jumping Calf Kick



EDGE®



BIO

How many of us can say that we accomplished our lifelong dream? How many of us can say that we're doing exactly what we wanted to do when we were children? Edge can.

One of the brightest young stars in WWE, Edge sat on the floor for *WrestleMania VI* at SkyDome in Toronto, watching Hulk Hogan battle Ultimate Warrior. Although he was only 16 at the time, Edge already knew that he wanted to follow in the footsteps of Hogan and Warrior; he wanted to be a WWE Superstar. Twelve years later, almost 70,000 fans watched Edge defeat Booker T at *WrestleMania X8* at SkyDome in Toronto. Edge had already accomplished a career highlight at SkyDome—in July 1999, he won the Intercontinental Championship there.

The Canadian Superstar has excelled in both singles and tag-team action. Along with his brother, Christian, he won the Tag Team Championship seven times, a record for a duo. Edge & Christian were also part of some of the most memorable tag matches in history—including the Ladder Match at *WrestleMania 2000*; the Tables, Ladders, and Chairs (TLC) Match at *SummerSlam* in 2000; TLC II at *WrestleMania X-Seven*; and TLC III on the May 24, 2001 episode of *SmackDown!*

Edge officially became a force in the singles division when he won the 2001 *King of the Ring* Tournament. A few months later, he defeated Christian in an epic Ladder Match at *No Mercy 2001* to become the Intercontinental Champion. In fact, he has already won the Intercontinental Championship on four occasions.



SPECIAL MOVES



STATS	HEIGHT	WEIGHT	FROM
	6' 4"	240 lbs.	Toronto, Ontario, Canada
FINISHING MOVE	CAREER HIGHLIGHTS		
Edgecution	WWE World Tag Team Champion (7), Intercontinental Champion (4), WCW U.S. Champion		

EDGE'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Edge 2
Standing	←	Wake Up
Standing	↑	Taunt Edge 1
Standing	→	Wake Up
Weapon Specials		
Holding Weapon	[L1]	DDT
Holding Weapon	[L1] + ↓, ↵, ⇨, ⇩, or ⇨	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L1]	Edgecution 2
Facing Groggy Opponent	[L1] + ↓, ↵, ⇨, ⇩, or ⇨	Edgecution 1
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ↓	Grapple 5
Facing Standing Opponent	● + ⇨	Grapple 10
Facing Standing Opponent	● + ⇩	Grapple 11
Facing Standing Opponent	● + ⇨	Grapple 4
Submission Grapples (After ● + ↓)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Leg Lock 5
Opponent Locked in Submission Grapple	● + ⇨	Headlock Takedown
Opponent Locked in Submission Grapple	● + ⇩	Jumping Armbreaker 2
Opponent Locked in Submission Grapple	● + ⇨	Ric Flair Headlock
Signature Grapples (After ● + ⇨)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Downward Spiral
Opponent Locked in Submission Grapple	● + ⇨	Half Nelson Face Buster
Opponent Locked in Submission Grapple	● + ⇩	Gordbuster
Opponent Locked in Submission Grapple	● + ⇨	Su Plex 4
Power Grapples (After ● + ⇩)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Powerbomb Pin 2
Opponent Locked in Submission Grapple	● + ⇨	Gutbuster 2
Opponent Locked in Submission Grapple	● + ⇩	Neckbreaker 3
Opponent Locked in Submission Grapple	● + ⇨	Backbreaker 1
Quick Grapples (After ● + ⇨)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Edge O' Matic 1
Opponent Locked in Submission Grapple	● + ⇨	DDT 18
Opponent Locked in Submission Grapple	● + ⇩	Russian Leg Sweep 1
Opponent Locked in Submission Grapple	● + ⇨	Front Dropkick 6
Ready Moves: Attacks		
Facing Standing Opponent	× + ↓	Dropkick 2
Facing Standing Opponent	× + ⇨ or ⇩	Toe Kick 1
Facing Standing Opponent	× + ⇨	Austin Punches 1
Facing Standing Opponent	× + ⇩ or ⇨	Elbow Smash 1
Facing Standing Opponent	× + ⇩	Spinning Wheel Kick 3
Facing Standing Opponent	× + ⇨	Back Chop 1
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ↓	Edge O' Matic 2
Behind Standing Opponent	● + ⇨	Bulldog 4
Behind Standing Opponent	● + ⇩	Electric Chair Drop
Behind Standing Opponent	● + ⇨	Forearm Smash
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ↓	DDT 22
Behind Standing Groggy Opponent	● + ⇨	Bulldog 4
Behind Standing Groggy Opponent	● + ⇩	Sleeper Hold 2
Behind Standing Groggy Opponent	● + ⇨	Back Side Slam 2
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ↓, ↵, ⇨, ⇩, or ⇨	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ↓, ↵, ⇨, ⇩, or ⇨	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ↓	Pin Fall
Opponent Down, Standing Near Head	● + ⇨	Headlock 2
Opponent Down, Standing Near Head	● + ⇩	Fury Punch 10
Opponent Down, Standing Near Head	● + ⇨	Surfboard
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ↓	Pin Fall

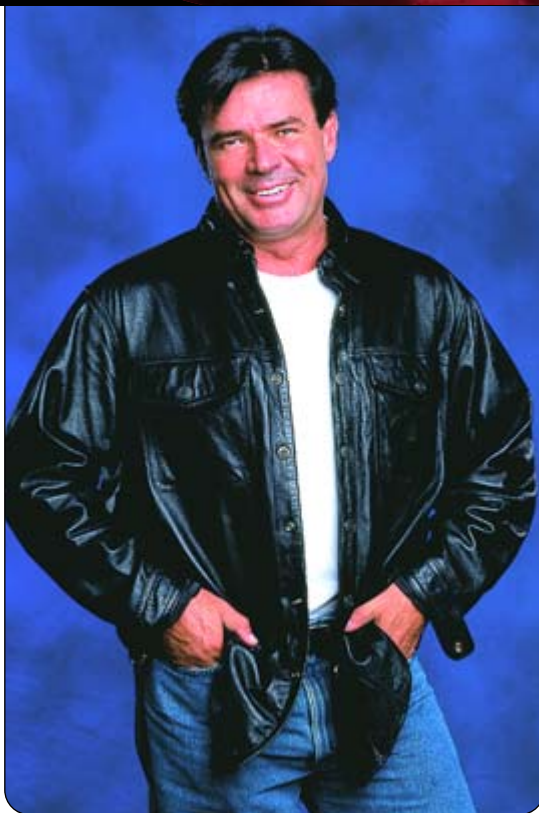
Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⇨	Kick To Leg 2
Opponent Down, Standing Near Feet	● + ⇩	Leg Lock 9
Opponent Down, Standing Near Feet	● + ⇨	Edgecator
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ↓ or ⇨	Leg Drop
Opponent Down, Standing Near Opponent	× + ⇨ or ⇩	Elbow Drop 2
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ↓	Frankensteiner
Opponent Leaning on Turnbuckle, Facing	● + ⇨	Super Arm Drag
Opponent Leaning on Turnbuckle, Facing	● + ⇩	Superplex 1
Opponent Leaning on Turnbuckle, Facing	● + ⇨	Super Arm Drag
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ↓	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ⇨	Rolling Powerbomb
Opponent Leaning on Turnbuckle, Back Exposed	● + ⇩	Super Back Suplex
Opponent Leaning on Turnbuckle, Back Exposed	● + ⇨	Turnbuckle Toe Kick
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ↓, ↵, ⇨, ⇩, or ⇨	Choke 2
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Dropkick 1
Opponent Leaning on Turnbuckle, Facing	× + ↓, ↵, ⇨, ⇩, or ⇨	Turnbuckle Dropkick 1
Opponent Slumped Down at Lower Turnbuckle	×	Turnbuckle Dropkick 2
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⇨	Diving Spear
From Top Turnbuckle, Opponent Standing	× + ⇩	Missile Dropkick
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ↓	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⇩	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Irish Whip
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Spinning Wheel Kick 6
Rebound Off Ropes, Running at Down Opponent	▲, ×	Dropkick To Knee 4
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Dive Through Ropes
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ↓, ↵, ⇨, ⇩, or ⇨	Turn Behind
Running Toward Standing Groggy Opponent	●	Spear 2
Running Toward Standing Groggy Opponent	● + ↓, ↵, ⇨, ⇩, or ⇨	Spear & Punching
Running Toward Standing Opponent's Back	●	Bulldog 4
Running Toward Standing Groggy Opponent's Back	● + ↓, ↵, ⇨, ⇩, or ⇨	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Clothesline 17
Running Toward Standing Opponent	× + ↓, ↵, ⇨, ⇩, or ⇨	Spinning Wheel Kick 6
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ↓, ↵, ⇨, ⇩, or ⇨	Dropkick To Knee 4
Running Counters		
Opponent Running	●	Power Slam Pin 2
Opponent Running	● + ↓ or ⇨	Back Drop 4
Opponent Running	● + ⇨ or ⇩	Flapjack 4
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Su Plex 2
Standing With Partner, Facing Opponent	● + ↓	Dropkick & Rolling Clutch
Standing With Partner, Facing Opponent	● + ⇨	Double Su Plex 1
Standing With Partner, Facing Opponent	● + ⇩	Double Facecrusher
Standing With Partner, Facing Opponent	● + ⇨	Double Dropkick
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ↓	Body Attack
Opponent Leaning on Turnbuckle, Facing	● + ⇨	Powerbomb 2
Opponent Leaning on Turnbuckle, Facing	● + ⇩	Side Walk & Reverse DDT
Opponent Leaning on Turnbuckle, Facing	● + ⇨	Groin Press
Enter/Exit Ring Moves		
Enter Ring	■ + ↓, ↵, ⇨, ⇩, or ⇨	Normal
Exit Ring	■ + ↓, ↵, ⇨, ⇩, or ⇨	Quick
Combination Attacks		
Facing Standing Opponent, First Attack	×	Snap Jab
Facing Standing Opponent, Second Attack	×, ×	Back Chop 1
Facing Standing Opponent, Third Attack	×, ×, ×	Spinning Wheel Kick 3



ERIC BISCHOFF™

BIO

Very few people can say that they once got the best of Vince McMahon, but Eric Bischoff is one of those people. As the former top man in Ted Turner's WCW, Bischoff helped revolutionize sports-entertainment and came close to single-handedly putting WWE out of business. Bischoff made it his mission to make sure that his company surpassed Vince McMahon's in every way. First, "The Bisch" lured away WWE's top stars like Hulk Hogan and Kevin Nash (formerly known as Diesel). Then he turned up the heat even more by revealing *Raw* results on Nitro and even coerced WWE Women's Champion Alundra Blayze to dump the title into a trash can during another live broadcast! Stunts like these began the Monday Night Wars that saw WCW's *Monday Nitro* top *Raw* in the ratings for 84 straight weeks. Eventually, WWE would win the Monday Night Wars and purchase WCW, but Bischoff's tactics made an impression on Mr. McMahon. Bischoff's ruthless aggression made him Vince's choice to serve as General Manager of *Raw*. Bischoff accepted, and promised to put the "E" back in WWE.



SPECIAL MOVES

Kung-Fu Straight Punch



Guillofine Strikes™



STATS

FROM
Detroit

CAREER HIGHLIGHTS
Former head of WCW

ERIC BISCHOFF™'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Kung-Fu
Standing	←	Taunt Eric Bischoff
Standing	↑	Taunt Kung-Fu
Standing	→	Taunt Eric Bischoff
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L]	Kung-Fu Straight Punch
Facing Groggy Opponent	[L] + ⬇, ⬅, ⬆, or ➡	Guillotine Strikes
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Shoulderlock
Opponent Locked in Submission Grapple	● + ⬅	Wrist & Arm Wrench
Opponent Locked in Submission Grapple	● + ⬆	Armbar 2
Opponent Locked in Submission Grapple	● + ➡	Shoulder Armbreaker
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Sambo Suplex
Opponent Locked in Submission Grapple	● + ⬅	Oriental Toss
Opponent Locked in Submission Grapple	● + ⬆	Kung-Fu Toss
Opponent Locked in Submission Grapple	● + ➡	RVD Moves
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Back Body Suplex
Opponent Locked in Submission Grapple	● + ⬅	Neckbreaker 3
Opponent Locked in Submission Grapple	● + ⬆	Aeroplane Spine
Opponent Locked in Submission Grapple	● + ➡	Mat Slam 1
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Eye Poke 2
Opponent Locked in Submission Grapple	● + ⬅	Low Blow 4
Opponent Locked in Submission Grapple	● + ⬆	Eye Poke 3
Opponent Locked in Submission Grapple	● + ➡	Low Blow 5
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Axe Kick
Facing Standing Opponent	× + ⬅ or ⬆	Karate Slide
Facing Standing Opponent	× + ⬆	Middle Kick 3
Facing Standing Opponent	× + ⬅ or ⬆	High Roundhouse Kick
Facing Standing Opponent	× + ⬆	Kung-Fu Roundhouse Kick
Facing Standing Opponent	× + ➡	Tae Kwon-Do Jump Kick
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	Backbreaker 7
Behind Standing Opponent	● + ⬅	Bulldog 5
Behind Standing Opponent	● + ⬆	Edge O'Matic 2
Behind Standing Opponent	● + ➡	Forearm Smash
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	Russian Leg Sweep 2
Behind Standing Groggy Opponent	● + ⬅	Sleeper With Scissors
Behind Standing Groggy Opponent	● + ⬆	Sleeper Hold 1
Behind Standing Groggy Opponent	● + ➡	Turning Face Front
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Cross Armbreaker 2
Opponent Down, Standing Near Head	● + ⬆	Fury Punch 10
Opponent Down, Standing Near Head	● + ➡	Triangle Hold
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Bow & Arrow Lock
Opponent Down, Standing Near Feet	● + ⬆	Leg Lock 9
Opponent Down, Standing Near Feet	● + ➡	Deathlock With Bridge
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Double Axe Handle 4
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Karate Punch
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Choke 1
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Big Back Chop 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Moonsault Kick
Opponent Leaning on Turnbuckle, Facing	● + ➡	Old School
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Illegal Pin
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Tarantula 1
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	D-Von Neck Breaker
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Hanging In Reverse
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Pushes Turnbuckle
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Handspring FC 1
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Handspring FC 1
Opponent Slumped Down at Lower Turnbuckle	×	Bronco Buster
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Martial Arts Kick 1
From Top Turnbuckle, Opponent Standing	× + ➡	Diving Elbow Bat
From Top Turnbuckle, Opponent Down	×	Diving Headbutt 1
From Top Turnbuckle, Opponent Down	× + ⬇	Diving Moonsault Pin
From Top Turnbuckle, Opponent Down	× + ⬆	Whisper in the Wind 1
Rope Moves		
Opponent Leaning on Ropes	●	Choke 3
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Spinning Wheel Kick 6
Rebound Off Ropes, Running at Down Opponent	▲, ×	Dropkick To Knee 4
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Baseball Slide
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Headscissor Takedown 2
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	Crucifix Pin
Running Toward Standing Opponent's Back	●	Bulldog 5
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Karate Kick 1
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Spinning Wheel Kick 6
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Dropkick To Knee 4
Running Counters		
Opponent Running	●	Triple H Smash
Opponent Running	● + ⬇ or ⬆	Flapjack 3
Opponent Running	● + ⬅ or ➡	Sleeper Hold 4
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Arm Wrench & Kick
Standing With Partner, Facing Opponent	● + ⬇	Dropkick & Rolling Clutch
Standing With Partner, Facing Opponent	● + ⬅	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬆	Double Clothesline
Standing With Partner, Facing Opponent	● + ➡	Double Dropkick
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Whip & Lay Down
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	High Angle Back Suplex 1
Opponent Leaning on Turnbuckle, Facing	● + ➡	Body Splash & Whip
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Normal
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	Normal
Combination Attacks		
Facing Standing Opponent, First Attack	×	Karate Straight Punch
Facing Standing Opponent, Second Attack	×, ×	Karate Straight Punch
Facing Standing Opponent, Third Attack	×, ×, ×	Tae Kwon-Do Back Kick



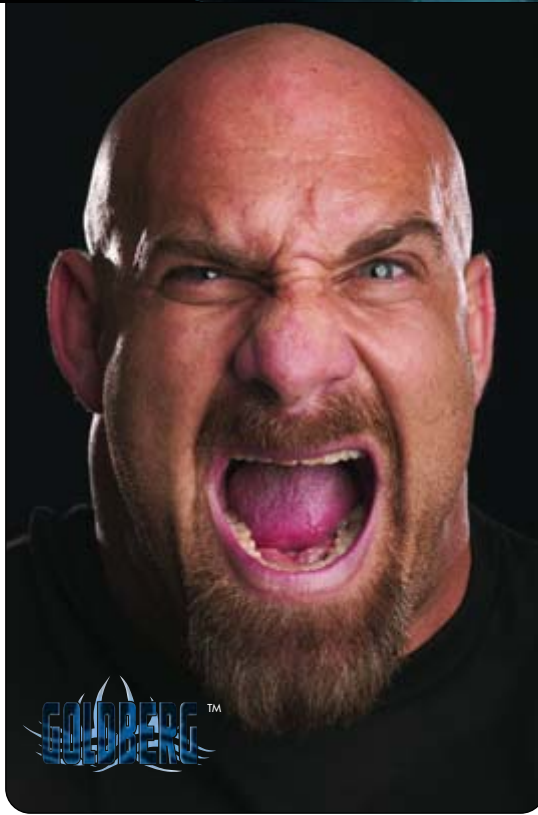
GOLDBERG™

BIO

In the late 1990s, the popularity of Goldberg in WCW was equal to that of Stone Cold Steve Austin in WWE at the same time. A bona fide mainstream phenomenon, Goldberg captivated the imagination of fans around the world.

His undefeated streak from 1997 to 1998 is the stuff of legend, as is his victory over Hulk Hogan for the WCW title at the Georgia Dome. But when WCW was purchased by WWE two years ago, Goldberg disappeared.

Just like that, the phenomenon vanished, cutting short an amazing career that lasted a mere four years, and leaving fans to fantasize about what might happen if he joined WWE. At *WrestleMania XIX*, those fans found out that their fantasies would now be reality.



SPECIAL MOVES



STATS

HEIGHT	WEIGHT	FROM
6' 4"	283 lbs.	Tulsa, OK
FINISHING MOVE	CAREER HIGHLIGHTS	
Jackhammer	WCW Champion, WCW Tag Team Champion (w/Bret Hart),	
WCW United States Champion, WWE World Champion		

GOLDBERG'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Goldberg 1
Standing	←	Taunt Goldberg 2
Standing	↑	Taunt Goldberg 1
Standing	→	Taunt Goldberg 2
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L]	Jackhammer Pin 2
Behind Groggy Opponent	[L] + ⬇, ⬅, ⬆, or ➡	Spear 5
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 12
Facing Standing Opponent	● + ⬆	Grapple 10
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Leg Lock 3
Opponent Locked in Submission Grapple	● + ⬅	Leg Lock 1
Opponent Locked in Submission Grapple	● + ⬆	Jumping Armbreaker 2
Opponent Locked in Submission Grapple	● + ➡	Leg Lock 5
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Double Arm Suplex 3
Opponent Locked in Submission Grapple	● + ⬅	Scoop Slam & Knee
Opponent Locked in Submission Grapple	● + ⬆	Super Neckbreaker Pin
Opponent Locked in Submission Grapple	● + ➡	Test Full Nelson Slam 1
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Scoop Slam 6
Opponent Locked in Submission Grapple	● + ⬅	Body Press Front Slam 2
Opponent Locked in Submission Grapple	● + ⬆	Batista Lifting & Toss
Opponent Locked in Submission Grapple	● + ➡	Chokeslam 9
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Lesnar Knee Strike 3
Opponent Locked in Submission Grapple	● + ⬅	Lesnar Knee Strike 1
Opponent Locked in Submission Grapple	● + ⬆	Judo Hip Throw
Opponent Locked in Submission Grapple	● + ➡	Lesnar Knee Strike 2
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Shuffle Side Kick 3
Facing Standing Opponent	× + ⬅ or ⬆	Toe Kick 1
Facing Standing Opponent	× + ⬆	Back Chop 1
Facing Standing Opponent	× + ⬅ or ⬆	Snap Jab
Facing Standing Opponent	× + ⬆	Clothesline 3
Facing Standing Opponent	× + ➡	Body Punch
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	German Suplex 5
Behind Standing Opponent	● + ⬅	Back Suplex 6
Behind Standing Opponent	● + ⬆	Test Full Nelson Slam 2
Behind Standing Opponent	● + ➡	Half Nelson Suplex 2
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	Knee Clip
Behind Standing Groggy Opponent	● + ⬅	Pumphandle Suplex
Behind Standing Groggy Opponent	● + ⬆	Gutbuster 3
Behind Standing Groggy Opponent	● + ➡	Backbreaker 6
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Goldberg Wake Up
Opponent Down, Standing Near Head	● + ⬆	Ultimate Knee Attack
Opponent Down, Standing Near Head	● + ➡	Cross Armbreaker 2
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Single Leg Crab 1
Opponent Down, Standing Near Feet	● + ⬆	Leg Lock 9
Opponent Down, Standing Near Feet	● + ➡	Leg Lock 12
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Elbow Drop 2
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Mudhole Stomping 2
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Shoulder Thrust
Opponent Leaning on Turnbuckle, Facing	● + ⬆	10 Punch
Opponent Leaning on Turnbuckle, Facing	● + ➡	Body Strikes
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Hanging In Reverse
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Turnbuckle Toe Kick
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Mudhole Stomping 3
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Running Shoulder Attack
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Running Shoulder Attack
Opponent Slumped Down at Lower Turnbuckle	×	Knee Attack 1
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Diving Spear
From Top Turnbuckle, Opponent Standing	× + ➡	Double Axe Handle 3
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬇	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬆	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Irish Whip
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Kurt Shoulder Block
Rebound Off Ropes, Running at Down Opponent	▲, ×	Running Leg Drop
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Dive Through Ropes
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Spear 4
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	Spear 4
Running Toward Standing Opponent's Back	●	Bulldog 2
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	Bulldog 3
Running Attacks		
Running Toward Standing Opponent	×	Clothesline 15
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Kurt Shoulder Block
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Running Leg Drop
Running Counters		
Opponent Running	●	Powerslam 1
Opponent Running	● + ⬇ or ⬆	Back Drop 2
Opponent Running	● + ⬅ or ➡	Tilt-A-Whirl Sideslam 1
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Flapjack
Standing With Partner, Facing Opponent	● + ⬇	Double Punches 2
Standing With Partner, Facing Opponent	● + ⬅	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬆	Double Clothesline
Standing With Partner, Facing Opponent	● + ➡	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Super Double Powerbomb 2
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Spine & Neckbreaker
Opponent Leaning on Turnbuckle, Facing	● + ➡	Body Splash & Whip
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Normal
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	Normal
Combination Attacks		
Facing Standing Opponent, First Attack	×	Undertaker Punches 2
Facing Standing Opponent, Second Attack	×, ×	Undertaker Body Punch
Facing Standing Opponent, Third Attack	×, ×, ×	Shuffle Side Kick 3



GOLDUST®

BIO

On the surface, Goldust is a self-absorbed eccentric performer, but underneath he is a crafty and knowledgeable athlete who has held the Intercontinental title and vanquished opponent with his "mind games." The son of wrestling legend Dusty Rhodes, Goldust opted to create his own path to ring success. After a lengthy absence, he returned to the WWE for the 2002 *Royal Rumble*, quickly capturing the Hardcore title. After forming an unlikely partnership with Booker T that culminated in their winning the World Tag Team titles, Goldust was electrocuted in a backstage attack. The incident brought on stuttering and unpredictable movements that, ironically, have successfully kept his foes off balance.



SPECIAL MOVES



STATS

HEIGHT 6' 6"
WEIGHT 250 lbs.
FROM Hollywood, CA

FINISHING MOVE The Shattered Dreams
CAREER HIGHLIGHTS Intercontinental Champion, WWE World Tag Team Champion, Hardcore Champion

GOLDUST'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Goldust 3
Standing	←	Taunt Goldust 4
Standing	↑	Taunt Goldust 1
Standing	→	Taunt Goldust 2
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L]	Curtain Call
Opponent Leaning on Turnbuckle, Facing	[L] + ⬇, ⬅, ⬆, or ➡	The Shattered Dreams
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Armbar 2
Opponent Locked in Submission Grapple	● + ⬅	Jumping Armbreaker 2
Opponent Locked in Submission Grapple	● + ⬆	Standing Crossface 1
Opponent Locked in Submission Grapple	● + ➡	Headlock 1
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Snapmare & Deep Breath
Opponent Locked in Submission Grapple	● + ⬅	Arm Drag 4
Opponent Locked in Submission Grapple	● + ⬆	Goldust Deep Breath
Opponent Locked in Submission Grapple	● + ➡	Gutwrench Suplex 1
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Scrapbuster Pin
Opponent Locked in Submission Grapple	● + ⬅	Sidewalk Slam 1
Opponent Locked in Submission Grapple	● + ⬆	Falling Neckbreaker
Opponent Locked in Submission Grapple	● + ➡	Scoop Slam 3
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Manhattan Drop 1
Opponent Locked in Submission Grapple	● + ⬅	Throat Thrust 9
Opponent Locked in Submission Grapple	● + ⬆	Eye Rake 3
Opponent Locked in Submission Grapple	● + ➡	Russian Leg Sweep 1
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Dropkick 4
Facing Standing Opponent	× + ⬅ or ➡	Toe Kick 1
Facing Standing Opponent	× + ⬆	Back Chop 1
Facing Standing Opponent	× + ⬅ or ➡	Kane Uppercut
Facing Standing Opponent	× + ⬆	Clothesline 3
Facing Standing Opponent	× + ➡	Throat Thrust 1
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	Super Atomic Drop
Behind Standing Opponent	● + ⬅	Back Suplex 1
Behind Standing Opponent	● + ⬆	Sleeper Hold 2
Behind Standing Opponent	● + ➡	Forearm Smash
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	School Boy Pin 2
Behind Standing Groggy Opponent	● + ⬅	Back Suplex 5
Behind Standing Groggy Opponent	● + ⬆	Black Out
Behind Standing Groggy Opponent	● + ➡	Backbreaker 7
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Sleeper Hold 8
Opponent Down, Standing Near Head	● + ⬆	Face Stretch 2
Opponent Down, Standing Near Head	● + ➡	Sleeper Hold 7
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Punch To Groin
Opponent Down, Standing Near Feet	● + ⬆	Kick To Groin
Opponent Down, Standing Near Feet	● + ➡	Boston Crab
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Double Axe Handle 4
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Elbow Drop 2
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Mudhole Stomping 2
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Goldust 6 Punch
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Choke 1
Opponent Leaning on Turnbuckle, Facing	● + ➡	Shoulder Thrust
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Illegal Pin
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Goldust Toss
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Turnbuckle Toe Kick
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Choke 2
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Goldust Bronco Buster
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Flying Clothesline 1
From Top Turnbuckle, Opponent Standing	× + ➡	Double Axe Handle 3
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬇	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬆	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Irish Whip
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Goldust Thump
Rebound Off Ropes, Running at Down Opponent	▲, ×	Double Axe Handle 5
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Vaulting Body Press 1
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Neckbreaker 1
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	Neckbreaker Drop 2
Running Toward Standing Opponent's Back	●	Bulldog 2
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Clothesline 10
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Goldust Thump
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Double Axe Handle 5
Running Counters		
Opponent Running	●	Powerslam Pin 3
Opponent Running	● + ⬇ or ⬆	Sleeper Hold 4
Opponent Running	● + ⬅ or ➡	Scrapbuster Pin
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Low Blow & Knee Attack
Standing With Partner, Facing Opponent	● + ⬇	Dropkick & Rolling Clutch
Standing With Partner, Facing Opponent	● + ⬅	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬆	Double Clothesline
Standing With Partner, Facing Opponent	● + ➡	Double Dropkick
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Whip & Lay Down
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Hip Toss
Opponent Leaning on Turnbuckle, Facing	● + ➡	Body Splash & Whip
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Woman
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	Woman
Combination Attacks		
Facing Standing Opponent, First Attack	×	Austin Punches 1
Facing Standing Opponent, Second Attack	×, ×	Low Kick 1
Facing Standing Opponent, Third Attack	×, ×, ×	Double Axe Handle 1



THE HURRICANE®

BIO

Don't let mild-mannered Gregory Helms fool you. When this ace reporter dons his costume and cape, he becomes an in-ring force, capturing the fans' enthusiasm with high-flying moves as he crusades for truth and justice. The Hurricane's skill level is at the top of his craft, and his foes know that they're in for the battle of their lives. An extremely gifted athlete, this superhero is capable of fleet-footed ring maneuvers and aerial assaults. He made his mark in WWE's Cruiserweight Division on *SmackDown!*, before flying to *Raw* to match his skills with some of the biggest men on the roster.



SPECIAL MOVES



THE HURRICANE™

STATS

HEIGHT 6' 0"
WEIGHT 191 lbs.
FROM Raleigh, NC

FINISHING MOVE
 Eye of the Hurricane

CAREER HIGHLIGHTS

European Champion, WCW Cruiserweight Champion, WWE Hardcore Champion, WCW Hardcore Champion, WWE Cruiserweight Champion, WWE World Tag Team Champion



THE HURRICANE'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Edge 1
Standing	←	Taunt Kane 4
Standing	↑	Taunt Edge 1
Standing	→	Taunt Kane 4
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L]	Eye Of The Hurricane
Facing Groggy Opponent	[L] + ⬇, ⬅, ⬆, or ➡	Chokeslam 7
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 2
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Drop Toehold
Opponent Locked in Submission Grapple	● + ⬅	Jumping Armbreaker 2
Opponent Locked in Submission Grapple	● + ⬆	Wrist & Arm Wrench
Opponent Locked in Submission Grapple	● + ➡	Snapmare & Neck Lock
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Arm Drag 1
Opponent Locked in Submission Grapple	● + ⬅	Suplex 6
Opponent Locked in Submission Grapple	● + ⬆	Huracanrana 1
Opponent Locked in Submission Grapple	● + ➡	Brain Breaker
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Manhattan Drop 1
Opponent Locked in Submission Grapple	● + ⬅	Cobra Clutch Bomb
Opponent Locked in Submission Grapple	● + ⬆	Powerbomb 10
Opponent Locked in Submission Grapple	● + ➡	Swinging Neckbreaker
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Small Package
Opponent Locked in Submission Grapple	● + ⬅	Eye Poke 1
Opponent Locked in Submission Grapple	● + ⬆	Shuffle Side Kick
Opponent Locked in Submission Grapple	● + ➡	Snapmare & Dropkick 1
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Dropkick To Knee 2
Facing Standing Opponent	× + ⬅ or ➡	Toe Kick 1
Facing Standing Opponent	× + ⬆	Austin Punches 1
Facing Standing Opponent	× + ⬅ or ➡	Elbow Smash 1
Facing Standing Opponent	× + ⬆	Shuffle Side Kick 5
Facing Standing Opponent	× + ➡	Back Chop 1
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	Edge O'Matic 2
Behind Standing Opponent	● + ⬅	Cruiserweight Moves 4
Behind Standing Opponent	● + ⬆	Abdominal Stretch 1
Behind Standing Opponent	● + ➡	Forearm Smash
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	Backslide Pin 2
Behind Standing Groggy Opponent	● + ⬅	Back Suplex 9
Behind Standing Groggy Opponent	● + ⬆	Pumphandle Drop
Behind Standing Groggy Opponent	● + ➡	Backbreaker 9
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Oklahoma Roll Pin
Opponent Down, Standing Near Head	● + ⬆	Cruiserweight Moves 5
Opponent Down, Standing Near Head	● + ➡	Surfboard
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Leg Lock 8
Opponent Down, Standing Near Feet	● + ⬆	Cruiserweight Moves 6
Opponent Down, Standing Near Feet	● + ➡	Mexican Surfboard
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Leg Drop
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Flip Splash
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Monkey Flip
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Super Arm Drag
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Superplex 1
Opponent Leaning on Turnbuckle, Facing	● + ➡	Hanging In Reverse
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Dropkick & School Boy Pin
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Mexican Stretch 1
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Rolling Powerbomb
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Super Back Suplex
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Choke 2
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Dropkick 1
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Turnbuckle Dropkick 1
Opponent Slumped Down at Lower Turnbuckle	×	Turnbuckle Dropkick 2
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Over Castle
From Top Turnbuckle, Opponent Standing	× + ➡	Diving Cross Body Pin
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬇	Diving Leg Drop
From Top Turnbuckle, Opponent Down	× + ⬆	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Irish Whip
Rebound Off Ropes, Running at Standing Opponent	▲, ×	The Hurricane Blow
Rebound Off Ropes, Running at Down Opponent	▲, ×	Dropkick To Knee 4
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Dive Through Ropes
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Neckbreaker 2
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	DDT 3
Running Toward Standing Opponent's Back	●	Hurricane Neckbreaker
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	Rolling Clutch Pin
Running Attacks		
Running Toward Standing Opponent	×	The Hurricane Blow
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Shining Wizard 6
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Dropkick To Knee 4
Running Counters		
Opponent Running	●	Power Slam Pin 2
Opponent Running	● + ⬇ or ⬆	Back Drop 2
Opponent Running	● + ⬅ or ➡	Whirl Backbreaker
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬇	Double DDT
Standing With Partner, Facing Opponent	● + ⬅	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬆	Double Facecrusher
Standing With Partner, Facing Opponent	● + ➡	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Body Attack
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Groin Press
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Side Walk & Reverse DDT
Opponent Leaning on Turnbuckle, Facing	● + ➡	Groin Press
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Normal
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	Quick
Combination Attacks		
Facing Standing Opponent, First Attack	×	Snap Jab
Facing Standing Opponent, Second Attack	×, ×	Back Chop 1
Facing Standing Opponent, Third Attack	×, ×, ×	Shuffle Side Kick 5



JAZZ™

BIO

Jazz has already made an impact on WWE since making her debut at *Survivor Series* in 2001. The tough-talking Diva didn't waste her time working her way up the ladder.

In ECW, she was known for being one tough woman, and she proved her grittiness in WWE when she man-handled Trish Stratus to become the Women's Champion! A torn ACL put Jazz on the sidelines for several months, but that injury is behind her and she's ready to resume her dominance of the WWE's Women's Division.



SPECIAL MOVES

Fisherman DDT



Single Leg Crab 2



STATS

HEIGHT 5' 4"
FROM New Orleans, LA

FINISHING MOVE
STF, Fisherman's Suplex

CAREER HIGHLIGHTS
Women's Champion

JAZZ™'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Raising Arms
Standing	←	Wake Up
Standing	↑	Hold up
Standing	→	Wake Up
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L]	Fisherman DDT
Opponent Down, Standing Near Feet	[L] + ⬇, ⬅, ⬆, or ➡	Single Leg Crab 2
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Bearhug 2
Opponent Locked in Submission Grapple	● + ⬅	Dragon Screw 1
Opponent Locked in Submission Grapple	● + ⬆	Big Shoulder Claw
Opponent Locked in Submission Grapple	● + ➡	Snapmare & Neck Lock
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	DDT 19
Opponent Locked in Submission Grapple	● + ⬅	Powerfull Facecrusher
Opponent Locked in Submission Grapple	● + ⬆	DDT 9
Opponent Locked in Submission Grapple	● + ➡	Suplex 4
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Powerbomb 14
Opponent Locked in Submission Grapple	● + ⬅	Scoop Slam 6
Opponent Locked in Submission Grapple	● + ⬆	Samoa Driver
Opponent Locked in Submission Grapple	● + ➡	Woman's Facecrusher
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Jawbreaker 4
Opponent Locked in Submission Grapple	● + ⬅	Mat Slam 1
Opponent Locked in Submission Grapple	● + ⬆	DDT 12
Opponent Locked in Submission Grapple	● + ➡	Club To Neck 3
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Front Dropkick 2
Facing Standing Opponent	× + ⬅ or ➡	Woman's Toe Kick
Facing Standing Opponent	× + ⬆	Body Punch
Facing Standing Opponent	× + ⬅ or ➡	Woman's Slap 1
Facing Standing Opponent	× + ⬆	Clothesline 2
Facing Standing Opponent	× + ➡	Back Chop 1
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	German Suplex 5
Behind Standing Opponent	● + ⬅	Elbow To Back Of Head 2
Behind Standing Opponent	● + ⬆	Sleeper Hold 2
Behind Standing Opponent	● + ➡	Forearm Smash
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	German Suplex Pin 2
Behind Standing Groggy Opponent	● + ⬅	Back Suplex 1
Behind Standing Groggy Opponent	● + ⬆	Jazz Stretch
Behind Standing Groggy Opponent	● + ➡	School Boy Pin 2
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Spinning Armbreaker
Opponent Down, Standing Near Head	● + ⬆	Knee To Arm
Opponent Down, Standing Near Head	● + ➡	Reverse Chin Lock 2
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Pin With Bridge
Opponent Down, Standing Near Feet	● + ⬆	Leg Lock 9
Opponent Down, Standing Near Feet	● + ➡	STF
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Woman's Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Double Axe Handle 4
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Double Knee Drop
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Spring Board Arm Drag
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Frankensteiner
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Spring Board Arm Drag
Opponent Leaning on Turnbuckle, Facing	● + ➡	Frankensteiner
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Illegal Pin
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Super Back Suplex
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Super Back Suplex
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Foot Choke 2
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Handspring FC 1
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Handspring FC 1
Opponent Slumped Down at Lower Turnbuckle	×	Knee Attack 1
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Missile Dropkick
From Top Turnbuckle, Opponent Standing	× + ➡	Missile Dropkick
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬇	Diving Moonsault Pin
From Top Turnbuckle, Opponent Down	× + ⬆	Rolling Thunder 1
Rope Moves		
Opponent Leaning on Ropes	●	Choke 3
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Front Dropkick 3
Rebound Off Ropes, Running at Down Opponent	▲, ×	Running Flip Splash
Running Toward Ropes, Opponent Outside Ring	▲, ×	Asai Moonsault
Running Toward Ropes, Opponent Outside Ring	■, ×	Rope Flip 1
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Woman's Facecrusher
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	Neckbreaker 1
Running Toward Standing Opponent's Back	●	Mat Slam 2
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Back Elbow Attack 1
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Front Dropkick 3
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Running Flip Splash
Running Counters		
Opponent Running	●	Arm Drag 5
Opponent Running	● + ⬇ or ⬆	Drop Toehold
Opponent Running	● + ⬅ or ➡	Back Drop 2
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Suplex 2
Standing With Partner, Facing Opponent	● + ⬇	Dropkick & Rolling Clutch
Standing With Partner, Facing Opponent	● + ⬅	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬆	Double Clothesline
Standing With Partner, Facing Opponent	● + ➡	Double Dropkick
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Whip & On All Fours
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Hip Toss
Opponent Leaning on Turnbuckle, Facing	● + ➡	Kick To Gut
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Light Ling In
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	Normal
Combination Attacks		
Facing Standing Opponent, First Attack	×	Woman's Elbow Smash
Facing Standing Opponent, Second Attack	×, ×	Middle Kick 1
Facing Standing Opponent, Third Attack	×, ×, ×	Front Dropkick 1



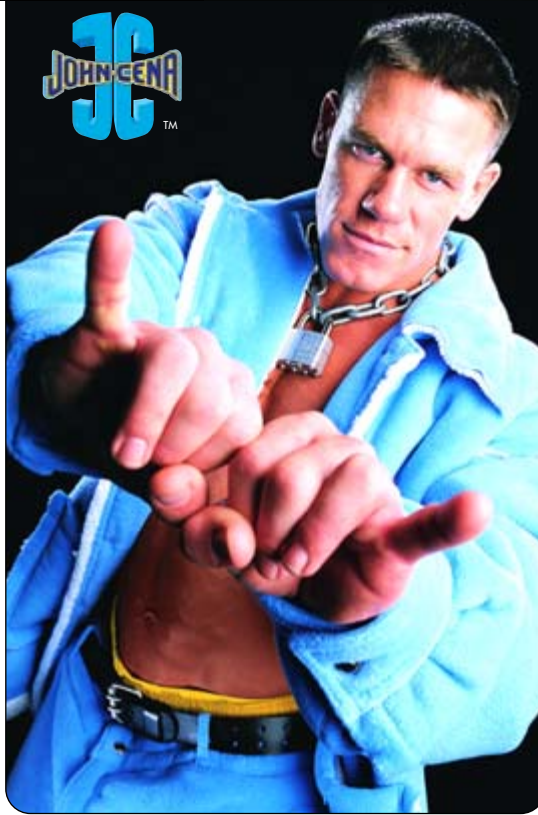
JOHN CENA™

BIO

One needs only to glance at John Cena to realize that he's a phenomenally conditioned athlete. The young Superstar started training at age 15. He went on to play offensive lineman at Springfield (Mass.) College, earning All-American honors as a senior, and a degree in exercise physiology. He also competed in some bodybuilding competitions.

But what you may not know about John Cena is that he's an outstanding freestyle rapper. He's been doing it since he was a young teen, and, more recently, he has been able to display his talents to a worldwide WWE audience.

With his impressive athletic ability and natural charisma, Cena—still in his mid-20s—is one of the hottest stars on *SmackDown!*



SPECIAL MOVES



F-U™



Spinning Out Powerbomb 3

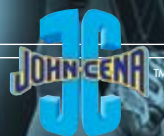


STATS

HEIGHT 6' 1"
WEIGHT 248 lbs.
FROM West Newbury, MA

FINISHING MOVE
 F-U

JOHN CENA™'S MOVES



Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt John Cena 2
Standing	←	Taunt John Cena 1
Standing	↑	Taunt John Cena 3
Standing	→	Taunt John Cena 1
Weapon Specials		
Holding Weapon	[L1]	DDT
Holding Weapon	[L1] + ↓, ↵, ↶, ↷, or ⇨	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L1]	F-U
Facing Groggy Opponent	[L1] + ↓, ↵, ↶, ↷, or ⇨	Spinning Out Powerbomb 3
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ↓	Grapple 5
Facing Standing Opponent	● + ↵	Grapple 9
Facing Standing Opponent	● + ↶	Grapple 11
Facing Standing Opponent	● + ⇨	Grapple 4
Submission Grapples (After ● + ↓)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Snapmare & Neck Lock
Opponent Locked in Submission Grapple	● + ↵	Headlock 1
Opponent Locked in Submission Grapple	● + ↶	Big Shoulder Claw
Opponent Locked in Submission Grapple	● + ⇨	Headlock & Punch 2
Signature Grapples (After ● + ↵)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Spinning Fisherman Suplex
Opponent Locked in Submission Grapple	● + ↵	Head Pound 1
Opponent Locked in Submission Grapple	● + ↶	Suplex 3
Opponent Locked in Submission Grapple	● + ⇨	Suplex 11
Power Grapples (After ● + ↶)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Powerbomb 14
Opponent Locked in Submission Grapple	● + ↵	Scoop Slam 7
Opponent Locked in Submission Grapple	● + ↶	Gutbuster 2
Opponent Locked in Submission Grapple	● + ⇨	Test Full Nelson Slam 1
Quick Grapples (After ● + ⇨)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Low Blow 4
Opponent Locked in Submission Grapple	● + ↵	Snapmare & Dropkick 1
Opponent Locked in Submission Grapple	● + ↶	Austin Back Chop
Opponent Locked in Submission Grapple	● + ⇨	DDT 19
Ready Moves: Attacks		
Facing Standing Opponent	× + ↓	Dropkick 4
Facing Standing Opponent	× + ↵ or ↶	Toe Kick 1
Facing Standing Opponent	× + ↵	Back Chop 1
Facing Standing Opponent	× + ↶ or ↷	Snap Jab
Facing Standing Opponent	× + ↶	Clothesline 3
Facing Standing Opponent	× + ⇨	Low Kick 1
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ↓	Low Blow 6
Behind Standing Opponent	● + ↵	Jump Over Neckbreaker
Behind Standing Opponent	● + ↶	Sleeper Hold & Scissors 1
Behind Standing Opponent	● + ⇨	Back Suplex 8
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ↓	Rolling Clutch Pin
Behind Standing Groggy Opponent	● + ↵	Jump Over Neckbreaker
Behind Standing Groggy Opponent	● + ↶	German Suplex 5
Behind Standing Groggy Opponent	● + ⇨	Back Suplex 5
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ↓, ↵, ↶, or ⇨	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ↓, ↵, ↶, or ⇨	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ↓	Pin Fall
Opponent Down, Standing Near Head	● + ↵	Choke 4
Opponent Down, Standing Near Head	● + ↶	Slap Head & Raise
Opponent Down, Standing Near Head	● + ⇨	Sleeper Hold & Scissors 2
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ↓	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ↵	Leg Lock 8
Opponent Down, Standing Near Feet	● + ↶	Leg Lock 9
Opponent Down, Standing Near Feet	● + ⇨	Boston Crab
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ↓ or ↵	Elbow Drop 1
Opponent Down, Standing Near Opponent	× + ↵ or ⇨	Elbow Drop 2
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ↓	10 Punch
Opponent Leaning on Turnbuckle, Facing	● + ↵	Superplex 1
Opponent Leaning on Turnbuckle, Facing	● + ↶	10 Punch
Opponent Leaning on Turnbuckle, Facing	● + ⇨	Superplex 1
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ↓	Illegal Pin
Opponent Leaning on Turnbuckle, Back Exposed	● + ↵	Turnbuckle Toe Kick
Opponent Leaning on Turnbuckle, Back Exposed	● + ↶	Super Back Suplex
Opponent Leaning on Turnbuckle, Back Exposed	● + ⇨	Turnbuckle Toe Kick
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ↓, ↵, ↶, or ⇨	Foot Choke 2
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Dropkick 1
Opponent Leaning on Turnbuckle, Facing	× + ↓, ↵, ↶, or ⇨	Turnbuckle Dropkick 1
Opponent Slumped Down at Lower Turnbuckle	×	Turnbuckle Dropkick 2
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ↵	Missile Dropkick
From Top Turnbuckle, Opponent Standing	× + ⇨	Double Axe Handle 3
From Top Turnbuckle, Opponent Down	×	Diving Elbow
From Top Turnbuckle, Opponent Down	× + ↓	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ↵	Diving Elbow
Rope Moves		
Opponent Leaning on Ropes	●	Choke 3
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Clothesline 14
Rebound Off Ropes, Running at Down Opponent	▲, ×	Dropkick To Knee 4
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Dive Through Ropes
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ↓, ↵, ↶, or ⇨	Turn Behind
Running Toward Standing Groggy Opponent	●	Neckbreaker 1
Running Toward Standing Groggy Opponent	● + ↓, ↵, ↶, or ⇨	Lou Thesz Press 2
Running Toward Standing Opponent's Back	●	Jump Over Neckbreaker
Running Toward Standing Groggy Opponent's Back	● + ↓, ↵, ↶, or ⇨	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Back Elbow Attack 4
Running Toward Standing Opponent	× + ↓, ↵, ↶, or ⇨	Clothesline 14
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ↓, ↵, ↶, or ⇨	Dropkick To Knee 4
Running Counters		
Opponent Running	●	Hip Toss 1
Opponent Running	● + ↓ or ↵	Back Drop 1
Opponent Running	● + ↵ or ⇨	Belly To Belly 7
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Suplex 2
Standing With Partner, Facing Opponent	● + ↓	Dropkick & Rolling Clutch
Standing With Partner, Facing Opponent	● + ↵	Double Suplex 1
Standing With Partner, Facing Opponent	● + ↶	Double Clothesline
Standing With Partner, Facing Opponent	● + ⇨	Double Dropkick
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ↓	Whip & Lay Down
Opponent Leaning on Turnbuckle, Facing	● + ↵	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ↶	Hip Toss
Opponent Leaning on Turnbuckle, Facing	● + ⇨	Body Splash & Whip
Enter/Exit Ring Moves		
Enter Ring	■ + ↓, ↵, ↶, or ⇨	Normal
Exit Ring	■ + ↓, ↵, ↶, or ⇨	Normal
Combination Attacks		
Facing Standing Opponent, First Attack	×	Benoit Punches
Facing Standing Opponent, Second Attack	×, ×	Austin Punches 1
Facing Standing Opponent, Third Attack	×, ×, ×	Clothesline 3



KANE®

BIO

With hellfire and brimstone, this "man-monster" has become an institution in WWE. Since his debut in 1997, Kane has steadily defeated all of the biggest superstars to pass through the organization. Perhaps the biggest highlight of his career came at the 1998 *King of the Ring*, when he defeated Stone Cold Steve Austin in a First Blood match to win the WWE Championship. Extremely private, Kane had kept his face hidden behind a mask, but all that changed after a contract stipulation that led him to reveal his true appearance once and for all after a loss to Triple H. With his unmasking, Kane's pent-up rage and anger has been released. So far, he's assaulted other Superstars, set fire to Jim Ross, and viciously attacked WWE CEO Linda McMahon. He seems intent to unleash the same pain he has suffered on the world. With his size and fury, the question is: Can anyone stop him?



SPECIAL MOVES



STATS

HEIGHT	WEIGHT	FROM	FINISHING MOVE
7' 0"	326 lbs.	Unknown	Chokeslam 1

CAREER HIGHLIGHTS

WWE Champion, Intercontinental Champion, WWE World Tag Team Champion, WCW Tag Team Champion, Hardcore Champion

KANE'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Kane 2
Standing	←	Taunt Kane 4
Standing	↑	Taunt Kane 3
Standing	→	Cut The Air 1
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L]	Chokeslam 5
Facing Groggy Opponent	[L] + ⬇, ⬅, ⬆, or ➡	Powerbomb 11
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 7
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Bearhug 3
Opponent Locked in Submission Grapple	● + ⬅	Snapmare & Neck Lock
Opponent Locked in Submission Grapple	● + ⬆	Hangman Chokehold 1
Opponent Locked in Submission Grapple	● + ➡	Headlock 1
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Sidewalk Slam 3
Opponent Locked in Submission Grapple	● + ⬅	Throat Thrust 7
Opponent Locked in Submission Grapple	● + ⬆	Kane Lifting & Toss
Opponent Locked in Submission Grapple	● + ➡	Suplex 4
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Full Nelson Slam
Opponent Locked in Submission Grapple	● + ⬅	Shoulder Breaker
Opponent Locked in Submission Grapple	● + ⬆	Batista Lifting & Toss
Opponent Locked in Submission Grapple	● + ➡	Scoop Slam 6
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	DDT 11
Opponent Locked in Submission Grapple	● + ⬅	Throat Thrust 8
Opponent Locked in Submission Grapple	● + ⬆	Club To Neck 3
Opponent Locked in Submission Grapple	● + ➡	Shoulder Thrusts
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Big Boot 4
Facing Standing Opponent	× + ⬅ or ➡	Toe Kick 1
Facing Standing Opponent	× + ⬆	Throat Thrust 4
Facing Standing Opponent	× + ⬅ or ➡	Clothesline 2
Facing Standing Opponent	× + ⬆	Kane Uppercut
Facing Standing Opponent	× + ➡	Body Punch
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	DDT 21
Behind Standing Opponent	● + ⬅	Sidewalk Slam 5
Behind Standing Opponent	● + ⬆	Elbow To Back Of Head 2
Behind Standing Opponent	● + ➡	Forearm Smash
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	Test Full Nelson Slam 2
Behind Standing Groggy Opponent	● + ⬅	Backbreaker 7
Behind Standing Groggy Opponent	● + ⬆	Pumphandle Slam 2
Behind Standing Groggy Opponent	● + ➡	Inverted Suplex 1
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Darkness Choke 2
Opponent Down, Standing Near Head	● + ⬆	Fury Punch 10
Opponent Down, Standing Near Head	● + ➡	Camel Clutch 2
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Toss 1
Opponent Down, Standing Near Feet	● + ⬆	Leg Lock 9
Opponent Down, Standing Near Feet	● + ➡	Kick To Leg 2
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Elbow Drop 2
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Mudhole Stomping 2
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Kane Strikes
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Toss To Turn Buckle
Opponent Leaning on Turnbuckle, Facing	● + ➡	Big Chop
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Shoulder Strike
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Turnbuckle Toe Kick
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Kane Throat Thrust 4
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Knee Attack 1
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Flying Clothesline 2
From Top Turnbuckle, Opponent Standing	× + ➡	Double Axe Handle 3
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬇	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬆	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Big Boot 6
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Clothesline 7
Rebound Off Ropes, Running at Down Opponent	▲, ×	Running Leg Drop
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Vaulting Body Press 1
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Neckbreaker 1
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	Neckbreaker Drop 1
Running Toward Standing Opponent's Back	●	Mat Slam 2
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Clothesline 10
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Clothesline 7
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Running Leg Drop
Running Counters		
Opponent Running	●	Powerslam Pin 3
Opponent Running	● + ⬇ or ⬆	Hip Toss 2
Opponent Running	● + ⬅ or ➡	Tilt-A-Whirl Sideslam 1
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Flapjack
Standing With Partner, Facing Opponent	● + ⬇	Double DDT
Standing With Partner, Facing Opponent	● + ⬅	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬆	Double Clothesline
Standing With Partner, Facing Opponent	● + ➡	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Double Chokeslam
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Gut Crusher
Opponent Leaning on Turnbuckle, Facing	● + ➡	Body Splash & Whip
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Over The Rope
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	Backward Ring Out
Combination Attacks		
Facing Standing Opponent, First Attack	×	Throat Thrust 1
Facing Standing Opponent, Second Attack	×, ×	Kane Uppercut
Facing Standing Opponent, Third Attack	×, ×, ×	Throat Thrust 4



KEVIN NASH™

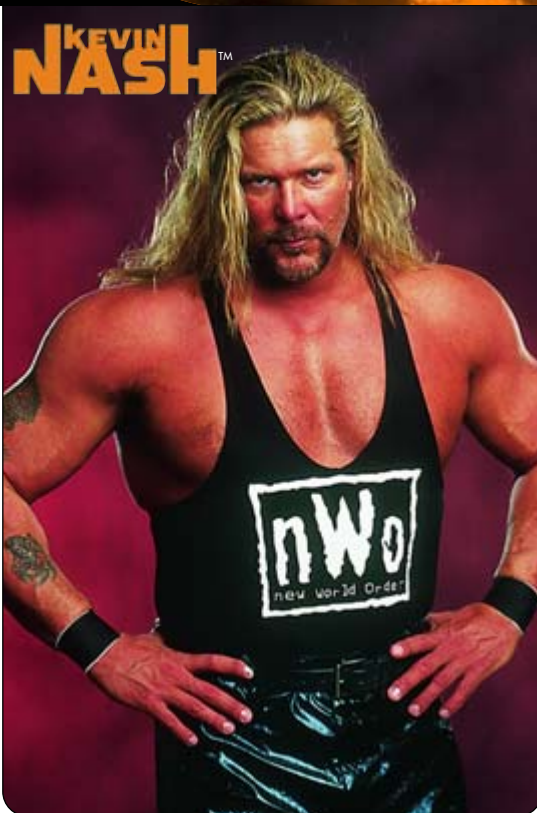
BIO

Kevin Nash is 6' 11" and 325 pounds, and when he sets his mind to something, he usually accomplishes it.

As WWE Superstar Diesel, Nash set his sights on the WWE Championship. Not only did he win it, in November 1994, but he held it for a full year—the longest title reign in the past decade.

Nash left WWE in 1996 for WCW. He joined the nWo with Scott Hall, and teamed with Hall to form the Outsiders. They wanted WCW's tag team titles, and they got them. Later, he wanted the WCW Championship. Not only did he win it, but he did so at *Starrcade*—WCW's flagship pay-per-view—and defeated Goldberg, ending the former NFL player's much-glorified undefeated streak.

Nash suffered a serious injury when he tore his quadriceps during a main-event match on *Raw*. But Big Sexy has since returned strong from the devastating injury.



SPECIAL MOVES



STATS

HEIGHT 6' 11"
WEIGHT 325 lbs.
FROM Atlanta, GA

FINISHING MOVE
 Jackknife Powerbomb

CAREER HIGHLIGHTS

WWE Champion, Intercontinental Champion, WWE World Tag Team Champion, WCW Champion, WCW Tag Team Champion

KEVIN NASH™'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Kevin Nash 2
Standing	←	Taunt Kevin Nash 1
Standing	↑	Taunt Kevin Nash 2
Standing	→	Taunt Kevin Nash 1
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L]	Jackknife
Facing Groggy Opponent	[L] + ⬇, ⬅, ⬆, or ➡	Jackknife
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Bearhug 3
Opponent Locked in Submission Grapple	● + ⬅	Snapmare & Neck Lock
Opponent Locked in Submission Grapple	● + ⬆	Standing Crossface 2
Opponent Locked in Submission Grapple	● + ➡	Headlock Takedown
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Manhattan Drop 1
Opponent Locked in Submission Grapple	● + ⬅	Sidewalk Slam 3
Opponent Locked in Submission Grapple	● + ⬆	Elbow To Back Of Head 1
Opponent Locked in Submission Grapple	● + ➡	Suplex 5
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Oklahoma Slam 1
Opponent Locked in Submission Grapple	● + ⬅	Suplex 2
Opponent Locked in Submission Grapple	● + ⬆	Batista Lifting & Toss
Opponent Locked in Submission Grapple	● + ➡	Spinebuster 1
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	DDT 20
Opponent Locked in Submission Grapple	● + ⬅	Russian Leg Sweep 1
Opponent Locked in Submission Grapple	● + ⬆	Club To Neck 2
Opponent Locked in Submission Grapple	● + ➡	Kitchen Sink 2
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Big Boot 3
Facing Standing Opponent	× + ⬅ or ⬆	Toe Kick 1
Facing Standing Opponent	× + ⬆	Back Elbow Smash
Facing Standing Opponent	× + ⬅ or ⬆	Double Axe Handle 2
Facing Standing Opponent	× + ⬆	Clothesline 3
Facing Standing Opponent	× + ➡	Elbow Smash 1
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	Sidewalk Slam 4
Behind Standing Opponent	● + ⬅	Backbreaker 7
Behind Standing Opponent	● + ⬆	Elbow To Back Of Head 2
Behind Standing Opponent	● + ➡	Back Suplex 4
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	Pumphandle Slam 1
Behind Standing Groggy Opponent	● + ⬅	Sidewalk Slam 6
Behind Standing Groggy Opponent	● + ⬆	Abdominal Stretch 1
Behind Standing Groggy Opponent	● + ➡	Bulldog 2
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Sleeper Hold 8
Opponent Down, Standing Near Head	● + ⬆	Fury Punch 10
Opponent Down, Standing Near Head	● + ➡	Reverse Chin Lock 2
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Toss 1
Opponent Down, Standing Near Feet	● + ⬆	Leg Lock 9
Opponent Down, Standing Near Feet	● + ➡	Boston Crab
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Leg Drop
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Elbow Drop 2
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Shoulder Thrust
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Back Elbow Strike 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Foot Choke 1
Opponent Leaning on Turnbuckle, Facing	● + ➡	Knee Strikes
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Illegal Pin
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Hanging In Reverse
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Turnbuckle Toe Kick
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Foot Choke 2
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Knee Attack 1
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Flying Clothesline 1
From Top Turnbuckle, Opponent Standing	× + ➡	Double Axe Handle 3
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬇	Diving Elbow Drop Pin 1
From Top Turnbuckle, Opponent Down	× + ⬆	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Austin Attack 2
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Kitchen Sink 1
Rebound Off Ropes, Running at Down Opponent	▲, ×	Running Leg Drop
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Baseball Slide
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Neckbreaker 1
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	Lou Thesz Press 2
Running Toward Standing Opponent's Back	●	Mat Slam 2
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Back Elbow Attack 3
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Kitchen Sink 1
Running Toward Down Opponent	▲, ×	Double Axe Handle 5
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Running Leg Drop
Running Counters		
Opponent Running	●	Powerslam 1
Opponent Running	● + ⬇ or ⬆	Flapjack 3
Opponent Running	● + ⬅ or ➡	Back Drop 2
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Flapjack
Standing With Partner, Facing Opponent	● + ⬇	Double DDT
Standing With Partner, Facing Opponent	● + ⬅	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬆	Double Clothesline
Standing With Partner, Facing Opponent	● + ➡	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Powerbomb 1
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Front Slam
Opponent Leaning on Turnbuckle, Facing	● + ➡	Kick To Gut
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Over The Rope
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	Over The Rope
Combination Attacks		
Facing Standing Opponent, First Attack	×	Triple H Punches 1
Facing Standing Opponent, Second Attack	×, ×	Snap Jab
Facing Standing Opponent, Third Attack	×, ×, ×	Big Boot 1



KURT ANGLE®

BIO

Kurt Angle enjoyed an extremely successful amateur wrestling career that saw him achieve many great things, including induction into the National Wrestling Hall of Fame. A wrestling standout in high school, he first came to prominence at Clarion University, where he was two-time NCAA heavy-weight wrestling champion. In 1995, he seized the attention of the world by winning the world freestyle championship, and became a bona fide international celebrity when he captured an Olympic gold medal in 1996. But when he announced his intention to battle in a WWE ring, some were dubious. Before his rookie year was completed, Angle had exceeded the expectations of even his most vocal supporters. The man was a natural, and won the WWE, Intercontinental, European, World Tag Team and Hardcore Championships, among other honors. Angle seemed to be on top of the world as he entered his *WrestleMania XIX* main-event matchup with Brock Lesnar, but he lost his title and his career was put in jeopardy by a serious neck injury suffered in the match. After surgery and physical therapy, Angle returned with new attitude. He was humble, yet ambitious, and the fans responded with the respect he'd always craved.



Kurt Angle®

SPECIAL MOVES



STATS

HEIGHT	WEIGHT	FROM	FINISHING MOVE
6' 2"	220 lbs.	Pittsburgh, PA	Angle Slam/Ankle Lock

CAREER HIGHLIGHTS

WWE Champion, WWE World Tag Team Champion, WCW Champion, Intercontinental Champion, European Champion, WCW U.S. Champion, King of the Ring 2000, Hardcore Champion

KURT ANGLE'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Kurt Angle 6
Standing	←	Taunt Kurt Angle 5
Standing	↑	Taunt Kurt Angle 4
Standing	→	Taunt Kurt Angle 2
Weapon Specials		
Holding Weapon	[L1]	Guillotine 3
Holding Weapon	[L1]+↓, ↵, ↶, ↷, or ⇨	Guillotine 3
SmackDown! Specials		
Opponent Down, Standing Near Feet	[L1]	Angle Lock 2
Facing Groggy Opponent	[L1]+↓, ↵, ↶, ↷, or ⇨	Angle Slam
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	●+↓	Grapple 5
Facing Standing Opponent	●+↵	Grapple 10
Facing Standing Opponent	●+↶	Grapple 11
Facing Standing Opponent	●+⇨	Grapple 4
Submission Grapples (After ●+↓)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↓	Leg Lock 5
Opponent Locked in Submission Grapple	●+↵	Kurt Chickenwing
Opponent Locked in Submission Grapple	●+↶	Armbar 7
Opponent Locked in Submission Grapple	●+⇨	Kurt Angle Headlock
Signature Grapples (After ●+↵)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↓	Fireman Carry 2
Opponent Locked in Submission Grapple	●+↵	German Suplex 2
Opponent Locked in Submission Grapple	●+↶	Belly To Belly 8
Opponent Locked in Submission Grapple	●+⇨	Suplex 11
Power Grapples (After ●+↶)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↓	Powerslam Pin 1
Opponent Locked in Submission Grapple	●+↵	Scoop Slam 7
Opponent Locked in Submission Grapple	●+↶	Gutbuster 2
Opponent Locked in Submission Grapple	●+⇨	Spinebuster 2
Quick Grapples (After ●+⇨)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↓	Kurt Angle Moves
Opponent Locked in Submission Grapple	●+↵	Leg Trip 2
Opponent Locked in Submission Grapple	●+↶	Eye Rake 2
Opponent Locked in Submission Grapple	●+⇨	Side Slam
Ready Moves: Attacks		
Facing Standing Opponent	×+↓	Dropkick 2
Facing Standing Opponent	×+↵ or ↶	Toe Kick 1
Facing Standing Opponent	×+↵	Back Chop 1
Facing Standing Opponent	×+↶ or ↷	Elbow Smash 1
Facing Standing Opponent	×+↶	Toe Kick 2
Facing Standing Opponent	×+⇨	Body Punch
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	●+↓	Knee Clip
Behind Standing Opponent	●+↵	Back Suplex 5
Behind Standing Opponent	●+↶	Sleeper Hold 2
Behind Standing Opponent	●+⇨	German Suplex 5
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	●+↓	German Suplex 11
Behind Standing Groggy Opponent	●+↵	Back Suplex 3
Behind Standing Groggy Opponent	●+↶	Sleeper Hold & Scissors 1
Behind Standing Groggy Opponent	●+⇨	German Suplex 6
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	●+↓, ↵, ↶, ↷, or ⇨	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	●+↓, ↵, ↶, ↷, or ⇨	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	●+↓	Pin Fall
Opponent Down, Standing Near Head	●+↵	Headlock 3
Opponent Down, Standing Near Head	●+↶	Sleeper Hold & Scissors 2
Opponent Down, Standing Near Head	●+⇨	Crossface Chickenwing
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	●+↓	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	●+↵	Leg Lock 12
Opponent Down, Standing Near Feet	●+↶	Leg Lock 13
Opponent Down, Standing Near Feet	●+⇨	Leg & Neck Lock
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Kurt Angle Stomp
Opponent Down, Standing Near Opponent	×+↓ or ↵	Double Axe Handle 4
Opponent Down, Standing Near Opponent	×+↵ or ⇨	Elbow Drop 2
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	●+↓	Shoulder Thrust
Opponent Leaning on Turnbuckle, Facing	●+↵	Super Arm Drag
Opponent Leaning on Turnbuckle, Facing	●+↶	Superplex 1
Opponent Leaning on Turnbuckle, Facing	●+⇨	Super Arm Drag
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	●+↓	Illegal Pin
Opponent Leaning on Turnbuckle, Back Exposed	●+↵	Shoulder Strike
Opponent Leaning on Turnbuckle, Back Exposed	●+↶	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	●+⇨	Super Back Suplex
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	●+↓, ↵, ↶, ↷, or ⇨	Pushes Turnbuckle
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	×+↓, ↵, ↶, ↷, or ⇨	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Knee Attack 1
Aerial Moves		
From Top Turnbuckle, Opponent Standing	×+↵	Missile Dropkick
From Top Turnbuckle, Opponent Standing	×+⇨	Diving Cross Body Pin
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	×+↓	Kurt Diving Moonsault
From Top Turnbuckle, Opponent Down	×+↵	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Choke 3
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Clothesline 7
Rebound Off Ropes, Running at Down Opponent	▲, ×	Double Axe Handle 5
Running Toward Ropes, Opponent Outside Ring	▲, ×	Asai Moonsault
Running Toward Ropes, Opponent Outside Ring	■, ×	Vaulting Body Press 1
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	●+↓, ↵, ↶, ↷, or ⇨	Turn Behind
Running Toward Standing Groggy Opponent	●	German Suplex 1
Running Toward Standing Groggy Opponent	●+↓, ↵, ↶, ↷, or ⇨	School Boy Pin 1
Running Toward Standing Opponent's Back	●	German Suplex 8
Running Toward Standing Groggy Opponent's Back	●+↓, ↵, ↶, ↷, or ⇨	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Kurt Shoulder Block
Running Toward Standing Opponent	×+↓, ↵, ↶, ↷, or ⇨	Clothesline 7
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, ×+↓, ↵, ↶, ↷, or ⇨	Double Axe Handle 5
Running Counters		
Opponent Running	●	Belly To Belly 9
Opponent Running	●+↓ or ↵	Back Drop 2
Opponent Running	●+↵ or ⇨	German Suplex 1
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Suplex 1
Standing With Partner, Facing Opponent	●+↓	Double DDT
Standing With Partner, Facing Opponent	●+↵	Double Suplex 1
Standing With Partner, Facing Opponent	●+↶	Double Clothesline
Standing With Partner, Facing Opponent	●+⇨	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	●+↓	Whip & Lay Down
Opponent Leaning on Turnbuckle, Facing	●+↵	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	●+↶	Hip Toss
Opponent Leaning on Turnbuckle, Facing	●+⇨	Body Splash & Whip
Enter/Exit Ring Moves		
Enter Ring	■+↓, ↵, ↶, ↷, or ⇨	Kurt Angle
Exit Ring	■+↓, ↵, ↶, ↷, or ⇨	Quick
Combination Attacks		
Facing Standing Opponent, First Attack	×	Angle Punches
Facing Standing Opponent, Second Attack	×, ×	Elbow Smash 1
Facing Standing Opponent, Third Attack	×, ×, ×	Clothesline 3



LANCE STORM™

BIO

Lance Storm takes both life and competition seriously. As a young man, he trained in the infamous "Dungeon" run by Stu Hart—father of former WWE Champion Bret "Hit Man" Hart and coach to such current Superstars as Chris Jericho and Chris Benoit. The cocky Canadian has used those lessons to humble the competition. He is among the most adept technical competitors in recent history, and mat insiders weren't surprised at his many WWE Tag Team title victories. They were shocked, however, by Storm's offensive anti-American diatribes. Now, it appears as though Storm's politics may be catching up with him, as he's certainly gotten on the wrong side of Raw co-General Manager Stone Cold Steve Austin. It remains to be seen if Austin's verbal shots intensify Storm's anti-American rage, or if the Canadian will forget politics and focus instead on his in-ring game.



SPECIAL MOVES



STATS

HEIGHT 5' 11" **WEIGHT** 240 lbs. **FROM** Calgary, Alberta, Canada

CAREER HIGHLIGHTS
 WCW U.S. Champion, WCW Hardcore Champion, WCW Cruiserweight Champion, Intercontinental Champion, WWE World Tag Team Champion, ECW Tag Team Champion

LANCE STORM™'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Perry Saturn
Standing	←	Hold up
Standing	↑	Taunt Perry Saturn
Standing	→	Hold up
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L]	Super Kick 2
Opponent Down, Standing Near Feet	[L] + ⬇, ⬅, ⬆, or ➡	Single Leg Crab 2
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Armbar 7
Opponent Locked in Submission Grapple	● + ⬅	Dragon Screw 1
Opponent Locked in Submission Grapple	● + ⬆	Leg Lock 1
Opponent Locked in Submission Grapple	● + ➡	Snapmare & Neck Lock
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Northern Lights Suplex 2
Opponent Locked in Submission Grapple	● + ⬅	Snapmare 2
Opponent Locked in Submission Grapple	● + ⬆	Judo Hip Throw
Opponent Locked in Submission Grapple	● + ➡	Brainbuster DDT 2
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Fireman Carry Slam
Opponent Locked in Submission Grapple	● + ⬅	Backbreaker 1
Opponent Locked in Submission Grapple	● + ⬆	Gutbuster 1
Opponent Locked in Submission Grapple	● + ➡	Sidewalk Slam 2
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Jawbreaker 1
Opponent Locked in Submission Grapple	● + ⬅	DDT 18
Opponent Locked in Submission Grapple	● + ⬆	Shuffle Side Kick
Opponent Locked in Submission Grapple	● + ➡	Body Knee Strike
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Dropkick To Knee 2
Facing Standing Opponent	× + ⬅ or ⬆	Toe Kick 1
Facing Standing Opponent	× + ⬆	Middle Kick 1
Facing Standing Opponent	× + ⬅ or ⬆	Austin Punches 1
Facing Standing Opponent	× + ⬆	Dropkick 2
Facing Standing Opponent	× + ➡	Back Chop 2
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	German Suplex 5
Behind Standing Opponent	● + ⬅	Russian Leg Sweep 2
Behind Standing Opponent	● + ⬆	Elbow To Back Of Head 2
Behind Standing Opponent	● + ➡	Back Suplex 5
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	German Suplex Pin 2
Behind Standing Groggy Opponent	● + ⬅	Backbreaker 7
Behind Standing Groggy Opponent	● + ⬆	Sleeper Hold 2
Behind Standing Groggy Opponent	● + ➡	Back Suplex 2
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Sleeper Hold 5
Opponent Down, Standing Near Head	● + ⬆	Dropkick To Face
Opponent Down, Standing Near Head	● + ➡	Armlock 2
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

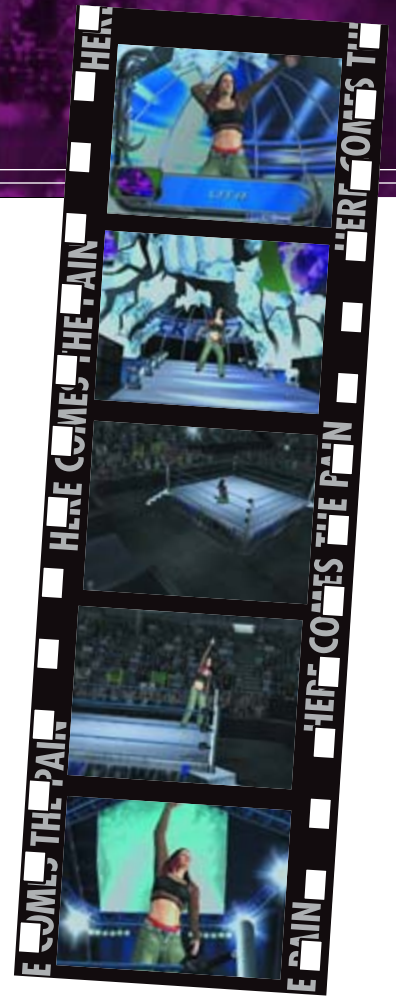
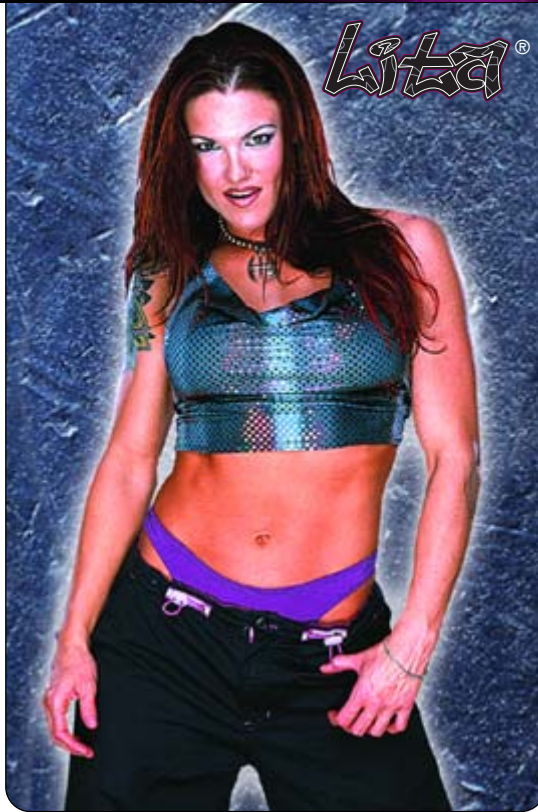
Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Kick To Leg 2
Opponent Down, Standing Near Feet	● + ⬆	Leg Lock 8
Opponent Down, Standing Near Feet	● + ➡	Sharpshooter 2
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Elbow Drop 1
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Elbow Drop 2
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Superplex 2
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Big Back Chop 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Frankensteiner
Opponent Leaning on Turnbuckle, Facing	● + ➡	Mudhole Stomping 2
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Illegal Pin
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Rolling Powerbomb
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Super Back Suplex
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Turnbuckle Toe Kick
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Pushes Turnbuckle
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Dropkick 1
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Turnbuckle Dropkick 1
Opponent Slumped Down at Lower Turnbuckle	×	Turnbuckle Dropkick 2
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Front Dropkick 4
From Top Turnbuckle, Opponent Standing	× + ➡	Spinning Wheel Kick 7
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬇	Diving Headbutt 1
From Top Turnbuckle, Opponent Down	× + ⬆	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Choke 3
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Back Elbow Attack 3
Rebound Off Ropes, Running at Down Opponent	▲, ×	Dropkick To Knee 4
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Dive Through Ropes
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Neckbreaker 1
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	School Boy Pin 1
Running Toward Standing Opponent's Back	●	German Suplex 8
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Running Calf Kick
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Back Elbow Attack 3
Running Toward Down Opponent	×, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Dropkick To Knee 4
Running Counters		
Opponent Running	●	Rolling Boston Crab
Opponent Running	● + ⬇ or ⬆	Whirl Backbreaker
Opponent Running	● + ⬅ or ➡	Powerslam 1
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Arm Wrench & Kick
Standing With Partner, Facing Opponent	● + ⬇	Dropkick & Rolling Clutch
Standing With Partner, Facing Opponent	● + ⬅	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬆	Double Facecrusher
Standing With Partner, Facing Opponent	● + ➡	Double Dropkick
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Backbreaker & Leg Drop
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Powerbomb 1
Opponent Leaning on Turnbuckle, Facing	● + ➡	Body Splash & Whip
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Normal
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	Normal
Combination Attacks		
Facing Standing Opponent, First Attack	×	Benoit Punches
Facing Standing Opponent, Second Attack	×, ×	Middle Kick 1
Facing Standing Opponent, Third Attack	×, ×, ×	Dropkick To Knee 1



LITA®

BIO

This fiery redhead first established herself by dazzling foes with such spectacular maneuvers as the moonsault, huracanrana, and her patented move, the Litacanrana. Competing in mixed tag-team matches with the Hardy Boyz gained Lita the respect of both fans and Superstars alike. Last year, she suffered a broken neck while filming an episode of *Dark Angel*. After a yearlong recuperation following career-threatening surgery, Lita made a surprise return to *Raw*, where she immediately was fired by Eric Bischoff when she refused to submit to his sexist demands. The foolish move made Lita a free agent, giving her the ability to sign on whichever show she chooses. Upon her return, Lita looks forward to reclaiming her throne as WWE's premier Diva.



SPECIAL MOVES



Lita®

STATS

HEIGHT 5' 7" FROM Sanford, NC

FINISHING MOVE Moonsault; Litacanrana

CAREER HIGHLIGHTS Women's Champion

LITA'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Matt Hardy 1
Standing	←	Taunt Lita 1
Standing	↑	Taunt Stacy Keibler 3
Standing	→	Taunt Lita 2
Weapon Specials		
Holding Weapon	[L1]	DDT
Holding Weapon	[L1]+↓, ↙, ↘, ↑, or ⇒	DDT
SmackDown! Specials		
Opponent Down, From Top Turnbuckle	[L1]	Lita Diving Moonsault
Facing Groggy Opponent	[L1]+↓, ↙, ↘, ↑, or ⇒	Spinning Out Powerbomb 2
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	●+↓	Grapple 5
Facing Standing Opponent	●+↙	Grapple 10
Facing Standing Opponent	●+↘	Grapple 11
Facing Standing Opponent	●+⇒	Grapple 4
Submission Grapples (After ●+↓)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↓	Armbar 7
Opponent Locked in Submission Grapple	●+↙	Jumping Armbreaker 2
Opponent Locked in Submission Grapple	●+↘	Wrist & Arm Wrench
Opponent Locked in Submission Grapple	●+⇒	Headlock Takedown
Signature Grapples (After ●+↙)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↓	DDT 9
Opponent Locked in Submission Grapple	●+↙	DDT 12
Opponent Locked in Submission Grapple	●+↘	Huracanrana 1
Opponent Locked in Submission Grapple	●+⇒	Arm Drag 3
Power Grapples (After ●+↘)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↓	Powerbomb 12
Opponent Locked in Submission Grapple	●+↙	Scoop Slam 8
Opponent Locked in Submission Grapple	●+↘	Neckbreaker 3
Opponent Locked in Submission Grapple	●+⇒	Woman's Snapmare
Quick Grapples (After ●+⇒)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↓	Jawbreaker 4
Opponent Locked in Submission Grapple	●+↙	Low Blow 1
Opponent Locked in Submission Grapple	●+↘	Cruiserweight Moves 2
Opponent Locked in Submission Grapple	●+⇒	DDT 11
Ready Moves: Attacks		
Facing Standing Opponent	×+↓	Dropkick 2
Facing Standing Opponent	×+↙ or ↘	Woman's Toe Kick
Facing Standing Opponent	×+↙	Front Dropkick 2
Facing Standing Opponent	×+↘ or ↙	Woman's Slap 1
Facing Standing Opponent	×+↘	Woman's Slap 3
Facing Standing Opponent	×+⇒	Middle Kick 1
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	●+↓	DDT 22
Behind Standing Opponent	●+↙	Forearm Smash
Behind Standing Opponent	●+↘	Elbow To Back Of Head 2
Behind Standing Opponent	●+⇒	Bulldog 3
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	●+↓	Inverted Suplex 2
Behind Standing Groggy Opponent	●+↙	Extreme Leg Drop Pin
Behind Standing Groggy Opponent	●+↘	Elbow To Back Of Head 2
Behind Standing Groggy Opponent	●+⇒	Back Suplex 5
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	●+↓, ↙, ↘, ↑, or ⇒	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	●+↓, ↙, ↘, ↑, or ⇒	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	●+↓	Pin Fall
Opponent Down, Standing Near Head	●+↙	Mahistrol Cradle Pin
Opponent Down, Standing Near Head	●+↘	Fury Punch 10
Opponent Down, Standing Near Head	●+⇒	Headlock 2
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	●+↓	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	●+↙	Mexican Surfboard
Opponent Down, Standing Near Feet	●+↘	Leg Lock 9
Opponent Down, Standing Near Feet	●+⇒	Bow & Arrow Lock
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Woman's Angry Stomp
Opponent Down, Standing Near Opponent	×+↓ or ↙	Leg Drop
Opponent Down, Standing Near Opponent	×+↙ or ⇒	Flip Splash
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	●+↓	Spring Board Arm Drag
Opponent Leaning on Turnbuckle, Facing	●+↙	Frankensteiner
Opponent Leaning on Turnbuckle, Facing	●+↘	Spring Board Arm Drag
Opponent Leaning on Turnbuckle, Facing	●+⇒	Frankensteiner
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	●+↓	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	●+↙	Super Back Suplex
Opponent Leaning on Turnbuckle, Back Exposed	●+↘	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	●+⇒	Super Back Suplex
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	●+↓, ↙, ↘, ↑, or ⇒	Foot Choke 2
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	On The Top Rope
Opponent Leaning on Turnbuckle, Facing	×+↓, ↙, ↘, ↑, or ⇒	On The Top Rope
Opponent Slumped Down at Lower Turnbuckle	×	Turnbuckle Dropkick 2
Aerial Moves		
From Top Turnbuckle, Opponent Standing	×+↙	Missile Dropkick
From Top Turnbuckle, Opponent Standing	×+⇒	Diving Huracanrana
From Top Turnbuckle, Opponent Down	×	Hardy Boyz Leg Drop 3
From Top Turnbuckle, Opponent Down	×+↓	Senton Bomb
From Top Turnbuckle, Opponent Down	×+↙	Rolling Thunder 1
Rope Moves		
Opponent Leaning on Ropes	●	Irish Whip
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Front Dropkick 3
Rebound Off Ropes, Running at Down Opponent	▲, ×	Running Flip Splash
Running Toward Ropes, Opponent Outside Ring	▲, ×	Asai Moonsault
Running Toward Ropes, Opponent Outside Ring	■, ×	Rope Flip 1
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	●+↓, ↙, ↘, ↑, or ⇒	Turn Behind
Running Toward Standing Groggy Opponent	●	Woman's Facecrusher
Running Toward Standing Groggy Opponent	●+↓, ↙, ↘, ↑, or ⇒	Huracanrana Pin 1
Running Toward Standing Opponent's Back	●	Mat Slam 2
Running Toward Standing Groggy Opponent's Back	●+↓, ↙, ↘, ↑, or ⇒	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Flying Forearm Smash 2
Running Toward Standing Opponent	×+↓, ↙, ↘, ↑, or ⇒	Front Dropkick 3
Running Toward Down Opponent	▲, ×	Running Flip Splash
Running Toward Down Opponent	▲, ×+↓, ↙, ↘, ↑, or ⇒	Dropkick To Knee 4
Running Counters		
Opponent Running	●	Drop Toehold
Opponent Running	●+↓ or ↙	Back Drop 2
Opponent Running	●+↙ or ⇒	Hip Toss 1
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Suplex 2
Standing With Partner, Facing Opponent	●+↓	Dropkick & Rolling Clutch
Standing With Partner, Facing Opponent	●+↙	Hardy Boyz Leg Drop 2
Standing With Partner, Facing Opponent	●+↘	Double Facecrusher
Standing With Partner, Facing Opponent	●+⇒	Double Suplex 2
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	●+↓	Whip & On All Fours
Opponent Leaning on Turnbuckle, Facing	●+↙	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	●+↘	Hip Toss
Opponent Leaning on Turnbuckle, Facing	●+⇒	Kick To Gut
Enter/Exit Ring Moves		
Enter Ring	■+↓, ↙, ↘, ↑, or ⇒	Normal
Exit Ring	■+↓, ↙, ↘, ↑, or ⇒	Normal
Combination Attacks		
Facing Standing Opponent, First Attack	×	Woman's Elbow Smash
Facing Standing Opponent, Second Attack	×, ×	Woman's Elbow Smash
Facing Standing Opponent, Third Attack	×, ×, ×	Dropkick 2



MATT HARDY™

BIO

Matt Hardy compares his self-improvement philosophy of *Mattitude* to a sophisticated type of computer software. But to his detractors, the Cruiserweight titlist is a walking virus. An incredibly successful tag team performer, Matt has blossomed on his own, and will undoubtedly add to his already impressive resume. On *SmackDown!*, he has revealed a more brutal side to his personality, engaging in senseless confrontations and spouting comments that border on delusional. While few Superstars subscribe to *Mattitude*, Hardy has succeeded in influencing the young and impressionable Shannon Moore, frequently throwing him into battles beyond his capacity. Besides creating the "Mattributes" of *Mattitude*, Hardy recently added "best-selling author" to his list of impressive accomplishments, with the publication of the Hardy Boyz autobiography, *The Hardy Boyz: Exist 2 Inspire*.



SPECIAL MOVES



Matt Hardy™

STATS

HEIGHT 6' 2" **WEIGHT** 225 lbs. **FROM** Cameron, NC **FINISHING MOVE** Twist of Fate

CAREER HIGHLIGHTS

European Champion, Hardcore Champion, WWE Cruiserweight Champion, WWE World Tag Team Champion, WCW Tag Team Champion

MATT HARDY™'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Matt Hardy 2
Standing	←	Taunt Matt Hardy V1
Standing	↑	Taunt Matt Hardy 2
Standing	→	Taunt Matt Hardy V1
Weapon Specials		
Holding Weapon	[L1]	DDT
Holding Weapon	[L1]+↓, ↵, ↑, or ⇒	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L1]	Twist Of Fate 2
Facing Groggy Opponent	[L1]+↓, ↵, ↑, or ⇒	Twist Of Fate 1
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	●+↓	Grapple 5
Facing Standing Opponent	●+↵	Grapple 10
Facing Standing Opponent	●+↑	Grapple 11
Facing Standing Opponent	●+⇒	Grapple 4
Submission Grapples (After ●+↓)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↓	Armbar 2
Opponent Locked in Submission Grapple	●+↵	Snapmare & Neck Lock
Opponent Locked in Submission Grapple	●+↑	Wrist & Arm Wrench
Opponent Locked in Submission Grapple	●+⇒	Jumping Armbreaker 2
Signature Grapples (After ●+↵)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↓	Gutwrench Suplex 2
Opponent Locked in Submission Grapple	●+↵	Side Effect 1
Opponent Locked in Submission Grapple	●+↑	Double Arm Suplex 2
Opponent Locked in Submission Grapple	●+⇒	Suplex 10
Power Grapples (After ●+↑)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↓	Manhattan Drop 1
Opponent Locked in Submission Grapple	●+↵	Neckbreaker 3
Opponent Locked in Submission Grapple	●+↑	Gutbuster 2
Opponent Locked in Submission Grapple	●+⇒	Backbreaker 1
Quick Grapples (After ●+⇒)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↓	Russian Leg Sweep 1
Opponent Locked in Submission Grapple	●+↵	DDT 7
Opponent Locked in Submission Grapple	●+↑	Jawbreaker 2
Opponent Locked in Submission Grapple	●+⇒	Snapmare & Dropkick 1
Ready Moves: Attacks		
Facing Standing Opponent	×+↓	Dropkick 2
Facing Standing Opponent	×+↵ or ↻	Toe Kick 1
Facing Standing Opponent	×+↵	Toe Kick 2
Facing Standing Opponent	×+↻ or ↻	Spinning Punches
Facing Standing Opponent	×+↑	Rolling Wheel Kick
Facing Standing Opponent	×+⇒	Back Chop 1
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	●+↓	School Boy Roll Up
Behind Standing Opponent	●+↵	Full Nelson Face Buster
Behind Standing Opponent	●+↑	Elbow To Back Of Head 2
Behind Standing Opponent	●+⇒	Forearm Smash
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	●+↓	Rolling Clutch Pin
Behind Standing Groggy Opponent	●+↵	Side Effect 2
Behind Standing Groggy Opponent	●+↑	DDT 22
Behind Standing Groggy Opponent	●+⇒	Back Suplex 1
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	●+↓, ↵, ↑, or ⇒	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	●+↓, ↵, ↑, or ⇒	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	●+↓	Pin Fall
Opponent Down, Standing Near Head	●+↵	Headlock 3
Opponent Down, Standing Near Head	●+↑	Fury Punch 10
Opponent Down, Standing Near Head	●+⇒	Cross Arm Stretch
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	●+↓	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	●+↵	Pin With Bridge
Opponent Down, Standing Near Feet	●+↑	Leg Lock 9
Opponent Down, Standing Near Feet	●+⇒	Leg Lock 8
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	×+↓ or ↵	Leg Drop
Opponent Down, Standing Near Opponent	×+↵ or ⇒	Fist Drop
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	●+↓	DDT 24
Opponent Leaning on Turnbuckle, Facing	●+↵	Hanging In Reverse
Opponent Leaning on Turnbuckle, Facing	●+↑	DDT 24
Opponent Leaning on Turnbuckle, Facing	●+⇒	Mudhole Stomping 2
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	●+↓	Illegal Pin
Opponent Leaning on Turnbuckle, Back Exposed	●+↵	Super Back Suplex
Opponent Leaning on Turnbuckle, Back Exposed	●+↑	Cross Powerbomb
Opponent Leaning on Turnbuckle, Back Exposed	●+⇒	Super Back Suplex
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	●+↓, ↵, ↑, or ⇒	Pushes Turnbuckle
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	×+↓, ↵, ↑, or ⇒	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Turnbuckle Dropkick 2
Aerial Moves		
From Top Turnbuckle, Opponent Standing	×+↵	Spinning Wheel Kick 7
From Top Turnbuckle, Opponent Standing	×+⇒	Headscissor Takedown 1
From Top Turnbuckle, Opponent Down	×	Hardy Boyz Leg Drop 3
From Top Turnbuckle, Opponent Down	×+↓	Elbow Drop 3
From Top Turnbuckle, Opponent Down	×+↑	Rolling Thunder 1
Rope Moves		
Opponent Leaning on Ropes	●	Choke 3
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Cross Body 1
Rebound Off Ropes, Running at Down Opponent	▲, ×	Double Axe Handle 5
Running Toward Ropes, Opponent Outside Ring	▲, ×	Asai Moonsault
Running Toward Ropes, Opponent Outside Ring	■, ×	Rope Flip 2
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	●+↓, ↵, ↑, or ⇒	Irish Whip
Running Toward Standing Groggy Opponent	●	DDT 3
Running Toward Standing Groggy Opponent	●+↓, ↵, ↑, or ⇒	Neckbreaker Drop 2
Running Toward Standing Opponent's Back	●	Snapmare 4
Running Toward Standing Groggy Opponent's Back	●+↓, ↵, ↑, or ⇒	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Back Elbow Attack 2
Running Toward Standing Opponent	×+↓, ↵, ↑, or ⇒	Cross Body 1
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, ×+↓, ↵, ↑, or ⇒	Double Axe Handle 5
Running Counters		
Opponent Running	●	Arm Drag 5
Opponent Running	●+↓ or ↵	Samoan Drop 2
Opponent Running	●+↵ or ⇒	Back Drop 2
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Suplex 2
Standing With Partner, Facing Opponent	●+↓	Dropkick & Rolling Clutch
Standing With Partner, Facing Opponent	●+↵	Hardy Boyz Leg Drop 2
Standing With Partner, Facing Opponent	●+↑	Double Facecrusher
Standing With Partner, Facing Opponent	●+⇒	Double Suplex 2
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	●+↓	Whip & On All Fours
Opponent Leaning on Turnbuckle, Facing	●+↵	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	●+↑	Facebuster 1
Opponent Leaning on Turnbuckle, Facing	●+⇒	Kick To Gut
Enter/Exit Ring Moves		
Enter Ring	■+↓, ↵, ↑, or ⇒	Matt Hardy
Exit Ring	■+↓, ↵, ↑, or ⇒	Quick
Combination Attacks		
Facing Standing Opponent, First Attack	×	Snap Jab
Facing Standing Opponent, Second Attack	×, ×	Back Elbow Smash
Facing Standing Opponent, Third Attack	×, ×, ×	Rolling Wheel Kick



RANDY ORTON™

BIO

Randy Orton's arrival in WWE was seemingly inevitable. After all, he was practically raised in the business that both his father and grandfather excelled in.

But Randy Orton doesn't want his family name to bring him success in WWE. He's eager to prove that his in-ring abilities alone can get him to the top. He's quick, agile, technically sound, and as female fans will tell you, he has the looks to make an impact on sports-entertainment.

Randy has recently aligned himself with Triple H and the legendary Ric Flair in a group called Evolution.



SPECIAL MOVES

RKO™



Overdrive™



STATS	HEIGHT	WEIGHT	FROM
	6' 4"	245 lbs.	St. Louis, MO



RANDY ORTON™'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Christian 2
Standing	←	Raising Arm 4
Standing	↑	Taunt Perry Saturn
Standing	→	Wake Up
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L]	RKO
Facing Groggy Opponent	[L] + ⬇, ⬅, ⬆, or ➡	Overdrive
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Drop Toehold
Opponent Locked in Submission Grapple	● + ⬅	Snapmare & Neck Lock
Opponent Locked in Submission Grapple	● + ⬆	Shin Breaker
Opponent Locked in Submission Grapple	● + ➡	Jumping Armbreaker 2
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Spinning Back Suplex
Opponent Locked in Submission Grapple	● + ⬅	Backbreaker 5
Opponent Locked in Submission Grapple	● + ⬆	Fireman Carry 2
Opponent Locked in Submission Grapple	● + ➡	Suplex 4
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Backbreaker 10
Opponent Locked in Submission Grapple	● + ⬅	Sidewalk Slam 1
Opponent Locked in Submission Grapple	● + ⬆	Neckbreaker 3
Opponent Locked in Submission Grapple	● + ➡	Shoulder Breaker
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Small Package
Opponent Locked in Submission Grapple	● + ⬅	Leg Lock 2
Opponent Locked in Submission Grapple	● + ⬆	Wrist Clutch & Elbow 1
Opponent Locked in Submission Grapple	● + ➡	European Uppercut
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Dropkick 2
Facing Standing Opponent	× + ⬅ or ⬆	Toe Kick 1
Facing Standing Opponent	× + ⬆	Elbow Smash 2
Facing Standing Opponent	× + ⬅ or ⬆	Austin Punches 1
Facing Standing Opponent	× + ⬆	Shuffle Side Kick 1
Facing Standing Opponent	× + ➡	Back Chop 1
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	Sidewalk Slam 4
Behind Standing Opponent	● + ⬅	Russian Leg Sweep 2
Behind Standing Opponent	● + ⬆	Backbreaker 9
Behind Standing Opponent	● + ➡	Bulldog 2
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	School Boy Pin 2
Behind Standing Groggy Opponent	● + ⬅	DDT 22
Behind Standing Groggy Opponent	● + ⬆	Sleeper Hold 2
Behind Standing Groggy Opponent	● + ➡	Inverted Suplex 2
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Oklahoma Roll Pin
Opponent Down, Standing Near Head	● + ⬆	Cruiserweight Moves 5
Opponent Down, Standing Near Head	● + ➡	Short Arm Scissors
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Kick To Leg 2
Opponent Down, Standing Near Feet	● + ⬆	Leg Lock 9
Opponent Down, Standing Near Feet	● + ➡	Boston Crab
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Double Axe Handle 4
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Elbow Drop 2
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	10 Punch
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Back Elbow Strike 2
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Super Arm Drag
Opponent Leaning on Turnbuckle, Facing	● + ➡	Big Back Chop 1
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Illegal Pin
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Hanging In Reverse
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Super Back Suplex
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Turnbuckle Toe Kick
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Pushes Turnbuckle
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	On The Top Rope
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	On The Top Rope
Opponent Slumped Down at Lower Turnbuckle	×	Turnbuckle Dropkick 2
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Diving Cross Body Pin
From Top Turnbuckle, Opponent Standing	× + ➡	Front Dropkick 4
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬇	Diving Elbow Drop Pin 1
From Top Turnbuckle, Opponent Down	× + ⬆	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Irish Whip
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Dropkick 5
Rebound Off Ropes, Running at Down Opponent	▲, ×	Dropkick To Knee 4
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Vaulting Body Press 1
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Neckbreaker 1
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	School Boy Pin 1
Running Toward Standing Opponent's Back	●	Hurricane Neckbreaker
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Flying Forearm Smash 1
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Dropkick 5
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Dropkick To Knee 4
Running Counters		
Opponent Running	●	Powerslam Pin 2
Opponent Running	● + ⬇ or ⬆	Back Drop 1
Opponent Running	● + ⬅ or ➡	Hip Toss 1
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Facecrusher
Standing With Partner, Facing Opponent	● + ⬇	Double Punches 2
Standing With Partner, Facing Opponent	● + ⬅	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬆	Double Clothesline
Standing With Partner, Facing Opponent	● + ➡	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Whip & Lay Down
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Hip Toss
Opponent Leaning on Turnbuckle, Facing	● + ➡	Kick To Gut
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Jumping
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	Quick
Combination Attacks		
Facing Standing Opponent, First Attack	×	Snap Jab
Facing Standing Opponent, Second Attack	×, ×	Back Chop 1
Facing Standing Opponent, Third Attack	×, ×, ×	Shuffle Side Kick 1



REY MYSTERIO™

BIO

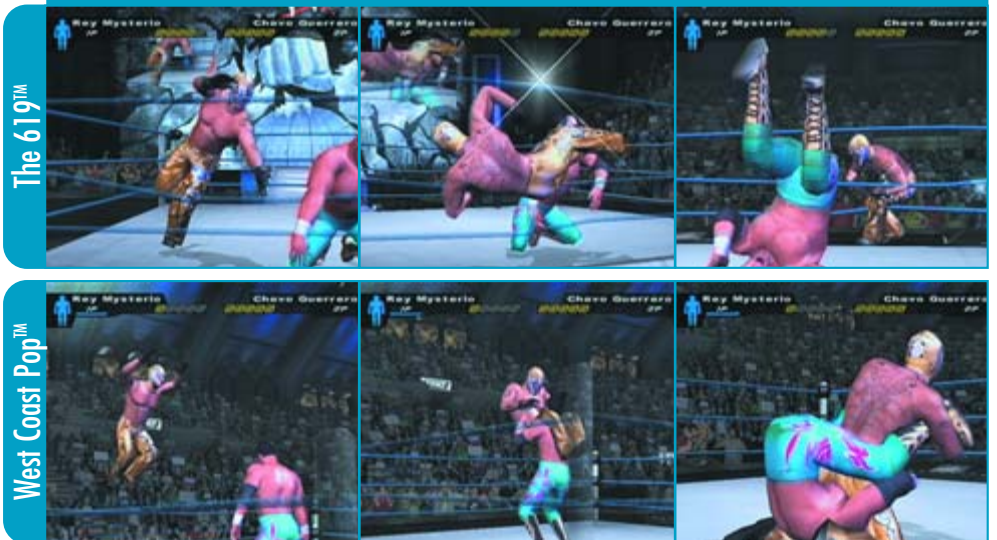
No other Cruiserweight in the world carries the kind of reputation that Rey Mysterio does. A phenomenon who has competed all over the globe, he is one of the very few competitors in sports-entertainment history who can claim to have literally changed the game.

His innovative high-flying maneuvers and lightning-fast style helped open the doors to lighter-weight wrestlers over the course of the 1990s. Originally a star in Mexico, he has plied his trade everywhere from Japan to ECW to WCW. Now, finally, he has made his way to WWE, once again wearing the mask that helped make him a legend.

The Cruiserweight Division looks to be heating up more than ever before, thanks to Mysterio. When all is said and done, his name could be placed among the all-time greats.



SPECIAL MOVES



Rey Mysterio™

STATS

HEIGHT 5' 6"
WEIGHT 165 lbs.
FROM San Diego, CA

FINISHING MOVE
 Top-Rope Hurricanrana

CAREER HIGHLIGHTS

WCW Cruiserweight Champion, WCW World Tag Team Champion (w/Billy Kidman, Konnan, Juventud Guerrera), WCW World Cruiserweight Tag Team Champion (w/Billy Kidman)



REY MYSTERIO™'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Raising Arms
Standing	←	The 619 Call
Standing	↑	Raising Arms
Standing	→	The 619 Call
Weapon Specials		
Holding Weapon	[L1]	DDT
Holding Weapon	[L1]+↓, ↵, ↶, ↷, or ⇨	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L1]	The 619
Opponent Leaning on Turnbuckle, Facing	[L1]+↓, ↵, ↶, ↷, or ⇨	West Coast Pop
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	●+↓	Grapple 5
Facing Standing Opponent	●+↵	Grapple 10
Facing Standing Opponent	●+↶	Grapple 11
Facing Standing Opponent	●+⇨	Grapple 4
Submission Grapples (After ●+↓)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↓	Armbar 3
Opponent Locked in Submission Grapple	●+↵	Mysterio Moves 1
Opponent Locked in Submission Grapple	●+↶	Jumping Armbreaker 2
Opponent Locked in Submission Grapple	●+⇨	Mysterio Moves 2
Signature Grapples (After ●+↵)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↓	Huracanrana 4
Opponent Locked in Submission Grapple	●+↵	DDT 16
Opponent Locked in Submission Grapple	●+↶	Huracanrana 7
Opponent Locked in Submission Grapple	●+⇨	DDT 17
Power Grapples (After ●+↶)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↓	Powerbomb 12
Opponent Locked in Submission Grapple	●+↵	Snapmare 2
Opponent Locked in Submission Grapple	●+↶	Neckbreaker 3
Opponent Locked in Submission Grapple	●+⇨	Arm Drag 1
Quick Grapples (After ●+⇨)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↓	Sunset Flip Pin 2
Opponent Locked in Submission Grapple	●+↵	Snapmare & Dropkick 3
Opponent Locked in Submission Grapple	●+↶	Huracanrana Pin 3
Opponent Locked in Submission Grapple	●+⇨	Victory Roll Pin 5
Ready Moves: Attacks		
Facing Standing Opponent	×+↓	Jump Spin Back Kick
Facing Standing Opponent	×+↵ or ↶	Toe Kick 1
Facing Standing Opponent	×+↵	Elbow Smash 1
Facing Standing Opponent	×+↶ or ↷	Front Dropkick 2
Facing Standing Opponent	×+↵	Spinning Wheel Kick 3
Facing Standing Opponent	×+⇨	Spinning Back Kick 1
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	●+↓	Edge O'Matic 2
Behind Standing Opponent	●+↵	Cruiserweight Moves 4
Behind Standing Opponent	●+↶	Spinning Huracanrana 2
Behind Standing Opponent	●+⇨	German Suplex 5
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	●+↓	Huracanrana Pin 4
Behind Standing Groggy Opponent	●+↵	Hurricane Neckbreaker
Behind Standing Groggy Opponent	●+↶	Huracanrana 6
Behind Standing Groggy Opponent	●+⇨	Bulldog 6
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	●+↓, ↵, ↶, ↷, or ⇨	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	●+↓, ↵, ↶, ↷, or ⇨	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	●+↓	Pin Fall
Opponent Down, Standing Near Head	●+↵	Mahistrol Cradle Pin
Opponent Down, Standing Near Head	●+↶	Cruiserweight Moves 5
Opponent Down, Standing Near Head	●+⇨	Surfboard
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	●+↓	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	●+↵	Pin With Bridge
Opponent Down, Standing Near Feet	●+↶	Cruiserweight Moves 6
Opponent Down, Standing Near Feet	●+⇨	Mexican Stretch 2
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	×+↓ or ↵	Flip Splash
Opponent Down, Standing Near Opponent	×+↵ or ⇨	Flip Leg Drop
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	●+↓	Flipping Slam
Opponent Leaning on Turnbuckle, Facing	●+↵	West Coast Pop
Opponent Leaning on Turnbuckle, Facing	●+↶	Frankensteiner
Opponent Leaning on Turnbuckle, Facing	●+⇨	Spring Board Arm Drag
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	●+↓	Dropkick & School Boy Pin
Opponent Leaning on Turnbuckle, Back Exposed	●+↵	Cross Powerbomb
Opponent Leaning on Turnbuckle, Back Exposed	●+↶	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	●+⇨	Super Back Suplex
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	●+↓, ↵, ↶, ↷, or ⇨	Mudhole Stomping 3
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Handspring To Kick
Opponent Leaning on Turnbuckle, Facing	×+↓, ↵, ↶, ↷, or ⇨	Handspring To Kick
Opponent Slumped Down at Lower Turnbuckle	×	Bronco Buster
Aerial Moves		
From Top Turnbuckle, Opponent Standing	×+↵	Dragonrana Pin
From Top Turnbuckle, Opponent Standing	×+⇨	Over Castle
From Top Turnbuckle, Opponent Down	×	Whisper in the Wind 1
From Top Turnbuckle, Opponent Down	×+↓	The 450 Pin
From Top Turnbuckle, Opponent Down	×+↵	Houston Hang Over
Rope Moves		
Opponent Leaning on Ropes	●	Irish Whip
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Spinning Wheel Kick 6
Rebound Off Ropes, Running at Down Opponent	▲, ×	Springboard Leg Drop
Running Toward Ropes, Opponent Outside Ring	▲, ×	Asai Moonsault
Running Toward Ropes, Opponent Outside Ring	■, ×	Fake Diving Attack
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	●+↓, ↵, ↶, ↷, or ⇨	Turn Behind
Running Toward Standing Groggy Opponent	●	Headscissor Takedown 3
Running Toward Standing Groggy Opponent	●+↓, ↵, ↶, ↷, or ⇨	Wheel & Bulldog
Running Toward Standing Opponent's Back	●	Huracanrana 6
Running Toward Standing Groggy Opponent's Back	●+↓, ↵, ↶, ↷, or ⇨	Rolling Clutch Pin
Running Attacks		
Running Toward Standing Opponent	×	Extreme Forearm Smash
Running Toward Standing Opponent	×+↓, ↵, ↶, ↷, or ⇨	Spinning Wheel Kick 6
Running Toward Down Opponent	▲, ×	Running Flip Splash
Running Toward Down Opponent	▲, ×+↓, ↵, ↶, ↷, or ⇨	Dropkick To Knee 4
Running Counters		
Opponent Running	●	Flapjack 5
Opponent Running	●+↓ or ↵	Huracanrana Pin 3
Opponent Running	●+↵ or ⇨	Flapjack & Dropkick
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Suplex 2
Standing With Partner, Facing Opponent	●+↓	Dropkick & Rolling Clutch
Standing With Partner, Facing Opponent	●+↵	Double Suplex 1
Standing With Partner, Facing Opponent	●+↶	Double Clothesline
Standing With Partner, Facing Opponent	●+⇨	Double Dropkick
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	●+↓	Whip & On All Fours
Opponent Leaning on Turnbuckle, Facing	●+↵	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	●+↶	Hip Toss
Opponent Leaning on Turnbuckle, Facing	●+⇨	Body Splash & Whip
Enter/Exit Ring Moves		
Enter Ring	■+↓, ↵, ↶, ↷, or ⇨	Jumping
Exit Ring	■+↓, ↵, ↶, ↷, or ⇨	Normal
Combination Attacks		
Facing Standing Opponent, First Attack	×	Snap Jab
Facing Standing Opponent, Second Attack	×, ×	Spinning Back Kick 1
Facing Standing Opponent, Third Attack	×, ×, ×	Dropkick 1



RHYNO™

BIO

On November 2, 2001, Rhyno put his career on the line when he had surgery to repair his spine. But while his injuries would've indeed ended the career of an average competitor, Rhyno returned to WWE in late February 2003. They don't call him the "Man-Beast" for nothin'.

There are only two other Superstars who have returned from spinal surgery—Stone Cold Steve Austin and Chris Benoit. Austin is a multi-time WWE Champion. Benoit is a perennial competitor for the WWE Title. After all Rhyno has been through, he can't be far behind.



SPECIAL MOVES



STATS

HEIGHT
6' 3"

WEIGHT
275 lbs.

FROM
Detroit, MI

FINISHING MOVE
Gore

CAREER HIGHLIGHTS
Hardcore Champion, WCW US Champion, ECW World Champion, ECW Television Champion

RHYNO™'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Rhino 2
Standing	←	Taunt Rhino 3
Standing	↑	Taunt Rhino 1
Standing	→	Taunt Rhino 3
Weapon Specials		
Holding Weapon	[L1]	DDT
Holding Weapon	[L1]+↓, ↵, ⇨, ⇩, or ⇨	DDT
SmackDown! Specials		
Running Toward Opponent	[L1]	The Gore
Running Toward Opponent	[L1]+↓, ↵, ⇨, ⇩, or ⇨	The Gore
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	●+↓	Grapple 5
Facing Standing Opponent	●+⇨	Grapple 10
Facing Standing Opponent	●+⇩	Grapple 11
Facing Standing Opponent	●+⇨	Grapple 4
Submission Grapples (After ●+↓)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↓	Shoulderlock
Opponent Locked in Submission Grapple	●+⇨	Snapmare & Neck Lock
Opponent Locked in Submission Grapple	●+⇩	Big Shoulder Claw
Opponent Locked in Submission Grapple	●+⇨	Bearhug 2
Signature Grapples (After ●+⇨)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↓	Spinebuster 3
Opponent Locked in Submission Grapple	●+⇨	Belly To Belly 2
Opponent Locked in Submission Grapple	●+⇩	Kitchen Sink 2
Opponent Locked in Submission Grapple	●+⇨	Suplex 4
Power Grapples (After ●+⇩)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↓	Powerbomb 4
Opponent Locked in Submission Grapple	●+⇨	Sidewalk Slam 1
Opponent Locked in Submission Grapple	●+⇩	Body Press Drop FW
Opponent Locked in Submission Grapple	●+⇨	Suplex To Front Slam
Quick Grapples (After ●+⇨)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↓	DDT 19
Opponent Locked in Submission Grapple	●+⇨	Ric Flair Back Chop 1
Opponent Locked in Submission Grapple	●+⇩	Clothesline 23
Opponent Locked in Submission Grapple	●+⇨	Shoulder Thrusts
Ready Moves: Attacks		
Facing Standing Opponent	×+↓	Clothesline 3
Facing Standing Opponent	×+⇨ or ⇩	Toe Kick 1
Facing Standing Opponent	×+⇨	Body Punch
Facing Standing Opponent	×+⇩ or ⇨	Toe Kick 2
Facing Standing Opponent	×+⇩	Double Axe Handle 1
Facing Standing Opponent	×+⇨	Back Chop 1
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	●+↓	Pumphandle Drop
Behind Standing Opponent	●+⇨	Back Suplex 1
Behind Standing Opponent	●+⇩	Pumphandle Slam 2
Behind Standing Opponent	●+⇨	Forearm Smash
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	●+↓	Pumphandle Slam 2
Behind Standing Groggy Opponent	●+⇨	Back Suplex 4
Behind Standing Groggy Opponent	●+⇩	Elbow To Back Of Head 2
Behind Standing Groggy Opponent	●+⇨	Bulldog 2
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	●+↓, ↵, ⇨, ⇩, or ⇨	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	●+↓, ↵, ⇨, ⇩, or ⇨	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	●+↓	Pin Fall
Opponent Down, Standing Near Head	●+⇨	Fury Punch 8
Opponent Down, Standing Near Head	●+⇩	Fury Punch 10
Opponent Down, Standing Near Head	●+⇨	Reverse Chin Lock 2
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	●+↓	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	●+⇨	Kick To Leg 2
Opponent Down, Standing Near Feet	●+⇩	Leg Lock 9
Opponent Down, Standing Near Feet	●+⇨	Boston Crab
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	×+↓ or ⇨	Double Axe Handle 4
Opponent Down, Standing Near Opponent	×+⇨ or ⇨	Elbow Drop 2
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	●+↓	Mudhole Stomping 2
Opponent Leaning on Turnbuckle, Facing	●+⇨	Shoulder Thrust
Opponent Leaning on Turnbuckle, Facing	●+⇩	Toss To Turn Buckle
Opponent Leaning on Turnbuckle, Facing	●+⇨	Body Strikes
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	●+↓	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	●+⇨	Hanging In Reverse
Opponent Leaning on Turnbuckle, Back Exposed	●+⇩	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	●+⇨	Super Back Suplex
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	●+↓, ↵, ⇨, ⇩, or ⇨	Mudhole Strikes
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Shoulder Block 3
Opponent Leaning on Turnbuckle, Facing	×+↓, ↵, ⇨, ⇩, or ⇨	Shoulder Block 3
Opponent Slumped Down at Lower Turnbuckle	×	Knee Attack 1
Aerial Moves		
From Top Turnbuckle, Opponent Standing	×+⇨	Diving Spear
From Top Turnbuckle, Opponent Standing	×+⇨	Flying Clothesline 1
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	×+↓	Frog Splash Pin 2
From Top Turnbuckle, Opponent Down	×+⇨	Diving Elbow Drop Pin 1
Rope Moves		
Opponent Leaning on Ropes	●	Austin Attack 2
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Diving Shoulder
Rebound Off Ropes, Running at Down Opponent	▲, ×	Running Leg Drop
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Rope Flip 1
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	●+↓, ↵, ⇨, ⇩, or ⇨	Turn Behind
Running Toward Standing Groggy Opponent	●	Spear 1
Running Toward Standing Groggy Opponent	●+↓, ↵, ⇨, ⇩, or ⇨	Spear 1
Running Toward Standing Opponent's Back	●	Knee Clip
Running Toward Standing Groggy Opponent's Back	●+↓, ↵, ⇨, ⇩, or ⇨	German Suplex 8
Running Attacks		
Running Toward Standing Opponent	×	Clothesline 7
Running Toward Standing Opponent	×+↓, ↵, ⇨, ⇩, or ⇨	Diving Shoulder
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, ×+↓, ↵, ⇨, ⇩, or ⇨	Running Leg Drop
Running Counters		
Opponent Running	●	Spinebuster 10
Opponent Running	●+↓ or ⇨	Powerlam 1
Opponent Running	●+⇨ or ⇨	Hip Toss 2
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Flapjack
Standing With Partner, Facing Opponent	●+↓	Double DDT
Standing With Partner, Facing Opponent	●+⇨	Double Suplex 1
Standing With Partner, Facing Opponent	●+⇩	Double Clothesline
Standing With Partner, Facing Opponent	●+⇨	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	●+↓	Front Slam
Opponent Leaning on Turnbuckle, Facing	●+⇨	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	●+⇩	Gut Crusher
Opponent Leaning on Turnbuckle, Facing	●+⇨	Body Splash & Whip
Enter/Exit Ring Moves		
Enter Ring	■+↓, ↵, ⇨, ⇩, or ⇨	Rhyno
Exit Ring	■+↓, ↵, ⇨, ⇩, or ⇨	Roll Down
Combination Attacks		
Facing Standing Opponent, First Attack	×	Benoit Punches
Facing Standing Opponent, Second Attack	×, ×	Snap Jab
Facing Standing Opponent, Third Attack	×, ×, ×	Clothesline 3



RIC FLAIR®

BIO

When you think of true legends of sports-entertainment, you think of Ric Flair. One of the greatest World Champions of all time, and—along with Hulk Hogan—one of the two biggest Superstars of the past 20 years, Flair has carved out a legacy for himself that will never be surpassed.

Known as “The Dirtiest Player in the Game,” Flair is one of the cagiest competitors ever to step in the ring. After enjoying several months as the co-owner of WWE, he has since found himself mentoring fellow Evolution members Randy Orton and Triple H to the ring.



SPECIAL MOVES

Figure-Four Leg Lock 3



Figure-Four Leg Lock 3



STATS

HEIGHT	WEIGHT	FROM	FINISHING MOVE
6' 1"	220 lbs.	Charlotte, NC	Figure-Four Leglock

CAREER HIGHLIGHTS

NWA Mid-Atlantic Tag Team Champion, NWA Mid-Atlantic Heavyweight, NWA Mid-Atlantic TV Champion, NWA World Tag Team Champion, NWA Missouri Heavyweight Champion, NWA/WCW United States Champion, NWA/WCW Champion, WWE Champion

RIC FLAIR'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Ric Flair 1
Standing	←	Taunt Ric Flair 2
Standing	↑	Taunt Ric Flair 1
Standing	→	Taunt Ric Flair 3
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ↕, ↻, ↗, ↘, or ⇄	DDT
SmackDown! Specials		
Opponent Down, Standing Near Feet	[L]	Figure-Four Leg Lock 3
Opponent Down, Standing Near Feet	[L] + ↕, ↻, ↗, ↘, or ⇄	Figure-Four Leg Lock 3
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ↕	Grapple 5
Facing Standing Opponent	● + ↻	Grapple 10
Facing Standing Opponent	● + ↗	Grapple 11
Facing Standing Opponent	● + ↘	Grapple 8
Submission Grapples (After ● + ↕)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↕	Headlock Takedown
Opponent Locked in Submission Grapple	● + ↻	Shin Breaker
Opponent Locked in Submission Grapple	● + ↗	Wrist & Arm Wrench
Opponent Locked in Submission Grapple	● + ↘	Shin Breaker
Signature Grapples (After ● + ↻)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↕	Low Blow 4
Opponent Locked in Submission Grapple	● + ↻	Ric Flair Back Chop 3
Opponent Locked in Submission Grapple	● + ↗	Low Blow 5
Opponent Locked in Submission Grapple	● + ↘	Ric Flair Back Chop 1
Power Grapples (After ● + ↗)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↕	Manhattan Drop 1
Opponent Locked in Submission Grapple	● + ↻	Scoop Slam 3
Opponent Locked in Submission Grapple	● + ↗	Gutbuster 1
Opponent Locked in Submission Grapple	● + ↘	Suplex 4
Quick Grapples (After ● + ↘)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↕	Eye Poke 2
Opponent Locked in Submission Grapple	● + ↻	Ric Flair Back Chop 2
Opponent Locked in Submission Grapple	● + ↗	Headlock & Punch 2
Opponent Locked in Submission Grapple	● + ↘	Low Blow 2
Ready Moves: Attacks		
Facing Standing Opponent	× + ↕	Clothesline 3
Facing Standing Opponent	× + ↻ or ↗	Toe Kick 1
Facing Standing Opponent	× + ↗	Powerful Back Chop
Facing Standing Opponent	× + ↻ or ↘	Slap 2
Facing Standing Opponent	× + ↗	Double Axe Handle 1
Facing Standing Opponent	× + ↘	Austin Punches 1
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ↕	School Boy Roll Up
Behind Standing Opponent	● + ↻	Back Rake
Behind Standing Opponent	● + ↗	Abdominal Stretch 1
Behind Standing Opponent	● + ↘	Low Blow 6
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ↕	School Boy Roll Up
Behind Standing Groggy Opponent	● + ↻	Knee Clip
Behind Standing Groggy Opponent	● + ↗	Back Suplex 5
Behind Standing Groggy Opponent	● + ↘	Low Blow 6
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ↕, ↻, ↗, ↘, or ⇄	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ↕, ↻, ↗, ↘, or ⇄	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ↕	Pin Fall
Opponent Down, Standing Near Head	● + ↻	Ric Flair Knee Drop
Opponent Down, Standing Near Head	● + ↗	Fury Punch 8
Opponent Down, Standing Near Head	● + ↘	Sleeper Hold 8
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ↕	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ↕	Leg Lock 8
Opponent Down, Standing Near Feet	● + ↻	Knee Smash 1
Opponent Down, Standing Near Feet	● + ↘	Kick To Leg 2
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ↕ or ↗	Elbow Drop 1
Opponent Down, Standing Near Opponent	× + ↻ or ⇄	Elbow Drop 2
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ↕	Superplex 1
Opponent Leaning on Turnbuckle, Facing	● + ↻	Big Back Chop 2
Opponent Leaning on Turnbuckle, Facing	● + ↗	Superplex 2
Opponent Leaning on Turnbuckle, Facing	● + ↘	Shoulder Thrust
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ↕	Illegal Pin
Opponent Leaning on Turnbuckle, Back Exposed	● + ↻	Super Back Suplex
Opponent Leaning on Turnbuckle, Back Exposed	● + ↗	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ↘	Super Back Suplex
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ↕, ↻, ↗, or ⇄	Pushes Turnbuckle
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	× + ↕, ↻, ↗, or ⇄	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Knee Attack 1
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ↻	Double Axe Handle 3
From Top Turnbuckle, Opponent Standing	× + ↘	Diving Elbow Bat
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ↕	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ↗	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Choke 3
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Elbow Attack
Rebound Off Ropes, Running at Down Opponent	▲, ×	Dropkick To Knee 4
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Dive Through Ropes
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ↕, ↻, ↗, or ⇄	Turn Behind
Running Toward Standing Groggy Opponent	●	Neckbreaker 1
Running Toward Standing Groggy Opponent	● + ↕, ↻, ↗, or ⇄	Sunset Flip Pin 1
Running Toward Standing Opponent's Back	●	Hurricane Neckbreaker
Running Toward Standing Groggy Opponent's Back	● + ↕, ↻, ↗, or ⇄	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Kurt Shoulder Block
Running Toward Standing Opponent	× + ↕, ↻, ↗, or ⇄	Elbow Attack
Running Toward Down Opponent	×, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ↕, ↻, ↗, or ⇄	Dropkick To Knee 4
Running Counters		
Opponent Running	●	Sleeper Hold 4
Opponent Running	● + ↕ or ↗	Neckbreaker 2
Opponent Running	● + ↻ or ⇄	Back Drop 2
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Suplex 1
Standing With Partner, Facing Opponent	● + ↕	Double DDT
Standing With Partner, Facing Opponent	● + ↻	Double Suplex 1
Standing With Partner, Facing Opponent	● + ↗	Double Clothesline
Standing With Partner, Facing Opponent	● + ↘	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ↕	Whip & Lay Down
Opponent Leaning on Turnbuckle, Facing	● + ↻	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ↗	Spike Piledriver
Opponent Leaning on Turnbuckle, Facing	● + ↘	Body Splash & Whip
Enter/Exit Ring Moves		
Enter Ring	■ + ↕, ↻, ↗, or ⇄	Normal
Exit Ring	■ + ↕, ↻, ↗, or ⇄	One Handstand Ring Out
Combination Attacks		
Facing Standing Opponent, First Attack	×	Back Chop 2
Facing Standing Opponent, Second Attack	×, ×	Back Chop 1
Facing Standing Opponent, Third Attack	×, ×, ×	Double Axe Handle 1



RICO™

BIO

Nobody doubted Rico's ability to get his name in the press, whether as a former *American Gladiator* or Las Vegas police officer. The flamboyant Superstar first surfaced in the WWE as the "stylist" for Billy & Chuck, orchestrating their extravagant commitment ceremony. But when his charges revealed that whole spectacle was a publicity stunt, Rico showed his sadistic side, violently turning against his one-time protégés with assistance from *Raw* co-General Manager Eric Bischoff. Since deciding to focus on his own career, Rico has partnered with a woman who shares his self-centered attitude—the luscious Miss Jackie (a.k.a. Jackie Gayda), the co-winner of *WWE Tough Enough II*. Look for this dangerous and devious couple to lay waste to the *Raw* roster as they fulfill their dreams of gold.



SPECIAL MOVES



STATS

HEIGHT 6' 0"
WEIGHT 228 lbs.
FROM Las Vegas, NV

CAREER HIGHLIGHTS
 WWE Tag Team Champion

RICO™'S MOVES



Conditions	Command	Move Name
Taunts		
Standing	↓	Woman Manager 2
Standing	←	Taunt Rico
Standing	↑	Woman Manager 2
Standing	→	Taunt Rico
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L]	Rico Spinning Kick
Facing Groggy Opponent	[L] + ⬇, ⬅, ⬆, or ➡	Roundhouse Dropkick
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Armbar 3
Opponent Locked in Submission Grapple	● + ⬅	Headlock Takedown
Opponent Locked in Submission Grapple	● + ⬆	Armbar 4
Opponent Locked in Submission Grapple	● + ➡	Armbar 7
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Throat Thrust 6
Opponent Locked in Submission Grapple	● + ⬅	Rico Back Kick
Opponent Locked in Submission Grapple	● + ⬆	Victory Roll Pin 4
Opponent Locked in Submission Grapple	● + ➡	Knee Strike 1
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Manhattan Drop 1
Opponent Locked in Submission Grapple	● + ⬅	Scoop Slam 7
Opponent Locked in Submission Grapple	● + ⬆	Gutbuster 2
Opponent Locked in Submission Grapple	● + ➡	Swinging Neckbreaker
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Backslide Pin 1
Opponent Locked in Submission Grapple	● + ⬅	Shuffle Side Kick
Opponent Locked in Submission Grapple	● + ⬆	Jawbreaker 1
Opponent Locked in Submission Grapple	● + ➡	Martial Arts Kick 2
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Spinning Back Kick 3
Facing Standing Opponent	× + ⬅ or ⬆	Toe Kick 1
Facing Standing Opponent	× + ⬆	Middle Kick 3
Facing Standing Opponent	× + ⬅ or ⬆	High Roundhouse Kick
Facing Standing Opponent	× + ⬆	Dropkick 4
Facing Standing Opponent	× + ➡	Quick Kick
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	Backbreaker 7
Behind Standing Opponent	● + ⬅	Cruiserweight Moves 4
Behind Standing Opponent	● + ⬆	Elbow To Back Of Head 2
Behind Standing Opponent	● + ➡	Forearm Smash
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	Russian Leg Sweep 2
Behind Standing Groggy Opponent	● + ⬅	Mat Slam 2
Behind Standing Groggy Opponent	● + ⬆	Sleeper Hold 2
Behind Standing Groggy Opponent	● + ➡	Sleeper With Scissors
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Triangle Hold
Opponent Down, Standing Near Head	● + ⬆	Cruiserweight Moves 5
Opponent Down, Standing Near Head	● + ➡	Reverse Chin Lock 2
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Leg Lock 9
Opponent Down, Standing Near Feet	● + ⬆	Cruiserweight Moves 6
Opponent Down, Standing Near Feet	● + ➡	Bow & Arrow Lock
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Flip Splash
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Karate Punch
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Hanging In Reverse
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Rico Karate Kick 2
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Moonsault Kick
Opponent Leaning on Turnbuckle, Facing	● + ➡	Rico Karate Kick 1
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Illegal Pin
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Hanging In Reverse
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	D-Von Neck Breaker
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Turnbuckle Toe Kick
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Mudhole Stomping 3
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Dropkick 1
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Turnbuckle Dropkick 1
Opponent Slumped Down at Lower Turnbuckle	×	Bronco Buster
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Martial Arts Kick 1
From Top Turnbuckle, Opponent Standing	× + ➡	Diving Elbow Bat
From Top Turnbuckle, Opponent Down	×	Whisper in the Wind 1
From Top Turnbuckle, Opponent Down	× + ⬇	Diving Moonsault Pin
From Top Turnbuckle, Opponent Down	× + ⬆	Whisper in the Wind 1
Rope Moves		
Opponent Leaning on Ropes	●	Irish Whip
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Spinning Wheel Kick 6
Rebound Off Ropes, Running at Down Opponent	▲, ×	Dropkick To Knee 4
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Baseball Slide
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	School Boy Pin 1
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	Crucifix Pin
Running Toward Standing Opponent's Back	●	Hurricane Neckbreaker
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Karate Kick 1
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Spinning Wheel Kick 6
Running Toward Down Opponent	▲, ×	Running Flip Splash
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Dropkick To Knee 4
Running Counters		
Opponent Running	●	Rolling Boston Crab
Opponent Running	● + ⬇ or ⬆	Neckbreaker 2
Opponent Running	● + ⬅ or ➡	Arm Drag 5
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Arm Wrench & Kick
Standing With Partner, Facing Opponent	● + ⬇	Dropkick & Rolling Clutch
Standing With Partner, Facing Opponent	● + ⬅	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬆	Double Clothesline
Standing With Partner, Facing Opponent	● + ➡	Double Dropkick
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Whip & Lay Down
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	High Angle Back Suplex 1
Opponent Leaning on Turnbuckle, Facing	● + ➡	Body Splash & Whip
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Normal
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	Normal
Combination Attacks		
Facing Standing Opponent, First Attack	×	Snap Jab
Facing Standing Opponent, Second Attack	×, ×	Quick Kick
Facing Standing Opponent, Third Attack	×, ×, ×	Spinning Back Kick 3



RIKISHI™

BIO

Weighing more than 400 pounds, Rikishi is one of the most imposing performers in sports-entertainment. Perhaps the scariest thing about him is his butt—which he likes to stick in opponents' faces, delivering to them the dreaded Stink Face!

Rikishi has enjoyed a great deal of success in WWE. As a member of the Headshrinkers tag team, he held the World Tag Team Championship back in 1994. Since rejoining WWE in 1999, he has enjoyed a successful run as Intercontinental Champion. He also made it to the finals of the 2000 *King of the Ring* tournament, before narrowly losing to Kurt Angle.

The Phat Man was embroiled in controversy in late 2000 when it was revealed that he was driving the car that ran down Stone Cold Steve Austin at the 1999 *Survivor Series*. But Rikishi has come a long way since then, earning back his spot in the hearts of fans around the world. After missing a good part of 2001 due to injury, Rikishi is back and better than ever. And if anyone gets in his way, he might have a Stink Face for them—and a dance for the fans!



SPECIAL MOVES



Rikishi™

STATS

HEIGHT 6' 1" **WEIGHT** 401 lbs. **FROM** Samoa **FINISHING MOVE** Banzai Drop

CAREER HIGHLIGHTS

Intercontinental Champion, WWE World Tag Team Champion (as Headshrinker Fatu)

RIKISHI™'S MOVES



Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Rikishi 3
Standing	←	Taunt Rikishi 2
Standing	↑	Taunt Rikishi 3
Standing	→	Taunt Rikishi 1
Weapon Specials		
Holding Weapon	[L1]	DDT
Holding Weapon	[L1] + ↓, ↵, ↶, ↷, or ⇨	DDT
SmackDown! Specials		
Opponent Slumped Down at Lower Turnbuckle	[L1]	Banzai Drop 2
Facing Groggy Opponent	[L1] + ↓, ↵, ↶, ↷, or ⇨	Rikishi Driver
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ↓	Grapple 5
Facing Standing Opponent	● + ↵	Grapple 10
Facing Standing Opponent	● + ↶	Grapple 12
Facing Standing Opponent	● + ⇨	Grapple 4
Submission Grapples (After ● + ↓)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Bearhug 3
Opponent Locked in Submission Grapple	● + ↵	Headlock 1
Opponent Locked in Submission Grapple	● + ↶	Big Shoulder Claw
Opponent Locked in Submission Grapple	● + ⇨	Standing Crossface 2
Signature Grapples (After ● + ↵)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Samoa Driver
Opponent Locked in Submission Grapple	● + ↵	Belly To Belly 5
Opponent Locked in Submission Grapple	● + ↶	Shuffle Side Kick
Opponent Locked in Submission Grapple	● + ⇨	Neckbreaker 3
Power Grapples (After ● + ↶)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Clothesline 27
Opponent Locked in Submission Grapple	● + ↵	Push Attack 2
Opponent Locked in Submission Grapple	● + ↶	Batista Lifting & Toss
Opponent Locked in Submission Grapple	● + ⇨	Test Full Nelson Slam 1
Quick Grapples (After ● + ⇨)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Headbutt 2
Opponent Locked in Submission Grapple	● + ↵	Russian Leg Sweep 1
Opponent Locked in Submission Grapple	● + ↶	Headbutt 3
Opponent Locked in Submission Grapple	● + ⇨	DDT 11
Ready Moves: Attacks		
Facing Standing Opponent	× + ↓	Shuffle Side Kick 4
Facing Standing Opponent	× + ↵ or ↶	Toe Kick 1
Facing Standing Opponent	× + ↵	Back Chop 1
Facing Standing Opponent	× + ↶ or ↷	Austin Punches 1
Facing Standing Opponent	× + ↶	Overhand Punch 1
Facing Standing Opponent	× + ⇨	Body Punch
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ↓	Russian Leg Sweep 2
Behind Standing Opponent	● + ↵	Backbreaker 7
Behind Standing Opponent	● + ↶	Elbow To Back Of Head 2
Behind Standing Opponent	● + ⇨	Mat Slam 2
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ↓	DDT 22
Behind Standing Groggy Opponent	● + ↵	Sidewalk Slam 4
Behind Standing Groggy Opponent	● + ↶	Sleeper Hold 2
Behind Standing Groggy Opponent	● + ⇨	Forearm Smash
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ↓, ↵, ↶, or ⇨	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ↓, ↵, ↶, or ⇨	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ↓	Pin Fall
Opponent Down, Standing Near Head	● + ↵	Hip Drop
Opponent Down, Standing Near Head	● + ↶	Fury Punch 10
Opponent Down, Standing Near Head	● + ⇨	Sleeper Hold 8
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ↓	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ↵	Toss 1
Opponent Down, Standing Near Feet	● + ↶	Leg Lock 8
Opponent Down, Standing Near Feet	● + ⇨	Boston Crab
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ↓ or ↵	Elbow Drop 2
Opponent Down, Standing Near Opponent	× + ↵ or ⇨	Leg Drop
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ↓	Shoulder Thrust
Opponent Leaning on Turnbuckle, Facing	● + ↵	Stink Face 1
Opponent Leaning on Turnbuckle, Facing	● + ↶	Toss To Turn Buckle
Opponent Leaning on Turnbuckle, Facing	● + ⇨	Big Chop
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ↓	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ↵	Hanging In Reverse
Opponent Leaning on Turnbuckle, Back Exposed	● + ↶	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ⇨	Turnbuckle Toe Kick
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ↓, ↵, ↶, or ⇨	Stink Face 2
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Rikishi Thump
Opponent Leaning on Turnbuckle, Facing	× + ↓, ↵, ↶, or ⇨	Rikishi Thump
Opponent Slumped Down at Lower Turnbuckle	×	Knee Attack 1
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ↵	Double Axe Handle 3
From Top Turnbuckle, Opponent Standing	× + ⇨	Double Axe Handle 3
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ↓	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ↵	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Irish Whip
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Thump
Rebound Off Ropes, Running at Down Opponent	▲, ×	Running Leg Drop
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Baseball Slide
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ↓, ↵, ↶, or ⇨	Turn Behind
Running Toward Standing Groggy Opponent	●	Neckbreaker 1
Running Toward Standing Groggy Opponent	● + ↓, ↵, ↶, or ⇨	Neckbreaker Drop 1
Running Toward Standing Opponent's Back	●	Mat Slam 2
Running Toward Standing Groggy Opponent's Back	● + ↓, ↵, ↶, or ⇨	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Kurt Shoulder Block
Running Toward Standing Opponent	× + ↓, ↵, ↶, or ⇨	Thump
Running Toward Down Opponent	▲, ×	Double Axe Handle 5
Running Toward Down Opponent	▲, × + ↓, ↵, ↶, or ⇨	Running Leg Drop
Running Counters		
Opponent Running	●	Samoa Drop 2
Opponent Running	● + ↓ or ↵	Flapjack 3
Opponent Running	● + ↵ or ⇨	Flapjack 4
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Flapjack
Standing With Partner, Facing Opponent	● + ↓	Double DDT
Standing With Partner, Facing Opponent	● + ↵	Headbutt & Elbow Drop
Standing With Partner, Facing Opponent	● + ↶	Double Clothesline
Standing With Partner, Facing Opponent	● + ⇨	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ↓	Powerbomb 1
Opponent Leaning on Turnbuckle, Facing	● + ↵	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ↶	Spine & Neckbreaker
Opponent Leaning on Turnbuckle, Facing	● + ⇨	Body Splash & Whip
Enter/Exit Ring Moves		
Enter Ring	■ + ↓, ↵, ↶, or ⇨	Normal
Exit Ring	■ + ↓, ↵, ↶, or ⇨	Roll Down
Combination Attacks		
Facing Standing Opponent, First Attack	×	Throat Thrust 3
Facing Standing Opponent, Second Attack	×, ×	Snap Jab
Facing Standing Opponent, Third Attack	×, ×, ×	Shuffle Side Kick 4



ROB VAN DAM®

BIO

Call Rob Van Dam what you will—"Mr. Monday Night," "The Whole F'n Show," "Mr. Pay-Per-View"—but the RVD who helped lead ECW's invasion of World Wrestling Entertainment is better, stronger and wiser. Van Dam captivated ECW's loyal following with scintillating martial-arts skills and eye-popping maneuvers, including the Van Daminator, the Van Terminator and the Five-Star Frog Splash. His magnificent abilities in the ring helped him set an ECW-record 23-month reign as World Television Champion.

Today, Van Dam says he's at the peak of his career, having fully recovered from a broken fibula that sidelined him for three months. And that's scary for anyone who thinks he can stop a competitor who has every right to brag about how great he is! Just ask the man who discovered him: "We built a huge part of ECW around Rob Van Dam," said Paul Heyman. "I have no regrets about that. He is perhaps the most spectacular athlete that this industry has to offer today."



SPECIAL MOVES



STATS

HEIGHT	WEIGHT	FROM	FINISHING MOVE
6' 0"	220 lbs.	Battle Creek, MI	Five-Star Frog Splash

CAREER HIGHLIGHTS

Intercontinental Champion, WWE World Tag Team Champion, Hardcore Champion, ECW Television Champion, ECW Tag Team Champion

ROB VAN DAM'S MOVES



Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt RVD 4
Standing	←	Taunt RVD 2
Standing	↑	Taunt RVD 5
Standing	→	Taunt RVD 1
Weapon Specials		
Holding Weapon	[L]	Van Daminator
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	Van Daminator
SmackDown! Specials		
Opponent Down, From Top Turnbuckle	[L]	Five-Star Frog Splash
Opponent Down, From Top Turnbuckle	[L] + ⬇, ⬅, ⬆, or ➡	Five-Star Frog Splash
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Drop Toehold
Opponent Locked in Submission Grapple	● + ⬅	Headlock Takedown
Opponent Locked in Submission Grapple	● + ⬆	Rolling Butterfly Lock
Opponent Locked in Submission Grapple	● + ➡	Armbars 1
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Northern Lights Suplex 2
Opponent Locked in Submission Grapple	● + ⬅	RVD Combination Kick
Opponent Locked in Submission Grapple	● + ⬆	RVD Wrist Clutch Kick
Opponent Locked in Submission Grapple	● + ➡	Shuffle Side Kick
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Swinging Neckbomb
Opponent Locked in Submission Grapple	● + ⬅	Fireman Carry Slam
Opponent Locked in Submission Grapple	● + ⬆	Suplex Pin 3
Opponent Locked in Submission Grapple	● + ➡	Facebuster 2
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Flapjack & Dropkick
Opponent Locked in Submission Grapple	● + ⬅	Rico Spinning Kick
Opponent Locked in Submission Grapple	● + ⬆	Huracanrana 5
Opponent Locked in Submission Grapple	● + ➡	RVD Feint Wheel Kick 2
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	RVD Roll
Facing Standing Opponent	× + ⬅ or ⬆	Toe Kick 1
Facing Standing Opponent	× + ⬆	Spinning Back Kick 4
Facing Standing Opponent	× + ⬅ or ⬆	Feint Kick & Sweep
Facing Standing Opponent	× + ⬆	RVD Feint Wheel Kick 1
Facing Standing Opponent	× + ➡	Middle Kick 2
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	Backbreaker 9
Behind Standing Opponent	● + ⬅	Snapmare 4
Behind Standing Opponent	● + ⬆	Elbow To Back Of Head 2
Behind Standing Opponent	● + ➡	Bulldog 4
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	Backslide Pin 2
Behind Standing Groggy Opponent	● + ⬅	Back Suplex 2
Behind Standing Groggy Opponent	● + ⬆	Sleeper Hold 2
Behind Standing Groggy Opponent	● + ➡	German Suplex 5
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Handspring Splash
Opponent Down, Standing Near Head	● + ⬆	Mounted Punching 2
Opponent Down, Standing Near Head	● + ➡	Mahistral Cradle Pin
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Moonsault Splash 3
Opponent Down, Standing Near Feet	● + ⬆	Leg Lock 8
Opponent Down, Standing Near Feet	● + ➡	Mexican Stretch 2
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Rolling Thunder 2
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Spiral Leg Drop
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Monkey Flip
Opponent Leaning on Turnbuckle, Facing	● + ⬅	RVD Shoulder Thrusts 2
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Super Fall Away Slam
Opponent Leaning on Turnbuckle, Facing	● + ➡	RVD Shoulder Thrusts 2
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Super Back Suplex
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Hanging In Reverse
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Super Back Suplex
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Shoulder Strike
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Pushes Turnbuckle
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	RVD Shoulder Thrusts 1
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	RVD Shoulder Thrusts 1
Opponent Slumped Down at Lower Turnbuckle	×	Turnbuckle Dropkick 2
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	RVD Diving Kick
From Top Turnbuckle, Opponent Standing	× + ➡	Diving Cross Body Pin
From Top Turnbuckle, Opponent Down	×	Rolling Thunder 1
From Top Turnbuckle, Opponent Down	× + ⬇	Super Star Spine Pin
From Top Turnbuckle, Opponent Down	× + ⬆	Rolling Thunder 1
Rope Moves		
Opponent Leaning on Ropes	●	RVD Monkey Flip
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Spinning Back Kick 7
Rebound Off Ropes, Running at Down Opponent	▲, ×	Flip Senton Attack
Running Toward Ropes, Opponent Outside Ring	▲, ×	Asai Moonsault
Running Toward Ropes, Opponent Outside Ring	■, ×	Rope Flip 2
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Back Rolling 1
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	Flapjack & Dropkick
Running Toward Standing Opponent's Back	●	Snapmare 4
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Spinning Wheel Kick 6
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Cross Body 1
Running Toward Down Opponent	▲, ×	Flip Senton Attack
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Running Flip Splash
Running Counters		
Opponent Running	●	Whirl Backbreaker
Opponent Running	● + ⬇ or ⬆	Rolling Boston Crab
Opponent Running	● + ⬅ or ➡	Back Drop 2
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬇	Double DDT
Standing With Partner, Facing Opponent	● + ⬅	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬆	Double Facecrusher
Standing With Partner, Facing Opponent	● + ➡	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Whip & Lay Down
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Calf Kick & Sweep
Opponent Leaning on Turnbuckle, Facing	● + ➡	Kick To Gut
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Normal
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	Quick
Combination Attacks		
Facing Standing Opponent, First Attack	×	Roundhouse Kick 3
Facing Standing Opponent, Second Attack	×, ×	Spinning Back Kick 4
Facing Standing Opponent, Third Attack	×, ×, ×	Feint Kick & Sweep



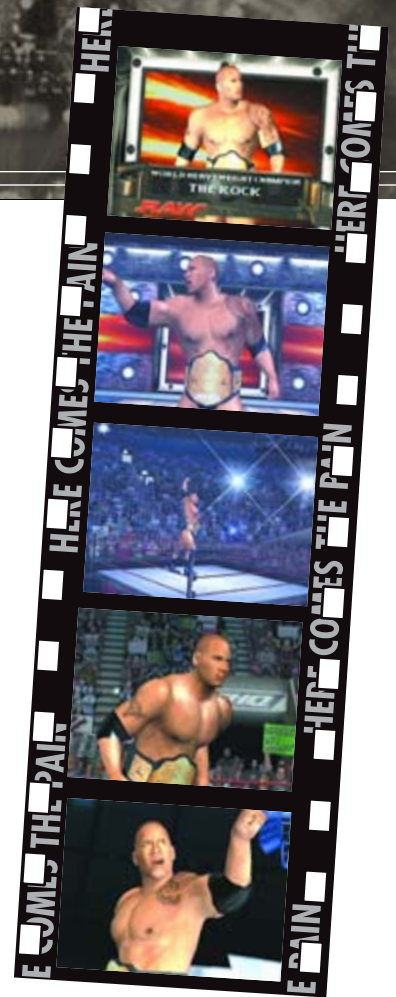
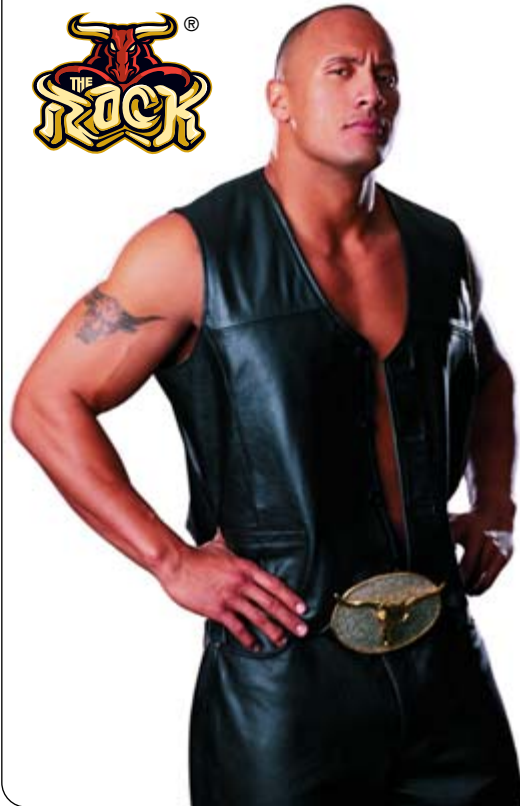
THE ROCK®

BIO

He's the most electrifying man in sports-entertainment. The People's Champion. The "Great One." Call him whatever you want, but to millions of fans around the world, there is no substitute for The Rock. From the moment his music hits to the time he leaves the arena, The Rock leaves fans on the edge of their seats.

A former WWE Champion, The Rock has what it takes to "layeth the smacketh down" in the ring, leaving his opponent lying. The Rock also has a penchant for the microphone, dazzling fans with his quick wit and his ability to talk smack. You don't want to get in the Brahma Bull's way. The Rock is also a media Superstar, having starred in the feature film *The Mummy Returns* and its prequel, *The Scorpion King*, as well as the box-office smash *The Rundown*. His autobiography, *The Rock Says ...* was a New York Times No. 1 best-seller.

The future is bright for this young Superstar, and the sky's the limit...if ya smell what The Rock is cookin'!



SPECIAL MOVES



STATS

HEIGHT 6' 5"
WEIGHT 260 lbs.
FROM Miami, FL

FINISHING MOVE
 Rock Bottom, People's Elbow

CAREER HIGHLIGHTS

WWE Champion, Intercontinental Champion, WWE World Tag Team Champion, 2000 Royal Rumble winner, WCW Champion



THE ROCK'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt The Rock 6
Standing	←	Taunt The Rock 1
Standing	↑	Taunt The Rock 5
Standing	→	Taunt The Rock 3
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Opponent Down in Ring, Standing Near Head	[L]	The People's Elbow
Facing Groggy Opponent	[L] + ⬇, ⬅, ⬆, or ➡	The Rock Bottom
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Dragon Screw 2
Opponent Locked in Submission Grapple	● + ⬅	Snapmare & Neck Lock
Opponent Locked in Submission Grapple	● + ⬆	Ric Flair Headlock
Opponent Locked in Submission Grapple	● + ➡	Headlock Takedown
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	DDT 13
Opponent Locked in Submission Grapple	● + ⬅	DDT 14
Opponent Locked in Submission Grapple	● + ⬆	The Rock Angry
Opponent Locked in Submission Grapple	● + ➡	Suplex 1
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Manhattan Drop 1
Opponent Locked in Submission Grapple	● + ⬅	Reverse Mat Slam
Opponent Locked in Submission Grapple	● + ⬆	Samoan Drop 1
Opponent Locked in Submission Grapple	● + ➡	Scoop Slam 3
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Russian Leg Sweep 1
Opponent Locked in Submission Grapple	● + ⬅	Clothesline 29
Opponent Locked in Submission Grapple	● + ⬆	The Rock Slap
Opponent Locked in Submission Grapple	● + ➡	Arm Drag 3
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	People's Punch 3
Facing Standing Opponent	× + ⬅ or ⬆	Toe Kick 1
Facing Standing Opponent	× + ⬆	Elbow Smash 1
Facing Standing Opponent	× + ⬅ or ⬆	People's Punch 2
Facing Standing Opponent	× + ⬆	Double Axe Handle 2
Facing Standing Opponent	× + ➡	Back Chop 2
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	Forearm Smash
Behind Standing Opponent	● + ⬅	Back Suplex 1
Behind Standing Opponent	● + ⬆	Elbow To Back Of Head 2
Behind Standing Opponent	● + ➡	Russian Leg Sweep 2
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	Forearm Smash
Behind Standing Groggy Opponent	● + ⬅	Back Suplex 4
Behind Standing Groggy Opponent	● + ⬆	Elbow To Back Of Head 2
Behind Standing Groggy Opponent	● + ➡	Bulldog 2
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	The Rock Wake Up
Opponent Down, Standing Near Head	● + ⬆	Fury Punch 10
Opponent Down, Standing Near Head	● + ➡	Headlock 2
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Kick To Leg 2
Opponent Down, Standing Near Feet	● + ⬆	Punch To Groin
Opponent Down, Standing Near Feet	● + ➡	The Rock Sharpshooter
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Rock Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Elbow Drop 2
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Rock Stomp
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	10 Punch
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Shoulder Thrust
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Superplex 1
Opponent Leaning on Turnbuckle, Facing	● + ➡	Shoulder Thrust
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Shoulder Strike
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Super Back Suplex
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Shoulder Strike
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Pushes Turnbuckle
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Knee Attack 1
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Missile Dropkick
From Top Turnbuckle, Opponent Standing	× + ➡	Double Axe Handle 3
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬇	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬆	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Irish Whip
Rebound Off Ropes, Running at Standing Opponent	▲, ×	The Rock Forearm Smash
Rebound Off Ropes, Running at Down Opponent	▲, ×	Running Leg Drop
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Baseball Slide
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Reverse Mat Slam
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	Sunset Flip Pin 1
Running Toward Standing Opponent's Back	●	Mat Slam 2
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	The Rock Elbow Attack
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Clothesline 11
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Running Leg Drop
Running Counters		
Opponent Running	●	Spinebuster 11
Opponent Running	● + ⬇ or ⬆	Samoan Drop 2
Opponent Running	● + ⬅ or ➡	Belly To Belly 7
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Suplex 2
Standing With Partner, Facing Opponent	● + ⬇	Double DDT
Standing With Partner, Facing Opponent	● + ⬅	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬆	Double Facecrusher
Standing With Partner, Facing Opponent	● + ➡	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Hip Toss
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Kick To Gut
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Spike Piledriver
Opponent Leaning on Turnbuckle, Facing	● + ➡	Mudhole Stomping 1
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Normal
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	One Handstand Ring Out
Combination Attacks		
Facing Standing Opponent, First Attack	×	People's Punch 1
Facing Standing Opponent, Second Attack	×, ×	People's Punch 1
Facing Standing Opponent, Third Attack	×, ×, ×	People's Punch 2



RODNEY MACK™

BIO

To Theodore R. Long, everything in WWE is a massive conspiracy. Despite the fact that his protégé Rodney Mack is one of the most promising athletes on *Raw*, Long insists that WWE's power brokers have pledged to slow the Superstar's progress. Their reason? Long says that the company is not ready for an African-American main eventer, ignoring the landmarks achieved by individuals like The Rock, Booker T and Mack's stablemate, Jazz. Not long ago, Long announced a special White Boy Challenge, proclaiming that his charge could defeat selectively picked opponents in less than five minutes. Mack triumphed in these confrontations, but fans pointed out that his foes were inexperienced. Long's response: the critics were jealous because he and Mack are simply too tan for The Man.



SPECIAL MOVES



STATS

HEIGHT 6' 2"
WEIGHT 240 lbs.
FROM New Orleans, LA

RODNEY MACK™'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Wake Up
Standing	←	Cut Throat
Standing	↑	Wake Up
Standing	→	Cut Throat
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L]	Tigerbomb 4
Behind Groggy Opponent	[L] + ⬇, ⬅, ⬆, or ➡	Black Out
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Shoulderlock
Opponent Locked in Submission Grapple	● + ⬅	Snapmare & Neck Lock
Opponent Locked in Submission Grapple	● + ⬆	Guillotine 1
Opponent Locked in Submission Grapple	● + ➡	Headlock Takedown
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Belly To Belly 8
Opponent Locked in Submission Grapple	● + ⬅	Spinebuster 7
Opponent Locked in Submission Grapple	● + ⬆	Oklahoma Slam 1
Opponent Locked in Submission Grapple	● + ➡	Belly To Belly 2
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Powerbomb 15
Opponent Locked in Submission Grapple	● + ⬅	Body Press Front Slam 1
Opponent Locked in Submission Grapple	● + ⬆	Body Press Drop
Opponent Locked in Submission Grapple	● + ➡	Backbreaker 1
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Shoulder Thrusts
Opponent Locked in Submission Grapple	● + ⬅	Lesnar Knee Strike 1
Opponent Locked in Submission Grapple	● + ⬆	Club To Neck 3
Opponent Locked in Submission Grapple	● + ➡	Headlock Takeover
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Sweep
Facing Standing Opponent	× + ⬅ or ⬆	Toe Kick 1
Facing Standing Opponent	× + ⬆	Spinning Back Kick 1
Facing Standing Opponent	× + ⬅ or ⬆	Shuffle Side Kick 1
Facing Standing Opponent	× + ⬆	Dropkick To Knee 1
Facing Standing Opponent	× + ➡	Low Kick 1
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	German Suplex 4
Behind Standing Opponent	● + ⬅	Back Suplex 3
Behind Standing Opponent	● + ⬆	Elbow To Back Of Head 2
Behind Standing Opponent	● + ➡	Forearm Smash
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	Tiger Suplex Pin
Behind Standing Groggy Opponent	● + ⬅	Back Suplex 2
Behind Standing Groggy Opponent	● + ⬆	Sleeper Hold 2
Behind Standing Groggy Opponent	● + ➡	Bulldog 2
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Ultimate Knee Attack
Opponent Down, Standing Near Head	● + ⬆	Mounted Punching 4
Opponent Down, Standing Near Head	● + ➡	Reverse Chin Lock 2
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Leg Lock 13
Opponent Down, Standing Near Feet	● + ⬆	Leg Lock 9
Opponent Down, Standing Near Feet	● + ➡	Leg Lock 12
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Double Axe Handle 4
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Leg Drop
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Frankensteiner
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Turnbuckle Body Strike
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Superplex 1
Opponent Leaning on Turnbuckle, Facing	● + ➡	Turnbuckle Body Strike
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Illegal Pin
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Hanging In Reverse
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Super Back Suplex
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Turnbuckle Toe Kick
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Pushes Turnbuckle
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Knee Attack 1
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Flying Clothesline 1
From Top Turnbuckle, Opponent Standing	× + ➡	Double Axe Handle 3
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬇	Diving Elbow Drop Pin 1
From Top Turnbuckle, Opponent Down	× + ⬆	Rolling Thunder 1
Rope Moves		
Opponent Leaning on Ropes	●	Guillotine 2
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Spinning Wheel Kick 6
Rebound Off Ropes, Running at Down Opponent	▲, ×	Double Axe Handle 5
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Rope Flip 2
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Neckbreaker Drop 1
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	Sunset Flip Pin 1
Running Toward Standing Opponent's Back	●	Bulldog 2
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Clothesline 21
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Shoulder Block 2
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Double Axe Handle 5
Running Counters		
Opponent Running	●	Flapjack 4
Opponent Running	● + ⬇ or ⬆	Spinebuster 10
Opponent Running	● + ⬅ or ➡	Belly To Belly 7
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬇	Double DDT
Standing With Partner, Facing Opponent	● + ⬅	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬆	Double Clothesline
Standing With Partner, Facing Opponent	● + ➡	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Spine & Neckbreaker
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	High Angle Back Suplex 1
Opponent Leaning on Turnbuckle, Facing	● + ➡	Kick To Gut
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Slide In
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	Normal
Combination Attacks		
Facing Standing Opponent, First Attack	×	Benoit Punches
Facing Standing Opponent, Second Attack	×, ×	Low Kick 1
Facing Standing Opponent, Third Attack	×, ×, ×	Sweep



SABLE®

BIO

When Sable and WWE parted ways in 1999, nobody—least of all Sable—ever thought she would return. But, as the saying goes, "never say never" when it comes to WWE. The blonde bombshell, former model and *Playboy* cover girl made her shocking comeback just days after *WrestleMania XIX*.

As Sable pointed out the night of her return, even four years after departing, the men still come to see her, and the women still want to be her. In 1999, in fact, men and women alike clamored to see her—nude—when she became the first WWE Diva to pose in *Playboy*. Sable's edition turned out to be the fastest selling ever. It was so demanded, in fact, the *Playboy* invited her back for a second shoot, making her the first woman to ever grace the cover of *Playboy* twice in the same year. She also appeared twice that year on the cover of *TV Guide*.

Since she was last seen on WWE television, Sable has concentrated on acting. She starred in the 2001 feature film *Corky Romano*, alongside *Saturday Night Live* funnyman Chris Kattan. She guest starred on the series *Relic Hunter*. And she appeared on numerous talk shows, from *The Tonight Show*, to *Politically Incorrect* to the *Late Late Show with Craig Kilborn*.



SPECIAL MOVES



Sable®

STATS

HEIGHT
5' 6"

FROM
Jacksonville, FL

FAVORITE QUOTE

"This is for the women who want to be me, and the men who come to see me!"

FINISHING MOVE
Sable Bomb

CAREER HIGHLIGHTS
Women's Champion

SABLE'S MOVES



Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Woman 2
Standing	←	Taunt Sable
Standing	↑	Taunt Woman 2
Standing	→	Taunt Sable
Weapon Specials		
Holding Weapon	[L1]	DDT
Holding Weapon	[L1] + ↓, ↵, ⇄, ⇆, or ⇅	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L1]	Powerbomb 14
Facing Groggy Opponent	[L1] + ↓, ↵, ⇄, ⇆, or ⇅	Woman's Special Slap
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ↓	Grapple 5
Facing Standing Opponent	● + ⇄	Grapple 10
Facing Standing Opponent	● + ⇆	Grapple 11
Facing Standing Opponent	● + ⇅	Grapple 4
Submission Grapples (After ● + ↓)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Shoulderlock
Opponent Locked in Submission Grapple	● + ⇄	Ric Flair Headlock
Opponent Locked in Submission Grapple	● + ⇆	Jumping Armbreaker 2
Opponent Locked in Submission Grapple	● + ⇅	Snapmare & Neck Lock
Signature Grapples (After ● + ⇄)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Flip Suplex
Opponent Locked in Submission Grapple	● + ⇄	Belly To Belly 1
Opponent Locked in Submission Grapple	● + ⇆	Huracanrana 1
Opponent Locked in Submission Grapple	● + ⇅	Samoan Driver
Power Grapples (After ● + ⇆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Gutbuster 2
Opponent Locked in Submission Grapple	● + ⇄	Scoop Slam 8
Opponent Locked in Submission Grapple	● + ⇆	Sidewalk Slam 1
Opponent Locked in Submission Grapple	● + ⇅	Woman's Snapmare
Quick Grapples (After ● + ⇅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Backslide Pin 1
Opponent Locked in Submission Grapple	● + ⇄	Front Dropkick 5
Opponent Locked in Submission Grapple	● + ⇆	Jawbreaker 4
Opponent Locked in Submission Grapple	● + ⇅	Jawbreaker 2
Ready Moves: Attacks		
Facing Standing Opponent	× + ↓	Dropkick 2
Facing Standing Opponent	× + ⇄ or ⇅	Woman's Toe Kick
Facing Standing Opponent	× + ⇄	Shuffle Side Kick 5
Facing Standing Opponent	× + ⇆ or ⇅	Elbow Smash 1
Facing Standing Opponent	× + ⇆	Woman's Slap 3
Facing Standing Opponent	× + ⇅	Back Chop 1
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ↓	Back Suplex 3
Behind Standing Opponent	● + ⇄	Knee Clip
Behind Standing Opponent	● + ⇆	Elbow To Back Of Head 2
Behind Standing Opponent	● + ⇅	Forearm Smash
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ↓	Backbreaker 9
Behind Standing Groggy Opponent	● + ⇄	Back Suplex 1
Behind Standing Groggy Opponent	● + ⇆	Sleeper Hold 2
Behind Standing Groggy Opponent	● + ⇅	DDT 21
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ↓, ↵, ⇄, ⇆, or ⇅	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ↓, ↵, ⇄, ⇆, or ⇅	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ↓	Pin Fall
Opponent Down, Standing Near Head	● + ⇄	Oklahoma Roll Pin
Opponent Down, Standing Near Head	● + ⇆	Dropkick To Face
Opponent Down, Standing Near Head	● + ⇅	Camel Clutch 2
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ↓	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⇄	Kick To Groin
Opponent Down, Standing Near Feet	● + ⇆	Leg Lock 9
Opponent Down, Standing Near Feet	● + ⇅	Single Leg Crab 1
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Woman's Angry Stomp
Opponent Down, Standing Near Opponent	× + ↓ or ⇄	Leg Drop
Opponent Down, Standing Near Opponent	× + ⇄ or ⇅	Elbow Drop 2
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ↓	Superplex 1
Opponent Leaning on Turnbuckle, Facing	● + ⇄	DDT 24
Opponent Leaning on Turnbuckle, Facing	● + ⇆	Superplex 1
Opponent Leaning on Turnbuckle, Facing	● + ⇅	DDT 24
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ↓	Illegal Pin
Opponent Leaning on Turnbuckle, Back Exposed	● + ⇄	Rolling Powerbomb
Opponent Leaning on Turnbuckle, Back Exposed	● + ⇆	Super Back Suplex
Opponent Leaning on Turnbuckle, Back Exposed	● + ⇅	Turnbuckle Smash
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ↓, ↵, ⇄, ⇆, or ⇅	Choke 2
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Dropkick 1
Opponent Leaning on Turnbuckle, Facing	× + ↓, ↵, ⇄, ⇆, or ⇅	Turnbuckle Dropkick 1
Opponent Slumped Down at Lower Turnbuckle	×	Turnbuckle Dropkick 2
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⇄	Front Dropkick 4
From Top Turnbuckle, Opponent Standing	× + ⇅	Diving Cross Body Pin
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ↓	Diving Elbow
From Top Turnbuckle, Opponent Down	× + ⇆	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Choke 3
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Cross Body 1
Rebound Off Ropes, Running at Down Opponent	▲, ×	Dropkick To Knee 4
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Dive Through Ropes
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ↓, ↵, ⇄, ⇆, or ⇅	Turn Behind
Running Toward Standing Groggy Opponent	●	Woman's Facecrusher
Running Toward Standing Groggy Opponent	● + ↓, ↵, ⇄, ⇆, or ⇅	School Boy Pin 1
Running Toward Standing Opponent's Back	●	Snapmare 4
Running Toward Standing Groggy Opponent's Back	● + ↓, ↵, ⇄, ⇆, or ⇅	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Flying Forearm Smash 2
Running Toward Standing Opponent	× + ↓, ↵, ⇄, ⇆, or ⇅	Cross Body 1
Running Toward Down Opponent	▲, ×	Double Axe Handle 5
Running Toward Down Opponent	▲, × + ↓, ↵, ⇄, ⇆, or ⇅	Dropkick To Knee 4
Running Counters		
Opponent Running	●	Back Drop 2
Opponent Running	● + ↓ or ⇄	Sleeper Hold 4
Opponent Running	● + ⇄ or ⇅	Whirl Backbreaker
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Low Blow & Knee Attack
Standing With Partner, Facing Opponent	● + ↓	Dropkick & Rolling Clutch
Standing With Partner, Facing Opponent	● + ⇄	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⇆	Double Facecrusher
Standing With Partner, Facing Opponent	● + ⇅	Double Dropkick
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ↓	Whip & Lay Down
Opponent Leaning on Turnbuckle, Facing	● + ⇄	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⇆	Spike Piledriver
Opponent Leaning on Turnbuckle, Facing	● + ⇅	Body Splash & Whip
Enter/Exit Ring Moves		
Enter Ring	■ + ↓, ↵, ⇄, ⇆, or ⇅	Normal
Exit Ring	■ + ↓, ↵, ⇄, ⇆, or ⇅	Quick
Combination Attacks		
Facing Standing Opponent, First Attack	×	Middle Kick 2
Facing Standing Opponent, Second Attack	×, ×	Roundhouse Kick 3
Facing Standing Opponent, Third Attack	×, ×, ×	Stacy Keibler Kick



SCOTT STEINER™

BIO

When Scott Steiner was signed by WWE, a fierce war broke out between *Raw* General Manager Eric Bischoff and *SmackDown!* GM Stephanie McMahon. Both wanted to bring Big Poppa Pump to their brands, and for good reason.

Just look at him. The Big Bad Booty Daddy has one of the most impressive physiques in the world. At 6' 2", 255 pounds, Steiner is a suplex master and excellent mat technician. His skills and his brute strength suggest that Steiner will put some great accomplishments underneath his belt before his time in WWE is done!



SPECIAL MOVES



STATS

HEIGHT 6' 2"
WEIGHT 255 lbs.
FROM Detroit, MI

FINISHING MOVE
 Steiner Recliner

CAREER HIGHLIGHTS
 WWE World Tag Team Champion, WCW Champion

SCOTT STEINER™'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Powerful
Standing	←	Taunt Scott Steiner
Standing	↑	Powerful
Standing	→	Taunt Scott Steiner
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Opponent Down, Standing Near Feet	[L]	Steiner Recliner
Facing Groggy Opponent	[L] + ⬇, ⬅, ⬆, or ➡	DDT 23
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Guillotine Choke
Opponent Locked in Submission Grapple	● + ⬅	Bearhug 3
Opponent Locked in Submission Grapple	● + ⬆	Kane Lifting & Toss
Opponent Locked in Submission Grapple	● + ➡	Headlock Takedown
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Complete Shot
Opponent Locked in Submission Grapple	● + ⬅	Belly To Back Suplex
Opponent Locked in Submission Grapple	● + ⬆	Flip Suplex
Opponent Locked in Submission Grapple	● + ➡	T-bone Suplex 2
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Manhattan Drop 1
Opponent Locked in Submission Grapple	● + ⬅	Scoop Slam 5
Opponent Locked in Submission Grapple	● + ⬆	Scoop Slam 6
Opponent Locked in Submission Grapple	● + ➡	Body Press Front Slam 3
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	DDT 19
Opponent Locked in Submission Grapple	● + ⬅	Ric Flair Back Chop 2
Opponent Locked in Submission Grapple	● + ⬆	Clothesline 31
Opponent Locked in Submission Grapple	● + ➡	Fireman Carry 2
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Axe Handle 2
Facing Standing Opponent	× + ⬅ or ➡	Toe Kick 1
Facing Standing Opponent	× + ⬆	Back Chop 1
Facing Standing Opponent	× + ⬅ or ➡	Slap 2
Facing Standing Opponent	× + ⬆	Clothesline 3
Facing Standing Opponent	× + ➡	Body Punch
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	Backbreaker 6
Behind Standing Opponent	● + ⬅	Back Suplex 6
Behind Standing Opponent	● + ⬆	Gutbuster 3
Behind Standing Opponent	● + ➡	Pumphandle Slam 2
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	Test Full Nelson Slam 2
Behind Standing Groggy Opponent	● + ⬅	Double Arm Buster
Behind Standing Groggy Opponent	● + ⬆	Back Suplex 9
Behind Standing Groggy Opponent	● + ➡	German Suplex 7
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Elbow Drop 14
Opponent Down, Standing Near Head	● + ⬆	Fury Punch 11
Opponent Down, Standing Near Head	● + ➡	Reverse Chin Lock 2
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Toss 1
Opponent Down, Standing Near Feet	● + ⬆	Leg Lock 8
Opponent Down, Standing Near Feet	● + ➡	STF
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Elbow Drop 3
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Elbow Drop 2
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Superplex 1
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Turnbuckle Body Strike
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Frankensteiner
Opponent Leaning on Turnbuckle, Facing	● + ➡	Shoulder Thrust
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Hanging In Reverse
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Turnbuckle Toe Kick
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Mudhole Strikes
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Knee Attack 1
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Flying Clothesline 1
From Top Turnbuckle, Opponent Standing	× + ➡	Double Axe Handle 3
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬇	Diving Elbow
From Top Turnbuckle, Opponent Down	× + ⬆	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Irish Whip
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Kurt Shoulder Block
Rebound Off Ropes, Running at Down Opponent	▲, ×	Double Axe Handle 5
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Baseball Slide
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Neckbreaker 1
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	Neckbreaker Drop 1
Running Toward Standing Opponent's Back	●	Bulldog 2
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	Bulldog 3
Running Attacks		
Running Toward Standing Opponent	×	Axe Handle 1
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Kurt Shoulder Block
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Double Axe Handle 5
Running Counters		
Opponent Running	●	Powerslam 2
Opponent Running	● + ⬇ or ⬆	Powerslam 1
Opponent Running	● + ⬅ or ➡	Tilt-A-Whirl Sideslam 1
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Flapjack
Standing With Partner, Facing Opponent	● + ⬇	Double Punches 2
Standing With Partner, Facing Opponent	● + ⬅	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬆	Double Clothesline
Standing With Partner, Facing Opponent	● + ➡	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Spine & Neckbreaker
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Spike Piledriver
Opponent Leaning on Turnbuckle, Facing	● + ➡	Kick To Gut
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Normal
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	Normal
Combination Attacks		
Facing Standing Opponent, First Attack	×	Angle Punches
Facing Standing Opponent, Second Attack	×, ×	Back Chop 1
Facing Standing Opponent, Third Attack	×, ×, ×	Clothesline 3



SEAN O'HAIRE™

BIO

Sean O'Haire walked into the WCW Power Plant in Smyrna, Ga., in January 2000. Six months later, he was a professional wrestler. It's a practically unheard-of turnaround, but O'Haire is not just any athlete. Once an owner of his own fitness center, O'Haire began studying martial arts when he was 10. Today, he's a third-degree black belt in karate, and he's also experienced in boxing, kickboxing, shootfighting and gymnastics. His gymnastics experience is obvious to anyone who has ever seen him pull off the Seanton Bomb—an impressive aerial maneuver for any athlete, let alone one who is 6-foot-6 and 285 pounds. O'Haire went undefeated in shootfighting tournaments, kickboxing and boxing matches. In WWE, he may be just as difficult to beat.



SPECIAL MOVES



STATS

HEIGHT 6' 6"
WEIGHT 285 lbs.
FROM Parts Unknown

FINISHING MOVE
 Reverse Death Valley Driver

CAREER HIGHLIGHTS
 WCW Tag Team Champion

SEAN O'HAIRES™'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Cut Throat
Standing	←	Hold up
Standing	↑	Cut Throat
Standing	→	Hold up
Weapon Specials		
Holding Weapon	[L1]	DDT
Holding Weapon	[L1] + ↓, ↵, ↶, ↷, or ⇨	DDT
SmackDown! Specials		
Opponent Down, From Top Turnbuckle	[L1]	Seanton Bomb
Facing Groggy Opponent	[L1] + ↓, ↵, ↶, ↷, or ⇨	Widowmaker
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ↓	Grapple 5
Facing Standing Opponent	● + ↵	Grapple 10
Facing Standing Opponent	● + ↶	Grapple 11
Facing Standing Opponent	● + ⇨	Grapple 4
Submission Grapples (After ● + ↓)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Leg Lock 5
Opponent Locked in Submission Grapple	● + ↵	Snapmare & Neck Lock
Opponent Locked in Submission Grapple	● + ↶	Armbar 5
Opponent Locked in Submission Grapple	● + ⇨	Armbar 7
Signature Grapples (After ● + ↵)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	T-bone Suplex 2
Opponent Locked in Submission Grapple	● + ↵	Snuka Backhand Blow
Opponent Locked in Submission Grapple	● + ↶	Knee Strike 2
Opponent Locked in Submission Grapple	● + ⇨	Big Knee Smash
Power Grapples (After ● + ↶)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Flapjack 1
Opponent Locked in Submission Grapple	● + ↵	Shoulder Breaker
Opponent Locked in Submission Grapple	● + ↶	Gutbuster 1
Opponent Locked in Submission Grapple	● + ⇨	Spinebuster 4
Quick Grapples (After ● + ⇨)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	DDT 20
Opponent Locked in Submission Grapple	● + ↵	Lesnar Knee Strike 1
Opponent Locked in Submission Grapple	● + ↶	Rico Spinning Kick
Opponent Locked in Submission Grapple	● + ⇨	Lesnar Knee Strike 2
Ready Moves: Attacks		
Facing Standing Opponent	× + ↓	Spinning Wheel Kick 4
Facing Standing Opponent	× + ↵ or ↶	Toe Kick 1
Facing Standing Opponent	× + ↵	Middle Kick 2
Facing Standing Opponent	× + ↶ or ↷	Roundhouse Kick 3
Facing Standing Opponent	× + ↵	Clothesline 3
Facing Standing Opponent	× + ⇨	Spinning Back Elbow
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ↓	Inverted Suplex 1
Behind Standing Opponent	● + ↵	Knee Clip
Behind Standing Opponent	● + ↶	Forearm Smash
Behind Standing Opponent	● + ⇨	Back Suplex 5
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ↓	Pumphandle Slam 2
Behind Standing Groggy Opponent	● + ↵	Backbreaker 9
Behind Standing Groggy Opponent	● + ↶	Dragon Sleeper 1
Behind Standing Groggy Opponent	● + ⇨	Back Suplex 4
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ↓, ↵, ↶, or ⇨	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ↓, ↵, ↶, or ⇨	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ↓	Pin Fall
Opponent Down, Standing Near Head	● + ↵	Sleeper Hold 5
Opponent Down, Standing Near Head	● + ↶	Fury Punch 10
Opponent Down, Standing Near Head	● + ⇨	Elbow & Sleeper Hold
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ↓	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ↵	Kick To Leg 2
Opponent Down, Standing Near Feet	● + ↶	Running Kick 2
Opponent Down, Standing Near Feet	● + ⇨	Leg Lock 9
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ↓ or ↵	Karate Punch
Opponent Down, Standing Near Opponent	× + ↵ or ⇨	Leg Drop
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ↓	Mudhole Stomping 2
Opponent Leaning on Turnbuckle, Facing	● + ↵	Rico Karate Kick 2
Opponent Leaning on Turnbuckle, Facing	● + ↶	Superplex 1
Opponent Leaning on Turnbuckle, Facing	● + ⇨	Shoulder Thrust
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ↓	Illegal Pin
Opponent Leaning on Turnbuckle, Back Exposed	● + ↵	Turnbuckle Toe Kick
Opponent Leaning on Turnbuckle, Back Exposed	● + ↶	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ⇨	Turnbuckle Toe Kick
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ↓, ↵, ↶, or ⇨	Foot Choke 2
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Shoulder Block 3
Opponent Leaning on Turnbuckle, Facing	× + ↓, ↵, ↶, or ⇨	Shoulder Block 3
Opponent Slumped Down at Lower Turnbuckle	×	Turnbuckle Dropkick 2
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ↵	Flying Clothesline 1
From Top Turnbuckle, Opponent Standing	× + ⇨	Double Axe Handle 3
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ↓	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ↵	Diving Leg Drop
Rope Moves		
Opponent Leaning on Ropes	●	Throw To The Rope
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Spinning Wheel Kick 6
Rebound Off Ropes, Running at Down Opponent	▲, ×	Running Leg Drop
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Rope Flip 2
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ↓, ↵, ↶, or ⇨	Turn Behind
Running Toward Standing Groggy Opponent	●	Neckbreaker 1
Running Toward Standing Groggy Opponent	● + ↓, ↵, ↶, or ⇨	Sunset Flip Pin 1
Running Toward Standing Opponent's Back	●	Bulldog 4
Running Toward Standing Groggy Opponent's Back	● + ↓, ↵, ↶, or ⇨	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Flying Lariat 1
Running Toward Standing Opponent	× + ↓, ↵, ↶, or ⇨	Spinning Wheel Kick 6
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ↓, ↵, ↶, or ⇨	Running Leg Drop
Running Counters		
Opponent Running	●	Powerslam 1
Opponent Running	● + ↓ or ↵	Hip Toss 1
Opponent Running	● + ↵ or ⇨	Flapjack 3
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Headbutt & Elbow Drop
Standing With Partner, Facing Opponent	● + ↓	Double DDT
Standing With Partner, Facing Opponent	● + ↵	Punches & Full Nelson
Standing With Partner, Facing Opponent	● + ↶	Double Clothesline
Standing With Partner, Facing Opponent	● + ⇨	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ↓	Whip & Lay Down
Opponent Leaning on Turnbuckle, Facing	● + ↵	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ↶	Spike Piledriver
Opponent Leaning on Turnbuckle, Facing	● + ⇨	Kick To Gut
Enter/Exit Ring Moves		
Enter Ring	■ + ↓, ↵, ↶, or ⇨	Normal
Exit Ring	■ + ↓, ↵, ↶, or ⇨	Quick
Combination Attacks		
Facing Standing Opponent, First Attack	×	Snap Jab
Facing Standing Opponent, Second Attack	×, ×	Back Elbow Smash
Facing Standing Opponent, Third Attack	×, ×, ×	Spinning Kick



SHAWN MICHAELS™

BIO

In his prime, the Heartbreak Kid wiggled his hips to the tune of "Sexy Boy" as he battled his way to three WWE Championship reigns. Due to Michaels' physicality in the ring, he ended up competing with painful injuries, and after losing his WWE title to Stone Cold Steve Austin in 1998, he retired. He returned in June 2002, surprising fans and fellow Superstars with his unexpected decision. While he wasn't planning to return to active competition, his choice to remain on the sidelines was taken out of his hands following a vicious assault by his former best friend Triple H. Putting his future health on the line, Michaels entered the ring to capture "The Game's" World Heavyweight Championship at *Survivor Series* 2002. The Showstopper knows that he's inspired a new generation of men who seek to follow in his footsteps, and remains willing to step through the ropes with any of them to prove that he truly is the "main event."



SPECIAL MOVES



STATS

HEIGHT 6' 1" **WEIGHT** 225 lbs. **FROM** San Antonio, TX **FINISHING MOVE** Sweet Chin Music

CAREER HIGHLIGHTS

WWE Champion, WWE World Champion, Intercontinental Champion, European Champion, WWE World Tag Team Champion, 1995 and 1996 Royal Rumble winner

SHAWN MICHAELS™'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt HBK 3
Standing	←	Taunt HBK 2
Standing	↑	Taunt HBK 3
Standing	→	Taunt HBK 1
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L]	Sweet Chin Music 2
Facing Groggy Opponent	[L] + ⬇, ⬅, ⬆, or ➡	Sweet Chin Music 1
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Dragon Screw 1
Opponent Locked in Submission Grapple	● + ⬅	Headlock 1
Opponent Locked in Submission Grapple	● + ⬆	Wrist & Arm Wrench
Opponent Locked in Submission Grapple	● + ➡	Jumping Armbreaker 2
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Gutwrench Suplex 1
Opponent Locked in Submission Grapple	● + ⬅	Suplex 10
Opponent Locked in Submission Grapple	● + ⬆	Fame Asser
Opponent Locked in Submission Grapple	● + ➡	Double Arm Suplex 2
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Manhattan Drop 1
Opponent Locked in Submission Grapple	● + ⬅	Neckbreaker 3
Opponent Locked in Submission Grapple	● + ⬆	Gutbuster 2
Opponent Locked in Submission Grapple	● + ➡	Mat Slam 1
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Front Dropkick 6
Opponent Locked in Submission Grapple	● + ⬅	DDT 20
Opponent Locked in Submission Grapple	● + ⬆	DDT 12
Opponent Locked in Submission Grapple	● + ➡	DDT 18
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Dropkick 2
Facing Standing Opponent	× + ⬅ or ⬆	Toe Kick 1
Facing Standing Opponent	× + ⬆	Spinning Back Kick 1
Facing Standing Opponent	× + ⬅ or ⬆	Austin Punches 1
Facing Standing Opponent	× + ⬆	Clothesline 3
Facing Standing Opponent	× + ➡	Back Chop 1
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	DDT 23
Behind Standing Opponent	● + ⬅	Cruiserweight Moves 4
Behind Standing Opponent	● + ⬆	Elbow To Back Of Head 2
Behind Standing Opponent	● + ➡	Mat Slam 2
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	School Boy Pin 2
Behind Standing Groggy Opponent	● + ⬅	Back Suplex 9
Behind Standing Groggy Opponent	● + ⬆	Russian Leg Sweep 2
Behind Standing Groggy Opponent	● + ➡	Forearm Smash
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Knee To Arm
Opponent Down, Standing Near Head	● + ⬆	Fury Punch 10
Opponent Down, Standing Near Head	● + ➡	Short Arm Scissors
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

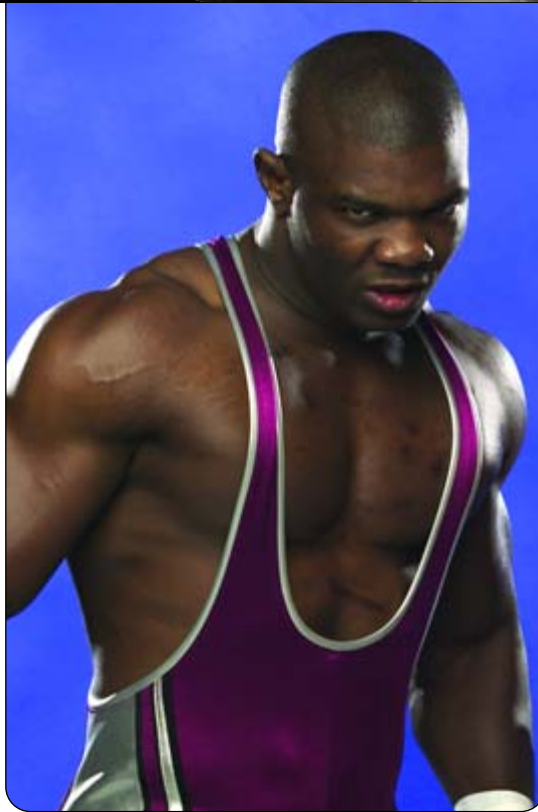
Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Figure-4 Leg Lock 1
Opponent Down, Standing Near Feet	● + ⬆	Cruiserweight Moves 6
Opponent Down, Standing Near Feet	● + ➡	Sharpshooter 1
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Elbow Drop 1
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Elbow Drop 2
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	10 Punch
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 2
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Superplex 1
Opponent Leaning on Turnbuckle, Facing	● + ➡	Tornado Armbreaker
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Illegal Pin
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Super Back Suplex
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Dropkick & School Boy Pin
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Turnbuckle Toe Kick
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Mudhole Stomping 3
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Dropkick 1
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Turnbuckle Dropkick 1
Opponent Slumped Down at Lower Turnbuckle	×	Turnbuckle Dropkick 2
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Missile Dropkick
From Top Turnbuckle, Opponent Standing	× + ➡	Diving Cross Body Pin
From Top Turnbuckle, Opponent Down	×	Diving Elbow Drop Pin 2
From Top Turnbuckle, Opponent Down	× + ⬇	Diving Moonsault Pin
From Top Turnbuckle, Opponent Down	× + ⬆	Diving Elbow Drop Pin 2
Rope Moves		
Opponent Leaning on Ropes	●	Irish Whip
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Flying Forearm Smash 1
Rebound Off Ropes, Running at Down Opponent	▲, ×	Dropkick To Knee 4
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Rope Flip 1
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Running Fame Asser
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	Sunset Flip Pin 1
Running Toward Standing Opponent's Back	●	Bulldog 4
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Flying Forearm Smash 1
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Sweet Chin Music 3
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Dropkick To Knee 4
Running Counters		
Opponent Running	●	Whirl Backbreaker
Opponent Running	● + ⬇ or ⬆	Hip Toss 1
Opponent Running	● + ⬅ or ➡	Belly To Belly 7
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Arm Wrench & Kick
Standing With Partner, Facing Opponent	● + ⬇	Double DDT
Standing With Partner, Facing Opponent	● + ⬅	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬆	Double Clothesline
Standing With Partner, Facing Opponent	● + ➡	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Whip & Lay Down
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Spike Piledriver
Opponent Leaning on Turnbuckle, Facing	● + ➡	Kick To Gut
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Shawn Michaels
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	Normal
Combination Attacks		
Facing Standing Opponent, First Attack	×	Snap Jab
Facing Standing Opponent, Second Attack	×, ×	Spinning Back Kick 1
Facing Standing Opponent, Third Attack	×, ×, ×	Dropkick 2



SHELTON BENJAMIN™

BIO

How's this for a contingency plan? A charter member of Team Angle—the group responsible for having Kurt Angle's back—Shelton Benjamin is a collegiate All-American in track and a four-time All-American in wrestling. Rumor has it, he was the only man capable of taking down Brock Lesnar. Luckily, the two were on the same team, competing for the University of Minnesota. It seems like a no-brainer that Benjamin would come to WWE and align himself with Angle. The Superstars have two of the best amateur backgrounds in WWE history. Although Benjamin may not have an Olympic gold medal like Angle, he was one of South Carolina's finest high school athletes. He starred in wrestling (heavyweight state champion his junior and senior years), track (state 100 meter champion) and football (two-time All-State selection). He then went on to Lassen Community College in Susanville, Calif., where he again starred in wrestling (1996 NCAA Champion) and track (100 meter junior college champion), before he transferred to Minnesota. After graduating, he spent two seasons at Minnesota as an assistant coach for the wrestling team, where he trained Lesnar, among others. Benjamin could have continued his amateur wrestling career—perhaps trying for the Olympic team. But, as a lifelong WWE fan, he jumped at the opportunity to become a Superstar. So today, instead of training to become an Olympic gold medalist, he's protecting one.



SPECIAL MOVES



STATS

HEIGHT 6' 2"
WEIGHT 248 lbs.
FROM Orangeburg, SC.

CAREER HIGHLIGHTS
 WWE Tag Team Champion

SHELTON BENJAMIN™'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Kurt Angle 3
Standing	←	Taunt Kurt Angle 1
Standing	↑	Taunt Kurt Angle 3
Standing	→	Taunt Kurt Angle 1
Weapon Specials		
Holding Weapon	[L1]	DDT
Holding Weapon	[L1] + ↓, ↵, ⇨, ⇩, or ⇨	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L1]	Super Kick 2
Facing Groggy Opponent	[L1] + ↓, ↵, ⇨, ⇩, or ⇨	Super Kick 2
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ↓	Grapple 5
Facing Standing Opponent	● + ⇨	Grapple 10
Facing Standing Opponent	● + ⇩	Grapple 11
Facing Standing Opponent	● + ⇨	Grapple 4
Submission Grapples (After ● + ↓)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Armbar 7
Opponent Locked in Submission Grapple	● + ⇨	Jumping Armbreaker 2
Opponent Locked in Submission Grapple	● + ⇩	Armbar 5
Opponent Locked in Submission Grapple	● + ⇨	Snapmare & Neck Lock
Signature Grapples (After ● + ⇨)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Powerslam Pin 1
Opponent Locked in Submission Grapple	● + ⇨	Clothesline 28
Opponent Locked in Submission Grapple	● + ⇩	Double Arm Suplex 2
Opponent Locked in Submission Grapple	● + ⇨	Suplex 7
Power Grapples (After ● + ⇩)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Powerbomb 14
Opponent Locked in Submission Grapple	● + ⇨	Gutbuster 2
Opponent Locked in Submission Grapple	● + ⇩	Tigerbomb 2
Opponent Locked in Submission Grapple	● + ⇨	Sidewalk Slam 2
Quick Grapples (After ● + ⇨)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Snapmare & Dropkick 1
Opponent Locked in Submission Grapple	● + ⇨	Head To Knee
Opponent Locked in Submission Grapple	● + ⇩	Shuffle Side Kick
Opponent Locked in Submission Grapple	● + ⇨	Leg Trip 3
Ready Moves: Attacks		
Facing Standing Opponent	× + ↓	Dragon Whip
Facing Standing Opponent	× + ⇨ or ⇩	Toe Kick 1
Facing Standing Opponent	× + ⇨	Back Elbow Smash
Facing Standing Opponent	× + ⇩ or ⇨	Back Chop 1
Facing Standing Opponent	× + ⇩	Shuffle Side Kick 3
Facing Standing Opponent	× + ⇨	Middle Kick 1
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ↓	German Suplex 4
Behind Standing Opponent	● + ⇨	Knee Clip
Behind Standing Opponent	● + ⇩	Sleeper Hold 2
Behind Standing Opponent	● + ⇨	Forearm Smash
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ↓	School Boy Roll Up
Behind Standing Groggy Opponent	● + ⇨	Backbreaker 9
Behind Standing Groggy Opponent	● + ⇩	Abdominal Stretch 1
Behind Standing Groggy Opponent	● + ⇨	Backbreaker 7
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ↓, ↵, ⇨, ⇩, or ⇨	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ↓, ↵, ⇨, ⇩, or ⇨	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ↓	Pin Fall
Opponent Down, Standing Near Head	● + ⇨	Reverse Chin Lock 2
Opponent Down, Standing Near Head	● + ⇩	Fury Punch 10
Opponent Down, Standing Near Head	● + ⇨	Buffalo Sleeper Hold
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ↓	Pin Fall

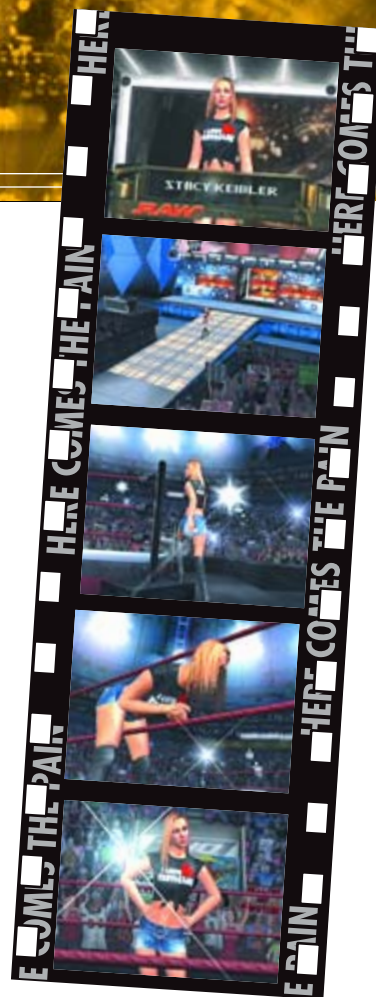
Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⇨	Leg Lock 12
Opponent Down, Standing Near Feet	● + ⇩	Leg Lock 8
Opponent Down, Standing Near Feet	● + ⇨	Single Leg Crab 3
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ↓ or ⇩	Double Axe Handle 4
Opponent Down, Standing Near Opponent	× + ⇨ or ⇨	Elbow Drop 2
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ↓	Double Underhook Suplex
Opponent Leaning on Turnbuckle, Facing	● + ⇨	Monkey Flip
Opponent Leaning on Turnbuckle, Facing	● + ⇩	Frankensteiner
Opponent Leaning on Turnbuckle, Facing	● + ⇨	Monkey Flip
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ↓	Illegal Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⇨	Rolling Powerbomb
Opponent Leaning on Turnbuckle, Back Exposed	● + ⇩	Super Back Suplex
Opponent Leaning on Turnbuckle, Back Exposed	● + ⇨	Super Back Suplex
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ↓, ↵, ⇨, ⇩, or ⇨	Choke 2
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Dropkick 1
Opponent Leaning on Turnbuckle, Facing	× + ↓, ↵, ⇨, ⇩, or ⇨	Turnbuckle Dropkick 1
Opponent Slumped Down at Lower Turnbuckle	×	Turnbuckle Dropkick 2
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⇨	Front Dropkick 4
From Top Turnbuckle, Opponent Standing	× + ⇨	Diving Spear
From Top Turnbuckle, Opponent Down	×	Diving Moonsault Pin
From Top Turnbuckle, Opponent Down	× + ↓	The 450 Pin
From Top Turnbuckle, Opponent Down	× + ⇩	Diving Moonsault Pin
Rope Moves		
Opponent Leaning on Ropes	●	Choke 3
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Spinning Wheel Kick 6
Rebound Off Ropes, Running at Down Opponent	▲, ×	Dropkick To Knee 4
Running Toward Ropes, Opponent Outside Ring	▲, ×	Asai Moonsault
Running Toward Ropes, Opponent Outside Ring	■, ×	Fake Diving Attack
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ↓, ↵, ⇨, ⇩, or ⇨	Turn Behind
Running Toward Standing Groggy Opponent	●	Neckbreaker 1
Running Toward Standing Groggy Opponent	● + ↓, ↵, ⇨, ⇩, or ⇨	Huracanrana Pin 1
Running Toward Standing Opponent's Back	●	Bulldog 5
Running Toward Standing Groggy Opponent's Back	● + ↓, ↵, ⇨, ⇩, or ⇨	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Karate Kick 1
Running Toward Standing Opponent	× + ↓, ↵, ⇨, ⇩, or ⇨	Spinning Wheel Kick 6
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ↓, ↵, ⇨, ⇩, or ⇨	Dropkick To Knee 4
Running Counters		
Opponent Running	●	Belly To Belly 8
Opponent Running	● + ↓ or ⇩	Samoan Drop 2
Opponent Running	● + ⇨ or ⇨	Belly To Belly 7
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Arm Wrench & Kick
Standing With Partner, Facing Opponent	● + ↓	Double DDT
Standing With Partner, Facing Opponent	● + ⇨	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⇩	Double Clothesline
Standing With Partner, Facing Opponent	● + ⇨	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ↓	Gut Crusher
Opponent Leaning on Turnbuckle, Facing	● + ⇨	Play Leapfrog Attack
Opponent Leaning on Turnbuckle, Facing	● + ⇩	Body Attack
Opponent Leaning on Turnbuckle, Facing	● + ⇨	Kick To Gut
Enter/Exit Ring Moves		
Enter Ring	■ + ↓, ↵, ⇨, ⇩, or ⇨	Rolling
Exit Ring	■ + ↓, ↵, ⇨, ⇩, or ⇨	Normal
Combination Attacks		
Facing Standing Opponent, First Attack	×	Snap Jab
Facing Standing Opponent, Second Attack	×, ×	Billy Gunn Punches
Facing Standing Opponent, Third Attack	×, ×, ×	Dropkick To Knee 1



STACY KEIBLER™

BIO

Perhaps no WWE Diva has gained as fanatical a following as quickly as this beautiful blonde, who drives male fans wild with her short skirts and long legs. But the former Baltimore Ravens cheerleader isn't just eye candy; she's got a brilliant mind and savvy business sense as well. With her risqué slogan, "I love my 'Testicles,'" she marketed Test into one of WWE's elite Superstars. With Test's increase in popularity, also came an inflated ego. He refused to acknowledge his business manager's assistance in his success, and even went so far as verbally and physically abusing her. Adding to the tension between the pair was the chivalrous actions of Scott Steiner, who came to Stacy's aid. It looks like Ms. Keibler now has a new client who will get a leg up on the competition with her in his corner.



SPECIAL MOVES



Stacy™

STATS

HEIGHT
5' 11"

FROM
Baltimore, MD

STACY KEIBLER™'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Stacy Keibler 2
Standing	←	Taunt Stacy Keibler 1
Standing	↑	Taunt Stacy Keibler 2
Standing	→	Taunt Stacy Keibler 3
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L]	Rico Spinning Kick
Facing Groggy Opponent	[L] + ⬇, ⬅, ⬆, or ➡	Woman's Special Slap
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Guillotine Choke
Opponent Locked in Submission Grapple	● + ⬅	Wrist & Arm Wrench
Opponent Locked in Submission Grapple	● + ⬆	Leg Lock 5
Opponent Locked in Submission Grapple	● + ➡	Wrist Lock
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	T-bone Suplex 2
Opponent Locked in Submission Grapple	● + ⬅	Belly To Belly 1
Opponent Locked in Submission Grapple	● + ⬆	Judo Flip Suplex
Opponent Locked in Submission Grapple	● + ➡	Arm Drag 3
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Spinebuster 2
Opponent Locked in Submission Grapple	● + ⬅	Scoop Slam 8
Opponent Locked in Submission Grapple	● + ⬆	Neckbreaker 3
Opponent Locked in Submission Grapple	● + ➡	Woman's Snapmare
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	DDT 19
Opponent Locked in Submission Grapple	● + ⬅	Backbreaker 5
Opponent Locked in Submission Grapple	● + ⬆	Jawbreaker 4
Opponent Locked in Submission Grapple	● + ➡	Eye Poke 5
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Dropkick 2
Facing Standing Opponent	× + ⬅ or ➡	Woman's Toe Kick
Facing Standing Opponent	× + ⬆	Spinning Kick
Facing Standing Opponent	× + ⬅ or ➡	Austin Punches 1
Facing Standing Opponent	× + ⬆	Woman's Slap 3
Facing Standing Opponent	× + ➡	Stacy Keibler Kick
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	Forearm Smash
Behind Standing Opponent	● + ⬅	Back Rake
Behind Standing Opponent	● + ⬆	Elbow To Back Of Head 2
Behind Standing Opponent	● + ➡	Hips Struck
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	Magnum Driver
Behind Standing Groggy Opponent	● + ⬅	Bulldog 2
Behind Standing Groggy Opponent	● + ⬆	Sleeper Hold 1
Behind Standing Groggy Opponent	● + ➡	Russian Leg Sweep 2
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Headlock 2
Opponent Down, Standing Near Head	● + ⬆	Head Pound 2
Opponent Down, Standing Near Head	● + ➡	Surfboard
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Kick To Grain
Opponent Down, Standing Near Feet	● + ⬆	Leg Lock 9
Opponent Down, Standing Near Feet	● + ➡	Edgicator
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Stacy Keibler Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Stacy Keibler Stomp
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Stacy Keibler Stomp
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Hangman Chokehold 2
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Monkey Flip
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Hangman Chokehold 2
Opponent Leaning on Turnbuckle, Facing	● + ➡	Monkey Flip
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Turnbuckle Toe Kick
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Turnbuckle Toe Kick
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Choke 2
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Dropkick 1
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Turnbuckle Dropkick 1
Opponent Slumped Down at Lower Turnbuckle	×	Spike Stomp
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Double Axe Handle 3
From Top Turnbuckle, Opponent Standing	× + ➡	Diving Cross Body Pin
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬇	Diving Elbow Drop Pin 1
From Top Turnbuckle, Opponent Down	× + ⬆	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Irish Whip
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Clothesline 13
Rebound Off Ropes, Running at Down Opponent	▲, ×	Dropkick To Knee 4
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Vaulting Body Press 1
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Woman's Facecrusher
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	Spear & Punching
Running Toward Standing Opponent's Back	●	Snapmare 4
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	Rolling Clutch Pin
Running Attacks		
Running Toward Standing Opponent	×	Kurt Shoulder Block
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Clothesline 13
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Dropkick To Knee 4
Running Counters		
Opponent Running	●	Sleeper Hold 4
Opponent Running	● + ⬇ or ⬆	Back Drop 1
Opponent Running	● + ⬅ or ➡	Arm Drag 5
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Low Blow & Knee Attack
Standing With Partner, Facing Opponent	● + ⬇	Dropkick & Rolling Clutch
Standing With Partner, Facing Opponent	● + ⬅	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬆	Double Clothesline
Standing With Partner, Facing Opponent	● + ➡	Double Dropkick
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Whip & Lay Down
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Hip Toss
Opponent Leaning on Turnbuckle, Facing	● + ➡	Body Splash & Whip
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Woman
Exit Ring	■ + ⬅, ⬆, ⬇, or ➡	Woman
Combination Attacks		
Facing Standing Opponent, First Attack	×	Woman's Elbow Smash
Facing Standing Opponent, Second Attack	×, ×	Woman's Elbow Smash
Facing Standing Opponent, Third Attack	×, ×, ×	Stacy Keibler Kick



STEPHANIE McMAHON™

BIO

Stephanie McMahon has experienced many changes in her life since her first appearance on WWE television. But like her father, Vince McMahon, she's always come out stronger from her battles. No longer the manipulative bride of Triple H, Stephanie has begun a whole new chapter in her controversial career. She is now the General Manager of *SmackDown!*, waging war on a weekly basis with *Raw* GM Eric Bischoff in an attempt to make sure her show is the best in sports-entertainment. Her past actions are a clear illustration that Stephanie will go to any length (or depth) to ensure her supremacy.



SPECIAL MOVES

Pedigree 1™



Woman's Special Slap



STATS

HEIGHT 5' 8" FROM Greenwich, CT

CAREER HIGHLIGHTS
WWE Women's Champion

STEPHANIE McMAHON'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Woman Manager 1
Standing	←	Taunt Vince McMahon
Standing	↑	Woman Manager 1
Standing	→	Taunt Vince McMahon
Weapon Specials		
Holding Weapon	L1	DDT
Holding Weapon	L1 + ↓, ↵, ↶, ↷, or ⇨	DDT
SmackDown! Specials		
Facing Groggy Opponent	L1	Pedigree 1
Facing Groggy Opponent	L1 + ↓, ↵, ↶, ↷, or ⇨	Woman's Special Slap
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ↓	Grapple 5
Facing Standing Opponent	● + ↵	Grapple 10
Facing Standing Opponent	● + ↶	Grapple 11
Facing Standing Opponent	● + ⇨	Grapple 4
Submission Grapples (After ● + ↓)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Armbar 2
Opponent Locked in Submission Grapple	● + ↵	Headlock Takedown
Opponent Locked in Submission Grapple	● + ↶	Standing Crossface 1
Opponent Locked in Submission Grapple	● + ⇨	Jumping Armbreaker 2
Signature Grapples (After ● + ↵)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Landing Pin
Opponent Locked in Submission Grapple	● + ↵	Gutwrench Suplex 1
Opponent Locked in Submission Grapple	● + ↶	Double Arm Suplex 1
Opponent Locked in Submission Grapple	● + ⇨	Suplex 5
Power Grapples (After ● + ↶)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Powerbomb 12
Opponent Locked in Submission Grapple	● + ↵	Scoop Slam 8
Opponent Locked in Submission Grapple	● + ↶	Neckbreaker 2
Opponent Locked in Submission Grapple	● + ⇨	Woman's Snapmare
Quick Grapples (After ● + ⇨)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Jawbreaker 4
Opponent Locked in Submission Grapple	● + ↵	Triple H Smash
Opponent Locked in Submission Grapple	● + ↶	DDT 12
Opponent Locked in Submission Grapple	● + ⇨	Head To Knee
Ready Moves: Attacks		
Facing Standing Opponent	× + ↓	Middle Kick 1
Facing Standing Opponent	× + ↵ or ↶	Woman's Toe Kick
Facing Standing Opponent	× + ↵	Double Axe Handle 1
Facing Standing Opponent	× + ↶ or ↷	Snap Jab
Facing Standing Opponent	× + ↶	Woman's Slap 3
Facing Standing Opponent	× + ⇨	Woman's Slap 2
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ↓	Mat Slam 2
Behind Standing Opponent	● + ↵	Back Rake
Behind Standing Opponent	● + ↶	Backbreaker 9
Behind Standing Opponent	● + ⇨	Low Blow 6
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ↓	Backslide Pin 2
Behind Standing Groggy Opponent	● + ↵	DDT 22
Behind Standing Groggy Opponent	● + ↶	Sleeper Hold 1
Behind Standing Groggy Opponent	● + ⇨	Back Suplex 5
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ↓, ↵, ↶, or ⇨	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ↓, ↵, ↶, or ⇨	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ↓	Pin Fall
Opponent Down, Standing Near Head	● + ↵	Slap Head & Raise
Opponent Down, Standing Near Head	● + ↶	Head Pound 2
Opponent Down, Standing Near Head	● + ⇨	Headlock 2
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ↓	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ↵	Kick To Back
Opponent Down, Standing Near Feet	● + ↶	Kick To Head
Opponent Down, Standing Near Feet	● + ⇨	Leg Lock 12
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Woman's Angry Stomp
Opponent Down, Standing Near Opponent	× + ↓ or ↵	Woman's Angry Stomp
Opponent Down, Standing Near Opponent	× + ↵ or ⇨	Woman's Angry Stomp
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ↓	Shoulder Thrust
Opponent Leaning on Turnbuckle, Facing	● + ↵	Choke 1
Opponent Leaning on Turnbuckle, Facing	● + ↶	Shoulder Thrust
Opponent Leaning on Turnbuckle, Facing	● + ⇨	Choke 1
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ↓	Rolling Powerbomb
Opponent Leaning on Turnbuckle, Back Exposed	● + ↵	Turnbuckle Toe Kick
Opponent Leaning on Turnbuckle, Back Exposed	● + ↶	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ⇨	Turnbuckle Toe Kick
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ↓, ↵, ↶, or ⇨	Choke 2
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	× + ↓, ↵, ↶, or ⇨	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Knee Attack 1
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ↵	Double Axe Handle 3
From Top Turnbuckle, Opponent Standing	× + ⇨	Diving Cross Body Pin
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ↓	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ↵	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Irish Whip
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Kurt Shoulder Block
Rebound Off Ropes, Running at Down Opponent	▲, ×	Running Flip Splash
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Vaulting Body Press 1
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ↓, ↵, ↶, or ⇨	Turn Behind
Running Toward Standing Groggy Opponent	●	Spear & Punching
Running Toward Standing Groggy Opponent	● + ↓, ↵, ↶, or ⇨	Woman's Facecrusher
Running Toward Standing Opponent's Back	●	Jump Over Neckbreaker
Running Toward Standing Groggy Opponent's Back	● + ↓, ↵, ↶, or ⇨	Jump Over Neckbreaker
Running Attacks		
Running Toward Standing Opponent	×	Kurt Shoulder Block
Running Toward Standing Opponent	× + ↓, ↵, ↶, or ⇨	Kurt Shoulder Block
Running Toward Down Opponent	▲, ×	Double Axe Handle 5
Running Toward Down Opponent	▲, × + ↓, ↵, ↶, or ⇨	Running Flip Splash
Running Counters		
Opponent Running	●	Hip Toss 1
Opponent Running	● + ↓ or ↵	Back Drop 1
Opponent Running	● + ↵ or ⇨	Back Drop 2
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Low Blow & Knee Attack
Standing With Partner, Facing Opponent	● + ↓	Dropkick & Rolling Clutch
Standing With Partner, Facing Opponent	● + ↵	Double Suplex 1
Standing With Partner, Facing Opponent	● + ↶	Double Clothesline
Standing With Partner, Facing Opponent	● + ⇨	Double Dropkick
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ↓	Whip & Lay Down
Opponent Leaning on Turnbuckle, Facing	● + ↵	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ↶	Hip Toss
Opponent Leaning on Turnbuckle, Facing	● + ⇨	Body Splash & Whip
Enter/Exit Ring Moves		
Enter Ring	■ + ↓, ↵, ↶, or ⇨	Woman
Exit Ring	■ + ↓, ↵, ↶, or ⇨	Woman
Combination Attacks		
Facing Standing Opponent, First Attack	×	Woman's Elbow Smash
Facing Standing Opponent, Second Attack	×, ×	Low Kick 1
Facing Standing Opponent, Third Attack	×, ×, ×	Double Axe Handle 1



STONE COLD STEVE AUSTIN™

BIO

Stone Cold Steve Austin is arguably the greatest Superstar in the history of WWE. A six-time WWE Champion, the Texas Rattlesnake has headlined three *WrestleMania* events, won the *Royal Rumble* match three times, and has had memorable matches against the greatest Superstars in the game.

Austin's era of greatness began at the 1996 *King of the Ring*. After winning the tournament, Austin coined the phrase, "Austin 3:16," which says that "I just whipped your ass!" He would go on to win his first WWE Championship at *WrestleMania XIV* in 1998 with some help from boxer Mike Tyson, and would then segue into the infamous "Austin vs. McMahon" feud, which propelled sports-entertainment into the stratosphere.

After returning from a career-threatening neck injury in 2000, the Rattlesnake quickly climbed back to the top of world wrestling, culminating in his WWE Championship win over The Rock at *WrestleMania X-Seven*, in front of 67,925 of his fellow Texans at the Reliant Astrodome!

He's a trash-talking, beer-swilling, finger-gesturing, ass-kicking son of a bitch, and millions of WWE fans wouldn't have it any other way!



SPECIAL MOVES



Stone Cold Steve Austin #1

STATS

HEIGHT 6' 2"
WEIGHT 252 lbs.
FROM Victoria, TX

FINISHING MOVE
 Stone Cold Stunner

CAREER HIGHLIGHTS

WWE Champion, Intercontinental Champion, WWE World Tag Team Champion, King of the Ring 1996, 1997, 1998, 2001 Royal Rumble winner, WCW U.S. Champion, WCW Tag Team Champion



STONE COLD STEVE AUSTIN'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Austin 7
Standing	←	Taunt Austin 3
Standing	↑	Taunt Austin 7
Standing	→	Taunt Austin 3
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L]	Stone Cold Stunner 6
Facing Groggy Opponent	[L] + ⬇, ⬅, ⬆, or ➡	Stone Cold Stunner 4
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Leg Trip 2
Opponent Locked in Submission Grapple	● + ⬅	Headlock Takedown
Opponent Locked in Submission Grapple	● + ⬆	Jumping Armbreaker 2
Opponent Locked in Submission Grapple	● + ➡	Headlock 1
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Stone Cold Stunner 7
Opponent Locked in Submission Grapple	● + ⬅	Austin Back Chop
Opponent Locked in Submission Grapple	● + ⬆	Gutwrench Suplex 1
Opponent Locked in Submission Grapple	● + ➡	Suplex 4
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Stone Cold Stunner 5
Opponent Locked in Submission Grapple	● + ⬅	Spinebuster 5
Opponent Locked in Submission Grapple	● + ⬆	Neckbreaker 3
Opponent Locked in Submission Grapple	● + ➡	Sidewalk Slam 1
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Austin Stomp 1
Opponent Locked in Submission Grapple	● + ⬅	Austin Knee Strike 1
Opponent Locked in Submission Grapple	● + ⬆	Austin Punches 5
Opponent Locked in Submission Grapple	● + ➡	Lesnar Knee Strike 1
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Austin Punches 3
Facing Standing Opponent	× + ⬅ or ⬆	Toe Kick 1
Facing Standing Opponent	× + ⬆	Snap Jab
Facing Standing Opponent	× + ⬅ or ⬆	Body Punch
Facing Standing Opponent	× + ⬆	Double Axe Handle 2
Facing Standing Opponent	× + ➡	Elbow Smash 1
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	Russian Leg Sweep 2
Behind Standing Opponent	● + ⬅	Back Suplex 9
Behind Standing Opponent	● + ⬆	Elbow To Back Of Head 2
Behind Standing Opponent	● + ➡	Forearm Smash
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	Back Side Slam 2
Behind Standing Groggy Opponent	● + ⬅	Back Suplex 7
Behind Standing Groggy Opponent	● + ⬆	Cobra Clutch
Behind Standing Groggy Opponent	● + ➡	Bulldog 2
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Elbow Drop 15
Opponent Down, Standing Near Head	● + ⬆	Austin Stomp 2
Opponent Down, Standing Near Head	● + ➡	Sleeper Hold 8
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Single Leg Crab 1
Opponent Down, Standing Near Feet	● + ⬆	Kick To Groin
Opponent Down, Standing Near Feet	● + ➡	STF
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Double Axe Handle 4
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Elbow Drop 6
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Shoulder Thrust
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 2
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Superplex 2
Opponent Leaning on Turnbuckle, Facing	● + ➡	Toss To Turn Buckle
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Hanging In Reverse
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Turnbuckle Toe Kick
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Shoulder Strike
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Mudhole Stomping 3
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Knee Attack 1
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Flying Clothesline 1
From Top Turnbuckle, Opponent Standing	× + ➡	Double Axe Handle 3
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬇	Diving Elbow
From Top Turnbuckle, Opponent Down	× + ⬆	Diving Elbow
Rope Moves		
Opponent Leaning on Ropes	●	Austin Attack 2
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Kitchen Sink 1
Rebound Off Ropes, Running at Down Opponent	▲, ×	Elbow Drop 6
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Dive Through Ropes
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Lou Thesz Press 2
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	Lou Thesz Press 2
Running Toward Standing Opponent's Back	●	Mat Slam 2
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	Bulldog 2
Running Attacks		
Running Toward Standing Opponent	×	Clothesline 12
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Kitchen Sink 1
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Elbow Drop 6
Running Counters		
Opponent Running	●	Spinebuster 10
Opponent Running	● + ⬇ or ⬆	Back Drop 1
Opponent Running	● + ⬅ or ➡	Hip Toss 1
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Punches 1
Standing With Partner, Facing Opponent	● + ⬇	Double Punches 2
Standing With Partner, Facing Opponent	● + ⬅	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬆	Double Clothesline
Standing With Partner, Facing Opponent	● + ➡	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Spine & Neckbreaker
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Kick To Gut
Opponent Leaning on Turnbuckle, Facing	● + ➡	Body Splash & Whip
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Steve Austin
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	Roll Down
Combination Attacks		
Facing Standing Opponent, First Attack	×	Austin Punches 2
Facing Standing Opponent, Second Attack	×, ×	Austin Punches 2
Facing Standing Opponent, Third Attack	×, ×, ×	Austin Punches 4

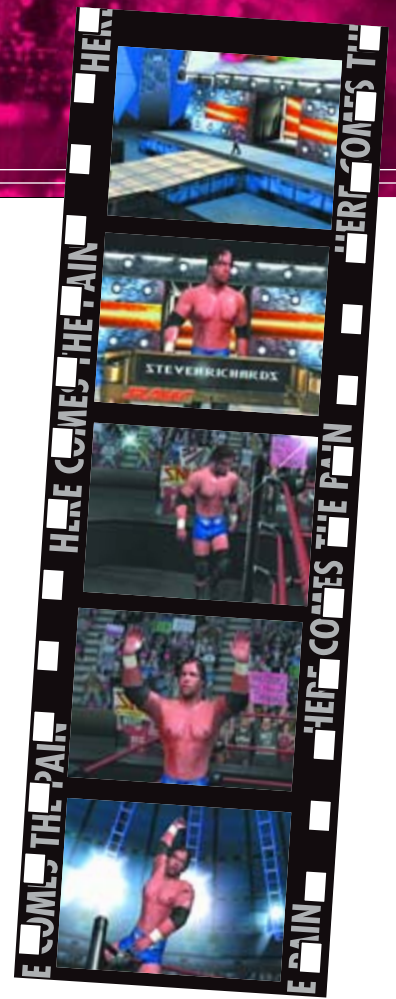


STEVEN RICHARDS™

BIO

This confused extremist is a talented and solid competitor who won't back down to anyone or any kind of battle. Steven's off-kilter attitude has led him to much success in WWE. His most notable achievement is holding the now-defunct Hardcore Championship. Even though the Hardcore Division no longer recognizes a champion, Richards still competes with the same vigor and recklessness as he did as Hardcore Champion.

Of late, Steven has been seen at the side of the lovely Victoria. While many questions still need to be answered about this bizarre relationship, it is plainly clear that Victoria is the one wearing the pants.



SPECIAL MOVES

Stevie T™



Super Kick 2



STATS

HEIGHT	WEIGHT	FROM
6' 2"	220 lbs.	Philadelphia, PA
FINISHING MOVE	CAREER HIGHLIGHTS	
Steven Kick	ECW Tag Team Champion	

STEVEN RICHARDS™'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Kurt Angle 1
Standing	←	Taunt Steven Richards
Standing	↑	Taunt Kurt Angle 3
Standing	→	Taunt Steven Richards
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L]	Stevie T
Facing Groggy Opponent	[L] + ⬇, ⬅, ⬆, or ➡	Super Kick 2
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Armbar 2
Opponent Locked in Submission Grapple	● + ⬅	Jumping Armbreaker 2
Opponent Locked in Submission Grapple	● + ⬆	Hangman Chokehold 1
Opponent Locked in Submission Grapple	● + ➡	Headlock Takedown
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Facecrusher
Opponent Locked in Submission Grapple	● + ⬅	Lesnar Knee Strike 1
Opponent Locked in Submission Grapple	● + ⬆	Austin Knee Strike 2
Opponent Locked in Submission Grapple	● + ➡	Su Plex 9
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Powerbomb 10
Opponent Locked in Submission Grapple	● + ⬅	Headbutt 3
Opponent Locked in Submission Grapple	● + ⬆	Extreme Twist Of Fate
Opponent Locked in Submission Grapple	● + ➡	Neckbreaker 3
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Edge O'Matic 1
Opponent Locked in Submission Grapple	● + ⬅	Eye Poke 3
Opponent Locked in Submission Grapple	● + ⬆	Lesnar Knee Strike 3
Opponent Locked in Submission Grapple	● + ➡	Snapmare & Dropkick 2
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Dropkick 2
Facing Standing Opponent	× + ⬅ or ⬆	Toe Kick 1
Facing Standing Opponent	× + ⬆	Undertaker Body Punch
Facing Standing Opponent	× + ⬅ or ⬆	Austin Punches 1
Facing Standing Opponent	× + ⬆	Shuffle Side Kick 3
Facing Standing Opponent	× + ➡	Austin Punches 2
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	Atomic Drop
Behind Standing Opponent	● + ⬅	Back Su Plex 8
Behind Standing Opponent	● + ⬆	Backbreaker 9
Behind Standing Opponent	● + ➡	Russian Leg Sweep 2
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	Backslide Pin 2
Behind Standing Groggy Opponent	● + ⬅	Back Su Plex 8
Behind Standing Groggy Opponent	● + ⬆	Sleeper Hold 2
Behind Standing Groggy Opponent	● + ➡	Bulldog 2
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Surfboard
Opponent Down, Standing Near Head	● + ⬆	Mounted Punching 4
Opponent Down, Standing Near Head	● + ➡	Camel Clutch 3
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Kick To Leg 2
Opponent Down, Standing Near Feet	● + ⬆	Leg Lock 9
Opponent Down, Standing Near Feet	● + ➡	Boston Crab
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Elbow Drop 1
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Elbow Drop 2
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	10 Punch
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Superplex 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	10 Punch
Opponent Leaning on Turnbuckle, Facing	● + ➡	Superplex 1
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Illegal Pin
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Hanging In Reverse
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Super Back Su Plex
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Turnbuckle Toe Kick
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Mudhole Stomping 3
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Turnbuckle Dropkick 2
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Front Dropkick 4
From Top Turnbuckle, Opponent Standing	× + ➡	Flying Clothesline 1
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬇	Diving Moonsault Pin
From Top Turnbuckle, Opponent Down	× + ⬆	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Choke 3
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Clothesline 16
Rebound Off Ropes, Running at Down Opponent	▲, ×	Dropkick To Knee 4
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Baseball Slide
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Neckbreaker 1
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	Sunset Flip Pin 1
Running Toward Standing Opponent's Back	●	Hurricane Neckbreaker
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	Hurricane Neckbreaker
Running Attacks		
Running Toward Standing Opponent	×	Clothesline 16
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Clothesline 16
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Dropkick To Knee 4
Running Counters		
Opponent Running	●	Hip Toss 1
Opponent Running	● + ⬇ or ⬆	Back Drop 1
Opponent Running	● + ⬅ or ➡	Samoa Drop 2
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Punches 1
Standing With Partner, Facing Opponent	● + ⬇	Double Punches 2
Standing With Partner, Facing Opponent	● + ⬅	Double Su Plex 1
Standing With Partner, Facing Opponent	● + ⬆	Double Clothesline
Standing With Partner, Facing Opponent	● + ➡	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Whip & Lay Down
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Hip Toss
Opponent Leaning on Turnbuckle, Facing	● + ➡	Kick To Gut
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Jumping
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	Quick
Combination Attacks		
Facing Standing Opponent, First Attack	×	Back Chop 2
Facing Standing Opponent, Second Attack	×, ×	Austin Punches 2
Facing Standing Opponent, Third Attack	×, ×, ×	Shuffle Side Kick 3



TAJIRI™

BIO

The Japanese Buzzsaw has proven himself in WWE by winning the Cruiserweight Championship!

But those familiar with Tajiri's style are not surprised that he's been successful in WWE. While on a tour of Mexico, Tajiri incorporated a high-flying lucha-libre style into his background of martial arts and Japanese shoot wrestling to become one of the top young junior heavyweights in the world. In 1998, Paul Heyman gave Tajiri an opportunity in Extreme Championship Wrestling, where the Japanese Buzzsaw worked a series of memorable matches, including a few with current WWE Superstar Tazz. Tajiri's blinding, rapid-fire kicks to the face and an unorthodox maneuver called the Tarantula earned respect throughout the sports-entertainment world, and an eventual ticket to WWE.



SPECIAL MOVES



STATS

HEIGHT 5' 9"
WEIGHT 205 lbs.
FROM Japan

CAREER HIGHLIGHTS

WWE Light-Heavyweight Champion, ECW Television Champion, ECW Tag Team Champion, WWE Cruiserweight Champion, WWE Tag Team Champion



TAJIRI™'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Tajiri 1
Standing	←	Taunt Tajiri 4
Standing	↑	Taunt Tajiri 2
Standing	→	Taunt Tajiri 3
Weapon Specials		
Holding Weapon	[L1]	DDT
Holding Weapon	[L1] + ↓, ←, ↑, or →	DDT
SmackDown! Specials		
Opponent Down, Standing Near Face	[L1]	Buzzsaw Kick
Opponent Down, Standing Near Face	[L1] + ↓, ←, ↑, or →	Buzzsaw Kick
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ↓	Grapple 5
Facing Standing Opponent	● + ←	Grapple 10
Facing Standing Opponent	● + ↑	Grapple 11
Facing Standing Opponent	● + →	Grapple 4
Submission Grapples (After ● + ↓)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Leg Lock 5
Opponent Locked in Submission Grapple	● + ←	Dragon Screw 1
Opponent Locked in Submission Grapple	● + ↑	Armbar 3
Opponent Locked in Submission Grapple	● + →	Headlock Takedown
Signature Grapples (After ● + ←)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Tajiri Karate Rush
Opponent Locked in Submission Grapple	● + ←	Tajiri Quick Kick
Opponent Locked in Submission Grapple	● + ↑	Poison Mist 3
Opponent Locked in Submission Grapple	● + →	Suplex 10
Power Grapples (After ● + ↑)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Manhattan Drop 1
Opponent Locked in Submission Grapple	● + ←	Backbreaker 10
Opponent Locked in Submission Grapple	● + ↑	Powerbomb 12
Opponent Locked in Submission Grapple	● + →	Falling Neckbreaker
Quick Grapples (After ● + →)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Huracanrana 5
Opponent Locked in Submission Grapple	● + ←	Shuffle Side Kick
Opponent Locked in Submission Grapple	● + ↑	Eye Rake 2
Opponent Locked in Submission Grapple	● + →	Snapmare & Dropkick 1
Ready Moves: Attacks		
Facing Standing Opponent	× + ↓	Spinning Back Kick 3
Facing Standing Opponent	× + ▢ or ▣	Toe Kick 1
Facing Standing Opponent	× + ←	Tajiri Low Kick
Facing Standing Opponent	× + ▢ or ▣	Shuffle Side Kick 3
Facing Standing Opponent	× + ↑	Spinning Wheel Kick 3
Facing Standing Opponent	× + →	Spinning Back Kick 2
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ↓	DDT 22
Behind Standing Opponent	● + ←	Cruiserweight Moves 4
Behind Standing Opponent	● + ↑	Sleeper Hold 2
Behind Standing Opponent	● + →	Snapmare 4
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ↓	Dragon Suplex Pin
Behind Standing Groggy Opponent	● + ←	Bulldog 4
Behind Standing Groggy Opponent	● + ↑	Edge O' Matic 2
Behind Standing Groggy Opponent	● + →	Back Suplex 5
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ↓, ←, ↑, or →	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ↓, ←, ↑, or →	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ↓	Pin Fall
Opponent Down, Standing Near Head	● + ←	Moonsault Splash 2
Opponent Down, Standing Near Head	● + ↑	Cruiserweight Moves 5
Opponent Down, Standing Near Head	● + →	Cross Armbreaker 2
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ↓	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ←	Moonsault Splash 3
Opponent Down, Standing Near Feet	● + ↑	Cruiserweight Moves 6
Opponent Down, Standing Near Feet	● + →	Deathlock With Bridge
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ↓ or ↑	Leg Drop
Opponent Down, Standing Near Opponent	× + ← or →	Moonsault Splash 1
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ↓	Moonsault Kick
Opponent Leaning on Turnbuckle, Facing	● + ←	Big Back Chop 1
Opponent Leaning on Turnbuckle, Facing	● + ↑	Frankensteiner
Opponent Leaning on Turnbuckle, Facing	● + →	DDT 24
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ↓	Rolling Powerbomb
Opponent Leaning on Turnbuckle, Back Exposed	● + ←	Tarantula 1
Opponent Leaning on Turnbuckle, Back Exposed	● + ↑	Turnbuckle Toe Kick
Opponent Leaning on Turnbuckle, Back Exposed	● + →	Hanging In Reverse
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ↓, ←, ↑, or →	Stomp & Choke
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Handspring FC 2
Opponent Leaning on Turnbuckle, Facing	× + ↓, ←, ↑, or →	Handspring FC 2
Opponent Slumped Down at Lower Turnbuckle	×	Turnbuckle Dropkick 2
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ←	Missile Dropkick
From Top Turnbuckle, Opponent Standing	× + →	Diving Elbow Bat
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ↓	Diving Leg Drop
From Top Turnbuckle, Opponent Down	× + ↑	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Irish Whip
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Tajiri Elbow Attack
Rebound Off Ropes, Running at Down Opponent	▲, ×	Dropkick To Knee 4
Running Toward Ropes, Opponent Outside Ring	▲, ×	Asai Moonsault
Running Toward Ropes, Opponent Outside Ring	■, ×	Rope Flip 2
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ↓, ←, ↑, or →	Turn Behind
Running Toward Standing Groggy Opponent	●	Rolling Cradle Pin 1
Running Toward Standing Groggy Opponent	● + ↓, ←, ↑, or →	Tajiri Rise & Kick
Running Toward Standing Opponent's Back	●	Bulldog 6
Running Toward Standing Groggy Opponent's Back	● + ↓, ←, ↑, or →	Huracanrana 6
Running Attacks		
Running Toward Standing Opponent	×	Spinning Wheel Kick 6
Running Toward Standing Opponent	× + ↓, ←, ↑, or →	Dropkick 6
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ↓, ←, ↑, or →	Dropkick To Knee 4
Running Counters		
Opponent Running	●	Whirl Backbreaker
Opponent Running	● + ↓ or ↑	Back Drop 1
Opponent Running	● + ← or →	Drop Toehold
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Suplex 2
Standing With Partner, Facing Opponent	● + ↓	Dropkick & Rolling Clutch
Standing With Partner, Facing Opponent	● + ←	Double Suplex 1
Standing With Partner, Facing Opponent	● + ↑	Double Facecrusher
Standing With Partner, Facing Opponent	● + →	Double Dropkick
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ↓	Whip & Lay Down
Opponent Leaning on Turnbuckle, Facing	● + ←	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ↑	Spine & Neckbreaker
Opponent Leaning on Turnbuckle, Facing	● + →	Kick To Gut
Enter/Exit Ring Moves		
Enter Ring	■ + ↓, ←, ↑, or →	Normal
Exit Ring	■ + ↓, ←, ↑, or →	One Handstand Ring Out
Combination Attacks		
Facing Standing Opponent, First Attack	×	Tajiri Punches
Facing Standing Opponent, Second Attack	×, ×	Spinning Back Kick 3
Facing Standing Opponent, Third Attack	×, ×, ×	Shuffle Side Kick 3



TEST™

BIO

For years, Test has been one of the first names mentioned when fans and experts debated which Superstar would ascend to the top-tier of sports-entertainment. And with the success Test experienced teaming with the popular Stacy Keibler, fans began seeing him as a major player in the sport. But with an increase in his popularity, fans also saw an increase in the size of Test's ego, as he became rude and obnoxious to his manager. Test has become a changed man, viciously assaulting rivals as well as WWE Divas, including Stacy, Mae Young and Trish Stratus. Fans can only wonder where Test's ego will lead him.



SPECIAL MOVES

Big Boot



Testdrive™

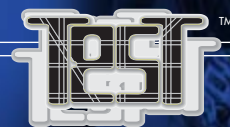


STATS

HEIGHT	WEIGHT	FROM	FINISHING MOVE
6' 6"	280 lbs.	Toronto, Ontario, Canada	Big Boot

CAREER HIGHLIGHTS

Intercontinental Champion, Hardcore Champion, European Champion, WWE World Tag Team Champion, WCW Tag Team Champion



TEST'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Raising Arm 4
Standing	←	Wake Up
Standing	↑	Raising Arm 4
Standing	→	Wake Up
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Running Toward Standing Opponent	[L]	Big Boot 5
Facing Groggy Opponent	[L] + ⬇, ⬅, ⬆, or ➡	Testdrive
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Bearhug 3
Opponent Locked in Submission Grapple	● + ⬅	Snapmare & Neck Lock
Opponent Locked in Submission Grapple	● + ⬆	Shoulder Armbreaker
Opponent Locked in Submission Grapple	● + ➡	Ric Flair Headlock
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Flapjack 1
Opponent Locked in Submission Grapple	● + ⬅	Test Full Nelson Slam 1
Opponent Locked in Submission Grapple	● + ⬆	Swinging Neckbreaker
Opponent Locked in Submission Grapple	● + ➡	Suplex 4
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Falling Powerslam 1
Opponent Locked in Submission Grapple	● + ⬅	Manhattan Drop 1
Opponent Locked in Submission Grapple	● + ⬆	Powerbomb 4
Opponent Locked in Submission Grapple	● + ➡	Backbreaker 2
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	DDT 11
Opponent Locked in Submission Grapple	● + ⬅	Body Knee Strike
Opponent Locked in Submission Grapple	● + ⬆	Club To Neck 3
Opponent Locked in Submission Grapple	● + ➡	Kitchen Sink 2
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Big Boot 2
Facing Standing Opponent	× + ⬅ or ⬆	Toe Kick 1
Facing Standing Opponent	× + ⬆	Austin Punches 1
Facing Standing Opponent	× + ⬅ or ⬆	Clothesline 2
Facing Standing Opponent	× + ⬆	Clothesline 3
Facing Standing Opponent	× + ➡	Body Punch
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	Mat Slam 2
Behind Standing Opponent	● + ⬅	Test Full Nelson Slam 2
Behind Standing Opponent	● + ⬆	Elbow To Back Of Head 2
Behind Standing Opponent	● + ➡	Forearm Smash
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	Pumphandle Slam 2
Behind Standing Groggy Opponent	● + ⬅	Pumphandle Drop
Behind Standing Groggy Opponent	● + ⬆	Backbreaker 9
Behind Standing Groggy Opponent	● + ➡	Sidewalk Slam 4
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Sleeper Hold 8
Opponent Down, Standing Near Head	● + ⬆	Fury Punch 10
Opponent Down, Standing Near Head	● + ➡	Camel Clutch 2
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Leg Lock 8
Opponent Down, Standing Near Feet	● + ⬆	Leg Lock 9
Opponent Down, Standing Near Feet	● + ➡	Boston Crab
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Leg Drop
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Elbow Drop 2
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Mudhole Stomping 2
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Foot Choke 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Toss To Turn Buckle
Opponent Leaning on Turnbuckle, Facing	● + ➡	Back Elbow Strike 2
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Illegal Pin
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Hanging In Reverse
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Turnbuckle Toe Kick
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Foot Choke 2
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Knee Attack 1
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Flying Clothesline 1
From Top Turnbuckle, Opponent Standing	× + ➡	Double Axe Handle 3
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬇	Diving Drop Pin 1
From Top Turnbuckle, Opponent Down	× + ⬆	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Austin Attack 1
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Yakuza Kick
Rebound Off Ropes, Running at Down Opponent	▲, ×	Double Axe Handle 5
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Baseball Slide
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Neckbreaker 1
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	Neckbreaker Drop 1
Running Toward Standing Opponent's Back	●	Mat Slam 2
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	Bulldog 2
Running Attacks		
Running Toward Standing Opponent	×	Clothesline 14
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Kitchen Sink 1
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Double Axe Handle 5
Running Counters		
Opponent Running	●	Powerslam Pin 2
Opponent Running	● + ⬇ or ⬆	Back Drop 2
Opponent Running	● + ⬅ or ➡	Sleeper Hold 4
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Flapjack
Standing With Partner, Facing Opponent	● + ⬇	Double Facecrusher
Standing With Partner, Facing Opponent	● + ⬅	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬆	Double Clothesline
Standing With Partner, Facing Opponent	● + ➡	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Whip & Lay Down
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Powerbomb 1
Opponent Leaning on Turnbuckle, Facing	● + ➡	Kick To Gut
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Over The Rope
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	Over The Rope
Combination Attacks		
Facing Standing Opponent, First Attack	×	Back Chop 1
Facing Standing Opponent, Second Attack	×, ×	Austin Punches 1
Facing Standing Opponent, Third Attack	×, ×, ×	Big Boot 2



TORRIE WILSON™

BIO

They grow lots of things on the farms of Boise, Idaho—carrots, corn and wheat among them. But of all the things that come from Boise farms, Torrie Wilson may be the most appetizing. The luscious Torrie is one of the blonde bombshells of World Wrestling Entertainment. Torrie is a former fitness model who has won numerous fitness championships and has appeared on the cover of countless magazines. When she got to Boise State University, she became a nutrition major and quickly learned how to incorporate physical fitness and proper diet into a healthy lifestyle. Soon, she began participating in fitness competitions. The highlight came in 1998, when she was crowned Miss Galaxy.

Torrie broke into the sports-entertainment business with WCW in 1999. In June 2001, she made her WWE debut. Since then, she has made many WWE fans stand and take notice, as the sight of Torrie in a bikini is sure to make any man weak in the knees! But Torrie gave WWE fans the best gift yet in May 2003 when she was on the cover of *Playboy*, which featured a multi-page spread of the gorgeous Diva.

She's also not afraid to put on wrestling tights and mix it up in the ring. With her unique combination of in-ring talent and stunning beauty, Torrie can do whatever she wants in WWE.



SPECIAL MOVES



*Love,
Torrie Wilson™
XOXO*

STATS

HEIGHT
5' 7"

FROM
Boise, ID

TORRIE WILSON™'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Torrie Wilson 1
Standing	←	Taunt Torrie Wilson 2
Standing	↑	Taunt Torrie Wilson 1
Standing	→	Taunt Torrie Wilson 2
Weapon Specials		
Holding Weapon	[L1]	DDT
Holding Weapon	[L1] + ↓, ↵, ⇨, ⇩, or ⇨	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L1]	DDT 20
Facing Groggy Opponent	[L1] + ↓, ↵, ⇨, ⇩, or ⇨	DDT 7
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ↓	Grapple 5
Facing Standing Opponent	● + ⇨	Grapple 10
Facing Standing Opponent	● + ⇩	Grapple 11
Facing Standing Opponent	● + ⇨	Grapple 4
Submission Grapples (After ● + ↓)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Leg Lock 3
Opponent Locked in Submission Grapple	● + ⇨	Queen Arm Scissors
Opponent Locked in Submission Grapple	● + ⇩	Wrist & Arm Wrench
Opponent Locked in Submission Grapple	● + ⇨	Headlock Takedown
Signature Grapples (After ● + ⇨)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Fireman Carry 2
Opponent Locked in Submission Grapple	● + ⇨	DDT 9
Opponent Locked in Submission Grapple	● + ⇩	Huracanrana 1
Opponent Locked in Submission Grapple	● + ⇨	Suplex 7
Power Grapples (After ● + ⇩)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Side Effect 1
Opponent Locked in Submission Grapple	● + ⇨	Scoop Slam 8
Opponent Locked in Submission Grapple	● + ⇩	Neckbreaker 3
Opponent Locked in Submission Grapple	● + ⇨	Woman's Snapmare
Quick Grapples (After ● + ⇨)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Leg Trip 3
Opponent Locked in Submission Grapple	● + ⇨	Shuffle Side Kick
Opponent Locked in Submission Grapple	● + ⇩	Huracanrana 5
Opponent Locked in Submission Grapple	● + ⇨	DDT 11
Ready Moves: Attacks		
Facing Standing Opponent	× + ↓	Dropkick 2
Facing Standing Opponent	× + ⇨ or ⇩	Woman's Toe Kick
Facing Standing Opponent	× + ⇨	Shuffle Side Kick 5
Facing Standing Opponent	× + ⇩ or ⇨	Elbow Smash 1
Facing Standing Opponent	× + ⇩	Woman's Slap 3
Facing Standing Opponent	× + ⇨	Back Chop 1
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ↓	Backbreaker 7
Behind Standing Opponent	● + ⇨	Knee Clip
Behind Standing Opponent	● + ⇩	Elbow To Back Of Head 2
Behind Standing Opponent	● + ⇨	Forearm Smash
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ↓	Backbreaker 9
Behind Standing Groggy Opponent	● + ⇨	Back Suplex 1
Behind Standing Groggy Opponent	● + ⇩	Sleeper Hold 2
Behind Standing Groggy Opponent	● + ⇨	DDT 21
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ↓, ↵, ⇨, ⇩, or ⇨	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ↓, ↵, ⇨, ⇩, or ⇨	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ↓	Pin Fall
Opponent Down, Standing Near Head	● + ⇨	Oklahoma Roll Pin
Opponent Down, Standing Near Head	● + ⇩	Dropkick To Face
Opponent Down, Standing Near Head	● + ⇨	Reverse Chin Lock 2
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ↓	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⇨	Kick To Groin
Opponent Down, Standing Near Feet	● + ⇩	Leg Lock 9
Opponent Down, Standing Near Feet	● + ⇨	Single Leg Crab 1
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Woman's Angry Stomp
Opponent Down, Standing Near Opponent	× + ↓ or ⇨	Leg Drop
Opponent Down, Standing Near Opponent	× + ⇨ or ⇩	Elbow Drop 2
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ↓	Superplex 1
Opponent Leaning on Turnbuckle, Facing	● + ⇨	DDT 24
Opponent Leaning on Turnbuckle, Facing	● + ⇩	Superplex 1
Opponent Leaning on Turnbuckle, Facing	● + ⇨	DDT 24
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ↓	Illegal Pin
Opponent Leaning on Turnbuckle, Back Exposed	● + ⇨	Rolling Powerbomb
Opponent Leaning on Turnbuckle, Back Exposed	● + ⇩	Super Back Suplex
Opponent Leaning on Turnbuckle, Back Exposed	● + ⇨	Turnbuckle Smash
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ↓, ↵, ⇨, ⇩, or ⇨	Choke 2
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Dropkick 1
Opponent Leaning on Turnbuckle, Facing	× + ↓, ↵, ⇨, ⇩, or ⇨	Turnbuckle Dropkick 1
Opponent Slumped Down at Lower Turnbuckle	×	Turnbuckle Dropkick 2
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⇨	Front Dropkick 4
From Top Turnbuckle, Opponent Standing	× + ⇩	Diving Cross Body Pin
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ↓	Diving Elbow
From Top Turnbuckle, Opponent Down	× + ⇩	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Irish Whip
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Flying Forearm Smash 2
Rebound Off Ropes, Running at Down Opponent	▲, ×	Dropkick To Knee 4
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Dive Through Ropes
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ↓, ↵, ⇨, ⇩, or ⇨	Turn Behind
Running Toward Standing Groggy Opponent	●	DDT 3
Running Toward Standing Groggy Opponent	● + ↓, ↵, ⇨, ⇩, or ⇨	DDT 3
Running Toward Standing Opponent's Back	●	Snapmare 4
Running Toward Standing Groggy Opponent's Back	● + ↓, ↵, ⇨, ⇩, or ⇨	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Kurt Shoulder Block
Running Toward Standing Opponent	× + ↓, ↵, ⇨, ⇩, or ⇨	Flying Forearm Smash 2
Running Toward Down Opponent	▲, ×	Double Axe Handle 5
Running Toward Down Opponent	▲, × + ↓, ↵, ⇨, ⇩, or ⇨	Dropkick To Knee 4
Running Counters		
Opponent Running	●	Arm Drag 5
Opponent Running	● + ↓ or ⇨	Back Drop 1
Opponent Running	● + ⇨ or ⇩	Rolling Boston Crab
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Low Blow & Knee Attack
Standing With Partner, Facing Opponent	● + ↓	Dropkick & Rolling Clutch
Standing With Partner, Facing Opponent	● + ⇨	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⇩	Double Facecrusher
Standing With Partner, Facing Opponent	● + ⇨	Double Dropkick
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ↓	Whip & Lay Down
Opponent Leaning on Turnbuckle, Facing	● + ⇨	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⇩	Spike Piledriver
Opponent Leaning on Turnbuckle, Facing	● + ⇨	Body Splash & Whip
Enter/Exit Ring Moves		
Enter Ring	■ + ↓, ↵, ⇨, ⇩, or ⇨	Normal
Exit Ring	■ + ↓, ↵, ⇨, ⇩, or ⇨	Quick
Combination Attacks		
Facing Standing Opponent, First Attack	×	Snap Jab
Facing Standing Opponent, Second Attack	×, ×	Woman's Slap 2
Facing Standing Opponent, Third Attack	×, ×, ×	Dropkick 2



TRIPLE H™

BIO

Triple H calls himself "The Game," and you'd be hard-pressed to find anyone who disagrees with that assumption.

Since making his WWE debut in the spring of 1995 (as Hunter Hearst-Helmsley), Triple H has done it all in the sports-entertainment industry. He's the only man in the history of the business to have been a Grand Slam Champion and to have won both a *King of the Ring* and a *Royal Rumble*.

Triple H's dedication to the business was never more evident than on the May 21, 2001, episode of *Raw*. On that night, "The Game" teamed with Stone Cold Steve Austin to take on Chris Benoit and Chris Jericho in a World Tag Team Championship match. During the bout, Triple H tore his left quadriceps muscle completely off the bone. Yet "The Game" found the heart to finish the bout, never once even thinking about giving up.

After eight months of hellacious rehab, "The Game" returned to a hero's welcome on the January 7, 2002, episode of *Raw*. The fans of WWE sympathized with Triple H, thus making him one of the top fan favorites of that time.

Triple H's honeymoon with the fans did not last long, however. Soon thereafter, "The Game's" true colors came shining through and he has once again found himself listening to the fans' jeers. To further solidify the fact that he doesn't care about the fans, Triple H has aligned himself with "the dirtiest players in the game," Ric Flair and Randy Orton. Together, they call themselves Evolution.



SPECIAL MOVES

Pedigree™ 3



Pedigree™ 2



STATS

HEIGHT 6' 4" **WEIGHT** 260 lbs. **FROM** Greenwich, CT **FINISHING MOVE** Pedigree

CAREER HIGHLIGHTS

WWE Champion, WWE World Champion, Intercontinental Champion, WWE World Tag Team Champion, European Champion, King of the Ring 1997

TRIPLE H'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Triple H
Standing	←	Taunt Christian 2
Standing	↑	Taunt Triple H
Standing	→	Taunt Christian 2
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L]	Pedigree 3
Facing Groggy Opponent	[L] + ⬇, ⬅, ⬆, or ➡	Pedigree 2
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Shin Breaker
Opponent Locked in Submission Grapple	● + ⬅	Headlock 1
Opponent Locked in Submission Grapple	● + ⬆	Jumping Armbreaker 2
Opponent Locked in Submission Grapple	● + ➡	Headlock Takedown
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Triple H Smash
Opponent Locked in Submission Grapple	● + ⬅	DDT 15
Opponent Locked in Submission Grapple	● + ⬆	Clothesline 25
Opponent Locked in Submission Grapple	● + ➡	Suplex 7
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Manhattan Drop 1
Opponent Locked in Submission Grapple	● + ⬅	Neckbreaker 2
Opponent Locked in Submission Grapple	● + ⬆	Spinebuster 7
Opponent Locked in Submission Grapple	● + ➡	Backbreaker 1
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Low Blow 5
Opponent Locked in Submission Grapple	● + ⬅	Fury Punch 6
Opponent Locked in Submission Grapple	● + ⬆	Head Pound 1
Opponent Locked in Submission Grapple	● + ➡	Ric Flair Back Chop 3
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Triple H Punches 3
Facing Standing Opponent	× + ⬅ or ➡	Toe Kick 1
Facing Standing Opponent	× + ⬆	Triple H Punches 1
Facing Standing Opponent	× + ⬅ or ➡	Toe Kick 2
Facing Standing Opponent	× + ⬆	Triple H Punches 3
Facing Standing Opponent	× + ➡	Back Chop 2
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	DDT 21
Behind Standing Opponent	● + ⬅	Triple H Low Kick
Behind Standing Opponent	● + ⬆	Backbreaker 9
Behind Standing Opponent	● + ➡	Knee Clip
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	Backbreaker 6
Behind Standing Groggy Opponent	● + ⬅	Back Suplex 5
Behind Standing Groggy Opponent	● + ⬆	Sleeper Hold 3
Behind Standing Groggy Opponent	● + ➡	Inverted Suplex 2
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Fury Punch 11
Opponent Down, Standing Near Head	● + ⬆	Fury Punch 9
Opponent Down, Standing Near Head	● + ➡	Headlock 2
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Death Lock
Opponent Down, Standing Near Feet	● + ⬆	Knee Smash 2
Opponent Down, Standing Near Feet	● + ➡	Triple H Death Lock
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Elbow Drop 2
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Elbow Drop 1
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Hangman Chokehold 2
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 2
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Superplex 1
Opponent Leaning on Turnbuckle, Facing	● + ➡	Hanging In Reverse
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Illegal Pin
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Shoulder Strike
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Turnbuckle Toe Kick
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Hanging In Reverse
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Pushes Turnbuckle
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Knee Attack 1
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Flying Clothesline 1
From Top Turnbuckle, Opponent Standing	× + ➡	Double Axe Handle 3
From Top Turnbuckle, Opponent Down	×	Diving Elbow
From Top Turnbuckle, Opponent Down	× + ⬇	Diving Elbow
From Top Turnbuckle, Opponent Down	× + ⬆	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Irish Whip
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Clothesline 16
Rebound Off Ropes, Running at Down Opponent	▲, ×	Running Leg Drop
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Vaulting Body Press 1
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Spear & Punching
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	Head Pound 1
Running Toward Standing Opponent's Back	●	Triple H Low Kick
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	Knee Clip
Running Attacks		
Running Toward Standing Opponent	×	Jumping Knee Attack 2
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Clothesline 16
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Running Leg Drop
Running Counters		
Opponent Running	●	Triple H Smash
Opponent Running	● + ⬇ or ⬆	Back Drop 3
Opponent Running	● + ⬅ or ➡	Spinebuster 7
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Low Blow & Knee Attack
Standing With Partner, Facing Opponent	● + ⬇	Double DDT
Standing With Partner, Facing Opponent	● + ⬅	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬆	Double Clothesline
Standing With Partner, Facing Opponent	● + ➡	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Spike Piledriver
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Gut Crusher
Opponent Leaning on Turnbuckle, Facing	● + ➡	Kick To Gut
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Triple H
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	One Handstand Ring Out
Combination Attacks		
Facing Standing Opponent, First Attack	×	Triple H Punches 2
Facing Standing Opponent, Second Attack	×, ×	Triple H Punches 1
Facing Standing Opponent, Third Attack	×, ×, ×	Triple H Punches 3



TRISH STRATUS®

BIO

Trish Stratus made an immediate impact upon entering WWE. Because of her stunning looks—and some strategic errors made early in her tenure—this former fitness model has had to battle for the respect she's finally earned. Since her decision to actively pursue physical combat, she's become one of the most potent forces in WWE's Women's Division, capturing the gold on several occasions. Canada's sexiest athlete is renowned for always giving WWE fans "Stratusfaction Guaranteed," and they have returned the compliment by voting her the 2001 and 2002 Internet Babe of the Year in polls at WWEDivas.com. At *WrestleMania XIX*, Trish became the WWE's second four-time Women's Champion, and hopes to smash all records by dominating the championship for years to come.



SPECIAL MOVES



Trish Stratus [®]
XOXO

STATS

HEIGHT 5' 4"
FROM Toronto, Ontario, Canada

FINISHING MOVE Stratusfaction, Bulldog
CAREER HIGHLIGHTS Women's Champion

TRISH STRATUS'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Woman Manager 2
Standing	←	Taunt Bradshaw
Standing	↑	Woman Manager 2
Standing	→	Taunt Woman 1
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L]	Chick Kick
Opponent Leaning on Turnbuckle, Back Exposed	[L] + ⬇, ⬅, ⬆, or ➡	Stratustaction
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Leg Lock 1
Opponent Locked in Submission Grapple	● + ⬅	Headlock Takedown
Opponent Locked in Submission Grapple	● + ⬆	Dragon Screw 1
Opponent Locked in Submission Grapple	● + ➡	Ric Flair Headlock
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Northern Lights Suplex 2
Opponent Locked in Submission Grapple	● + ⬅	Arm Drag 3
Opponent Locked in Submission Grapple	● + ⬆	Huracanrana 1
Opponent Locked in Submission Grapple	● + ➡	Suplex 4
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Powerfull Facecrusher
Opponent Locked in Submission Grapple	● + ⬅	Scoop Slam 8
Opponent Locked in Submission Grapple	● + ⬆	Fireman Carry Slam
Opponent Locked in Submission Grapple	● + ➡	Neckbreaker 3
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	DDT 20
Opponent Locked in Submission Grapple	● + ⬅	Huracanrana 5
Opponent Locked in Submission Grapple	● + ⬆	Jawbreaker 4
Opponent Locked in Submission Grapple	● + ➡	Front Dropkick 6
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Front Dropkick 2
Facing Standing Opponent	× + ⬅ or ⬆	Woman's Toe Kick
Facing Standing Opponent	× + ⬆	Roundhouse Kick 2
Facing Standing Opponent	× + ⬅ or ⬆	Back Chop 1
Facing Standing Opponent	× + ⬆	Woman's Slap 3
Facing Standing Opponent	× + ➡	Middle Kick 3
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	Mat Slam 2
Behind Standing Opponent	● + ⬅	Cruiserweight Moves 4
Behind Standing Opponent	● + ⬆	Elbow To Back Of Head 2
Behind Standing Opponent	● + ➡	Forearm Smash
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	Back Suplex 2
Behind Standing Groggy Opponent	● + ⬅	Bulldog 2
Behind Standing Groggy Opponent	● + ⬆	Sleeper Hold 1
Behind Standing Groggy Opponent	● + ➡	Russian Leg Sweep 2
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Headlock 2
Opponent Down, Standing Near Head	● + ⬆	Head Pound 2
Opponent Down, Standing Near Head	● + ➡	Sleeper Hold 8
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

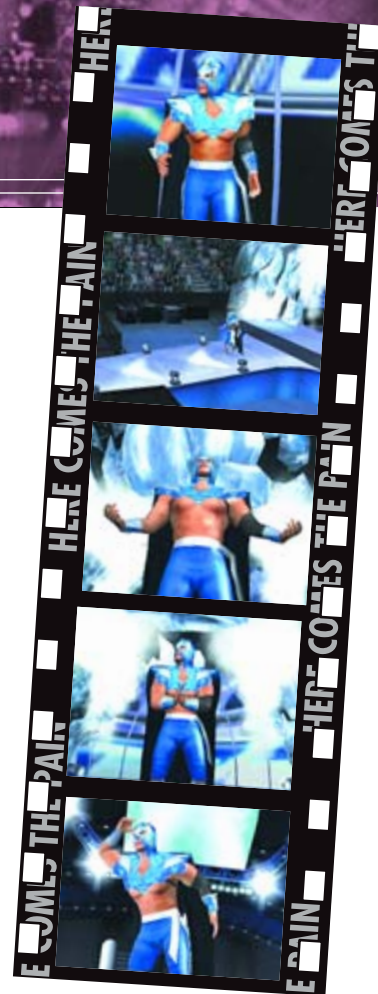
Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Kick To Grain
Opponent Down, Standing Near Feet	● + ⬆	Cruiserweight Moves 6
Opponent Down, Standing Near Feet	● + ➡	Leg Lock 12
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Woman's Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Elbow Drop 2
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Flip Leg Drop
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Hangman Chokehold 2
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Stratusphere
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Hangman Chokehold 2
Opponent Leaning on Turnbuckle, Facing	● + ➡	Monkey Flip
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Hanging In Reverse
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Turnbuckle Toe Kick
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Choke 2
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Turnbuckle Dropkick 2
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Double Axe Handle 3
From Top Turnbuckle, Opponent Standing	× + ➡	Diving Cross Body Pin
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬇	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬆	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Irish Whip
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Clothesline 5
Rebound Off Ropes, Running at Down Opponent	▲, ×	Dropkick To Knee 4
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Vaulting Body Press 1
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Woman's Facecrusher
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	Bulldog 1
Running Toward Standing Opponent's Back	●	Snapmare 4
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	Huracanrana 6
Running Attacks		
Running Toward Standing Opponent	×	Front Dropkick 3
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Clothesline 5
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Dropkick To Knee 4
Running Counters		
Opponent Running	●	Sleeper Hold 4
Opponent Running	● + ⬇ or ⬆	Back Drop 1
Opponent Running	● + ⬅ or ➡	Arm Drag 5
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Low Blow & Knee Attack
Standing With Partner, Facing Opponent	● + ⬇	Dropkick & Rolling Clutch
Standing With Partner, Facing Opponent	● + ⬅	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬆	Double Clothesline
Standing With Partner, Facing Opponent	● + ➡	Double Dropkick
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Whip & Lay Down
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Hip Toss
Opponent Leaning on Turnbuckle, Facing	● + ➡	Body Splash & Whip
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Woman
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	Woman
Combination Attacks		
Facing Standing Opponent, First Attack	×	Woman's Elbow Smash
Facing Standing Opponent, Second Attack	×, ×	Woman's Elbow Smash
Facing Standing Opponent, Third Attack	×, ×, ×	Roundhouse Kick 2



ULTIMO DRAGON™

BIO

Ultimo Dragon is one of the greatest international competitors ever to hit WWE. With a background in kung fu, kempo karate and kickboxing, he's also one of WWE's most innovative in-ring competitors. He's the inventor of several maneuvers, including the Asai moonsault. Dragon spent years competing around the world and developing a reputation as one of the best in the game. WWE was the one place he had never appeared, until he made his highly anticipated debut in the summer of 2003. Dragon grew up watching the original Tiger Mask defend WWE's now-defunct Junior Heavyweight Championship all across the world, including at Madison Square Garden. Since then, he'd dreamed about performing at the "World's Most Famous Arena," a dream which has finally come true. His goal of wrestling at MSG played a big part in his decision to return to action, despite calling it quits for several years due to nerve damage in his arm that at one point seemed to be career-ending. Born in Japan, Ultimo Dragon has lived for the last several years in Mexico City. (Today he has a wrestling school in each country.) Dragon himself began training for sports-entertainment in his native country at age 18. Soon after, he moved to Mexico, where his career took off. He traveled back and forth from Mexico to Japan repeatedly throughout the early to mid-1990s, winning numerous titles in the process. By 1996, he was also wrestling in WCW. After he won gold in that organization, he held 10 championships at the same time, he's possibly the only competitor in history who can claim such a feat.



SPECIAL MOVES

Ultimo Dragon™ DDT



Lionsault Pin™



STATS

HEIGHT 5' 8"
WEIGHT 185 lbs.
FROM Nagoya, Japan

CAREER HIGHLIGHTS
 WCW Cruiserweight Champion, WCW Television Champion



ULTIMO DRAGON™'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Hand-Clapping
Standing	←	Taunt RVD 8
Standing	↑	Hand-Clapping
Standing	→	Taunt RVD 8
Weapon Specials		
Holding Weapon	[L1]	DDT
Holding Weapon	[L1]+↓, ↵, ↶, ↷, or ⇒	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L1]	Ultimo Dragon DDT
Opponent Down in Ring, Face Up, Near Head	[L1]+↓, ↵, ↶, ↷, or ⇒	Lionsault Pin
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	●+↓	Grapple 5
Facing Standing Opponent	●+↵	Grapple 10
Facing Standing Opponent	●+↶	Grapple 11
Facing Standing Opponent	●+⇒	Grapple 4
Submission Grapples (After ●+↓)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↓	Leg Lock 5
Opponent Locked in Submission Grapple	●+↵	Armbar 3
Opponent Locked in Submission Grapple	●+↶	Leg Lock 2
Opponent Locked in Submission Grapple	●+⇒	Armbar 4
Signature Grapples (After ●+↵)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↓	Northern Lights Suplex 2
Opponent Locked in Submission Grapple	●+↵	Ultimo Strike
Opponent Locked in Submission Grapple	●+↶	DDT 2
Opponent Locked in Submission Grapple	●+⇒	Suplex 4
Power Grapples (After ●+↶)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↓	Powerbomb 5
Opponent Locked in Submission Grapple	●+↵	Fireman Carry Slam
Opponent Locked in Submission Grapple	●+↶	Powerbomb 12
Opponent Locked in Submission Grapple	●+⇒	Gutbuster 2
Quick Grapples (After ●+⇒)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↓	Ultimo Cradle Pin
Opponent Locked in Submission Grapple	●+↵	Ultimo Tornado
Opponent Locked in Submission Grapple	●+↶	Clothesline 28
Opponent Locked in Submission Grapple	●+⇒	Snapmare & Dropkick 1
Ready Moves: Attacks		
Facing Standing Opponent	×+↓	Dropkick 2
Facing Standing Opponent	×+↵ or ↶	Toe Kick 1
Facing Standing Opponent	×+↵	Spinning Back Kick 3
Facing Standing Opponent	×+↶ or ↷	Axe Kick
Facing Standing Opponent	×+↶	Enzuigiri 2
Facing Standing Opponent	×+⇒	Spinning Back Kick 2
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	●+↓	German Suplex Pin 1
Behind Standing Opponent	●+↵	Back Suplex 5
Behind Standing Opponent	●+↶	Rolling Clutch Pin
Behind Standing Opponent	●+⇒	DDT 23
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	●+↓	Huracanrana 6
Behind Standing Groggy Opponent	●+↵	Back Suplex 2
Behind Standing Groggy Opponent	●+↶	Dragon Sleeper 2
Behind Standing Groggy Opponent	●+⇒	Bulldog 6
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	●+↓, ↵, ↶, ↷, or ⇒	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	●+↓, ↵, ↶, ↷, or ⇒	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	●+↓	Pin Fall
Opponent Down, Standing Near Head	●+↵	Mahistro Cradle Pin
Opponent Down, Standing Near Head	●+↶	Head Scissor Roll Over
Opponent Down, Standing Near Head	●+⇒	Dragon Sleeper 3
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	●+↓	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	●+↵	Moonsault Splash 3
Opponent Down, Standing Near Feet	●+↶	Cruiserweight Moves 6
Opponent Down, Standing Near Feet	●+⇒	Deathlock With Bridge
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	×+↓ or ↵	Flip Splash
Opponent Down, Standing Near Opponent	×+↵ or ⇒	Leg Drop
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	●+↓	Frankensteiner
Opponent Leaning on Turnbuckle, Facing	●+↵	Monkey Flip
Opponent Leaning on Turnbuckle, Facing	●+↶	Superplex 2
Opponent Leaning on Turnbuckle, Facing	●+⇒	DDT 24
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	●+↓	Dropkick & School Boy Pin
Opponent Leaning on Turnbuckle, Back Exposed	●+↵	Rolling Powerbomb
Opponent Leaning on Turnbuckle, Back Exposed	●+↶	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	●+⇒	Super Back Suplex
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	●+↓, ↵, ↶, ↷, or ⇒	Mudhole Stomping 3
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Dropkick 1
Opponent Leaning on Turnbuckle, Facing	×+↓, ↵, ↶, ↷, or ⇒	Turnbuckle Dropkick 1
Opponent Slumped Down at Lower Turnbuckle	×	Turnbuckle Dropkick 2
Aerial Moves		
From Top Turnbuckle, Opponent Standing	×+↵	Dragonrana Pin
From Top Turnbuckle, Opponent Standing	×+⇒	Front Dropkick 4
From Top Turnbuckle, Opponent Down	×	Whisper in the Wind 1
From Top Turnbuckle, Opponent Down	×+↓	Dragon Attack Pin
From Top Turnbuckle, Opponent Down	×+↵	Diving Moonsault Pin
Rope Moves		
Opponent Leaning on Ropes	●	Irish Whip
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Spinning Wheel Kick 6
Rebound Off Ropes, Running at Down Opponent	▲, ×	Running Flip Splash
Running Toward Ropes, Opponent Outside Ring	▲, ×	Asai Moonsault
Running Toward Ropes, Opponent Outside Ring	■, ×	Rope Flip 2
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	●+↓, ↵, ↶, ↷, or ⇒	Turn Behind
Running Toward Standing Groggy Opponent	●	Back Rolling 3
Running Toward Standing Groggy Opponent	●+↓, ↵, ↶, ↷, or ⇒	Arm Drag 7
Running Toward Standing Opponent's Back	●	Bulldog 4
Running Toward Standing Groggy Opponent's Back	●+↓, ↵, ↶, ↷, or ⇒	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Shoulder Block 4
Running Toward Standing Opponent	×+↓, ↵, ↶, ↷, or ⇒	Spinning Wheel Kick 6
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, ×+↓, ↵, ↶, ↷, or ⇒	Running Flip Splash
Running Counters		
Opponent Running	●	Whirl Backbreaker
Opponent Running	●+↓ or ↵	Back Drop 2
Opponent Running	●+↵ or ⇒	Powerslam 1
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Suplex 2
Standing With Partner, Facing Opponent	●+↓	Dropkick & Rolling Clutch
Standing With Partner, Facing Opponent	●+↵	Double Suplex 1
Standing With Partner, Facing Opponent	●+↶	Double Clothesline
Standing With Partner, Facing Opponent	●+⇒	Double Dropkick
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	●+↓	Whip & On All Fours
Opponent Leaning on Turnbuckle, Facing	●+↵	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	●+↶	Hip Toss
Opponent Leaning on Turnbuckle, Facing	●+⇒	Body Splash & Whip
Enter/Exit Ring Moves		
Enter Ring	■+↓, ↵, ↶, ↷, or ⇒	Jumping
Exit Ring	■+↓, ↵, ↶, ↷, or ⇒	Normal
Combination Attacks		
Facing Standing Opponent, First Attack	×	Low Kick 1
Facing Standing Opponent, Second Attack	×, ×	Roundhouse Kick 3
Facing Standing Opponent, Third Attack	×, ×, ×	Spinning Wheel Kick 3



UNDERTAKER®

BIO

It's been more than a decade of destruction since Undertaker entered WWE. In that time, the "American Bad Ass" has become one of the true legends of sports-entertainment, a name that will command as much awe in a generation as it does today. Originally known as the "Man from the Dark Side," Undertaker won his first WWE Championship in 1991. Eleven years later, the future Hall of Famer snared the title again by toppling the same opponent, the immortal Hulk Hogan. At *WrestleMania XIX*, the pair defeated the mammoth team of A-Train and Big Show, improving Undertaker's *WrestleMania* record to an amazing 11-0.



SPECIAL MOVES



STATS

HEIGHT	WEIGHT	FROM	FINISHING MOVE
6' 10"	328 lbs.	Houston, TX	Last Ride Powerbomb

CAREER HIGHLIGHTS

WWE Champion, WWE World Tag Team Champion, WCW Tag Team Champion, Hardcore Champion



UNDERTAKER'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Undertaker 1
Standing	←	Taunt Undertaker 5
Standing	↑	Taunt Undertaker 1
Standing	→	Taunt Undertaker 4
Weapon Specials		
Holding Weapon	[L1]	Guillotine 3
Holding Weapon	[L1] + ↓, ↵, ↶, ↷, or ⇒	Guillotine 3
SmackDown! Specials		
Facing Groggy Opponent	[L1]	The Last Ride
Facing Groggy Opponent	[L1] + ↓, ↵, ↶, ↷, or ⇒	Chokeslam 4
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ↓	Grapple 5
Facing Standing Opponent	● + ↵	Grapple 9
Facing Standing Opponent	● + ↶	Grapple 10
Facing Standing Opponent	● + ⇒	Grapple 6
Submission Grapples (After ● + ↓)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Guillotine 1
Opponent Locked in Submission Grapple	● + ↵	Guillotine Choke
Opponent Locked in Submission Grapple	● + ↶	Jumping Armbreaker 2
Opponent Locked in Submission Grapple	● + ⇒	Armbar 2
Signature Grapples (After ● + ↵)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Tombstone Piledriver 3
Opponent Locked in Submission Grapple	● + ↵	Suplex 8
Opponent Locked in Submission Grapple	● + ↶	Sidewalk Slam 3
Opponent Locked in Submission Grapple	● + ⇒	Respect Me?
Power Grapples (After ● + ↶)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Undertaker Arm Wrench
Opponent Locked in Submission Grapple	● + ↵	Chokeslam 8
Opponent Locked in Submission Grapple	● + ↶	Spinebuster 3
Opponent Locked in Submission Grapple	● + ⇒	Shoulder Breaker
Quick Grapples (After ● + ⇒)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Fury Punch 7
Opponent Locked in Submission Grapple	● + ↵	Undertaker Knee Strike
Opponent Locked in Submission Grapple	● + ↶	Undertaker Strikes
Opponent Locked in Submission Grapple	● + ⇒	Club To Neck 3
Ready Moves: Attacks		
Facing Standing Opponent	× + ↓	Big Boot 3
Facing Standing Opponent	× + ↵ or ↶	Toe Kick 1
Facing Standing Opponent	× + ↵	Undertaker Punches 1
Facing Standing Opponent	× + ↶ or ↷	Toe Kick 2
Facing Standing Opponent	× + ↵	Undertaker Punches 3
Facing Standing Opponent	× + ⇒	Undertaker Body Punch
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ↓	Pumphandle Slam 2
Behind Standing Opponent	● + ↵	DDT 21
Behind Standing Opponent	● + ↶	Forearm Smash
Behind Standing Opponent	● + ⇒	Russian Leg Sweep 2
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ↓	Dragon Sleeper 2
Behind Standing Groggy Opponent	● + ↵	Back Suplex 4
Behind Standing Groggy Opponent	● + ↶	Pumphandle Slam 1
Behind Standing Groggy Opponent	● + ⇒	Atomic Drop
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	Chokeslam 1
Opponent Near Edge, Facing	● + ↓, ↵, ↶, or ⇒	It Thrusts Down
Opponent Near Edge, Back Exposed	●	Chokeslam 1
Opponent Near Edge, Back Exposed	● + ↓, ↵, ↶, or ⇒	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ↓	Pin Fall
Opponent Down, Standing Near Head	● + ↵	Undertaker Hold
Opponent Down, Standing Near Head	● + ↶	Mounted Punching 1
Opponent Down, Standing Near Head	● + ⇒	Camel Clutch 2
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ↓	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ↵	Knee Smash 2
Opponent Down, Standing Near Feet	● + ↶	Raise & Knee Strike
Opponent Down, Standing Near Feet	● + ⇒	Boston Crab
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Undertaker Stomp
Opponent Down, Standing Near Opponent	× + ↓ or ↵	Leg Drop
Opponent Down, Standing Near Opponent	× + ↵ or ⇒	Elbow Drop 2
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ↓	Chokeslam
Opponent Leaning on Turnbuckle, Facing	● + ↵	Old School
Opponent Leaning on Turnbuckle, Facing	● + ↶	Superplex 2
Opponent Leaning on Turnbuckle, Facing	● + ⇒	Body Strikes
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ↓	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ↵	Hanging In Reverse
Opponent Leaning on Turnbuckle, Back Exposed	● + ↶	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ⇒	Turnbuckle Toe Kick
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ↓, ↵, ↶, or ⇒	Mudhole Strikes
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	× + ↓, ↵, ↶, or ⇒	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Knee Attack 1
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ↵	Flying Clothesline 1
From Top Turnbuckle, Opponent Standing	× + ⇒	Double Axe Handle 3
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ↓	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ↵	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Big Boot 6
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Flying Lariat 2
Rebound Off Ropes, Running at Down Opponent	▲, ×	Running Leg Drop
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Vaulting Body Press 1
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ↓, ↵, ↶, or ⇒	Turn Behind
Running Toward Standing Groggy Opponent	●	Neckbreaker 1
Running Toward Standing Groggy Opponent	● + ↓, ↵, ↶, or ⇒	DDT 1
Running Toward Standing Opponent's Back	●	Mat Slam 2
Running Toward Standing Groggy Opponent's Back	● + ↓, ↵, ↶, or ⇒	Bulldog 2
Running Attacks		
Running Toward Standing Opponent	×	Clothesline 10
Running Toward Standing Opponent	× + ↓, ↵, ↶, or ⇒	Flying Lariat 2
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ↓, ↵, ↶, or ⇒	Running Leg Drop
Running Counters		
Opponent Running	●	Tilt-A-Whirl Sideslam 2
Opponent Running	● + ↓ or ↵	Back Drop 2
Opponent Running	● + ↵ or ⇒	Hip Toss 2
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Flapjack
Standing With Partner, Facing Opponent	● + ↓	Double DDT
Standing With Partner, Facing Opponent	● + ↵	Double Suplex 1
Standing With Partner, Facing Opponent	● + ↶	Double Clothesline
Standing With Partner, Facing Opponent	● + ⇒	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ↓	Front Slam
Opponent Leaning on Turnbuckle, Facing	● + ↵	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ↶	Powerbomb 1
Opponent Leaning on Turnbuckle, Facing	● + ⇒	Kick To Gut
Enter/Exit Ring Moves		
Enter Ring	■ + ↓, ↵, ↶, or ⇒	Normal
Exit Ring	■ + ↓, ↵, ↶, or ⇒	Backward Ring Out
Combination Attacks		
Facing Standing Opponent, First Attack	×	Undertaker Punches 2
Facing Standing Opponent, Second Attack	×, ×	Undertaker Body Punch
Facing Standing Opponent, Third Attack	×, ×, ×	Undertaker Punches 3



VAL VENIS™

BIO

His firing by *Raw* co-General Manager Eric Bischoff may have spelled the end of Chief Morley, but *Judgment Day* represented a whole new beginning for the one and only "Big Valbowski." Aside from his superhuman libido and mastery of the double-entendre, Val Venis has also long been one of the most talented athletes in WWE. A former Intercontinental and European Champion, Venis moves with the speed and agility of a far smaller man, and can match power with virtually anyone on the *Raw* roster. As long as he can keep his mind off the ladies long enough to concentrate on a match, he's among the best.



SPECIAL MOVES

Leg Lock 11



The Money Shot™ Pin



STATS

HEIGHT	WEIGHT	FROM	FINISHING MOVE
6' 2"	240 lbs.	Las Vegas, NV	The Money Shot

CAREER HIGHLIGHTS

Intercontinental Champion, European Champion, WWE World Tag Team Champion

VAL VENIS™'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Sexy
Standing	←	Taunt Bird
Standing	↑	Taunt Sexy
Standing	→	Taunt Bird
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Opponent Down, Standing Near Feet	[L]	Leg Lock 11
Opponent Down, From Top Turnbuckle	[L] + ⬇, ⬅, ⬆, or ➡	The Money Shot Pin
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Leg Lock 1
Opponent Locked in Submission Grapple	● + ⬅	Dragon Screw 1
Opponent Locked in Submission Grapple	● + ⬆	Leg To Arm
Opponent Locked in Submission Grapple	● + ➡	Headlock Takedown
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Fisherman Suplex Pin
Opponent Locked in Submission Grapple	● + ⬅	Russian Leg Sweep 1
Opponent Locked in Submission Grapple	● + ⬆	Double Arm Suplex 1
Opponent Locked in Submission Grapple	● + ➡	Multiple Suplex
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Powerbomb 14
Opponent Locked in Submission Grapple	● + ⬅	Full Nelson Slam
Opponent Locked in Submission Grapple	● + ⬆	Spinebuster 7
Opponent Locked in Submission Grapple	● + ➡	Manhattan Drop 1
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Backslide Pin 1
Opponent Locked in Submission Grapple	● + ⬅	DDT 11
Opponent Locked in Submission Grapple	● + ⬆	Wrist Clutch & Elbow 1
Opponent Locked in Submission Grapple	● + ➡	Kitchen Sink 2
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Clothesline 3
Facing Standing Opponent	× + ⬅ or ➡	Toe Kick 1
Facing Standing Opponent	× + ⬆	Snap Jab
Facing Standing Opponent	× + ⬅ or ➡	Throat Thrust 1
Facing Standing Opponent	× + ⬆	Double Axe Handle 1
Facing Standing Opponent	× + ➡	Back Chop 1
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	Tazzplex
Behind Standing Opponent	● + ⬅	Russian Leg Sweep 2
Behind Standing Opponent	● + ⬆	Elbow To Back Of Head 2
Behind Standing Opponent	● + ➡	Test Full Nelson Slam 2
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	German Suplex Pin 2
Behind Standing Groggy Opponent	● + ⬅	Back Suplex 3
Behind Standing Groggy Opponent	● + ⬆	Octopus Stretch 3
Behind Standing Groggy Opponent	● + ➡	Spinning Out Powerbomb 1
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Outlaw Pin
Opponent Down, Standing Near Head	● + ⬆	Fury Punch 10
Opponent Down, Standing Near Head	● + ➡	Reverse Chin Lock 2
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Kick To Leg 2
Opponent Down, Standing Near Feet	● + ⬆	Leg Lock 8
Opponent Down, Standing Near Feet	● + ➡	Single Leg Crab 1
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Elbow Drop 1
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Elbow Drop 2
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Mudhole Stomping 2
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Big Back Chop 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Superplex 1
Opponent Leaning on Turnbuckle, Facing	● + ➡	Shoulder Thrust
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Illegal Pin
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Super Back Suplex
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Turnbuckle Toe Kick
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Mudhole Strikes
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Knee Attack 1
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Flying Clothesline 1
From Top Turnbuckle, Opponent Standing	× + ➡	Double Axe Handle 3
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬇	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬆	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Running Knee Strike
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Kurt Shoulder Block
Rebound Off Ropes, Running at Down Opponent	▲, ×	Double Axe Handle 5
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Dive Through Ropes
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Neckbreaker 1
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	Neckbreaker Drop 1
Running Toward Standing Opponent's Back	●	Knee Clip
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Back Elbow Attack 1
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Kurt Shoulder Block
Running Toward Down Opponent	×, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Double Axe Handle 5
Running Counters		
Opponent Running	●	Sleeper Hold 4
Opponent Running	● + ⬇ or ⬆	Spinebuster 10
Opponent Running	● + ⬅ or ➡	Tilt-A-Whirl Sideslam 2
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Punches 1
Standing With Partner, Facing Opponent	● + ⬇	Double Punches 2
Standing With Partner, Facing Opponent	● + ⬅	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬆	Double Clothesline
Standing With Partner, Facing Opponent	● + ➡	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Whip & Lay Down
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Spine & Neckbreaker
Opponent Leaning on Turnbuckle, Facing	● + ➡	Body Splash & Whip
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Normal
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	Normal
Combination Attacks		
Facing Standing Opponent, First Attack	×	Angle Punches
Facing Standing Opponent, Second Attack	×, ×	Austin Punches 1
Facing Standing Opponent, Third Attack	×, ×, ×	Double Axe Handle 1



VICTORIA™

BIO

Victoria's in-ring *Raw* debut in August 2002 against Trish Stratus opened a lot of eyes, and she hasn't disappointed since. She has proven she is a force to be reckoned with in the Women's Division, highlighted by her Women's Championship victory over Trish in November of the same year.

Victoria's athleticism is one of the reasons she has become so successful in such a short period of time, but it isn't the only attribute that has catapulted her to the top. She is a visibly maniacal competitor. Her crazy actions and mad facial expressions leave many Divas questioning whether even to step in the ring with her.

She carries the same crazed attitude when dealing with her relationship with Steven Richards. While the details of their relationship are still blurry, it is clear that Victoria is the one who wears the pants.



SPECIAL MOVES



STATS

HEIGHT 5' 8"
FROM San Bernardino, CA

CAREER HIGHLIGHTS
Women's Champion



VICTORIA™'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Edge 1
Standing	←	Taunt Christian 1
Standing	↑	Taunt Edge 1
Standing	→	Taunt Kane 3
Weapon Specials		
Holding Weapon	[L1]	DDT
Holding Weapon	[L1] + ↓, ↵, ↶, ↷, or ⇨	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L1]	Widow's Peak
Facing Groggy Opponent	[L1] + ↓, ↵, ↶, ↷, or ⇨	Widow's Peak
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ↓	Grapple 5
Facing Standing Opponent	● + ↵	Grapple 10
Facing Standing Opponent	● + ↶	Grapple 11
Facing Standing Opponent	● + ⇨	Grapple 4
Submission Grapples (After ● + ↓)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Bearhug 3
Opponent Locked in Submission Grapple	● + ↵	Snapmare & Neck Lock
Opponent Locked in Submission Grapple	● + ↶	Hangman Chokehold 1
Opponent Locked in Submission Grapple	● + ⇨	Standing Crossface 2
Signature Grapples (After ● + ↵)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Fireman Carry 1
Opponent Locked in Submission Grapple	● + ↵	Powerfull Facecrusher
Opponent Locked in Submission Grapple	● + ↶	Elbow To Back Of Head 1
Opponent Locked in Submission Grapple	● + ⇨	Suplex 5
Power Grapples (After ● + ↶)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Gunn Stinger
Opponent Locked in Submission Grapple	● + ↵	Scoop Slam 8
Opponent Locked in Submission Grapple	● + ↶	Spinebuster 5
Opponent Locked in Submission Grapple	● + ⇨	Woman's Snapmare
Quick Grapples (After ● + ⇨)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Victory Roll Pin 3
Opponent Locked in Submission Grapple	● + ↵	Russian Leg Sweep 1
Opponent Locked in Submission Grapple	● + ↶	Pride
Opponent Locked in Submission Grapple	● + ⇨	DDT 11
Ready Moves: Attacks		
Facing Standing Opponent	× + ↓	Front Dropkick 2
Facing Standing Opponent	× + ↵ or ↶	Woman's Toe Kick
Facing Standing Opponent	× + ↵	Dropkick 2
Facing Standing Opponent	× + ↶ or ↷	Austin Punches 1
Facing Standing Opponent	× + ↶	Woman's Slap 3
Facing Standing Opponent	× + ⇨	Back Chop 1
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ↓	Backbreaker 7
Behind Standing Opponent	● + ↵	Russian Leg Sweep 2
Behind Standing Opponent	● + ↶	Elbow To Back Of Head 2
Behind Standing Opponent	● + ⇨	Forearm Smash
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ↓	Electric Chair Drop
Behind Standing Groggy Opponent	● + ↵	Victoria Sidewalk Slam
Behind Standing Groggy Opponent	● + ↶	Sleeper Hold 2
Behind Standing Groggy Opponent	● + ⇨	Bulldog 3
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ↓, ↵, ↶, or ⇨	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ↓, ↵, ↶, or ⇨	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ↓	Pin Fall
Opponent Down, Standing Near Head	● + ↵	Knee To Arm
Opponent Down, Standing Near Head	● + ↶	Fury Punch 10
Opponent Down, Standing Near Head	● + ⇨	Short Arm Scissors
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ↓	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ↵	Pin With Bridge
Opponent Down, Standing Near Feet	● + ↶	Leg Lock 9
Opponent Down, Standing Near Feet	● + ⇨	Mexican Stretch 2
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Woman's Angry Stomp
Opponent Down, Standing Near Opponent	× + ↓ or ↵	Elbow Drop 2
Opponent Down, Standing Near Opponent	× + ↵ or ⇨	Double Axe Handle 4
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ↓	Shoulder Thrust
Opponent Leaning on Turnbuckle, Facing	● + ↵	Hanging In Reverse
Opponent Leaning on Turnbuckle, Facing	● + ↶	Shoulder Thrust
Opponent Leaning on Turnbuckle, Facing	● + ⇨	Choke 1
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ↓	Illegal Pin
Opponent Leaning on Turnbuckle, Back Exposed	● + ↵	Hanging In Reverse
Opponent Leaning on Turnbuckle, Back Exposed	● + ↶	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ⇨	Super Back Suplex
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ↓, ↵, ↶, or ⇨	Choke 2
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	× + ↓, ↵, ↶, or ⇨	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Knee Attack 1
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ↵	Missile Dropkick
From Top Turnbuckle, Opponent Standing	× + ⇨	Diving Cross Body Pin
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ↓	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ↶	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Choke 3
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Cross Body 1
Rebound Off Ropes, Running at Down Opponent	▲, ×	Dropkick To Knee 4
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Dive Through Ropes
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ↓, ↵, ↶, or ⇨	Turn Behind
Running Toward Standing Groggy Opponent	●	Woman's Facecrusher
Running Toward Standing Groggy Opponent	● + ↓, ↵, ↶, or ⇨	Neckbreaker 1
Running Toward Standing Opponent's Back	●	Knee Clip
Running Toward Standing Groggy Opponent's Back	● + ↓, ↵, ↶, or ⇨	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	The Rock Forearm Smash
Running Toward Standing Opponent	× + ↓, ↵, ↶, or ⇨	Cross Body 1
Running Toward Down Opponent	▲, ×	Double Axe Handle 5
Running Toward Down Opponent	▲, × + ↓, ↵, ↶, or ⇨	Dropkick To Knee 4
Running Counters		
Opponent Running	●	Sleeper Hold 4
Opponent Running	● + ↓ or ↵	Back Drop 1
Opponent Running	● + ↵ or ⇨	Flapjack 4
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Low Blow & Knee Attack
Standing With Partner, Facing Opponent	● + ↓	Double Punches 2
Standing With Partner, Facing Opponent	● + ↵	Double Suplex 1
Standing With Partner, Facing Opponent	● + ↶	Double Clothesline
Standing With Partner, Facing Opponent	● + ⇨	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ↓	Whip & Lay Down
Opponent Leaning on Turnbuckle, Facing	● + ↵	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ↶	Spike Piledriver
Opponent Leaning on Turnbuckle, Facing	● + ⇨	Body Splash & Whip
Enter/Exit Ring Moves		
Enter Ring	■ + ↓, ↵, ↶, or ⇨	Woman
Exit Ring	■ + ↓, ↵, ↶, or ⇨	Normal
Combination Attacks		
Facing Standing Opponent, First Attack	×	Woman's Elbow Smash
Facing Standing Opponent, Second Attack	×, ×	Middle Kick 1
Facing Standing Opponent, Third Attack	×, ×, ×	Dropkick 2

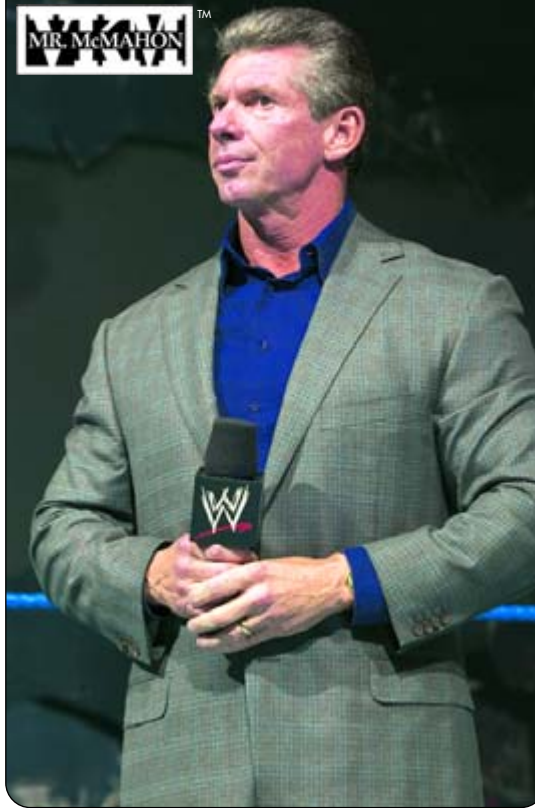


VINCE McMAHON™

BIO

In 1982, Vincent K. McMahon bought his father's wrestling company, Capitol Wrestling Corporation, and set out to realize the vision known today as World Wrestling Entertainment. Like other professional wrestling operations of the time, Capitol was a regional enterprise. Vincent K. McMahon's combination of sports and entertainment gave the new company an appeal that attracted a much broader audience than before.

Since that time, World Wrestling Entertainment has become the recognized leader in sports-entertainment, attracting a half-billion global viewers each week, including enormous live event success. In addition, the company is home to some of the greatest athletes in the world, from realms such as boxing, football, powerlifting, basketball, Ultimate Fighting and much more. It's a formula for success that Mr. McMahon uses to drive his company to new heights of prosperity each year, while at the same time giving fans the entertainment value they want.



SPECIAL MOVES

Stone Cold Stunner™



Finishing Punch



STATS

FROM
Greenwich, CT

VINCE McMAHON™'S MOVES

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Vince McMahon
Standing	←	Taunt Fighter 2
Standing	↑	Taunt Vince McMahon
Standing	→	Taunt Fighter 2
Weapon Specials		
Holding Weapon	[L1]	DDT
Holding Weapon	[L1] + ↓, ↵, ⇨, ⇩, or ⇨	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L1]	Stone Cold Stunner 1
Facing Groggy Opponent	[L1] + ↓, ↵, ⇨, ⇩, or ⇨	Finishing Punch
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ↓	Grapple 5
Facing Standing Opponent	● + ⇨	Grapple 10
Facing Standing Opponent	● + ⇩	Grapple 11
Facing Standing Opponent	● + ⇨	Grapple 4
Submission Grapples (After ● + ↓)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Big Shoulder Claw
Opponent Locked in Submission Grapple	● + ⇨	Kurt Angle Headlock
Opponent Locked in Submission Grapple	● + ⇩	Big Shoulder Claw
Opponent Locked in Submission Grapple	● + ⇨	Snapmare & Neck Lock
Signature Grapples (After ● + ⇨)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Low Blow 3
Opponent Locked in Submission Grapple	● + ⇨	Headlock Takeover
Opponent Locked in Submission Grapple	● + ⇩	Eye Rake 2
Opponent Locked in Submission Grapple	● + ⇨	Suplex 4
Power Grapples (After ● + ⇩)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Mat Slam 1
Opponent Locked in Submission Grapple	● + ⇨	Neckbreaker 3
Opponent Locked in Submission Grapple	● + ⇩	Strength 1
Opponent Locked in Submission Grapple	● + ⇨	Push Attack 1
Quick Grapples (After ● + ⇨)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ↓	Small Package
Opponent Locked in Submission Grapple	● + ⇨	Headlock & Punch 1
Opponent Locked in Submission Grapple	● + ⇩	Eye Rake 3
Opponent Locked in Submission Grapple	● + ⇨	Headbutt 2
Ready Moves: Attacks		
Facing Standing Opponent	× + ↓	Boxing Uppercut
Facing Standing Opponent	× + ⇨ or ⇩	Toe Kick 1
Facing Standing Opponent	× + ⇨	Boxing Body Blow
Facing Standing Opponent	× + ⇩ or ⇨	Back Chop 1
Facing Standing Opponent	× + ⇩	Double Axe Handle 1
Facing Standing Opponent	× + ⇨	Boxing Hook Punch
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ↓	Low Blow 6
Behind Standing Opponent	● + ⇨	Forearm Smash
Behind Standing Opponent	● + ⇩	Elbow To Back Of Head 2
Behind Standing Opponent	● + ⇨	Mat Slam 2
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ↓	School Boy Pin 2
Behind Standing Groggy Opponent	● + ⇨	Russian Leg Sweep 2
Behind Standing Groggy Opponent	● + ⇩	Sleeper Hold 2
Behind Standing Groggy Opponent	● + ⇨	Backbreaker 7
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ↓, ↵, ⇨, ⇩, or ⇨	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ↓, ↵, ⇨, ⇩, or ⇨	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ↓	Pin Fall
Opponent Down, Standing Near Head	● + ⇨	Reverse Chin Lock 2
Opponent Down, Standing Near Head	● + ⇩	Fury Punch 8
Opponent Down, Standing Near Head	● + ⇨	Sleeper Hold 8
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ↓	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⇨	Kick To Back
Opponent Down, Standing Near Feet	● + ⇩	Kick To Head
Opponent Down, Standing Near Feet	● + ⇨	Leg Lock 13
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ↓ or ⇨	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⇨ or ⇩	Elbow Drop 2
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ↓	Shoulder Thrust
Opponent Leaning on Turnbuckle, Facing	● + ⇨	Hanging In Reverse
Opponent Leaning on Turnbuckle, Facing	● + ⇩	Superplex 2
Opponent Leaning on Turnbuckle, Facing	● + ⇨	Mudhole Stomping 2
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ↓	Illegal Pin
Opponent Leaning on Turnbuckle, Back Exposed	● + ⇨	Hanging In Reverse
Opponent Leaning on Turnbuckle, Back Exposed	● + ⇩	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ⇨	Turnbuckle Toe Kick
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ↓, ↵, ⇨, ⇩, or ⇨	Mudhole Strikes
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	× + ↓, ↵, ⇨, ⇩, or ⇨	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Turnbuckle Dropkick 2
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⇨	Double Axe Handle 3
From Top Turnbuckle, Opponent Standing	× + ⇩	Double Axe Handle 3
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ↓	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⇩	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Choke 3
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Back Elbow Attack 3
Rebound Off Ropes, Running at Down Opponent	▲, ×	Double Axe Handle 5
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Vaulting Body Press 1
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ↓, ↵, ⇨, ⇩, or ⇨	Turn Behind
Running Toward Standing Groggy Opponent	●	Neckbreaker 1
Running Toward Standing Groggy Opponent	● + ↓, ↵, ⇨, ⇩, or ⇨	Lou Thesz Press 1
Running Toward Standing Opponent's Back	●	Mat Slam 2
Running Toward Standing Groggy Opponent's Back	● + ↓, ↵, ⇨, ⇩, or ⇨	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Kurt Shoulder Block
Running Toward Standing Opponent	× + ↓, ↵, ⇨, ⇩, or ⇨	Back Elbow Attack 3
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ↓, ↵, ⇨, ⇩, or ⇨	Double Axe Handle 5
Running Counters		
Opponent Running	●	Back Drop 1
Opponent Running	● + ↓ or ⇨	Back Drop 2
Opponent Running	● + ⇨ or ⇩	Flapjack 3
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Punches 1
Standing With Partner, Facing Opponent	● + ↓	Double Punches 2
Standing With Partner, Facing Opponent	● + ⇨	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⇩	Double Clothesline
Standing With Partner, Facing Opponent	● + ⇨	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ↓	Whip & Lay Down
Opponent Leaning on Turnbuckle, Facing	● + ⇨	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⇩	Headbutt To Groin
Opponent Leaning on Turnbuckle, Facing	● + ⇨	Kick To Gut
Enter/Exit Ring Moves		
Enter Ring	■ + ↓, ↵, ⇨, ⇩, or ⇨	Vince McMahon
Exit Ring	■ + ↓, ↵, ⇨, ⇩, or ⇨	Quick
Combination Attacks		
Facing Standing Opponent, First Attack	×	Boxing Snap Jab
Facing Standing Opponent, Second Attack	×, ×	Boxing Hook Punch
Facing Standing Opponent, Third Attack	×, ×, ×	Boxing Uppercut



ANIMAL™

BIO

Animal began his remarkable career in the National Wrestling Alliance (NWA) as one half of the awesome Legion of Doom Road Warriors tag team. Managed by "Precious" Paul Ellering, Animal and his tag team partner, Hawk, soon made a name for themselves by winning the NWA tag team belts in June 1983, during their first year as the Road Warriors. Known as the Legion of Doom when they joined up with the WWE, Animal and Hawk won the WWE tag team belts from the Nasty Boys after a grueling match at *SummerSlam* in 1991. Animal and his partner Hawk joined up with WCW in 1996. They were soon called back to the WWE, however, and in 1997 the Legion of Doom once again claimed the WWE tag team belts. They continued to thrill fans with their legendarily brutal, smash-mouth performances until their final match at *WrestleMania XIV*. They are the only duo to win the tag team titles in every major wrestling league (NWA: 2 times, AWA: 2 times, WCW: 2 times, WWE: 2 times) They were also voted Tag Team of the year on 8 different occasions along with Tag Team of the Century.



SPECIAL MOVES

Powerslam Pin 1



Oklahoma Slam 1



STATS

HEIGHT 6' 1"
WEIGHT 295 lbs.
FROM Chicago, Illinois

ANIMAL™'S MOVES

LEGEND

Conditions	Command	Move Name
Taunts		
Standing	↓	Hold up
Standing	←	Taunt Animal Warrior
Standing	↑	Hold up
Standing	→	Taunt Animal Warrior
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L]+↓, ↩, ↲, or ⇒	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L]	Powerslam Pin 1
Facing Groggy Opponent	[L]+↓, ↩, ↲, or ⇒	Oklahoma Slam 1
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	●+↓	Grapple 5
Facing Standing Opponent	●+↩	Grapple 10
Facing Standing Opponent	●+↲	Grapple 11
Facing Standing Opponent	●+⇒	Grapple 4
Submission Grapples (After ●+↓)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↓	Torture Rack
Opponent Locked in Submission Grapple	●+↩	Bearhug 3
Opponent Locked in Submission Grapple	●+↲	Big Shoulder Claw
Opponent Locked in Submission Grapple	●+⇒	Headlock Takedown
Signature Grapples (After ●+↩)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↓	Backbreaker 8
Opponent Locked in Submission Grapple	●+↩	Belly To Belly 2
Opponent Locked in Submission Grapple	●+↲	Body Press Drop FW
Opponent Locked in Submission Grapple	●+⇒	Suplex 5
Power Grapples (After ●+↲)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↓	Manhattan Drop 1
Opponent Locked in Submission Grapple	●+↩	Scoop Slam 5
Opponent Locked in Submission Grapple	●+↲	Batista Lifting & Toss
Opponent Locked in Submission Grapple	●+⇒	Shoulder Breaker
Quick Grapples (After ●+⇒)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	●+↓	Clothesline 31
Opponent Locked in Submission Grapple	●+↩	Austin Knee Strike 2
Opponent Locked in Submission Grapple	●+↲	Club To Neck 3
Opponent Locked in Submission Grapple	●+⇒	Shoulder Thrusts
Ready Moves: Attacks		
Facing Standing Opponent	×+↓	Big Boot 2
Facing Standing Opponent	×+↩ or ↲	Toe Kick 1
Facing Standing Opponent	×+↩	Toe Kick 2
Facing Standing Opponent	×+↩ or ↲	Snap Jab
Facing Standing Opponent	×+↲	Clothesline 3
Facing Standing Opponent	×+⇒	Body Punch
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	●+↓	Back Suplex 5
Behind Standing Opponent	●+↩	Backbreaker 7
Behind Standing Opponent	●+↲	Forearm Smash
Behind Standing Opponent	●+⇒	Super Atomic Drop
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	●+↓	German Suplex 4
Behind Standing Groggy Opponent	●+↩	Back Suplex 2
Behind Standing Groggy Opponent	●+↲	Russian Leg Sweep 2
Behind Standing Groggy Opponent	●+⇒	Bulldog 2
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	●+↓, ↩, ↲, or ⇒	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	●+↓, ↩, ↲, or ⇒	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	●+↓	Pin Fall
Opponent Down, Standing Near Head	●+↩	Reverse Chin Lock 2
Opponent Down, Standing Near Head	●+↲	Fury Punch 10
Opponent Down, Standing Near Head	●+⇒	Camel Clutch 2
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	●+↓	Pin Fall

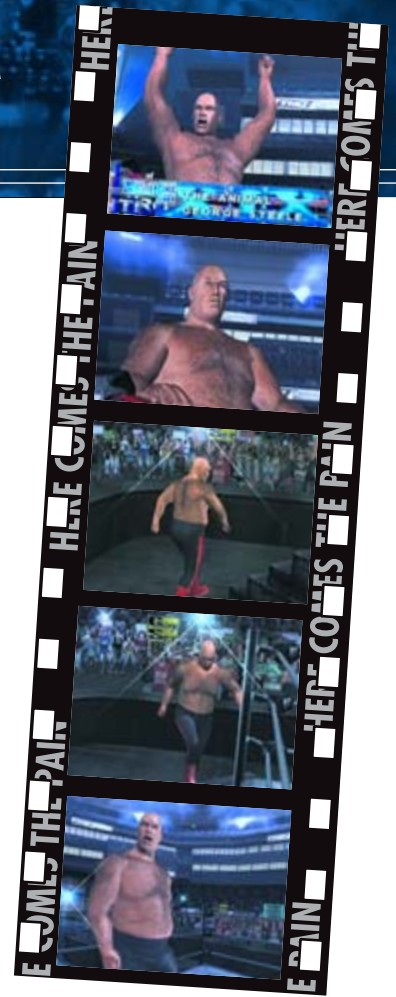
Conditions	Command	Move Name
Opponent Down, Standing Near Feet	●+↩	Kick To Leg 2
Opponent Down, Standing Near Feet	●+↲	Leg Lock 9
Opponent Down, Standing Near Feet	●+⇒	Single Leg Crab 1
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	×+↓ or ↲	Angry Stomp
Opponent Down, Standing Near Opponent	×+↩ or ⇒	Elbow Drop 2
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	●+↓	Super Fall Away Slam
Opponent Leaning on Turnbuckle, Facing	●+↩	Back Elbow Strike 2
Opponent Leaning on Turnbuckle, Facing	●+↲	Toss To Turn Buckle
Opponent Leaning on Turnbuckle, Facing	●+⇒	Big Back Chop 1
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	●+↓	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	●+↩	Super Back Suplex
Opponent Leaning on Turnbuckle, Back Exposed	●+↲	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	●+⇒	Super Back Suplex
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	●+↓, ↩, ↲, or ⇒	Mudhole Stomping 3
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	×+↓, ↩, ↲, or ⇒	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Knee Attack 1
Aerial Moves		
From Top Turnbuckle, Opponent Standing	×+↩	Shoulder Block 5
From Top Turnbuckle, Opponent Standing	×+⇒	Flying Clothesline 1
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	×+↓	Elbow Drop 3
From Top Turnbuckle, Opponent Down	×+↲	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Big Boot 6
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Diving Shoulder
Rebound Off Ropes, Running at Down Opponent	▲, ×	Double Axe Handle 5
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Dive Through Ropes
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	●+↓, ↩, ↲, or ⇒	Turn Behind
Running Toward Standing Groggy Opponent	●	Reverse Mat Slam
Running Toward Standing Groggy Opponent	●+↓, ↩, ↲, or ⇒	Neckbreaker 1
Running Toward Standing Opponent's Back	●	Mat Slam 2
Running Toward Standing Groggy Opponent's Back	●+↓, ↩, ↲, or ⇒	Bulldog 2
Running Attacks		
Running Toward Standing Opponent	×	Diving Shoulder
Running Toward Standing Opponent	×+↓, ↩, ↲, or ⇒	Kurt Shoulder Block
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, ×+↓, ↩, ↲, or ⇒	Double Axe Handle 5
Running Counters		
Opponent Running	●	Powerslam Pin 2
Opponent Running	●+↓ or ↲	Back Drop 2
Opponent Running	●+↩ or ⇒	Tilt-A-Whirl Sideslam 2
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Flapjack
Standing With Partner, Facing Opponent	●+↓	Double Punches 2
Standing With Partner, Facing Opponent	●+↩	Double Suplex 1
Standing With Partner, Facing Opponent	●+↲	Double Clothesline
Standing With Partner, Facing Opponent	●+⇒	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	●+↓	Gut Crusher
Opponent Leaning on Turnbuckle, Facing	●+↩	Dudley Device
Opponent Leaning on Turnbuckle, Facing	●+↲	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	●+⇒	Spine & Neckbreaker
Enter/Exit Ring Moves		
Enter Ring	■+↓, ↩, ↲, or ⇒	Normal
Exit Ring	■+↓, ↩, ↲, or ⇒	Roll Down
Combination Attacks		
Facing Standing Opponent, First Attack	×	Benoit Punches
Facing Standing Opponent, Second Attack	×, ×	Snap Jab
Facing Standing Opponent, Third Attack	×, ×, ×	Clothesline 3



GEORGE STEELE™

BIO

The term "Animal" has been used to describe many Superstars that have entered the ring over the years, but only George "The Animal" Steele took the idea and ran with it. A beast of a man whose body hair was so prominent it resembled an ever-present, skin-tight fur coat, George Steele caught the eye of fans everywhere simply by shuffling down to the ring. This was fortunate, because no one would have wanted to miss Steele's legendary in-ring performances. At one promotion, early in Steele's career, fans that came to the show were given couch pillows just for attending. At the end of his match up that night, one of the fans threw a pillow at Steele. "The Animal" wasted no time, tearing into the pillow with his teeth, and the entire arena roared with applause! That was the beginning of George "The Animal" Steele's ritual of chewing up turnbuckles at the end of his matches, for which he would become well-known. After the events of the first *WrestleMania* in WWE history, Steele began stalking "The Macho Man" Randy Savage's lady-love, the enchanting Miss Elizabeth. Savage would have none of it, and the grudge that surfaced between the two would carry them to *WrestleMania II*, where Savage defeated "The Animal" after an epic battle in the ring. Though beaten, George received a warm smile from Miss Elizabeth, which seemed to be all that "The Animal" was after. It may have been short glimpses of humanity like these in George Steele's otherwise completely animalistic demeanor that made fans tune in week after week to see what George "The Animal" Steele, a truly legendary Superstar of the WWE, would do next.



SPECIAL MOVES

Full Nelson



Big Splash Pin



STATS

HEIGHT 6' 1"
WEIGHT 290 lbs
FROM Detroit, MI

GEORGE STEELE™'S MOVES

LEGEND

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt George Steele 3
Standing	←	Taunt George Steele 1
Standing	↑	Taunt George Steele 2
Standing	→	Taunt George Steele 1
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Behind Groggy Opponent	[L]	Full Nelson
Opponent Down in Ring, Face Up, Near Head	[L] + ⬇, ⬅, ⬆, or ➡	Big Splash Pin
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Bearhug 2
Opponent Locked in Submission Grapple	● + ⬅	Kurt Angle Headlock
Opponent Locked in Submission Grapple	● + ⬆	Kane Lifting & Toss
Opponent Locked in Submission Grapple	● + ➡	Bearhug 3
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Spinebuster 6
Opponent Locked in Submission Grapple	● + ⬅	It Bites A Forehand
Opponent Locked in Submission Grapple	● + ⬆	Neckbreaker 3
Opponent Locked in Submission Grapple	● + ➡	It Bites A Forehead 1
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Choke Toss 2
Opponent Locked in Submission Grapple	● + ⬅	Scoop Slam 5
Opponent Locked in Submission Grapple	● + ⬆	Aeroplane Spine
Opponent Locked in Submission Grapple	● + ➡	Su Plex 2
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Club To Neck 3
Opponent Locked in Submission Grapple	● + ⬅	Big Slap
Opponent Locked in Submission Grapple	● + ⬆	Eye Rake 2
Opponent Locked in Submission Grapple	● + ➡	Big Punch
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Clothesline 3
Facing Standing Opponent	× + ⬅ or ➡	Toe Kick 1
Facing Standing Opponent	× + ⬆	Throat Thrust 2
Facing Standing Opponent	× + ⬅ or ➡	Slap 2
Facing Standing Opponent	× + ⬆	Overhand Punch 1
Facing Standing Opponent	× + ➡	Throat Thrust 3
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	Back Rake
Behind Standing Opponent	● + ⬅	Back Su Plex 1
Behind Standing Opponent	● + ⬆	Forearm Smash
Behind Standing Opponent	● + ➡	Atomic Drop
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	School Boy Roll Up
Behind Standing Groggy Opponent	● + ⬅	Low Blow 6
Behind Standing Groggy Opponent	● + ⬆	Jazz Stretch
Behind Standing Groggy Opponent	● + ➡	Super Atomic Drop
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Choke 4
Opponent Down, Standing Near Head	● + ⬆	Darkness Choke 2
Opponent Down, Standing Near Head	● + ➡	Reverse Chin Lock 2
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

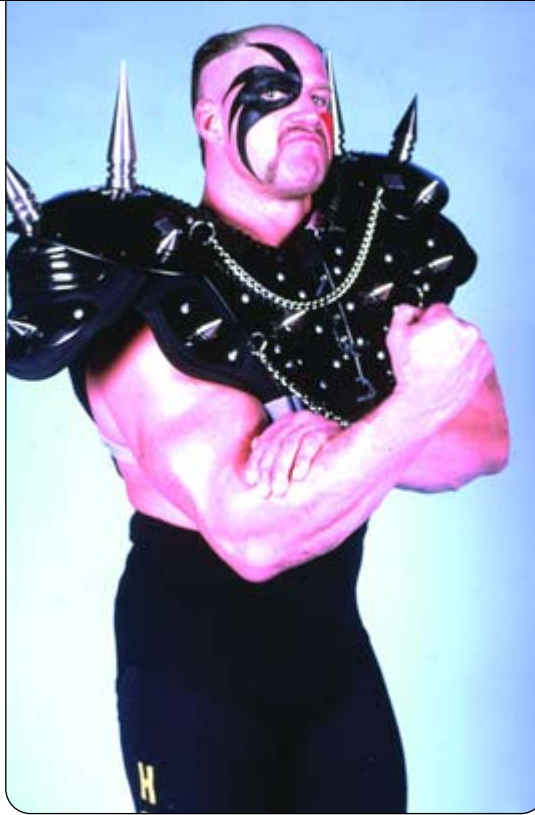
Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Toss 1
Opponent Down, Standing Near Feet	● + ⬆	Knee Stomp
Opponent Down, Standing Near Feet	● + ➡	Stretch Muffler
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Senton Splash
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Elbow Drop 2
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Mudhole Stomping 2
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Big Chop
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Shoulder Thrust
Opponent Leaning on Turnbuckle, Facing	● + ➡	Hanging In Reverse
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	10 Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Shoulder Strike
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Turnbuckle Toe Kick
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Pushes Turnbuckle
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Knee Attack 1
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Shoulder Block 5
From Top Turnbuckle, Opponent Standing	× + ➡	Double Axe Handle 3
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬇	Diving Elbow Drop Pin 1
From Top Turnbuckle, Opponent Down	× + ⬆	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Choke 3
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Diving Shoulder
Rebound Off Ropes, Running at Down Opponent	▲, ×	Double Axe Handle 5
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Baseball Slide
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Reverse Mat Slam
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	Backslide Pin 1
Running Toward Standing Opponent's Back	●	Mat Slam 2
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Back Elbow Attack 3
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Diving Shoulder
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Double Axe Handle 5
Running Counters		
Opponent Running	●	Back Drop 1
Opponent Running	● + ⬇ or ⬆	Scrapbuster Pin
Opponent Running	● + ⬅ or ➡	Samoa Drop 2
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Beat Head
Standing With Partner, Facing Opponent	● + ⬇	Low Blow & Knee Attack
Standing With Partner, Facing Opponent	● + ⬅	Punches & Full Nelson
Standing With Partner, Facing Opponent	● + ⬆	Double Clothesline
Standing With Partner, Facing Opponent	● + ➡	Double Su Plex 2
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Whip & Lay Down
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Front Slam
Opponent Leaning on Turnbuckle, Facing	● + ➡	Kick To Gut
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Over The Rope
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	Over The Rope
Combination Attacks		
Facing Standing Opponent, First Attack	×	Back Chop 1
Facing Standing Opponent, Second Attack	×, ×	Throat Thrust 2
Facing Standing Opponent, Third Attack	×, ×, ×	Throat Thrust 3



HAWK™

BIO

Hawk began his incredible career in the National Wrestling Alliance (NWA) as one half of the mighty Road Warriors tag team. Managed by "Precious" Paul Ellering, Hawk and his tag team partner, Animal, soon made a name for themselves by winning the NWA tag team belts on June 11, 1983, during their first year. Known as the Legion of Doom when they joined up with the WWE, Hawk and Animal together won the WWE tag team belts from the Nasty Boys after a fantastic match at *SummerSlam* in 1991. Animal and Hawk joined back up with WCW in 1996. They were soon called back to the WWE, however, and in 1997 the Legion of Doom once again claimed the WWE tag team belts. They continued to thrill fans with their legendary and brutal in-ring performances until their final match at *WrestleMania XIV*. They are the only duo to win the tag team titles in every major wrestling league (NWA: 2 times; AWA: 2 times; WCW: 2 times; WWE: 2 times) They were also voted Tag Team of the year on 8 different occasions along with Tag Team of the Century.



SPECIAL MOVES

Flying Clothesline 2



Falling Neckbreaker



STATS

HEIGHT 6' 3"
WEIGHT 275 lbs.
FROM Chicago, IL

HAWK™'S MOVES

LEGEND

Conditions	Command	Move Name
Taunts		
Standing	↓	Rolling Arms
Standing	←	Taunt Chris Benoit 1
Standing	↑	Rolling Arms
Standing	→	Taunt Chris Benoit 1
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Facing Groggy Opponent, From Top Turnbuckle	[L]	Flying Clothesline 2
Facing Groggy Opponent	[L] + ⬇, ⬅, ⬆, or ➡	Falling Neckbreaker
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Bearhug 3
Opponent Locked in Submission Grapple	● + ⬅	Snapmare & Neck Lock
Opponent Locked in Submission Grapple	● + ⬆	Shoulder Armbreaker
Opponent Locked in Submission Grapple	● + ➡	Headlock Takedown
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Piledriver 1
Opponent Locked in Submission Grapple	● + ⬅	Clothesline 26
Opponent Locked in Submission Grapple	● + ⬆	Double Arm Suplex 2
Opponent Locked in Submission Grapple	● + ➡	Suplex 3
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Backbreaker 3
Opponent Locked in Submission Grapple	● + ⬅	Spinebuster 5
Opponent Locked in Submission Grapple	● + ⬆	Body Press Front Slam 3
Opponent Locked in Submission Grapple	● + ➡	Shoulder Breaker
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	DDT 11
Opponent Locked in Submission Grapple	● + ⬅	Russian Leg Sweep 1
Opponent Locked in Submission Grapple	● + ⬆	Club To Neck 2
Opponent Locked in Submission Grapple	● + ➡	Shoulder Thrusts
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Big Boot 2
Facing Standing Opponent	× + ⬅ or ➡	Toe Kick 1
Facing Standing Opponent	× + ⬆	Toe Kick 2
Facing Standing Opponent	× + ⬅ or ➡	Snap Jab
Facing Standing Opponent	× + ⬆	Clothesline 3
Facing Standing Opponent	× + ➡	Body Punch
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	DDT 22
Behind Standing Opponent	● + ⬅	Backbreaker 7
Behind Standing Opponent	● + ⬆	Elbow To Back Of Head 2
Behind Standing Opponent	● + ➡	Forearm Smash
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	Back Suplex 1
Behind Standing Groggy Opponent	● + ⬅	Back Suplex 2
Behind Standing Groggy Opponent	● + ⬆	Atomic Drop
Behind Standing Groggy Opponent	● + ➡	Bulldog 2
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Sleeper Hold 8
Opponent Down, Standing Near Head	● + ⬆	Hawk Fist Drop
Opponent Down, Standing Near Head	● + ➡	Camel Clutch 2
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Kick To Leg 2
Opponent Down, Standing Near Feet	● + ⬆	Leg Lock 9
Opponent Down, Standing Near Feet	● + ➡	Single Leg Crab 1
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Elbow Drop 2
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Fist Drop
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Super Fall Away Slam
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Back Elbow Strike 2
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Toss To Turnbuckle
Opponent Leaning on Turnbuckle, Facing	● + ➡	Big Back Chop 1
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Super Back Suplex
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Super Back Suplex
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Mudhole Stomping 3
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Knee Attack 1
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Shoulder Block 5
From Top Turnbuckle, Opponent Standing	× + ➡	Flying Clothesline 1
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬇	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬆	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Big Boot 6
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Diving Shoulder
Rebound Off Ropes, Running at Down Opponent	▲, ×	Double Axe Handle 5
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Dive Through Ropes
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Spear & Punching
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	Neckbreaker 1
Running Toward Standing Opponent's Back	●	Mat Slam 2
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	Bulldog 2
Running Attacks		
Running Toward Standing Opponent	×	Diving Shoulder
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Kurt Shoulder Block
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Double Axe Handle 5
Running Counters		
Opponent Running	●	Powerslam 1
Opponent Running	● + ⬇ or ⬆	Back Drop 2
Opponent Running	● + ⬅ or ➡	Back Drop 3
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Flapjack
Standing With Partner, Facing Opponent	● + ⬇	Double Punches 2
Standing With Partner, Facing Opponent	● + ⬅	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬆	Double Clothesline
Standing With Partner, Facing Opponent	● + ➡	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Gut Crusher
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Dudley Device
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ➡	Spine & Neckbreaker
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Normal
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	Roll Down
Combination Attacks		
Facing Standing Opponent, First Attack	×	Benoit Punches
Facing Standing Opponent, Second Attack	×, ×	Snap Jab
Facing Standing Opponent, Third Attack	×, ×, ×	Clothesline 3



HILLBILLY JIM™

BIO

Jim Morris, better known as Hillbilly Jim, first appeared in the WWE in 1986. Originally performing under the name "Harley Davison," Hillbilly Jim was an absolute mountain of a man. By contrast, fans were immediately drawn in by Jim's surprisingly modest attitude and humble appearance. Rather than donning the standard getup of the era, Hillbilly Jim wore attire to better match his character—blue jean overalls with no undershirt! To complete the "hillbilly" appearance, Jim also sported a mass of tangled hair and a thick, bushy beard of truly stunning proportions. Being exceptionally strong and naturally athletic, Hillbilly Jim's in-ring ability left nothing to be desired, and his spirited matches left spectators eager for more. Jim rose through the ranks of the WWE so quickly that in 1987 he performed at *WrestleMania III*, where he won a fantastic six-man tag match against King Kong Bundy, Lord Littlebrook and Little Tokyo. While Hillbilly Jim may not have been the biggest Superstar in the business, his unique, charismatic personality and scores of memorable matches make him a true legend of WWE history.



SPECIAL MOVES

Big Boot 6



Atomic Leg Drop 2]



STATS

HEIGHT 6' 7"
WEIGHT 286 lbs.
FROM Mudlick, Kentucky

HILLBILLY JIM™'S MOVES

LEGEND

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Hillbilly Jim 2
Standing	←	Taunt Hillbilly Jim 1
Standing	↑	Taunt Hillbilly Jim 3
Standing	→	Taunt Hillbilly Jim 1
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Opponent Leaning on Ropes	[L]	Big Boot 6
Opponent Down in Ring, Face Up, Near Head	[L] + ⬇, ⬅, ⬆, or ➡	Atomic Leg Drop 2
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Bearhug 3
Opponent Locked in Submission Grapple	● + ⬅	Snapmare & Neck Lock
Opponent Locked in Submission Grapple	● + ⬆	Big Shoulder Claw
Opponent Locked in Submission Grapple	● + ➡	Headlock 1
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Backbreaker 2
Opponent Locked in Submission Grapple	● + ⬅	Snapmare 1
Opponent Locked in Submission Grapple	● + ⬆	Strength 1
Opponent Locked in Submission Grapple	● + ➡	Suplex 5
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Sidewalk Slam 1
Opponent Locked in Submission Grapple	● + ⬅	Scoop Slam 5
Opponent Locked in Submission Grapple	● + ⬆	Neckbreaker 3
Opponent Locked in Submission Grapple	● + ➡	Choke Toss 2
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Russian Leg Sweep 1
Opponent Locked in Submission Grapple	● + ⬅	Ric Flair Back Chop 3
Opponent Locked in Submission Grapple	● + ⬆	Club To Neck 3
Opponent Locked in Submission Grapple	● + ➡	Big Slap
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Clothesline 3
Facing Standing Opponent	× + ⬅ or ➡	Toe Kick 1
Facing Standing Opponent	× + ⬆	Back Chop 2
Facing Standing Opponent	× + ⬅ or ➡	Toe Kick 2
Facing Standing Opponent	× + ⬆	Double Axe Handle 2
Facing Standing Opponent	× + ➡	Undertaker Body Punch
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	Atomic Drop
Behind Standing Opponent	● + ⬅	Back Side Slam 2
Behind Standing Opponent	● + ⬆	Forearm Smash
Behind Standing Opponent	● + ➡	Mat Slam 2
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	Sleeper Hold 2
Behind Standing Groggy Opponent	● + ⬅	Bulldog 2
Behind Standing Groggy Opponent	● + ⬆	Jazz Stretch
Behind Standing Groggy Opponent	● + ➡	Back Suplex 2
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Big Splash Pin
Opponent Down, Standing Near Head	● + ⬆	Face Stretch 1
Opponent Down, Standing Near Head	● + ➡	Reverse Chin Lock 2
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

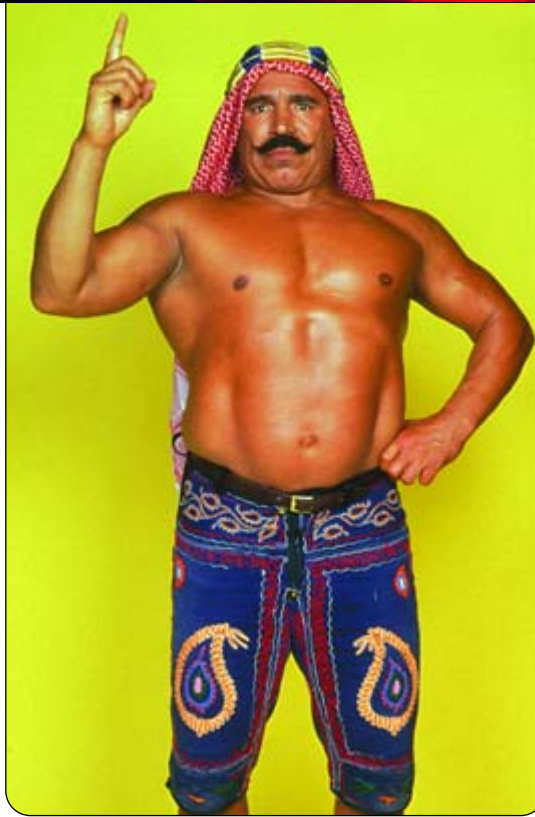
Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Leg Lock 8
Opponent Down, Standing Near Feet	● + ⬆	Knee Stomp
Opponent Down, Standing Near Feet	● + ➡	Boston Crab
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Leg Drop
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Elbow Drop 8
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	10 Punch
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Big Chop
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Shoulder Thrust
Opponent Leaning on Turnbuckle, Facing	● + ➡	Superplex 1
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Super Back Suplex
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Shoulder Strike
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Turnbuckle Toe Kick
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Pushes Turnbuckle
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Knee Attack 1
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Missile Dropkick
From Top Turnbuckle, Opponent Standing	× + ➡	Double Axe Handle 3
From Top Turnbuckle, Opponent Down	×	Diving Leg Drop
From Top Turnbuckle, Opponent Down	× + ⬇	Diving Elbow Drop Pin 1
From Top Turnbuckle, Opponent Down	× + ⬆	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Austin Attack 1
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Clothesline 14
Rebound Off Ropes, Running at Down Opponent	▲, ×	Running Leg Drop
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Baseball Slide
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Extreme Neckbreaker Drop
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	Sunset Flip Pin 1
Running Toward Standing Opponent's Back	●	Bulldog 2
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Thump
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Clothesline 14
Running Toward Down Opponent	▲, ×	Double Axe Handle 5
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Running Leg Drop
Running Counters		
Opponent Running	●	Scrapbuster Pin
Opponent Running	● + ⬇ or ⬆	Hip Toss 1
Opponent Running	● + ⬅ or ➡	Powerslam 1
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Headbutt & Elbow Drop
Standing With Partner, Facing Opponent	● + ⬇	Double Suplex 2
Standing With Partner, Facing Opponent	● + ⬅	Double Dropkick
Standing With Partner, Facing Opponent	● + ⬆	Double Clothesline
Standing With Partner, Facing Opponent	● + ➡	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Atomic Leg Drop
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Front Slam
Opponent Leaning on Turnbuckle, Facing	● + ➡	Kick To Gut
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Over The Rope
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	Over The Rope
Combination Attacks		
Facing Standing Opponent, First Attack	×	Back Chop 1
Facing Standing Opponent, Second Attack	×, ×	Body Punch
Facing Standing Opponent, Third Attack	×, ×, ×	Clothesline 3



IRON SHEIK™

BIO

One of the most fearsome heels to ever step into the ring, the Iron Sheik used nothing short of ruthless aggression to overpower his opponents, who knew they'd been in a brutal match when all was said and done. After performing at underground events for a time, it became obvious to promoters that the Iron Sheik had great potential, and so he made his WWE debut in 1979. A short time later, at Madison Square Garden, the Iron Sheik participated in and won the very first Battle Royal in WWE history, earning a title shot against the WWE Champion of that time, Bob Backlund. The match occurred shortly after the Battle Royal, and Backlund was able to prevail and retain the WWE Championship. After taking some time away from the WWE, the Iron Sheik returned and in 1983 challenged Backlund once again for the WWE Championship belt. With the aid of his vicious submission-move finisher, "The Camel Clutch," the Iron Sheik forced Backlund to give up and rose victorious. His reign as WWE Champion didn't last for long, but the Iron Sheik struck gold again when he paired with "The Russian Bear" Nikolai Volkoff to win the WWE tag team titles at the first-ever *WrestleMania*. Recently, the legendary Iron Sheik participated in the "Gimmick Battle Royal" at *WrestleMania XVII* in 2001, which he won in full-circle fashion.



SPECIAL MOVES

Camel Clutch 3



Camel Clutch 3



STATS

HEIGHT 6'
WEIGHT 275 lbs.
FROM Tehran, Iran

CAREER HIGHLIGHTS

WWE Champion, WWE World Tag Team Champion

IRON SHEIK™'S MOVES

LEGEND

Conditions	Command	Move Name
Taunts		
Standing	↓	Muscle Appealing
Standing	←	Taunt Iron Shiek
Standing	↑	Muscle Appealing
Standing	→	Taunt Iron Shiek
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Opponent Down, Standing Near Head	[L]	Camel Clutch 3
Opponent Down, Standing Near Head	[L] + ⬇, ⬅, ⬆, or ➡	Camel Clutch 3
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Bearhug 3
Opponent Locked in Submission Grapple	● + ⬅	Headlock 1
Opponent Locked in Submission Grapple	● + ⬆	Big Shoulder Claw
Opponent Locked in Submission Grapple	● + ➡	Headlock Takedown
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Belly To Belly 2
Opponent Locked in Submission Grapple	● + ⬅	Belly To Belly 1
Opponent Locked in Submission Grapple	● + ⬆	Double Arm Suplex 1
Opponent Locked in Submission Grapple	● + ➡	Gutwrench Suplex 1
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Piledriver 1
Opponent Locked in Submission Grapple	● + ⬅	Scoop Slam 5
Opponent Locked in Submission Grapple	● + ⬆	Gutbuster 1
Opponent Locked in Submission Grapple	● + ➡	Suplex 2
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Eye Rake 3
Opponent Locked in Submission Grapple	● + ⬅	Headlock & Punch 1
Opponent Locked in Submission Grapple	● + ⬆	Club To Neck 3
Opponent Locked in Submission Grapple	● + ➡	Shoulder Thrusts
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Double Axe Handle 3
Facing Standing Opponent	× + ⬅ or ⬆	Toe Kick 1
Facing Standing Opponent	× + ⬆	Body Punch
Facing Standing Opponent	× + ⬅ or ⬆	Double Axe Handle 1
Facing Standing Opponent	× + ⬆	Overhand Punch 1
Facing Standing Opponent	× + ➡	Austin Punches 1
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	Mat Slam 2
Behind Standing Opponent	● + ⬅	Back Side Slam 2
Behind Standing Opponent	● + ⬆	Forearm Smash
Behind Standing Opponent	● + ➡	Atomic Drop
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	Abdominal Stretch 1
Behind Standing Groggy Opponent	● + ⬅	Back Rake
Behind Standing Groggy Opponent	● + ⬆	Sleeper Hold 2
Behind Standing Groggy Opponent	● + ➡	Super Atomic Drop
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Choke 4
Opponent Down, Standing Near Head	● + ⬆	Mounted Punching 2
Opponent Down, Standing Near Head	● + ➡	Surfboard
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Leg Lock 6
Opponent Down, Standing Near Feet	● + ⬆	Kick To Groin
Opponent Down, Standing Near Feet	● + ➡	Single Leg Crab 1
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Elbow Drop 4
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Elbow Drop 2
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Toss To Turn Buckle
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Big Chop
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Shoulder Thrust
Opponent Leaning on Turnbuckle, Facing	● + ➡	Hanging In Reverse
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Illegal Pin
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Super Back Suplex
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Shoulder Strike
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Turnbuckle Toe Kick
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Pushes Turnbuckle
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Knee Attack 1
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Shoulder Block 5
From Top Turnbuckle, Opponent Standing	× + ➡	Double Axe Handle 3
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬇	Diving Elbow Drop Pin 1
From Top Turnbuckle, Opponent Down	× + ⬆	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Choke 3
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Dropkick 5
Rebound Off Ropes, Running at Down Opponent	▲, ×	Running Leg Drop
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Baseball Slide
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Head Pound 1
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	Neckbreaker 1
Running Toward Standing Opponent's Back	●	Mat Slam 2
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Clothesline 7
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Dropkick 5
Running Toward Down Opponent	▲, ×	Double Axe Handle 5
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Running Leg Drop
Running Counters		
Opponent Running	●	Hip Toss 1
Opponent Running	● + ⬇ or ⬆	Scrapbuster Pin
Opponent Running	● + ⬅ or ➡	Back Drop 2
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Headbutt & Elbow Drop
Standing With Partner, Facing Opponent	● + ⬇	Double Beat Head
Standing With Partner, Facing Opponent	● + ⬅	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬆	Double Clothesline
Standing With Partner, Facing Opponent	● + ➡	Double Flapjack
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Atomic Leg Drop
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Front Slam
Opponent Leaning on Turnbuckle, Facing	● + ➡	Kick To Gut
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Over The Rope
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	Over The Rope
Combination Attacks		
Facing Standing Opponent, First Attack	×	Back Chop 1
Facing Standing Opponent, Second Attack	×, ×	Body Punch
Facing Standing Opponent, Third Attack	×, ×, ×	Clothesline 3



JIMMY SNUKA™

BIO

Being a true legend of the WWE means you've not only entertained your fans, but you've also inspired them to someday follow in your footsteps. Although he couldn't have known it at the time, one of "Superfly" Jimmy Snuka's unforgettable in-ring performances motivated a very important fan to lace up his boots and begin his own path to becoming a WWE legend. Managed by Captain Lou Albano when he first joined the WWE, "Superfly" gained superstardom by battling against then-WWE Champion Bob Backlund in a steel cage match. Instead of escaping out of the cage when the opportunity arose, Snuka climbed up to the top and then decided to put the hurt on Backlund by executing his awe-inspiring "Superfly" finishing move from the top of the cage! Backlund managed to avoid the threat, and eventually escaped the cage with his WWE Championship intact, but Snuka had earned a great deal of respect from the crowd that day. About a year later, Snuka earned a chance to win the Intercontinental Title at Madison Square Garden when he squared off against Don Muraco in yet another cage match. Snuka's "Superfly" finisher from the top of the cage didn't miss this time around, and its mighty impact set the crowd on fire! In fact, there was one young person in attendance that day at Madison Square Garden who was so moved by Snuka's amazing performance that he decided to train to become a WWE Superstar himself. That person's name? Mick Foley, a man who would become the greatest hardcore legend of all time.



SPECIAL MOVES



STATS

HEIGHT
6'

WEIGHT
260 lbs.

FROM
The Fiji Islands

JIMMY SNUKA™'S MOVES

LEGEND

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Jimmy Snuka
Standing	←	Taunt Samoan
Standing	↑	Taunt Jimmy Snuka
Standing	→	Taunt Samoan
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Opponent Down, From Top Turnbuckle	[L]	Superfly
Opponent Leaning on Ropes	[L] + ⬇, ⬅, ⬆, or ➡	Jimmy Snuka Special
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Armbar 2
Opponent Locked in Submission Grapple	● + ⬅	Headlock 1
Opponent Locked in Submission Grapple	● + ⬆	Big Shoulder Claw
Opponent Locked in Submission Grapple	● + ➡	Queen Arm Scissors
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Front Dropkick 6
Opponent Locked in Submission Grapple	● + ⬅	Throat Thrust 10
Opponent Locked in Submission Grapple	● + ⬆	Headbutt 4
Opponent Locked in Submission Grapple	● + ➡	SuPLEX 4
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Piledriver 1
Opponent Locked in Submission Grapple	● + ⬅	Scoop Slam 2
Opponent Locked in Submission Grapple	● + ⬆	Strength 1
Opponent Locked in Submission Grapple	● + ➡	Backbreaker 10
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Double Knee Attack
Opponent Locked in Submission Grapple	● + ⬅	Snuka Backhand Blow
Opponent Locked in Submission Grapple	● + ⬆	Headbutt 3
Opponent Locked in Submission Grapple	● + ➡	Russian Leg Sweep 1
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Dropkick 2
Facing Standing Opponent	× + ⬅ or ⬆	Toe Kick 1
Facing Standing Opponent	× + ⬆	Back Elbow Smash
Facing Standing Opponent	× + ⬅ or ⬆	Enzuigiri 2
Facing Standing Opponent	× + ⬆	Mongolian Chop
Facing Standing Opponent	× + ➡	Slap 2
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	Eddie Cradle Pin
Behind Standing Opponent	● + ⬅	Back SuPLEX 1
Behind Standing Opponent	● + ⬆	Elbow To Back Of Head 2
Behind Standing Opponent	● + ➡	Bulldog 4
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	School Boy Pin 2
Behind Standing Groggy Opponent	● + ⬅	Back SuPLEX 7
Behind Standing Groggy Opponent	● + ⬆	Sleeper Hold 2
Behind Standing Groggy Opponent	● + ➡	Forearm Smash
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	It Bites A Forehead 2
Opponent Down, Standing Near Head	● + ⬆	Mounted Punching 2
Opponent Down, Standing Near Head	● + ➡	Neck Lock
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Knee Smash 1
Opponent Down, Standing Near Feet	● + ⬆	Raise & Knee Strike
Opponent Down, Standing Near Feet	● + ➡	Mexican Stretch 2
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Elbow Drop 2
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Falling Headbutt
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Big Chop
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Kick & Waiting
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Monkey Flip
Opponent Leaning on Turnbuckle, Facing	● + ➡	Big Back Chop 1
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Illegal Pin
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Dropkick & School Boy Pin
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Super Back SuPLEX
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	10 Turnbuckle Smash
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Mudhole Stomping 3
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Turnbuckle Dropkick 2
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Diving Cross Body Pin
From Top Turnbuckle, Opponent Standing	× + ➡	Missile Dropkick
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬇	Diving Headbutt 1
From Top Turnbuckle, Opponent Down	× + ⬆	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Irish Whip
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Slingshot Body Splash 2
Rebound Off Ropes, Running at Down Opponent	▲, ×	Slingshot Body Splash 1
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Rope Flip 2
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Head Pound 1
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	School Boy Pin 1
Running Toward Standing Opponent's Back	●	Bulldog 4
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Flying Headbutt
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Dropkick 5
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Running Flip Splash
Running Counters		
Opponent Running	●	Back Drop 2
Opponent Running	● + ⬇ or ⬆	Hip Toss 2
Opponent Running	● + ⬅ or ➡	Whirl Backbreaker
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Low Blow & Knee Attack
Standing With Partner, Facing Opponent	● + ⬇	Dropkick & Rolling Clutch
Standing With Partner, Facing Opponent	● + ⬅	Double SuPLEX 1
Standing With Partner, Facing Opponent	● + ⬆	Double Clothesline
Standing With Partner, Facing Opponent	● + ➡	Double Dropkick
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Whip & Lay Down
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Calf Kick & Sweep
Opponent Leaning on Turnbuckle, Facing	● + ➡	Kick To Gut
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Normal
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	Quick
Combination Attacks		
Facing Standing Opponent, First Attack	×	Back Chop 1
Facing Standing Opponent, Second Attack	×, ×	Back Elbow Smash
Facing Standing Opponent, Third Attack	×, ×, ×	Mongolian Chop



NICHOLAI VOLKOFF™

BIO

Few Superstars were hated more than "The Russian Bear" Nikolai Volkoff was during his career in the WWE. Maybe that was because he always carried the Soviet flag with him into the ring and insisted on bellowing out his beloved country's anthem before each match. Whatever the case may have been, Volkoff didn't make matters any better by pairing up with the Iron Sheik in 1984 to form one of the most despised tag teams in the history of the WWE. The fearsome twosome dominated the ring at the very first *WrestleMania* ever held, defeating Mike Rotundo and Barry Windham for the WWE tag team titles. As the years passed by, and after he and the Iron Sheik went their separate ways, Volkoff continued to stir up the crowd in countless memorable singles matches against many well-known Superstars. By the time his professional career came to a close, "The Russian Bear" Nikolai Volkoff had established himself as one of the most legendary heels in all of WWE history.



SPECIAL MOVES

Bearhug 2



Backbreaker 6



STATS

HEIGHT 6' 5"
WEIGHT 310 lbs.
FROM Moscow, Russia

NICHOLAI VOLKOFF™'S MOVES

LEGEND

Conditions	Command	Move Name
Taunts		
Standing	↓	Muscle Appealing
Standing	←	Taunt Nikolai Volkoff
Standing	↑	Muscle Appealing
Standing	→	Taunt Nikolai Volkoff
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Facing Groggy Opponent	[L]	Bearhug 2
Facing Groggy Opponent	[L] + ⬇, ⬅, ⬆, or ➡	Backbreaker 6
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Headlock Takedown
Opponent Locked in Submission Grapple	● + ⬅	Headlock 1
Opponent Locked in Submission Grapple	● + ⬆	Big Shoulder Claw
Opponent Locked in Submission Grapple	● + ➡	Wrist & Arm Wrench
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Backbreaker 10
Opponent Locked in Submission Grapple	● + ⬅	Snapmare 2
Opponent Locked in Submission Grapple	● + ⬆	Gutbuster 1
Opponent Locked in Submission Grapple	● + ➡	Suplex 4
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Choke Toss 2
Opponent Locked in Submission Grapple	● + ⬅	Scoop Slam 5
Opponent Locked in Submission Grapple	● + ⬆	Backbreaker 4
Opponent Locked in Submission Grapple	● + ➡	Sidewalk Slam 1
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Regal Knee Attack
Opponent Locked in Submission Grapple	● + ⬅	Headlock & Punch 2
Opponent Locked in Submission Grapple	● + ⬆	Club To Neck 2
Opponent Locked in Submission Grapple	● + ➡	Kitchen Sink 2
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Spinning Back Kick 6
Facing Standing Opponent	× + ⬅ or ⬆	Toe Kick 1
Facing Standing Opponent	× + ⬆	Body Punch
Facing Standing Opponent	× + ⬅ or ⬆	Double Axe Handle 1
Facing Standing Opponent	× + ⬆	Clothesline 3
Facing Standing Opponent	× + ➡	Boxing Body Blow
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	Backslide Pin 2
Behind Standing Opponent	● + ⬅	Atomic Drop
Behind Standing Opponent	● + ⬆	Forearm Smash
Behind Standing Opponent	● + ➡	Turning Face Front
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	Back Suplex 1
Behind Standing Groggy Opponent	● + ⬅	Super Atomic Drop
Behind Standing Groggy Opponent	● + ⬆	Sleeper Hold 2
Behind Standing Groggy Opponent	● + ➡	Elbow To Back Of Head 2
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Choke 4
Opponent Down, Standing Near Head	● + ⬆	Mounted Punching 2
Opponent Down, Standing Near Head	● + ➡	Reverse Chin Lock 2
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

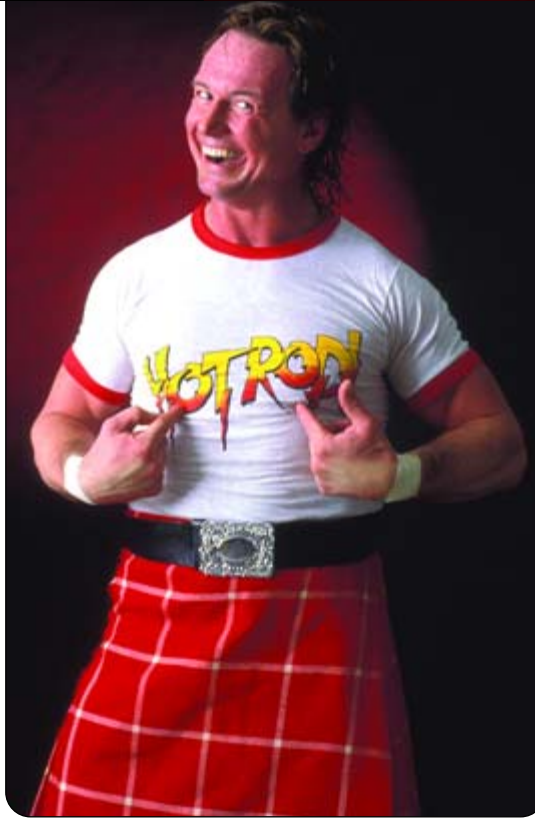
Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Kick To Grain
Opponent Down, Standing Near Feet	● + ⬆	Knee Stomp
Opponent Down, Standing Near Feet	● + ➡	Boston Crab
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Leg Drop
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Elbow Drop 2
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Hangman Chokehold 2
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Big Chop
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Shoulder Thrust
Opponent Leaning on Turnbuckle, Facing	● + ➡	Knee Strikes
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Illegal Pin
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Hanging In Reverse
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Shoulder Strike
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Turnbuckle Toe Kick
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Pushes Turnbuckle
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Knee Attack 1
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Shoulder Block 5
From Top Turnbuckle, Opponent Standing	× + ➡	Double Axe Handle 3
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬇	Diving Elbow Drop Pin 1
From Top Turnbuckle, Opponent Down	× + ⬆	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Austin Attack 1
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Kurt Shoulder Block
Rebound Off Ropes, Running at Down Opponent	▲, ×	Running Leg Drop
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Baseball Slide
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	German Suplex 1
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	Neckbreaker Drop 1
Running Toward Standing Opponent's Back	●	Mat Slam 2
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Spinning Back Kick 6
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Kurt Shoulder Block
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Running Leg Drop
Running Counters		
Opponent Running	●	Hip Toss 2
Opponent Running	● + ⬇ or ⬆	Neckbreaker 2
Opponent Running	● + ⬅ or ➡	Back Drop 3
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Headbutt & Elbow Drop
Standing With Partner, Facing Opponent	● + ⬇	Double Punches 2
Standing With Partner, Facing Opponent	● + ⬅	Low Blow & Knee Attack
Standing With Partner, Facing Opponent	● + ⬆	Double Clothesline
Standing With Partner, Facing Opponent	● + ➡	Double DDT
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Gut Crusher
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Front Slam
Opponent Leaning on Turnbuckle, Facing	● + ➡	Kick To Gut
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Over The Rope
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	Over The Rope
Combination Attacks		
Facing Standing Opponent, First Attack	×	Elbow Smash 1
Facing Standing Opponent, Second Attack	×, ×	Boxing Body Blow
Facing Standing Opponent, Third Attack	×, ×, ×	Clothesline 3



RODDY PIPER™

BIO

Truly one of the most legendary Superstars to ever grace the ring, "Rowdy" Roddy Piper began his illustrious career in the National Wrestling Alliance (NWA). Winning titles and defeating Superstars the caliber of Ric Flair, Ricky "The Dragon" Steamboat and Greg "The Hammer" Valentine propelled Piper to superstardom in the NWA. In 1984 Piper joined up with the WWE, and it was there that his professional career really began to skyrocket. At the very first *WrestleMania* in WWE history, he performed in the unforgettable main event against both Hulk Hogan and Mr. T. Undeniable is the fact that "Hot Rod" forever changed the course of the WWE with his hugely-popular interview show, *Piper's Pit*. This brilliant fusion of acting and wrestling is considered by many to be the true beginning of the idea of sports-entertainment. The show was an incredible device for stirring up heated rivalries between Superstars that would eventually be settled in the ring. While *Piper's Pit* had many memorable moments, perhaps the most infamous interview came to an abrupt end when Piper smashed a coconut to pieces over the head of "Superfly" Jimmy Snuka. This spawned a deep-seeded rivalry between the two legends of the ring that continues to this day.



SPECIAL MOVES

Sleeper Hold 3



Roddy Piper Strike™



STATS

HEIGHT 6' 2"
 WEIGHT 235 lbs
 FROM Glasgow, Scotland

RODDY PIPER™'S MOVES

LEGEND

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Ric Flair 1
Standing	←	Taunt Roddy Piper
Standing	↑	Taunt Kurt Angle 3
Standing	→	Taunt Roddy Piper
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Behind Groggy Opponent	[L]	Sleeper Hold 3
Facing Groggy Opponent	[L] + ⬇, ⬅, ⬆, or ➡	Roddy Piper Strike
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Shin Breaker
Opponent Locked in Submission Grapple	● + ⬅	Kurt Angle Headlock
Opponent Locked in Submission Grapple	● + ⬆	Wrist & Arm Wrench
Opponent Locked in Submission Grapple	● + ➡	Jumping Armbreaker 2
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Piledriver 4
Opponent Locked in Submission Grapple	● + ⬅	Eye Poke 4
Opponent Locked in Submission Grapple	● + ⬆	Low Blow 3
Opponent Locked in Submission Grapple	● + ➡	Suplex 5
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Falling Neckbreaker
Opponent Locked in Submission Grapple	● + ⬅	Scoop Slam 3
Opponent Locked in Submission Grapple	● + ⬆	Aeroplane Spine
Opponent Locked in Submission Grapple	● + ➡	Neckbreaker 3
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Russian Leg Sweep 1
Opponent Locked in Submission Grapple	● + ⬅	Eye Poke 5
Opponent Locked in Submission Grapple	● + ⬆	Jawbreaker 1
Opponent Locked in Submission Grapple	● + ➡	Kitchen Sink 2
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Dropkick 2
Facing Standing Opponent	× + ⬅ or ➡	Toe Kick 1
Facing Standing Opponent	× + ⬆	Boxing Body Blow
Facing Standing Opponent	× + ⬅ or ➡	Undertaker Body Punch
Facing Standing Opponent	× + ⬆	Clothesline 3
Facing Standing Opponent	× + ➡	Back Chop 2
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	Russian Leg Sweep 2
Behind Standing Opponent	● + ⬅	Forearm Smash
Behind Standing Opponent	● + ⬆	Elbow To Back Of Head 2
Behind Standing Opponent	● + ➡	Hips Struck
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	School Boy Roll Up
Behind Standing Groggy Opponent	● + ⬅	Back Suplex 9
Behind Standing Groggy Opponent	● + ⬆	Abdominal Stretch 1
Behind Standing Groggy Opponent	● + ➡	Bulldog 2
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Fury Punch 8
Opponent Down, Standing Near Head	● + ⬆	Fury Punch 10
Opponent Down, Standing Near Head	● + ➡	Sleeper Hold 5
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Kick To Groin
Opponent Down, Standing Near Feet	● + ⬆	Knee Smash 1
Opponent Down, Standing Near Feet	● + ➡	Single Leg Crab 1
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Fist Drop
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Elbow Drop 1
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Monkey Flip
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 2
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Fury Strikes
Opponent Leaning on Turnbuckle, Facing	● + ➡	Big Chop
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Illegal Pin
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Shoulder Strike
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	10 Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Hanging In Reverse
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Mudhole Stomping 3
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Shoulder Block 3
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Shoulder Block 3
Opponent Slumped Down at Lower Turnbuckle	×	Knee Attack 1
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Flying Clothesline 1
From Top Turnbuckle, Opponent Standing	× + ➡	Diving Elbow Bat
From Top Turnbuckle, Opponent Down	×	Knee Drop 1
From Top Turnbuckle, Opponent Down	× + ⬇	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬆	Diving Headbutt 1
Rope Moves		
Opponent Leaning on Ropes	●	Choke 3
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Kitchen Sink 1
Rebound Off Ropes, Running at Down Opponent	▲, ×	Double Axe Handle 5
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Baseball Slide
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Neckbreaker 1
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	Sunset Flip Pin 1
Running Toward Standing Opponent's Back	●	Bulldog 2
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	Bulldog 3
Running Attacks		
Running Toward Standing Opponent	×	Piper Knee Attack
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Kitchen Sink 1
Running Toward Down Opponent	×, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Double Axe Handle 5
Running Counters		
Opponent Running	●	Sleeper Hold 4
Opponent Running	● + ⬇ or ⬆	Back Drop 1
Opponent Running	● + ⬅ or ➡	Drop Toehold
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Low Blow & Knee Attack
Standing With Partner, Facing Opponent	● + ⬇	Double DDT
Standing With Partner, Facing Opponent	● + ⬅	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬆	Double Clothesline
Standing With Partner, Facing Opponent	● + ➡	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Hip Toss
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Whip & Lay Down
Opponent Leaning on Turnbuckle, Facing	● + ➡	Body Splash & Whip
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Normal
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	Quick
Combination Attacks		
Facing Standing Opponent, First Attack	×	Snap Jab
Facing Standing Opponent, Second Attack	×, ×	Snap Jab
Facing Standing Opponent, Third Attack	×, ×, ×	Boxing Hook Punch



SGT. SLAUGHTER™

BIO

Perhaps the most widely-recognized icon in all of sports-entertainment, Sgt. Slaughter has done it all. For starters, he's a four-time WWE Champion, but that hardly scratches the surface. A former military drill instructor before becoming a legend in the ring, pure patriotism pumps through Sgt. Slaughter's veins. He has worked tirelessly throughout his life, devoting countless hours of his free time to raising funds for such noble charity organizations as the St. Jude Children's Research Hospital and the Anti-Drug Campaign, of which he was named Chairman. His benevolent deeds have not gone unheralded—Slaughter has been named Citizen of the Year in his home state of Connecticut, he's been invited to the White House by Presidents Jimmy Carter, Ronald Reagan and Bill Clinton, and he's had the great honor of having the American Flag flown over the Nation's Capital in recognition of his patriotic achievements. Recently, Slaughter participated in the "Gimmick Battle Royal" at *WrestleMania XVII*, where he returned to the ring after the match to put the Cobra Clutch on the match's victor, the Iron Sheik. While other WWE Superstars may be considered legends of the ring and true patriots to their country, Sgt. Slaughter outranks them all.



SPECIAL MOVES



STATS

HEIGHT 6' 6"
WEIGHT 320 lbs.
FROM Connecticut

SGT. SLAUGHTER™'S MOVES

LEGEND

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Slaughter 1
Standing	←	Taunt Slaughter 2
Standing	↑	Taunt Slaughter 1
Standing	→	Taunt Slaughter 2
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Opponent Down, Standing Near Head	[L]	Sgt Cobra Clutch
Opponent Down, Standing Near Head	[L] + ⬇, ⬅, ⬆, or ➡	Camel Clutch 3
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Bearhug 3
Opponent Locked in Submission Grapple	● + ⬅	Headlock 1
Opponent Locked in Submission Grapple	● + ⬆	Big Shoulder Claw
Opponent Locked in Submission Grapple	● + ➡	Headlock Takedown
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Backbreaker 10
Opponent Locked in Submission Grapple	● + ⬅	Backbreaker 2
Opponent Locked in Submission Grapple	● + ⬆	Gutbuster 1
Opponent Locked in Submission Grapple	● + ➡	Suplex 5
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Sidewalk Slam 1
Opponent Locked in Submission Grapple	● + ⬅	Scoop Slam 7
Opponent Locked in Submission Grapple	● + ⬆	Falling Neckbreaker
Opponent Locked in Submission Grapple	● + ➡	Mat Slam 1
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Headlock & Punch 1
Opponent Locked in Submission Grapple	● + ⬅	Body Knee Strike
Opponent Locked in Submission Grapple	● + ⬆	Club To Neck 3
Opponent Locked in Submission Grapple	● + ➡	Kitchen Sink 2
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Clothesline 3
Facing Standing Opponent	× + ⬅ or ➡	Toe Kick 1
Facing Standing Opponent	× + ⬆	Austin Punches 1
Facing Standing Opponent	× + ⬅ or ➡	Slap 2
Facing Standing Opponent	× + ⬆	Clothesline 3
Facing Standing Opponent	× + ➡	Body Punch
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	Super Atomic Drop
Behind Standing Opponent	● + ⬅	Backbreaker 7
Behind Standing Opponent	● + ⬆	Pumphandle Slam 2
Behind Standing Opponent	● + ➡	Russian Leg Sweep 2
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	Back Suplex 4
Behind Standing Groggy Opponent	● + ⬅	Bulldog 2
Behind Standing Groggy Opponent	● + ⬆	Sleeper Hold 2
Behind Standing Groggy Opponent	● + ➡	Forearm Smash
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Choke 4
Opponent Down, Standing Near Head	● + ⬆	Elbow & Sleeper Hold
Opponent Down, Standing Near Head	● + ➡	Reverse Chin Lock 2
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

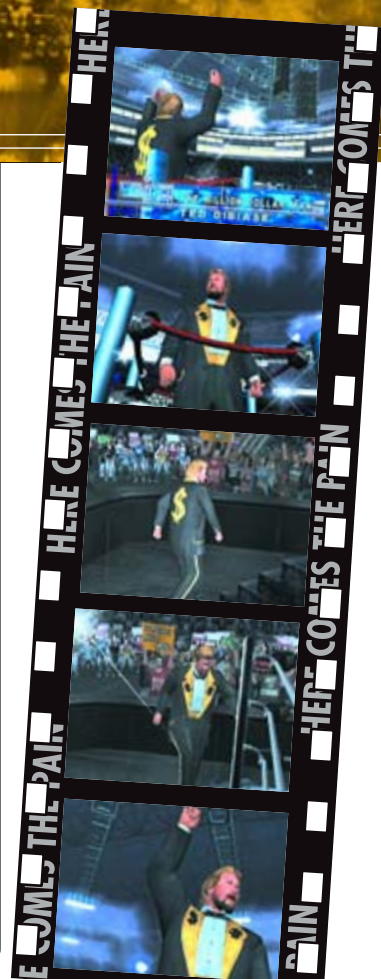
Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Knee Stomp
Opponent Down, Standing Near Feet	● + ⬆	Leg Lock 9
Opponent Down, Standing Near Feet	● + ➡	Boston Crab
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Leg Drop
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Elbow Drop 2
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Choke 1
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Big Chop
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Superplex 1
Opponent Leaning on Turnbuckle, Facing	● + ➡	Shoulder Thrust
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Hanging In Reverse
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Turnbuckle Toe Kick
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Pushes Turnbuckle
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Shoulder Block 3
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Shoulder Block 3
Opponent Slumped Down at Lower Turnbuckle	×	Knee Attack 1
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Double Axe Handle 3
From Top Turnbuckle, Opponent Standing	× + ➡	Diving Elbow Bat
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬇	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬆	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Austin Attack 1
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Clothesline 5
Rebound Off Ropes, Running at Down Opponent	▲, ×	Running Leg Drop
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Baseball Slide
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Neckbreaker 1
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	Lou Thesz Press 1
Running Toward Standing Opponent's Back	●	Bulldog 2
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	Bulldog 3
Running Attacks		
Running Toward Standing Opponent	×	Kurt Shoulder Block
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Clothesline 5
Running Toward Down Opponent	▲, ×	Double Axe Handle 5
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Running Leg Drop
Running Counters		
Opponent Running	●	Powerslam 1
Opponent Running	● + ⬇ or ⬆	Back Drop 1
Opponent Running	● + ⬅ or ➡	Back Drop 2
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Low Blow & Knee Attack
Standing With Partner, Facing Opponent	● + ⬇	Double DDT
Standing With Partner, Facing Opponent	● + ⬅	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬆	Double Clothesline
Standing With Partner, Facing Opponent	● + ➡	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Front Slam
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Gut Crusher
Opponent Leaning on Turnbuckle, Facing	● + ➡	Kick To Gut
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Normal
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	Normal
Combination Attacks		
Facing Standing Opponent, First Attack	×	Back Chop 1
Facing Standing Opponent, Second Attack	×, ×	Austin Punches 1
Facing Standing Opponent, Third Attack	×, ×, ×	Double Axe Handle 1



TED DIBIASE™

BIO

Ask anyone to name off the best (and most hated) heels in the history of the WWE, and the "The Million Dollar Man" Ted DiBiase will be found near the top of that list. Accompanied throughout most of his career by his bodyguard, Virgil, Ted DiBiase made it his mission to cause no end of trouble to fan-favored Superstars. Although he wasn't the strongest adversary in the ring, the "Million Dollar Man" used his vast wealth to toy with his opponents and even the odds. He was the type of heel who thoroughly enjoyed cheating his way to a hollow victory, laughing heartily whenever things went his way. After using his powerful finishing move called the "Million Dollar Dream" to put his opponents to sleep, DiBiase occasionally enjoyed stuffing wads of cash into the mouths of his unconscious victims! DiBiase shocked and infuriated face-loving crowds until an unfortunate 1999 back injury forced him to hang up his one-of-a-kind, diamond-studded belt for good. To this day, "The Million Dollar Man" Ted DiBiase is considered to be one of the most legendary heels ever to have stepped into the ring.



SPECIAL MOVES



STATS

HEIGHT 6' 3"
 WEIGHT 245 lbs.
 FROM Omaha, NE

TED DIBIASE™'S MOVES

LEGEND

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Ted DiBiase 2
Standing	←	Taunt Ted DiBiase 1
Standing	↑	Taunt Ted DiBiase 2
Standing	→	Taunt Ted DiBiase 1
Weapon Specials		
Holding Weapon	[L]	DDT
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	DDT
SmackDown! Specials		
Behind Groggy Opponent	[L]	Million S Dream
Opponent Down, Standing Near Head	[L] + ⬇, ⬅, ⬆, or ➡	Million S Fist Drop 1
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 4
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Headlock Takedown
Opponent Locked in Submission Grapple	● + ⬅	Wrist & Arm Wrench
Opponent Locked in Submission Grapple	● + ⬆	Snapmare & Neck Lock
Opponent Locked in Submission Grapple	● + ➡	Jumping Armbreaker 2
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Double Arm Suplex 1
Opponent Locked in Submission Grapple	● + ⬅	Gutwrench Suplex 1
Opponent Locked in Submission Grapple	● + ⬆	Belly To Belly 4
Opponent Locked in Submission Grapple	● + ➡	Suplex 5
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Piledriver 1
Opponent Locked in Submission Grapple	● + ⬅	Neckbreaker 3
Opponent Locked in Submission Grapple	● + ⬆	Backbreaker 10
Opponent Locked in Submission Grapple	● + ➡	Manhattan Drop 1
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Russian Leg Sweep 1
Opponent Locked in Submission Grapple	● + ⬅	Ric Flair Back Chop 1
Opponent Locked in Submission Grapple	● + ⬆	Elbow To Back Of Head 1
Opponent Locked in Submission Grapple	● + ➡	Head To Knee
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Clothesline 3
Facing Standing Opponent	× + ⬅ or ➡	Toe Kick 1
Facing Standing Opponent	× + ⬆	Back Chop 1
Facing Standing Opponent	× + ⬅ or ➡	Snap Jab
Facing Standing Opponent	× + ⬆	Double Axe Handle 2
Facing Standing Opponent	× + ➡	Austin Punches 1
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	Atomic Drop
Behind Standing Opponent	● + ⬅	Russian Leg Sweep 2
Behind Standing Opponent	● + ⬆	Forearm Smash
Behind Standing Opponent	● + ➡	Backbreaker 6
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	School Boy Roll Up
Behind Standing Groggy Opponent	● + ⬅	Back Suplex 4
Behind Standing Groggy Opponent	● + ⬆	Abdominal Stretch 1
Behind Standing Groggy Opponent	● + ➡	Low Blow 6
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	It Thrusts Down
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	It Thrusts Down
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Ric Flair Knee Drop
Opponent Down, Standing Near Head	● + ⬆	Fury Punch 8
Opponent Down, Standing Near Head	● + ➡	Sleeper Hold 8
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Leg Lock 8
Opponent Down, Standing Near Feet	● + ⬆	Knee Smash 1
Opponent Down, Standing Near Feet	● + ➡	Kick To Leg 2
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Angry Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Elbow Drop 1
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Elbow Drop 2
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Superplex 1
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Big Back Chop 2
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Superplex 2
Opponent Leaning on Turnbuckle, Facing	● + ➡	Shoulder Thrust
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Illegal Pin
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Super Back Suplex
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Super Back Suplex
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Pushes Turnbuckle
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Knee Attack 1
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Double Axe Handle 3
From Top Turnbuckle, Opponent Standing	× + ➡	Diving Elbow Bat
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬇	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬆	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Choke 3
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Kurt Shoulder Block
Rebound Off Ropes, Running at Down Opponent	▲, ×	Droptick To Knee 4
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Dive Through Ropes
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Neckbreaker 1
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	Sunset Flip Pin 1
Running Toward Standing Opponent's Back	●	Hurricane Neckbreaker
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	School Boy Pin 2
Running Attacks		
Running Toward Standing Opponent	×	Back Elbow Attack 3
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Kurt Shoulder Block
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Droptick To Knee 4
Running Counters		
Opponent Running	●	Powerslam 1
Opponent Running	● + ⬇ or ⬆	Sleeper Hold 4
Opponent Running	● + ⬅ or ➡	Back Drop 2
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬇	Double DDT
Standing With Partner, Facing Opponent	● + ⬅	Double Suplex 1
Standing With Partner, Facing Opponent	● + ⬆	Double Clothesline
Standing With Partner, Facing Opponent	● + ➡	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Whip & Lay Down
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Spike Piledriver
Opponent Leaning on Turnbuckle, Facing	● + ➡	Body Splash & Whip
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Normal
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	One Handstand Ring Out
Combination Attacks		
Facing Standing Opponent, First Attack	×	Undertaker Punches 1
Facing Standing Opponent, Second Attack	×, ×	Back Chop 1
Facing Standing Opponent, Third Attack	×, ×, ×	Double Axe Handle 1



UNDERTAKER®

BIO

Undertaker is more than just a legend of sports entertainment—he's a legend among legends. Debuting in 1990 as part of "The Million Dollar Man" Ted DiBiase's "Million Dollar Team," the "Deadman" made an impact the likes of which had never been seen, dismantling his opponents that night: the "Dream Team" of Dusty Rhodes, Bret "The Hitman" Hart, Jim "The Anvil" Neidhart and Koko B. Ware. In 1991, Undertaker defeated Jimmy "Superfly" Snuka at *WrestleMania VII*, putting Snuka out of WWE action for a number of years until he made his return in 1996. After dealing with Snuka, the "Deadman" next went on to defeat Hulk Hogan for the WWE Championship at 1991's *Survivor Series*, maintaining his perfect record with just a little help from Ric Flair, a steel chair, and Undertaker's punishing finisher, the Tombstone Piledriver. Though Hogan would recover and win the title back a week later, Undertaker's reign in the WWE was only just beginning. Over the next several years, the "Deadman" would challenge and defeat such legendary Superstars as Jake "The Snake" Roberts, Kamala, Giant Gonzales, Yokozuna, Irwin R. Schyster (I.R.S.), King Kong Bundy, Jerry "the King" Lawler, Issac Yankem (who would later become Kane), and Hunter Hearst Helmsley (later known as Triple H), to name a few. Undertaker's dominance in the WWE under the "Deadman" persona is often referred to as the "Decade of Destruction," and with good reason. For over 10 years, the "Deadman" smashed his opponents in unique and inventive matches of his own design, such as the infamous "Casket Match" and the awesome *Hell in a Cell*. Throughout his entire legendary career, Undertaker has proven beyond question that the forces of darkness can produce a Superstar of the highest caliber.



SPECIAL MOVES

Tombstone Piledriver™ Pin



Chokeslam 8



STATS

HEIGHT
6' 10"

WEIGHT
328 lbs.

UNDERTAKER'S MOVES

LEGEND

Conditions	Command	Move Name
Taunts		
Standing	↓	Taunt Kane 2
Standing	←	Taunt Undertaker 6
Standing	↑	Taunt Kane 2
Standing	→	Taunt Undertaker 6
Weapon Specials		
Holding Weapon	[L]	Guillotine 3
Holding Weapon	[L] + ⬇, ⬅, ⬆, or ➡	Guillotine 3
SmackDown! Specials		
Facing Groggy Opponent	[L]	Tombstone Piledriver Pin
Facing Groggy Opponent	[L] + ⬇, ⬅, ⬆, or ➡	Chokeslam 8
Ready Moves: Initiating Grapples		
Facing Standing Opponent	●	Irish Whip
Facing Standing Opponent	● + ⬇	Grapple 5
Facing Standing Opponent	● + ⬅	Grapple 10
Facing Standing Opponent	● + ⬆	Grapple 11
Facing Standing Opponent	● + ➡	Grapple 7
Submission Grapples (After ● + ⬇)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Bearhug 3
Opponent Locked in Submission Grapple	● + ⬅	Headlock 1
Opponent Locked in Submission Grapple	● + ⬆	Big Shoulder Claw
Opponent Locked in Submission Grapple	● + ➡	Shoulder Armbreaker
Signature Grapples (After ● + ⬅)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Oklahoma Slam 2
Opponent Locked in Submission Grapple	● + ⬅	Sidewalk Slam 3
Opponent Locked in Submission Grapple	● + ⬆	SuPLEX 4
Opponent Locked in Submission Grapple	● + ➡	Respect Me?
Power Grapples (After ● + ⬆)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Full Nelson Slam
Opponent Locked in Submission Grapple	● + ⬅	Shoulder Breaker
Opponent Locked in Submission Grapple	● + ⬆	Batista Lifting & Toss
Opponent Locked in Submission Grapple	● + ➡	Spinebuster 3
Quick Grapples (After ● + ➡)		
Opponent Locked in Submission Grapple	●	Irish Whip
Opponent Locked in Submission Grapple	● + ⬇	Throat Thrust 8
Opponent Locked in Submission Grapple	● + ⬅	Throat Thrust 7
Opponent Locked in Submission Grapple	● + ⬆	Club To Neck 3
Opponent Locked in Submission Grapple	● + ➡	Russian Leg Sweep 1
Ready Moves: Attacks		
Facing Standing Opponent	× + ⬇	Big Boot 3
Facing Standing Opponent	× + ⬅ or ⬆	Toe Kick 1
Facing Standing Opponent	× + ⬆	Throat Thrust 4
Facing Standing Opponent	× + ⬅ or ⬆	Clothesline 2
Facing Standing Opponent	× + ⬆	Kane Uppercut
Facing Standing Opponent	× + ➡	Undertaker Body Punch
Ready Moves: Rear Grapples		
Behind Standing Opponent	●	Irish Whip
Behind Standing Opponent	● + ⬇	Pumphandle Slam 2
Behind Standing Opponent	● + ⬅	DDT 21
Behind Standing Opponent	● + ⬆	Forearm Smash
Behind Standing Opponent	● + ➡	Russian Leg Sweep 2
Behind Standing Groggy Opponent	●	Irish Whip
Behind Standing Groggy Opponent	● + ⬇	Dragon Sleeper 2
Behind Standing Groggy Opponent	● + ⬅	Back SuPLEX 2
Behind Standing Groggy Opponent	● + ⬆	Pumphandle Slam 1
Behind Standing Groggy Opponent	● + ➡	Atomic Drop
Ready Moves: Edge of the Cell		
Opponent Near Edge, Facing	●	Chokeslam 1
Opponent Near Edge, Facing	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Opponent Near Edge, Back Exposed	●	Chokeslam 1
Opponent Near Edge, Back Exposed	● + ⬇, ⬅, ⬆, or ➡	It Thrusts Down
Ground Grapples		
Opponent Down, Standing Near Head	●	Raise
Opponent Down, Standing Near Head	● + ⬇	Pin Fall
Opponent Down, Standing Near Head	● + ⬅	Darkness Pin
Opponent Down, Standing Near Head	● + ⬆	Mounted Puncturing 2
Opponent Down, Standing Near Head	● + ➡	Darkness Choke 1
Opponent Down, Standing Near Feet	●	Raise
Opponent Down, Standing Near Feet	● + ⬇	Pin Fall

Conditions	Command	Move Name
Opponent Down, Standing Near Feet	● + ⬅	Raise & Knee Strike
Opponent Down, Standing Near Feet	● + ⬆	Knee Smash 2
Opponent Down, Standing Near Feet	● + ➡	Boston Crab
Ground Attacks		
Opponent Down, Standing Near Opponent	×	Undertaker Stomp
Opponent Down, Standing Near Opponent	× + ⬇ or ⬆	Leg Drop
Opponent Down, Standing Near Opponent	× + ⬅ or ➡	Elbow Drop 4
Turnbuckle Grapples		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Chokeslam
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Old School
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Superplex 2
Opponent Leaning on Turnbuckle, Facing	● + ➡	Body Strikes
Opponent Leaning on Turnbuckle, Back Exposed	●	Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬇	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬅	Hanging In Reverse
Opponent Leaning on Turnbuckle, Back Exposed	● + ⬆	Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed	● + ➡	Turnbuckle Toe Kick
Opponent Slumped Down at Lower Turnbuckle	●	Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle	● + ⬇, ⬅, ⬆, or ➡	Mudhole Strikes
Turnbuckle Attacks		
Opponent Leaning on Turnbuckle, Facing	×	Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing	× + ⬇, ⬅, ⬆, or ➡	Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle	×	Knee Attack 1
Aerial Moves		
From Top Turnbuckle, Opponent Standing	× + ⬅	Flying Clothesline 1
From Top Turnbuckle, Opponent Standing	× + ➡	Double Axe Handle 3
From Top Turnbuckle, Opponent Down	×	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬇	Elbow Drop 3
From Top Turnbuckle, Opponent Down	× + ⬆	Elbow Drop 3
Rope Moves		
Opponent Leaning on Ropes	●	Big Boot 6
Rebound Off Ropes, Running at Standing Opponent	▲, ×	Flying Lariat 2
Rebound Off Ropes, Running at Down Opponent	▲, ×	Running Leg Drop
Running Toward Ropes, Opponent Outside Ring	▲, ×	Vaulting Body Press 2
Running Toward Ropes, Opponent Outside Ring	■, ×	Vaulting Body Press 1
Running Grapples		
Running Toward Standing Opponent	●	Irish Whip
Running Toward Standing Opponent	● + ⬇, ⬅, ⬆, or ➡	Turn Behind
Running Toward Standing Groggy Opponent	●	Neckbreaker 1
Running Toward Standing Groggy Opponent	● + ⬇, ⬅, ⬆, or ➡	DDT 1
Running Toward Standing Opponent's Back	●	Mat Slam 2
Running Toward Standing Groggy Opponent's Back	● + ⬇, ⬅, ⬆, or ➡	Bulldog 2
Running Attacks		
Running Toward Standing Opponent	×	Clothesline 10
Running Toward Standing Opponent	× + ⬇, ⬅, ⬆, or ➡	Flying Lariat 2
Running Toward Down Opponent	▲, ×	Elbow Drop 11
Running Toward Down Opponent	▲, × + ⬇, ⬅, ⬆, or ➡	Running Leg Drop
Running Counters		
Opponent Running	●	Powerslam 1
Opponent Running	● + ⬇ or ⬆	Back Drop 2
Opponent Running	● + ⬅ or ➡	Hip Toss 2
Double Team Moves (vs. Standing Opponent)		
Standing With Partner, Facing Opponent	●	Double Flapjack
Standing With Partner, Facing Opponent	● + ⬇	Double DDT
Standing With Partner, Facing Opponent	● + ⬅	Double SuPLEX 1
Standing With Partner, Facing Opponent	● + ⬆	Double Clothesline
Standing With Partner, Facing Opponent	● + ➡	Double Beat Head
Double Team Moves (At Your Team's Corner)		
Opponent Leaning on Turnbuckle, Facing	●	Irish Whip
Opponent Leaning on Turnbuckle, Facing	● + ⬇	Front Slam
Opponent Leaning on Turnbuckle, Facing	● + ⬅	Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing	● + ⬆	Powerbomb 1
Opponent Leaning on Turnbuckle, Facing	● + ➡	Kick To Gut
Enter/Exit Ring Moves		
Enter Ring	■ + ⬇, ⬅, ⬆, or ➡	Normal
Exit Ring	■ + ⬇, ⬅, ⬆, or ➡	Backward Ring Out
Combination Attacks		
Facing Standing Opponent, First Attack	×	Throat Thrust 1
Facing Standing Opponent, Second Attack	×, ×	Undertaker Body Punch
Facing Standing Opponent, Third Attack	×, ×, ×	Throat Thrust 4