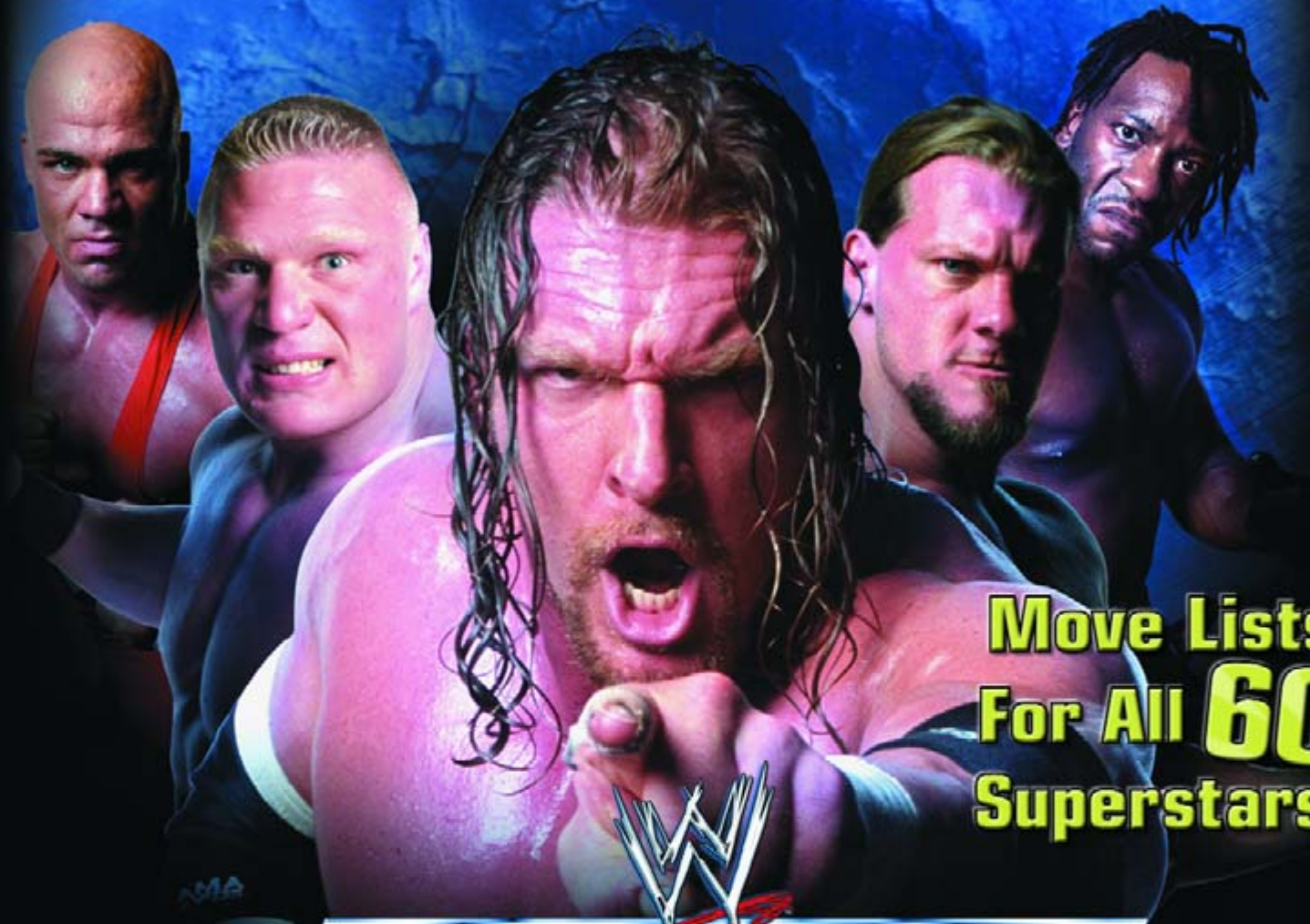


PRIMA'S OFFICIAL STRATEGY GUIDE



Move Lists
For All **60**
Superstars!

SMACK DOWN SHUT YOUR MOUTH



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Prima's Official Strategy Guide

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"Across the Nation" (Raw Theme)
Words and Music by James Johnston, Bryan Scott and Patrick Kennison
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ISBN: 0-7615-4037-7
Library of Congress Catalog Card Number: 2002112913



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LAYETH THE SMACKETH DOWN™: SMACKDOWN!™ STRATEGY

It's Time to Play the Game: An Intro to SmackDown!™

WWE™ SmackDown!™ Shut Your Mouth™: Prima's Official Strategy Guide contains all of the tips, tricks, and hard-core strategies you'll need to lay the smack down on any opponent and rise to the very top of the sports-entertainment ladder.

This first section gives you a general overview of the basic game controls and game options, followed by in-depth examinations of the various match types. After that, you'll find an overview of the Create Mode and Season Mode, including descriptions of all arenas and backstage areas in the game. The rest of the book gives you the bottom line on each of the 60 WWE™ Superstars, with full move lists and biographies.

So what are you waiting for? The WWE™ Title is yours for the taking, so lace up those boots and hit the ring!



Controls

If you're new to the SmackDown!™ series, don't worry. Although the controls seem a little complex, you'll pick up the basics in no time, and it won't be long before you're linking together complex combo moves. Play a few Exhibition matches on Easy mode to get the feel of the game. If nothing else, remember that the directional buttons move your Superstar: ▲ makes him run, X is to strike, ● is to grapple, and ■ is to counter.

If you're an old hand at the SmackDown!™ series, you'll be pleased to hear that not much has changed in the control scheme from previous incarnations of the series (why mess with perfection, right?). The biggest change from SmackDown!™ Just Bring It™ is the fact that you now need to press a directional button with ● to counter an opponent's grapple. Other new controls, such as removing turnbuckle covers and stealing opponents' SmackDown!™ are covered in the following tables.

TIP

A **strike** is a quick, direct attack, such as a punch, slap, elbow, headbutt, kick, leg drop, or knee. A **grapple** is a more complex move, like a slam, throw, submission, series of strikes, pin fall, or power move. Strikes are good for knocking your opponent off balance, and grapples keep them there. Use strikes to set up your opponents for grapples.

Menu Commands

Control	Action
↓, ←, ↑, or →	Highlight menu option
X	Make/confirm menu selection
▲	Cancel selection or return to previous menu
[R1]	Help (if available)
■	Random character select (at Character Select screen)

Basic Moves

Control	Action
←, ↓, →, ↑, ↙, ↘, ↖, ↗	Move Superstar
↓, ←, ↑, → (repeatedly)	Recover from grogginess
X	Strike opponent (use with directional buttons for different strikes)
●	Irish whip opponent (throw into ropes)
● + ↓, ←, ↑, or →	Grapple opponent
● + ↓	Pin downed opponent
●	Lift downed opponent into facing grapple
●, ●	Lift downed opponent into behind grapple
▲	Run (directional buttons determine direction)
■	Counter a strike attack
■ + ↓, ←, ↑, or →	Counter a grapple attack
■ + ↓, ←, ↑, or →	Counter a SmackDown!™ (requires one SmackDown!™ Icon)
[L2] or [L2] + ↓, ←, ↑, or →	Taunt opponent
[L1]	Primary SmackDown!™ (when you have a SmackDown!™ Icon in your SmackDown!™ Meter)
[L1] + ↓, ←, ↑, or →	Secondary SmackDown!™ (when you have a SmackDown!™ Icon in your SmackDown!™ Meter)
▲	Climb onto object (table, cage, turnbuckle), run toward it to climb
[R1]	Climb down from object
[R2]	Focus on different opponent
[R2] (hold)	Focus on nearest opponent
[START]	Pause game

Advanced Moves List

Control	Action
● + ↓, ←, ↑, or →	Throw opponent through ropes (when near ropes; press directional button that points toward ropes)
●, ●	Fake Irish whip to grapple
●, ■	Fake Irish whip to counter
●, ↓	Fake Irish whip to strike
[R1]	Break up pin attempt (standing near pin fall)
● or ● + ↓, ←, ↑, or →	Counter running opponent's attack
[R1]	Remove turnbuckle cover (standing near turnbuckle)
[L2], [L1]	Use opponent's <i>SmackDown!</i> ™ (requires two <i>SmackDown!</i> ™ icons and proper positioning)

Weapon Moves

[R1]	Look for weapon (standing completely still at ringside near middle of side of ring)
[R1]	Pick up weapon (standing near weapon)
×	Strike with weapon (holding weapon)
■	Throw weapon (holding weapon)
[L1]	Weapon <i>SmackDown!</i> ™ (holding weapon, facing groggy standing opponent)
●	Grapple with weapon

Running Moves (Use While Running)

■ + ↑	Running jump
[L2]	Escape roll
■	Duck
■ + ×	Jump through ropes

Tag Team Moves

[R1]	Tag partner (when in your corner)
● + ↓, ←, ↑, or →	Double-team move (after whipping opponent into your corner, or when partner is holding opponent in a grapple)
● + ↓	Triple-team move (after whipping opponent into your corner)
[R3]	Call partner over

Ladder Match Moves

[R1]	Pick up ladder (standing near collapsed ladder)
[R1]	Stand ladder (while holding ladder)
[R1] + ←, ↓, →, ↗	Place ladder in turnbuckle (holding ladder, move toward turnbuckle)
[R1] + ↓, ←, ↑, →	Climb ladder (near standing ladder, move toward ladder)
[R1]	Fold ladder (near standing ladder)
×	Diving attack (standing on top of ladder)
●	Reach for belt (standing on top of ladder)
● + ↓, ←, ↑, →	Jump for belt (standing on top of ladder)
[R1]	Climb down from ladder

Control	Action
↓	Strike ladder (while opponent is on it; standing near ladder)
●	Knock ladder over (while opponent is on it; standing near ladder)

Table Match Moves

[R1]	Pick up table (near collapsed table)
[R1]	Stand table (holding table)
[R1] + ←, ↓, →, ↗	Place table in turnbuckle (move toward turnbuckle)
[R1] + ●	Throw opponent onto table
●	Grapple opponent through table (standing on table with opponent)
▲	Climb onto table (run toward table)
×	Dive from table attack (standing on table without opponent)

Cage Match/Hell in the Cell™ Moves

↓, ←, ↑, or → + [R1]	Climb cage (move toward cage)
×	Dive from cage attack (on top of cage)
↓, ←, ↑, or → + [R1]	Climb down from cage (move toward edge/bottom of cage)
●	Throw opponent into cage
●	Push opponent off Hell in the Cell™ (near edge of top of cage)

NOTE

Different buttons produce different effects in different situations. For example, pressing ● + ↑ while standing in front of an opponent performs a different grapple than pressing the same buttons while standing behind the opponent. Consult the move lists for each Superstar to better understand all the moves that they're capable of performing.

SmackDown!™



Every Superstar has two different *SmackDown!*™ moves, also called finishing, special, or signature moves in sports-entertainment lingo. These are your Superstar's most powerful moves, and they leave your opponent in a pinning predicament if you execute them properly.

In the corner of the screen is your Superstar's *SmackDown!*™ Meter. As you successfully perform moves (including taunts), the



SmackDown!™ Meter fills up. Once it is completely full, a SmackDown!™ Icon is highlighted next to the now-empty meter. For every SmackDown!™ Icon you have in your SmackDown!™ Meter, you can perform a SmackDown!™.

That's not all there is to performing SmackDowns!™, however. Each Superstar has different conditions for performing his SmackDowns!™. For example, The Rock® can perform the People's Elbow™ by pressing [L3] when standing above the upper body of a downed opponent, whereas Stone Cold Steve Austin™ needs to be standing in front of a groggy standing opponent before pressing [L3] to execute the Stone Cold Stunner™. Refer to each Superstar's move list at the end of this guide to see how to set your opponent up for a SmackDown!™.



This Contest Is Scheduled for One Fall: Match Types

WWE™ SmackDown!™ Shut Your Mouth™ has more than 80 different match types, and knowing the ins and outs of each is essential if you want them to end with your hand raised in victory.

Begin a match by selecting Exhibition from the Main Menu, then choosing the match type from the submenus that follow. Select how many players will compete in the match (the rest of the slots will be filled by CPU-controlled Superstars), and select which Superstars the players will control from the Superstar Select screen.



Once the match has been set up, you have the option of selecting Play (which starts the match) or to edit the Rules or Venue options.



Rules

- **10 Count KO:** If a Superstar is unable to get up within the referee's ten count, he loses the match.
- **KO:** Superstars can be knocked unconscious and lose the match if hurt badly enough.
- **Give Up:** Allows for a victory by submission.
- **Rope Break:** Submission holds and pin falls must be broken if the Superstar is touching a rope.
- **Out of Ring:** If this is on, pin falls only count inside of the ring, and Superstars can be disqualified for being out of the ring longer than the Out of Ring Count. If it's off, there's no Out of Ring Count, and pin falls count anywhere.
- **Out of Ring Count:** Sets the length of the Out of Ring Count, or disables it altogether. If you have Out of Ring on and Out of Ring Count off, Superstars won't be counted out, but they must make pins and submissions inside of the ring.
- **DQ:** Superstars can be disqualified for using illegal moves, such as weapon attacks, if the referee sees them.
- **Entrance:** Shows each Superstar's entrance before the match if turned on.
- **Interference:** Determines if and when Superstars not involved in the match may make run-ins to disrupt the match.
- **Match Length:** Sets the length of the match; you can choose "No Limit" if you don't want a time limit. If there is no pin fall, submission, or DQ by the end of the time limit, the match ends in a draw.
- **SmackDown!™ Icon Charge Speed:** Superstars will earn SmackDown!™ Icons faster or slower depending on how this value is set.

Venue

- **Arenas/Backstages:** Choose the arena or backstage area you want to compete in, or choose "Random" if you want to be surprised.

Single Match



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

A Single Match is (in theory) a one-on-one contest between two Superstars in the ring. However, with the **With Manager** option, you can choose to have non-competing Superstars accompany their buddies to the ring and cause chaos when the ref's back is turned. Only a Superstar who is actually involved in the match can score a pin fall or submission, however.

This Contest Is Scheduled for One Fall: Match Types

Match Variations

- **No Manager:** Two Superstars compete head-to-head, with no interference aside from potential run-ins.
- **With Manager: No Manager vs. With Manager:** One Superstar has another Superstar accompany him to the ring; the other competitor doesn't.
- **With Manager: No Manager vs. With Two Managers:** One Superstar has two Superstars accompanying him to the ring; the other competitor is essentially outnumbered three to one.
- **With Manager: With Manager vs. With Manager:** Each competing Superstar has another Superstar accompany him to the ring, just to even out the odds.

Tag Match



Players: 1–6
Win Conditions: Pinfall, submission, opponent DQ

Tag Matches are where tag teams like The Hardy Boyz™, Billy™ and Chuck™, and the nWo® make their marks. Twice as hectic as a Single Match, Tag Matches pit two teams of two Superstars against each other. As soon as one Superstar is pinned, submits, or is disqualified, the match is over.

Match Variations

- **Normal Tag:** Two teams of two Superstars compete against each other. Only one Superstar from each team can be in the ring at a time, and a legal Superstar must defeat the opposing legal Superstar to win. Superstars can tag their partners with **R2** or by performing a double-team move in their own corner.
- **Normal Tag With Manager: Tag vs. Tag With Manager:** The same basic type of match as a Normal Tag, except one team has an additional unofficial member who can interfere in the match when the ref is distracted.
- **Normal Tag With Manager: Tag With Manager vs. Tag With Manager:** Each tag team has a manager who can only interfere in the match when the ref is distracted.
- **Tornado Tag:** Both members of both tag teams can be in the ring simultaneously, and pinning either of your rivals or getting them to submit wins the match for your team.

TIP

In a Tag Team Match, you should always try to tag your partner by whipping your opponent into your corner and using **● + ↓**, **←**, **↑**, or **→** to execute a double-team move, which automatically tags in your partner. For extra viciousness, remove the turnbuckle cover in your team's corner so that any opponent whipped into it will suffer extra damage.

Six-Man Tag Match



Players: 1–6
Win Conditions: Pinfall, submission, opponent DQ

A Six-Man Tag Match operates under the same rules as a regular two-on-two Tag Match, except that there is one additional Superstar on each team. Try a Tornado Six-Man Tag Match for absolute chaos!

Match Variations

- **Normal Six-Man Tag:** A three-on-three affair, where only one Superstar from each team is legally allowed in the ring at a time. The legal Superstar from one team must pin the legal Superstar from the other team (or get him to submit) to win the match.
- **Tornado Six-Man Tag:** All six Superstars are simultaneously legal, and any Superstar from one team can score a pinfall or submission on any Superstar from the other team at any time to win the match.

TIP

You can execute triple-team moves in Six-Man Tag Matches. Whip your opponent into your turnbuckle when both of your partners are on the ring apron near it and press **● + ↓** to deliver a move that your opponent will never forget...assuming you don't hit him so hard that you give him amnesia!

Handicap Match



Players: 1–4
Win Conditions: Pinfall, submission, opponent DQ

Every Superstar dreads being on the short end of a Handicap Match. Facing a tag team, or two—even three—Superstars simultaneously requires all of the intestinal fortitude and dirty tricks a Superstar can



muster...and that's just to survive! On the other hand, if you know a Superstar who needs to be taught a lesson, beating on him with a friend or two is the best way to make your point.

Match Variations

- **One on Two:** This match is just what it sounds like: one Superstar against two Superstars working as a team, both of whom can be in the ring simultaneously.
- **One on Tag:** Not quite as grueling a contest for the handicapped Superstar, a One on Tag Handicap Match pits one Superstar up against a two-man tag team, only one of whom can legally be in the ring at a time.
- **One on Three:** If you're the "one" in this match, pray it's over quickly. This match type features a team of three Superstars, all of whom can be in the ring simultaneously, pounding on one lone Superstar.

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 all of your opponents to gang up on you, you're done for, but if you can keep them split up, you have a better chance of wearing them down. Don't bother going for a pin in a One on Two or One on Three Match, as it will inevitably be broken up. Submissions and KO's are the only way to go.

Royal Rumble®



Players: 1-6
Win Conditions: Be the last Superstar to not be thrown out of the ring over the top rope.

The *Royal Rumble*® is perhaps WWE's most unique and famous match type, pitting 30 Superstars against each other in the ultimate test of skill and endurance. The match starts with two Superstars facing off in the center of the ring. A new Superstar is added every ten seconds, up to a maximum of six Superstars in the ring at once. Superstars are disqualified from the *Rumble* if they are thrown or knocked out of the ring, over the top rope. Once 29 of the Superstars are eliminated, the last man standing in the ring is the winner.

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 too easy for an opponent to land a couple of strong strikes or a quick Irish whip and send you flying down to the black mats outside of the ring. Remain as close to the center of the ring as possible for as long as possible, and let other Superstars do the dirty work of knocking people out of the ring.

Also, know your moves. Some moves, like the Body Press Drop FW, can actually throw a Superstar out of the ring, with no chance for them to grab the ropes and hang on for dear life. This is the best way to eliminate your opponents, since it takes quite a few strikes to knock them into the ropes, and then you have to hammer on them some more to get them to go out.

King of the Ring®



Players: 1-6
Win Conditions: Win three consecutive victories in the *King of the Ring*® tournament.

Like the *Royal Rumble*®, the *King of the Ring*® is a match type so famous that it actually has a pay-per-view named after it. Eight Superstars face off in one-on-one matches, with the winner advancing to the next round of the tournament. To win the *King of the Ring*®, you need to win three consecutive victories, and the only consolation you have going into the final match is that your opponent has just fought two matches, too.

Match Variations

- **Single Tournament:** The tournament consists of Single Matches only, as described in "Single Matches," above.
- **Special Tournament:** The tournament matches are all Special Matches, including Cage, Ladder, and Table Matches.

TIP

When competing in a *King of the Ring*® Match, be sure to read the tips for the particular match type in this chapter. Aside from the fact that each individual match is only one step toward winning the *King of the Ring*®, the matches are identical to other Exhibition Matches of the same match type.

Hardcore Match



Players: 1–6
Win Conditions: Pinfall, submission

Made famous by Mick "Mankind" Foley™, the first holder of the

Hardcore Championship, Hardcore Matches are ruthless, vicious, bloody affairs that never fail to take a heavy toll on the Superstars who compete in them. In a Hardcore Match, anything goes, from low blows to chair shots, to brawling all the way back to Vince McMahon™'s office! Pin falls and submissions (which count anywhere) are the only ways to win a Hardcore Match, since you can't get disqualified, no matter how badly you behave!

Match Variations

- **Single:** A one-on-one, no-holds-barred brawl.
- **Tornado Tag:** Identical to a Tornado Tag Team Match, except for the fact that all of the Superstars are allowed to whack each other with chairs.
- **Tornado Six-Man Tag:** Take the Tornado Tag Hardcore Match, add another Superstar to each team, and you get the Tornado Six-Man Tag Hardcore Match.
- **Triple-Threat™ Tornado Tag:** Three teams of two Superstars simultaneously try to beat each other into a vegetative state, with the team that scores the pin fall or submission winning the match.
- **Triple-Threat™:** Take the Triple Threat™ Tornado Tag and cut it in half, and you'll wind up with this one-on-one-on-one brawl.
- **Fatal Four-Way™:** Four Superstars face off against each other, armed with heavy and dangerous implements of destruction. The first Superstar to score a pinfall or submission on another Superstar wins the match.
- **Time Limit:** Although most Hardcore Matches fall under the 24/7 rule, under which the Hardcore Championship is up for grabs 24 hours a day, seven days a week, sometimes that's a little too much. A Time Limit Hardcore Match features six Superstars slugging it out during a timed match. At the end of the time limit, the Superstar who scored the last pin fall or submission is the winner.

Survival Match



Players: 1–6
Win Conditions: Pinfall, submission

Survival Matches test the limits of WWE™ Superstars' endurance. There are no teams, no partners, no allies...every man is out for himself, and only one can emerge victorious. There are no disqualifications in Survival Matches, so you can toss out the rulebook—unless you want to swat an opponent in the head with it!

Match Variations

- **Triple Threat™:** Three Superstars face off against each other. The first to score a pinfall or submission wins.
- **Fatal Four Way™:** Four Superstars face each other in the ring, and the first one to pin any of the others or make them submit is the winner.
- **Four-Man Battle Royal:** Unlike a Fatal Four-Way™ Survival Match, a Four-Man Battle Royal is an elimination match. If a Superstar is pinned or submits, he's disqualified from the match. The last man left wins the match.
- **Five-Man Battle Royal:** A Five-Man Battle Royal is the same as a Five-Man Battle Royal, just with one extra Superstar.
- **Six-Man Battle Royal:** Identical to Four- and Five-Man Battles Royal, with six Superstars in the ring simultaneously.

TIP

In 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 none of your fellow Superstars score pins or submissions. If they do, they win the match, and you lose by default. Focus on one opponent and wear him down, but keep yourself free to break up pins when they occur.

During Battles Royal, however, it doesn't matter who's getting eliminated, as long as it isn't you. Again, focus on one opponent and eliminate him, and then move onto the next. If your rivals wind up eliminating other Superstars, so much the better.

Don't attack wildly in any Survival Match, because every Superstar you attack turns his focus toward you. Hit three different opponents right off the bat, and you'll find yourself on the receiving end of quite a beating.

Special Match Type

Special Matches are the bread and butter of any pay-per-view. They have made careers, and they have ended them. Basic mat skills are essential for victory, but Special Matches each have their own unique set of rules, and winning them requires you to develop a strategy that fits the match you're in.





Cage Match



Players: 1-6
Win Conditions:
 Varies—Pinfall/submission or escape the cage

A staple of the sports-entertainment world for decades, Cage Matches put Superstars in a ring surrounded by a steel cage. Some Cage Matches require you to score a pinfall or submission on an opponent to win, and some require you to be the first Superstar to escape the cage by climbing over the top of it. Either way, a Cage Match is no walk in the park, especially when the cage itself can be used as a weapon against you.

Match Variations

- **Single:** A one-on-one match, where the only way to win is to escape the cage.
- **Tornado Tag:** A two-on-two match, in which you must escape the cage to win.
- **Triple-Threat™:** A three-man free-for-all inside the cage; the first one to climb out of the cage wins.
- **Fatal Four-Way™:** Same as the Triple-Threat™ but with four Superstars.
- **Single Pin and Give Up:** A one-on-one match where the action never leaves the ring and pin falls or submissions are the only way to win.
- **Triple-Threat™ Pin and Give Up:** Three Superstars compete in a cage, and the first to score a pin fall or submission wins.
- **Fatal Four-Way™ Pin and Give Up:** Same as the Triple-Threat™ Pin and Give Up, but with four Superstars.

TIP

In Cage Matches where you need to escape the cage, the trick to doing so is to beat down your opponents and get them in a position where they can't knock you off the cage. Irish whipping opponents into turnbuckles that have had their covers removed is an excellent way to knock them out of commission for those few precious seconds.

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, so your best bet is to lock in submission after submission and hope that your opponent can't take it 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 and strike it with **x** to knock him off.

Elimination Match



Players: 1-6
Win Conditions: Varies; eliminate opposing team/captain by pinfall/submission/opponent DQ or putting them through a table

Elimination Matches are Tag Team Matches where the first pinfall or submission doesn't necessarily end the match. A Superstar who is pinned or submits is eliminated from the match. When an entire team is eliminated, the other team wins the match.

Match Variations

- **Normal Tag:** This is a regular two-on-two Tag Team Match, where both members of the opposing team must be pinned or made to submit for you to win.
- **Tornado Tag:** Similar to a Normal Tag Elimination Match, except that both members of each tag team can be in the ring at the same time.
- **Captain Fall Tornado Six-Man Tag:** When choosing Superstars at the Superstar Select screen, you must designate one of them as the captain of the team. Once this Superstar is pinned or submits, the other team wins.
- **Normal Six-Man Tag:** Exactly the same as a Normal Tag Elimination Match, except with two teams of three Superstars.
- **Tornado Six-Man Tag:** Exactly the same as a Tornado Tag Elimination Match, except with two teams of three Superstars.
- **Table Tornado Six-Man Tag:** Identical to a Tornado Six-Man, except that you must put your opponents through tables to eliminate them.

TIP

Elimination Matches require much of the same strategy as other Tag Team Matches. You must tag frequently to keep a fresh man in the ring, you should use double- and triple-team moves to tag in and out, and you should gang up on the other team whenever possible.

The most important elimination in the match is the first one. If you can get the weight of numbers on your side, you can control the action in the ring. And even if you're eliminated, you can still hang around the outside of the ring and cause chaos for the other team.

Hell in the Cell™



Players: 1-6
Win Conditions: Pinfall, submission, opponent ring out DQ

Hell in the Cell™ is the most feared match type in World Wrestling Entertainment™. Only a select few superstars have endured the unforgiving five-sided steel of the cell. To win, you need to pin your opponent in the ring or make him submit, but your battle can take place outside the ring or even on top of the cage itself!

- **Single:** A one-on-one Hell in the Cell™ Match.
- **Tornado Tag:** Two teams of two Superstars compete against each other in the unforgiving cell.
- **Triple-Threat™:** Three men enter, one man leaves victorious in a Triple-Threat™ Hell in the Cell™ Match.
- **Fatal Four-Way™:** Four Superstars compete under the normal Hell in the Cell™ Match rules.
- **Armageddon™ Hell in the Cell™:** The most dangerous Hell in the Cell™ Match type, where it's six Superstars against each other in the cell.

TIP

The cell itself is the most dangerous weapon in all of sports-entertainment. Irish whip an opponent into the wall of the cage to cause him to smash through it, doing some severe damage to him in the process. Once outside the cell, you can climb up the outside wall of the cage and duke it out on the roof. Perform a power move on a weak section of the top of the cage, and you just might put your opponent through it!

I Quit Match



Players: 1–2
Win Conditions: Forcing your opponent to say "I Quit" into the microphone

Although losing a match is never easy, being defeated by actually yelling the words "I quit" into a microphone held by your opponent is the ultimate addition of insult to injury. The rules of an I Quit Match are simple: it's a one-on-one Hardcore Match in which you need to beat your opponent down, grab a microphone, and go for a pin attempt while holding the mic (● + ↓ when the opponent is down). Instead of pinning him, you'll sit on his chest and shove the mic in his face. If he's had enough, he'll let you and the whole arena know.

Ironman Match



Players: 1–2
Win Conditions: Score more pinfalls or submissions than your opponent during the time limit

Similar to an Ultimate Submission Match (see below), an Ironman Match pits two Superstars against each other in a grueling battle of physical endurance. The match doesn't end at the first pin fall or submission; instead, each pinfall or submission you score gives you a point. To win the match, you must have more points than your opponent at the end of the time limit.

NOTE

There are no match variations in an Ironman Match.

TIP

Don't get caught playing catch-up in an Ironman Match. If you're behind in points, there's a good chance that you'll make mistakes out of desperation, like using a *SmackDown!*™ 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 on them, so be patient and thorough. Once you score your first point, your opponent will be weak enough that you should be able to score a point after every *SmackDown!*™ you pull off. Use a variety of moves to keep the *SmackDown!*™ Meter filling as quickly as possible, and if your opponent earns a *SmackDown!*™, make sure you have one in reserve to counter his.

Ladder Match



Players: 1–6
Win Conditions: Use the ladder to grab the title suspended over the center of the ring.

In some matches, a referee can miss something that places the legitimacy of the match in question: a foot on the ropes or an illegal pin, for instance. Not so in a Ladder Match, where the only way to win is to physically grab a belt that is suspended high over the center of the ring. To get up there, you must use one of the ladders scattered around ringside, but don't forget that you can use the ladder (or anything else you find) as a weapon without getting disqualified.



Match Variations

- **Single:** A one-on-one contest, where the first Superstar to the belts is the winner.
- **Tornado Tag:** Two teams of two Superstars compete simultaneously in the ring; the match ends when one Superstar successfully grabs the gold.
- **Triple-Threat™ Tornado Tag:** Same as a Tornado Tag Ladder Match, only with one additional team of two Superstars.
- **Triple-Threat™:** Three Superstars battle it out against each other for the belt.
- **Fatal Four-Way™:** Identical to a Triple-Threat™ Ladder Match, only with one extra Superstar.

TIP

The most important aspect of a Ladder Match is setting up the ladder itself. Wait until you've beaten your opponents silly, and then pick up the ladder and set it up in the dead center of the ring (use the center of two adjacent ring ropes as a guide). If the ladder is off-center, you won't be able to grab the belt unless you make a lucky leap off of the ladder (● + directional button toward belt). After setting up the ladder, beat on your opponents before climbing it. If you find that you've set the ladder up poorly, or if your opponents are recovering too quickly for you to grab the belt, use the ladder as a jumping-off point for a high-flying move (↓ while on ladder).

Last Man Standing Match



Players: 1-2
Win Conditions: Knock your opponent out for the referee's 10 count

Last Man Standing Matches, like Ladder Matches, leave no question about who won the match in the minds of the viewers. Pinfalls, submissions, and DQ's don't exist in Last Man Standing Matches. The goal is to hit your opponent with so many devastating moves that he's literally unable to stand up as the referee counts to 10.

NOTE

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

TIP

The name of the game is power moves in a Last Man Standing Match. Weapons are completely legal, so don't be shy about using that sledgehammer on your opponent's skull. Don't use *SmackDowns!*™ that result in pinfalls or submissions, as these will only cause your opponent to spring to his feet. After using a high-impact move, back away from your opponent and see if you can get the ref to start counting. A Superstar has to be completely laid out for the referee to begin the count.

Lumberjack Match



Players: 1-6
Win Conditions: Pinfall, submission, opponent DQ

Lumberjack Matches are sort of the legal variation of a Single Match With Manager—two Superstars duke it out in the ring. Outside the ring, two teams of two Superstars wait for one of the Superstars to get tossed to the outside. Two of them are your allies, and the other two are loyal to your opponent. You can be disqualified for illegal moves in the ring, but anything goes outside it. Aside from this unique stipulation, a Lumberjack Match is otherwise identical to a Single Match.

NOTE

There are no match variations in a Lumberjack Match.

TIP

Since you've got such loyal pals on the outside the ring, make good use of them by throwing your opponent to them every chance you get. Make sure to toss your opponent toward your own lumberjacks and not his own. While your buddies are working him over outside the ring, stand in the center of the ring and taunt repeatedly to build up your *SmackDown!*™ Meter.

Slobber-Knocker™ Match



Players: 1
Win Conditions: There is no way to win a Slobber Knocker™.

A Slobber-Knocker™ Match is a unique match type—it's the only match in which it is actually impossible to "win." In all three variations of the match, you face an infinite number of opponents, one at a time. You

score a point for each opponent you successfully KO, which usually requires a single successful *SmackDown!*[™]—and you start with five! The match ends when you are KO'ed or when the time limit expires (if there is one). The whole point of a Slobber-Knocker[™] is to see how many opponents you can defeat before being defeated yourself. High scores are recorded on a screen that appears before you select your Superstar for the match.

Match Variations

- **Time Limit:** The match ends when you are KO'ed or when the time limit expires.
- **No Limit:** There is no time limit, so the match ends when you're KO'ed.
- **Anywhere:** The action isn't restricted to the ring; otherwise, this is identical to a No Limit Slobber-Knocker[™] Match.

TIP

Use the same techniques you'd use for any other match to damage your opponent and protect yourself from pinfalls or submissions. Use one of your *SmackDowns!*[™] early on, since you can't start building another one up if you already have five. Be sure to always keep one *SmackDown!*[™] Icon in your *SmackDown!*[™] Meter so that you can counter an opponent's *SmackDown!*[™], since a single *SmackDown!*[™] will probably KO you.

Special Referee Match



Players: 1–6
Win Conditions: Same as normal matches of same type (Single, Tag, and Ironman Matches)

A Special Referee Match is no different from any normal Single Match, Normal Tag Match, or Ironman Match, with one exception: Instead of impartial referee Earl Hebner[™], a Superstar dons the striped shirt and makes all the calls. This is good news if the ref is a buddy of yours, but very difficult if he's not. Special Referees can attack competing Superstars, and they make all of their calls—including pin counts, DQ's, and ring outs—with the Taunt button (L2). A Special Referee can count a pin or ring out slowly or quickly, or call or ignore a DQ. When there are two Special Referees, the first one to make a call is the one who determines the outcome of the match. Special Referees also can fight other Special Referees, which makes the match even more complex, since only a standing, non-groggy ref can make a call.

Match Variations

- **One Referee: Single:** A one-on-one match with one Special Referee.
- **One Referee: Normal Tag:** A two-on-two Tag Match with one Special Referee.
- **One Referee: Ironman:** An Ironman Match with one Special Referee.
- **Two Referees: Single:** A one-on-one match with two Special Referees.
- **Two Referees: Normal Tag:** A two-on-two 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 accidentally hit him! You'll wind up provoking him, possibly getting attacked by him, and almost certainly find yourself on the wrong side of his calls.

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

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

Street Fight



Players: 1–2
Win Conditions: Pinfall

A Street Fight is a nasty, vicious brawl with no rules except that you must pin your opponent in the ring. Aside from that, anything goes, from weapons to brawling outside the ring. Street Fights are usually reserved for Superstars who have a grudge to settle, and Vince McMahon[™] has been in more than his fair share.

NOTE

There are no match variations in a Street Fight.



TIP

Remember that pinfalls only count in the ring, and KO's and submissions aren't allowed in a Street Fight. This means that you should make every effort to keep a battered opponent in the ring, and if you're on the receiving end of a beating, stay out of the ring for as long as possible.

Submission Match



Players: 1-2

Win Conditions: Submission, opponent DQ

The name of this match type says it all; the only way to win a Submission match is to get your opponent to tap out to a submission hold, or if he uses an illegal move or weapon against you in full view of the ref. Kurt Angle™ and Chris Benoit™ have proven themselves to be masters of the Submission Match.

Match Variations

- **Single:** The first submission ends the match.
- **Ultimate Submission:** The match has a time limit, and each submission scored on an opponent earns you a point. The Superstar with more points at the end of the match wins.

TIP

Superstars with submission moves as their *SmackDowns!*™ (like Chris Benoit™'s Crippler Crossface™ or Kurt Angle™'s Ankle Lock™) have the upper hand in a Submission Match. Wear your opponent down, slap on a submission *SmackDown!*™, and the match will be over before you know it. When you're on the ground, make sure you try to counter grapples, as most submission moves are grapples that start with a Superstar on the ground.

It takes a long time to get the first submission in an Ultimate Submission match, but once you get it, the rest follow more quickly. Make sure you get the first one!

Table Match



Players: 1-6

Win Conditions: Put your opponent through a table

When the Dudley Boyz™ came to *WWE*™ from ECW™, they brought more than an extreme attitude—they brought tables. And so, the *WWE*™ Table Match was born, where the only way to win is to put your opponent through a table. Since the win conditions for this match are so brutal, there are also no disqualifications. You can use the table (or anything else) as a weapon without fear of a DQ. Needless to say, many Superstars think twice about signing on for a Table Match...and at least three times if it's against a Dudley™!

Match Variations

- **Single:** A one-on-one Table Match.
- **Tornado Tag:** Two teams of two Superstars compete simultaneously; the first Superstar to be put through a table loses the match for his team.
- **Triple-Threat™:** Three Superstars in one Table Match; the first one to put either of the other two through a table wins the match.
- **Fatal Four-Way™:** Identical to a Triple Threat™ Table Match, with one additional Superstar.
- **Tornado Six-Man Tag:** Identical to a Tornado Tag Table Match, with one additional Superstar on each team.

TIP

Putting opponents through standing tables is tough. You have to Irish whip them onto the table (**R3** + **●**), run up onto the table (**▲**), and then grapple them to perform a move powerful enough to put them through the wood (**●** to lift them, then **●** + **↓**, **←**, **↑**, or **→**). You can also Irish whip them up onto the table and then execute a high-flying move from the top turnbuckle, but this also requires a few more steps than are necessary.

There's an easier way to do it. Set the table up in a turnbuckle corner (**R3** + **↙**, **↘**, **↖**, or **↗**, whichever direction points toward the turnbuckle), and then Irish whip your opponent into it. If the table doesn't break on the first shot, execute a running turnbuckle strike (run toward the turnbuckle and strike the opponent with **×**). Keep striking (**×**) until he goes through the wood. Keep in mind that a table in a turnbuckle is very dangerous, as one reversal of an Irish whip can send you through the table that you set up and cost you the match.

TLC™



Players: 1–4

Win Conditions: Varies; either pin fall or grabbing belt from above the ring

Next to a Hell in the Cell™ Match, a TLC™—Tables, Ladders, and Chairs™—Match is the most dangerous match a Superstar can find himself in. No holds are barred, all weapons are legal, and there's no way to win by DQ or by getting your opponent to submit. The Hardy Boyz™, Edge™, and Christian™ have had memorable TLC™ Matches against each other that propelled them to the top of the sports-entertainment ladder.

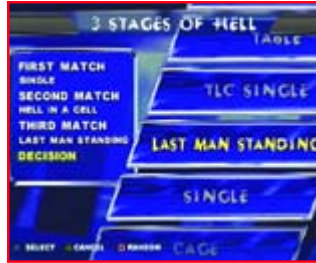
Match Variations

- **Single:** A one-on-one contest, where the only way to win is by in-ring pinfall.
- **Tornado Tag:** Two teams of two Superstars compete simultaneously; the first Superstar to score an in-ring pinfall on his opponent wins the match for his team.
- **Triple-Threat™:** A one-on-one-on-one TLC™ match; the first Superstar to score an in-ring pin fall wins.
- **Fatal Four-Way™:** Same as a Triple-Threat™ TLC™ Match, with one additional Superstar.
- **Title:** A Single TLC™ Match, where the only way to win is by grabbing the title belt hanging above the ring, just as in a Ladder Match.
- **Title Tornado Tag:** Same as a Tornado Tag TLC™ Match, except you need to grab the title belt from above the center of the ring to win.
- **Title Triple-Threat™:** Same as a Triple-Threat™ TLC™ Match, but you need to grab the belt from above the ring to win.
- **Title Fatal Four-Way™:** Identical to a Title Triple-Threat™ TLC™ Match, with one additional Superstar.

TIP

Your best bet is to skillfully use the tables, ladders, and chairs as weapons to wear your opponent down. If you're competing in a pin fall TLC™ Match, these foreign objects can knock your opponent for a loop quickly and allow you to score the pin. If you're competing in a Title TLC™ Match, use the tips and tricks you've learned from Ladder Matches to grab the gold. Remember that an opponent will be stunned for a fair amount of time if put through a table, and if you've set up the ladder correctly before putting them through the wood, you should have enough time to grab the belt before they get up.

Three Stages of Hell™



Players: 1–2

Win Conditions: Win two of the Three Stages of Hell™ matches

Three Stages of Hell™ isn't exactly a match type; it's more of a punishing mini-tournament between two Superstars. The Superstars compete in three different Special Matches, and the first Superstar to win two of them wins the Three Stages of Hell™. All of the normal rules and win conditions for each match apply, so be sure you're familiar with the matches before you enter the ring.

NOTE

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

TIP

There is no specific strategy for Three Stages of Hell™ other than the strategies you'd use in each of the individual matches. Be sure to read the detailed match sections for tips on how to win each one. *SmackDowns!*™ earned in one match don't carry over into the next, so don't let them go to waste. If a Superstar wins the first two matches, he automatically wins Three Stages of Hell™, and the third match is not played.

Body Building: Create a Superstar

The Create Mode in *WWE SmackDown! Shut Your Mouth!*™ is the ultimate evolution of the Create Mode from previous *SmackDown!*™ games. You have total control over your created Superstar's appearance, abilities, move list, and animations. You're limited only by your imagination and the amount of time you're willing to put into creating a Superstar!





Selecting **Create** from the Main Menu takes you to the Create Menu, where you have two options: **Create a Superstar** or **Create an Animation** (for more information, see "Create an Animation," below). Choose **Create a Superstar** to go to the Create a Superstar Menu, where you have two options: **Appearance** or **Moves**.

Appearance Menu



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

- **New:** Create a new Superstar from scratch.
- **Edit:** Edit an existing created Superstar's appearance.
- **Copy:** Copy an existing created Superstar.
- **Delete:** Remove an existing created Superstar from the memory card permanently.
- **Save and Exit:** Save your changes to the memory card and return to the Create a Superstar Menu.

Appearance Option



Choosing **New** or **Edit** takes you to the character creation tools. The **Appearance** option is where you define the look of your Superstar. Start with the **Base Model** option to choose the gender and basic body frame of your Superstar.



From there, use the **Base Edit** option to set the look of the options (listed in the "Appearance Options" sidebar).

Appearance Options

- **Head** (from upper forehead to top of head)
 - Hair (style and color)
 - Cap and Hat (optional headgear)
 - Horn (usually used as ornamentation for masks)
- **Face** (from neck to upper forehead)
 - Eyebrow (size, shape, and color)
 - Eye Color (hue and brightness)
 - Cheek (different facial structures)
 - Mustache (facial hair style and color)
 - Paint (optional face paint style and color)
 - Mask (optional mask style and color)
 - Glasses (optional glasses and sunglasses style and color)
 - Accessories (mascara, blush, jewelry, and other misc. facial accessories)
- **Body** (from shoulders to navel)
 - Skin (shape of chest, not color)
 - Underwear (bras, halter tops, corsets, etc.)
 - No Sleeves (sleeveless tops for female Superstars)
 - T-Shirts (t-shirts with adjustable sleeve lengths)
 - Shirts (button-down shirts)
 - Vest (several styles of vests)
 - Costume (matching sets of tank tops and tights)
 - One Piece (full-length outfits, tops and bottoms)
 - Jackets (jackets, coats, karate gis, robes, etc.)
 - Tattoo (upper body tattoos, can be used as shirt designs)
 - Accessories (ties, necklaces, upper body hair, etc.)
- **Arms** (from shoulder to wrist)
 - Elbow Pad (pads for one or both elbows)
 - Wrist Band (bands for one or both wrists, adjustable lengths)
 - Tattoos (arm tattoos, can be used as sleeve designs)
 - Accessories (bracelets, watches, etc.)
- **Hands** (from wrist to fingertip)
 - Glove (gloves, wrist and finger tape, etc.)
 - Accessories (fingernails and rings)
- **Waist** (from navel to groin)
 - Underwear (briefs)
 - Belt (belts, title belts, girdles)

- Legs (from groin to ankle)
 - Tights (skin-tight pants of adjustable length)
 - Pants (short pants, pants, mini-skirts, skirts, and long skirts)
 - Knee Pad (pads for one or both knees)
 - Tattoos (leg tattoos, can be used as pants designs)
 - Accessories (tops of boots, shin braces, leg hair)
- Feet (from ankle to sole)
 - Socks (socks of adjustable length)
 - Shoes (boots, sandals, slippers, and shoes)
- Design (placed anywhere on body, used as logo or clothing design or tattoo)
 - Pattern (W™ logos, line art, pictures, flags, or tattoos)
 - Word (common two- to nine-letter words)
 - Letters (spell out words in different typefaces)

Customization Options



After selecting a piece of clothing or other appearance option for your Superstar, you are often given the option of changing some of the option's values:

- **Length:** An option for shirt sleeves, pants legs, and socks, use the left analog stick to lengthen or shorten the clothing.
- **Transparency:** Use the left analog stick to make the selected appearance option more transparent (see-through) or opaque (solid).
- **Color:** Determine the color of the appearance option with the left analog stick; moving up or down makes the color lighter or darker.
- **Shade:** Moving the left analog stick to the left makes the option less saturated with color, moving more toward gray; moving it to the right heavily saturates it with color, making it more brilliant.

Layer List



Pressing **Y** during the editing of your Superstar's appearance brings up the Layer List, which records all of the different appearance options you have chosen for your Superstar. You can instantly change any of them by choosing Edit from the Layer List Menu and then selecting the appearance option. This allows you to refine your character's look without having to go back through all the menus.

Layers are numbered and arranged from inner (lowest value) to outer (highest value). You can use the Move option to rearrange any layer except the first six (Skin, Cheek, Eye Color, Eyebrow, Hair, and Underwear). By using the Move option, you can make a tattoo into a t-shirt design by moving the Tattoo Layer further down the list than the T-Shirt layer.

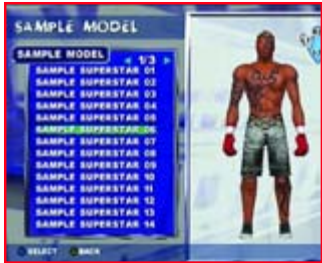
You can also use the Copy option to duplicate a layer, the Delete option to delete a layer, or the Clear All option to return your Superstar to its base model. Decision closes the Layer List.



After editing the base model for your Superstar, he should start looking the way you want him to look. Use the **Skin Colors** option to change the color of the Superstar's skin. Use a preset color or define your own—it doesn't even have to be a natural human skin color!

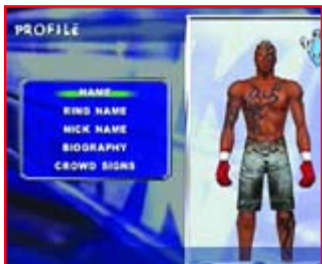


The **Figure** option lets you determine the height, width, and length of your Superstar's head, neck, chest, shoulder, abdomen, arms, forearms, hands, waist, thigh, legs, and ankles. You can also determine the height of your Superstar, from 5'3" to 7'2".



Finally, if you're feeling totally overwhelmed by all of these options (and who can blame you), use the **Sample Model** option to start with a predesigned Superstar model and edit it from there.

Profile



Whew! Now that you've done all of the hard work with the character creation tools, it's time to breathe a little life into your Superstar by giving him a profile. Choose **Profile** from the Appearance Menu and set the following options:

- **Name:** Enter the Superstar's name, up to 16 characters.
- **Ring Name:** Enter your Superstar's ring name, up to 16 characters.
- **Nickname:** Enter your Superstar's nickname, up to 16 characters.
- **Biography:** Determine the Gender of your Superstar, his weight Classification, his personality (Face/Heel), and the Call Name that the announcers will refer to him by.
- **Crowd Signs:** Choose two crowd signs that the fans will hold up when you compete.

Ability



Okay, now your Superstar has a look, a name, and a personality. It's time to determine what sort of wrestling style he'll have. You start off with 120 Ability Points in the Ability Menu (you can unlock an additional 30 points by competing in the Season Mode). Select one of the following four styles to assign your Superstar's offensive and defensive ability in that style:

- **Powerful:** Powerful moves include slams, neckbreakers, DDTs, press drops, suplexes, and throws. Kane™ has a variety of Powerful moves.
- **Speedy:** Speedy moves include hurricanranas™, cruiserweight moves, drop toeholds, flips, and rolling pins. Eddie Guerrero™ is a great Speedy Superstar.
- **Technical:** Technical moves include carries, arm drags, certain kinds of suplexes, submission holds, and other complex moves. Kurt Angle™ is the epitome of a Technical Superstar.
- **Roughneck:** Roughneck moves include punches, kicks, chops, jawbreakers, elbow strikes, and other straightforward brawling moves. Stone Cold Steve Austin™ defines the Roughneck style.



Your Superstar can have a ranking of 0 to 4 in his attack and defense ability for each style. A 0 means the Superstar is hopeless with those sorts of moves, while a 4 means they have mastered them totally. You must spend Ability Points to raise your Superstar's offensive and defensive ranking for each of the four Ability styles.

Ability Point Costs

Going From...	Costs...
0 to 1	3 points
1 to 2	6 points
2 to 3	9 points
3 to 4	12 points



When it's time to choose your Superstar's moves, you may want to return to this menu so that you can match your Superstar's Ability to the category of moves you want the Superstar to be able to perform.

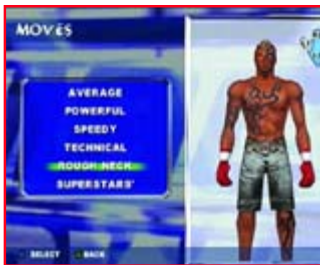



You also can use the **Auto Setting** feature to automatically customize your Superstar as a Powerful, Speedy, Technical, or Roughneck competitor.

Moves

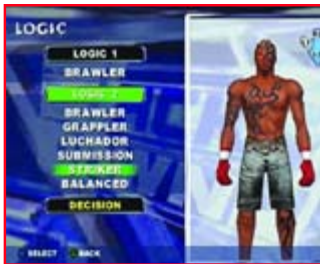


With your Superstar's Ability determined, it's time to pick a move set for him. You can edit and change this move set later on in the process if you want, but this will determine the base of moves for your Superstar.



Choose **Average**, **Powerful**, **Speedy**, **Technical**, or **Roughneck** to give your Superstar a generic move list that corresponds to a Superstar of that style. You can also choose **Superstars** to give your Superstar an existing  Superstar's move set.

Logic

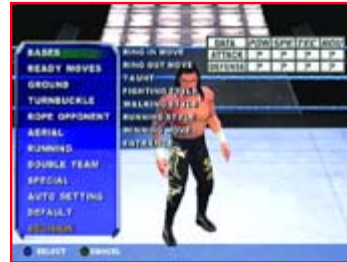


Logic determines how your Superstar will perform when controlled by the CPU. The **Logic 1** category is your Superstar's primary mindset, and the **Logic 2** category is what he falls back to if his initial game plan isn't working so well. Each category has the following options for you to choose from:

- **Brawler:** A Roughneck style of fighting, like Stone Cold Steve Austin™, with lots of closed fists and weapon strikes.
- **Grappler:** Perfect for a Superstar with good Technical and Powerful Abilities, this logic makes for a Superstar who likes locking up and throwing opponents around.
- **Luchador:** Named for the high-flying Mexican style of wrestling, Luchador is great for Speedy Superstars.
- **Submission:** Most matches allow wins via opponent submission, so if you've got a Technical Superstar with a variety of submission moves, this is the one for you.
- **Striker:** Superstars with a Striker mentality don't like getting caught up in grappling; they'd rather just hit and run. This is a great logic style for Speedy and Roughneck Superstars.
- **Balanced:** The Superstar has no particular strengths or weaknesses in his logic, which allows him to exploit any weakness but also makes him vulnerable to any strength.

Once you've determined your Superstar's Logic, choose **Decision** from the Appearance Menu and then **Save and Exit** from the following menu to return to the Create a Superstar Menu and refine your Superstar's move list.

Moves



Choosing **Moves** from the Create a Superstar Menu takes you to the Moves Menu. Here, you can check out and edit the moves that your Superstar can execute. 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 Move, and Entrance—your Superstar's "personality" moves; these have very little effect on his in-ring performance.
- **Ready Moves:** Attack, Grapple, Back Attack, and Edge of a Ceiling—the moves your Superstar executes when he is facing or behind a standing opponent.
- **Ground:** Attack and Grapple—what your Superstar does when standing near a downed opponent.
- **Turnbuckle:** Attack, Grapple, and Back Attack—the moves your Superstar performs against an opponent in the turnbuckle.
- **Rope Opponent:** Rope Down, Rebound Attack, and Jump Down Over—how your Superstar attacks an opponent in or near the ropes.
- **Aerial:** Stand and Down—the moves your Superstar executes from a ladder, turnbuckle, or other elevated surface.
- **Running:** Attack, Grapple, Back Attack, Squatting Attack, and Counter—your Superstar's running moves.
- **Double Team:** Stand and Turnbuckle—the double-team moves your Superstar pulls off when cooperating with a partner.
- **Special:** Special, Favorites, Special Weapon, Combination Moves—your Superstar's signature moves, including his combo strikes, favorite moves, and *SmackDowns!*™
- **Auto Setting:** Assigns a generic Average, Powerful, Speedy, Technical, or Roughneck move list to your Superstar.
- **Default:** Returns move list to its default state.

WWE SMACKDOWN! SHUT YOUR MOUTH™



To assign a move to your Superstar, choose a category of moves, and then choose a subcategory from the sub-menu that follows. Choose a move from the list of button commands that appears to see a list of all possible moves for that command.

Preview moves with P, and press U to select the one you want. Continue to the next move in the list, or press I to move back one step. Remember to always choose **Decision** at the bottom of the list if you want to keep the moves that you've selected for your Superstar.



Your Superstar's Ability scores are displayed in a box in the upper part of the screen; refer to it to see the moves at which your Superstar will excel. Each move that you can choose has an Ability associated with it (POW, SPE, TEC, or ROU) and a row of colored bars next to the move name.

Choose moves of the Abilities that your Superstar has the highest rankings in, and of those moves, pick the ones that have the most colored bars, as these do the most damage.



Once you've chosen your Superstar's moves, you're finished! Don't forget to choose **Save and Exit** to save your created Superstar to a memory card, or you'll have to do it all over again!

Tips for Creating Superstars

- The Appearance part 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.
- It's wise to wait until unlocking the 30 additional Ability Points from Season Mode (win a match at *Survivor Series™*) before creating your Superstar, as this allows you to bump up his Ability rankings. You also can edit your Superstar after unlocking these points to add them in, if you wish.
- Don't underestimate Defense when determining your Superstar's Ability. Although it's not flashy, a high Defense ranking in an Ability like Technical can keep you from tapping out to a submission hold, and it increases your chance of reversing the move.
- When choosing moves, match the move type to your Superstar's Ability strengths, and choose moves with a high number of colored bars, as these do more damage and fill up your *SmackDown!™* Meter faster.
- Also pay attention to the position that the move leaves your opponent in after you hit it. 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 release German suplex.
- When choosing your *SmackDowns!™*, pay attention to what the *SmackDown!™* conditions are. It's much harder to execute a *SmackDown!™* that requires that your opponent be sitting in a turnbuckle than it is to pull off a *SmackDown!™* that only requires that you be standing next to a downed opponent.
- At least one of your *SmackDowns!™* should be a submission or pinning move. If you wear your opponent down and hit one of these moves, there's a good chance he'll tap out or be unable to kick out of your pin.



Stylin' and Profilin': Create an Animation



Not only can you create a Superstar in *WWE™ SmackDown!™ Shut Your Mouth*, you can also determine how he moves. Use the **Create an Animation** option from the Create Menu to create a new Fighting, Walking, Running, Winning, or Taunt animation.

When creating an animation, the animation is saved to the memory card and is available for any Superstar to choose from the appropriate Moves section of the Create a Superstar menu.

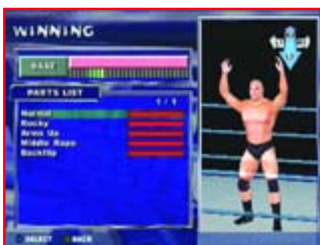


Choose a category of movement to create, and then choose to create a **New** animation, **Edit** an existing animation, **Copy** the animation (so that you can edit it while leaving the original untouched), or **Delete** an animation.

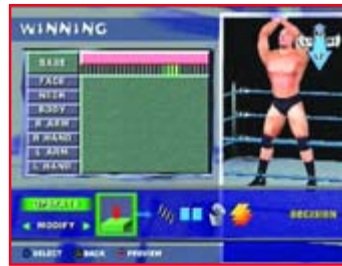


Selecting **New** or **Edit** from the Animation Menu takes you to the animation editor. There are four options in the animation editor:

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

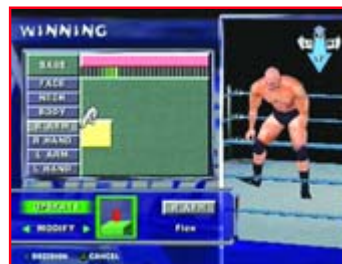
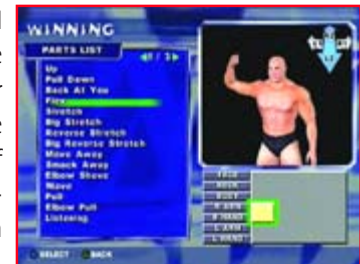


Start by selecting **Base** and choosing from the list of animations provided. Choose **Decision** from that submenu to return to the animation editor.



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 the animation. Here's where things get tricky.

What you need to do is add additional movements to the base animation. 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 return to the Modify Menu, and 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 will occur later in the animation, while 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. Hit **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:



- **Posting:** This option lets you choose a body part to animate, just as you did when you first came to the Modify Menu.
- **Move:** Move a body part's animation to the right or left, to make it appear earlier or later in the overall animation.
- **Expand:** Lengthen or shorten a particular body part animation, to speed it up or slow it down.
- **Copy:** Copy an animation, so that you can repeat it during the overall animation without having to go back into the Posting feature and choose it again.
- **Delete:** Delete a body part animation that you no longer want as part of the overall animation.
- **Layer:** As you add multiple animations to the same body part, earlier animations lose their priority and get lost in the newer ones. Use Layer to move high-priority body part animations further down the Layer List (just as you did when creating the Superstar's appearance).



Once you have finished your animation, select **Decision** from the Modify Menu, and then select **Decision** from the animation editor to name the animation. Once you've named it, choose **Save and Exit** from the Animation Menu to save your animation to the memory card and exit. Your animation will appear in the Bases section of the Create a Superstar: Moves Menu.

Number One Contenders: 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 ongoing, open-ended Season, winning belts and defending them against all comers? It's also the only way to unlock hidden

Superstars, costumes, moves, create parts, Ability Points, and arenas. If you think you've got what it takes, select **Season** from the Main Menu to go to the Season Menu. There are five options in the Season Menu:

- **New Season:** Begins a new season.
- **Continue:** Continues an existing season (you can only have one saved season at a time).
- **Entry Superstar:** Determines which Superstars are in your season; must be used before starting a new season.
- **Stable:** Shows which Superstars are aligned with each other as tag teams. You can break up stables or create new ones from this option.
- **Save and Exit:** Saves your season data and exits to the Main Menu.

Starting a New Season



Choose **New Season** to start a new season. The first thing you need to do is choose the Superstar you'll control during the season. You can use a created Superstar as your Superstar during Season Mode.



Every new season begins with Linda McMahon™'s announcement of the **W**™ brand extension, which splits the roster between **Raw**® and **SmackDown!**™. Superstars who are drafted to a show are exclusive to that show. The Undisputed Champion appears on both shows, and Stone Cold Steve Austin™ is a free agent, due to a contractual clause.

After Linda McMahon™'s announcement, you can either choose your brand (**Raw**® or **SmackDown!**™), which takes you to the **W**™ draft, or you can skip the draft and edit the rosters manually.



If you choose a brand, you temporarily take on the role of Ric Flair™ (**Raw**®'s general manager) or Vince McMahon™ (**SmackDown!**™'s general manager) and take turns picking ten Superstars for each program. You might wind up not having some of your favorite Superstars on your show if you choose this option, but that's the way the draft goes!



If you choose to skip the draft and edit the rosters, you are presented with the rosters for both brands and can reassign Superstars as you see fit. Each Superstar has a two-digit point value next to their portrait on the roster. This indicates their standing in the rankings; the higher the value, the more valuable the Superstar is to the program.

Welcome to **W**™

Once your Season Mode begins, you must play through each of the weekly shows for your brand. Winning matches raises you in the rankings, and losing them costs you title shots and other career advancement opportunities. Select **Start Program** to begin the week's show and compete in matches, **Roster** to see who's in your brand, or **Save** to write your Season Mode progress to a memory card.



Outside the Arena

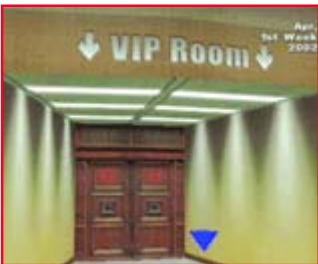


When the show starts, you appear right outside the entrance to the arena, in a first-person perspective. Use ↓, ←, ↑, and → or the left analog stick to move, the right analog stick to look around, and X to enter a new area or talk to a backstage Superstar.



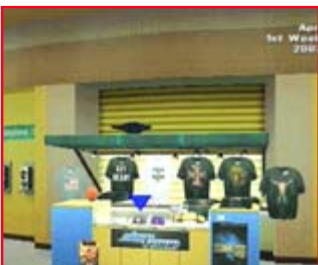
To progress through the evening's show, move forward into the arena entrance and hit X. The itinerary for the first match appears on the screen. If you're in the match, you must play the match. If you aren't, you have the option of skipping the match, watching the match, or interfering in the match. Once the match you're in is over, the season progresses to the next weekly broadcast or pay-per-view.

VIP Room



Near the entrance to the arena is the entrance to the VIP Room, where the show's general manager can be found. Speak to Vince McMahon™ or Ric Flair™, and you can request a title shot for any of the belts except the Undisputed Title. You also can ask how you're doing to find out how many Superstar Points you have earned and where that puts you in the rankings.

Concession Stand



The WWE™ ShopZone™ concession stand, located outside the arena near the VIP Room, has more than the latest WWE™ t-shirts for you to check out. You can approach the concession stand and hit X to see which pay-per-views still have items remaining to be unlocked.

Backstage Superstars



Not happy with the match that's been made for you this evening? Wander around the backstage areas of the stadium until you see another WWE™ Superstar. Approach him and hit X to start a conversation. If you respond to him in a friendly manner, you might make a friend or tag team partner. If you insult him, you might wind up in a match against him. Note that speaking to a Superstar backstage almost always changes your match for the evening, so if you're happy with the match that's been made for you, don't speak to anyone!

Pay-Per-Views



WWE™ broadcasts a pay-per-view every month, and the PPVs are open to Superstars from both brands. PPVs are special shows where only the top talent gets to shine, and new plot twists often unfold in a dramatic manner. Not only can you earn PPV title shots

by winning matches, you also can unlock hidden items by winning any match you have at a PPV. You can unlock only one item per PPV, so count on playing through at least six years of the Season Mode if you want to get everything! See the table below for the items you can unlock at PPVs:



Pay-Per-View Hidden Items

PPV	Items
<i>Backlash</i> [®]	Alternate costumes for The Rock [®] and Christian [™] ; Create Parts 1; <i>Backlash</i> [®] Arena; Foam Hands A
<i>Judgment Day</i> [™]	Alternate costumes for Rob Van Dam [™] , Vince McMahon [™] , Eddie Guerrero [™] , and Undertaker [®] ; Create Parts 2; <i>Judgment Day</i> [™] Arena
<i>King of the Ring</i> [®]	Alternate costumes for Kurt Angle [™] and Edge [™] ; Moves 2; Create Parts 8; <i>King of the Ring</i> [®] Arena, Plaza B backstage area
<i>Vengeance</i> [™]	Alternate costumes for Lance Storm [™] , Raven [™] , and Billy Kidman [™] ; Create Parts 3; <i>Vengeance</i> [™] Arenas A and B
<i>SummerSlam</i> [®]	Alternate costumes for Booker T [™] and Torrie Wilson [™] ; Moves 4 and 6; Create Parts 9; <i>SummerSlam</i> [®] Arena
<i>Unforgiven</i> [®]	Alternate costumes for Chris Benoit [™] and Trish Stratus [™] ; Moves 3; Create Parts 5; <i>Unforgiven</i> [®] Arena; Foam Hands B
<i>No Mercy</i> [™]	Stephanie McMahon [™] and Shawn Michaels [™] (Hidden Superstars); alternate costumes for Rikishi [™] and Molly Holly [™] ; <i>No Mercy</i> [™] Arena
<i>Survivor Series</i> [®]	Alternate costumes for Matt Hardy [™] and Hardcore Holly [™] ; Moves 7 and 8; Ability Point 30; <i>Survivor Series</i> [®] Arena
<i>Armageddon</i> [™]	Alternate costumes for Ric Flair [™] , Billy [™] , and Chuck [™] ; <i>Armageddon</i> [™] Arena; Winter Plaza and Winter Times Square backstage areas
<i>Royal Rumble</i> [®]	Triple H [™] (Hidden Superstar); alternate costumes for Stone Cold Steve Austin [™] , Bubba Ray Dudley [™] , and Reverend D-Von [™] ; Create Parts 6; <i>Royal Rumble</i> [®] Arena
<i>No Way Out</i> [®]	Kevin Nash [™] and X-Pac [™] (Hidden Superstars); alternate costumes for The Big Show [™] and The Big Valbowski [™] ; Moves 5; <i>No Way Out</i> [®] Arena
<i>WrestleMania</i> [®] X8	Hollywood Hulk Hogan [™] (Hidden Superstar); alternate costumes for Faarooq [™] and Bradshaw [™] ; Moves 1; Create Parts 7; <i>WrestleMania</i> [®] X8 Arena
<i>InsurreXtion</i> [™]	Alternate costumes for Jeff Hardy [™] and William Regal [™] ; Moves 9; Create Parts 4; <i>InsurreXtion</i> [™] Arena
<i>Rebellion</i> [™]	Alternate costumes for Chris Jericho [™] , Stacy Keibler [™] , and Brock Lesnar [™] ; Moves 10; <i>Rebellion</i> [™] Arena

Plot Twists



Every now and then, the general manager of your brand will approach you and offer you a title shot or a specific match. If you accept, you're placed on a new storyline path. If you decline, you stay on the same course you've been on.

Sometimes, the outcome of a match means more than who wears the championship belt—it might be a match for total ownership of **WWE**, a loser retires match, or something altogether different. Keep your eyes peeled and your ears open for opportunities to advance your career, because as Jim Ross[™] says, "Anything can happen in **WWE**!"

Brawling to the Back: Backstage Areas

Stadium, Main Corridor



When you start the show, you appear in front of the main entrance to the stage (1). Behind you is the exit to the outdoor plaza (2). Continuing around the main corridor in a counter-clockwise direction takes you past another entrance to the arena (3), a set of stairs leading to the basement of the stadium (4), the door to the VIP Room (5), the ShopZone[™] merchant (6), the entrance to the locker room (7), another set of stairs to the stadium basement (8), and a third entrance to the arena (9).

Stadium, Basement



Either stairway (4 or 8) takes you to the basement. To the left of the door to the stairs is a set of double doors leading to the parking garage (10). To the right is the hallway to the boiler room (11), and on the other side of the room is the door to the stock room (12). If you move to the opposite end of the parking garage from the door (13) and hit **x**, you wind up outside the stadium near the subway station.

Brawling to the Back: Backstage Areas



Outside the Stadium



There's only one entrance to the main floor of the stadium from outside, and that's through the main door (14), although you can walk down the sidewalk to the left (15) and press \downarrow to return to the parking garage.

You also can head into the subway station (16) to grab a train. Wait for the train to show up, walk into it once the doors open (17), and remain inside until they close. This takes you to The World®, the **W**™ restaurant. You also can walk back the way you came (18) to return to the area outside the stadium.



From the outside area near The World®, you can return to the subway (19) or you can enter The World® (20). Once in The World®, the only place you can go is back out of it, through one of the sides of the stage (21).

This takes you back outside, where you can go down the subway (19), catch the train (17), ride back to the stadium, leave the subway station (18), and re-enter the stadium through the main door (14) or the parking garage (15).

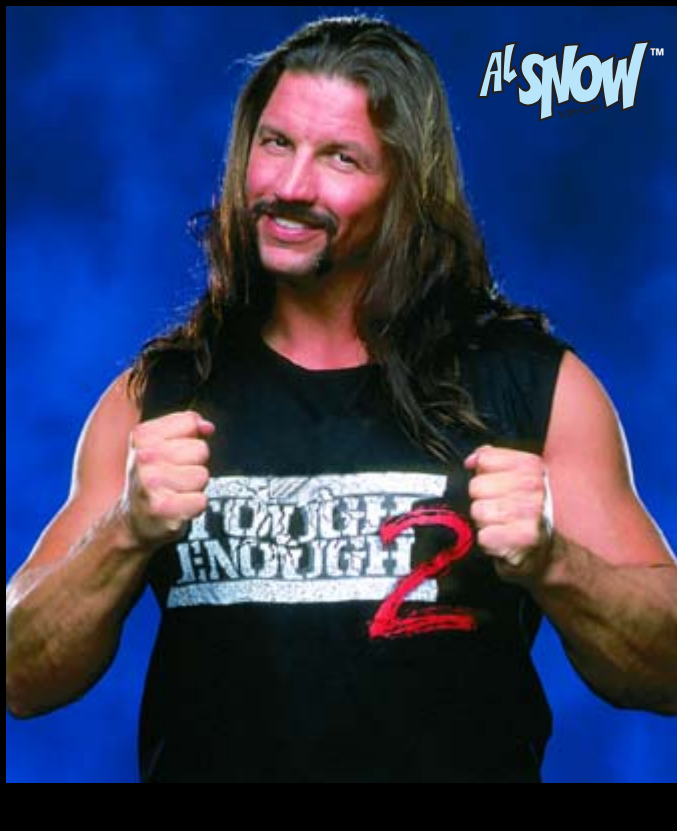


LAYETH THE SMACKETH DOWN™
SMACKDOWN™ STRATEGY

AL SNOW™



Moves



Bio

After establishing himself as a technically-sound in-ring Superstar, Al Snow™ found himself in a new role for this organization—a trainer for the MTV reality-based series, "WWE Tough Enough™." The show, which featured 13 young adults trying to win a contract with this organization, was an instant ratings success, and Snow's involvement had much to do with that. The future also looks bright for Snow in the ring, where he has been making noise on Raw®.

Note

Did you know that "HEAD™," the mannequin head that Al Snow™ used to bring to the ring, was one of Mick "Mankind" Foley™'s ideas? In return, Al gave Mick the idea for his unusual mascot, a tube sock named "Mr. Socko.™"

Control Action

TAUNT (STANDING)

- L2 Cut Throat
- L2 + ↓ Cut Throat
- L2 + ← Cut the Air 2
- L2 + ↑ Cut Throat
- L2 + → Cut the Air 2

SMACKDOWN!™ (HOLDING WEAPON)

- L3 DDT
- L3 + ↑, →, ↓, or ← DDT

SMACKDOWN!™ (FINISHING MOVE)

- L3 Snow Plow™ (facing groggy standing opponent)
- L3 + ↑, →, ↓, or ← Sleeper with Scissors (behind groggy standing opponent)

GRAPPLE (FACING STANDING OPPONENT)

- Irish Whip
- + ↓ Drop Toehold
- + ← Scoop Slam 2
- + ↑ Jawbreaker 1
- + → Suplex 3

GRAPPLE (FACING STANDING GROGGY OPPONENT)

- Irish Whip
- + ↓ Dragon Screw 2
- + ← Trapping Headbutts
- + ↑ Neckbreaker 3
- + → Cradle and Side Leg Lock

GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)

- + ↓ Spinebuster 1
- + ← Jawbreaker 2
- + ↑ Bomb to Facebuster
- + → Dangerous DDT

STRIKE (FACING STANDING OPPONENT)

- × Snap Jab
- × + ↓ Shuffle Side Kick 1
- × + ← or → Toe Kick 1
- × + ← Toe Kick 2
- × + ← or → Spinning Black Elbow
- × + ↑ Double Axe Handle 1
- × + → Middle Kick 1

GRAPPLE (BEHIND STANDING OPPONENT)

- Irish Whip
- + ↓ Inverted Suplex 2
- + ← Backdrop 1
- + ↑ Rear Naked with Stretch
- + → Leg Breaker

GRAPPLE (BEHIND STANDING GROGGY OPPONENT)

- Irish Whip
- + ↓ School Boy Pin 2
- + ← Wrist Lock Backdrop
- + ↑ Sleeper Hold 3
- + → Bulldog

MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)

- Raise
- + ↓ Pin Fall
- + ← Mahistrof Cradle Pin
- + ↑ Mounted Punching 1
- + → Abdominal Stretch 3

MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)

- Raise
- + ↓ Pin Fall
- + ← Pin with Bridge
- + ↑ Leg Lock 4
- + → Texas Cloverleaf 2

HELL IN A CELL ROOF (FACING STANDING OPPONENT)

- It Thrusts Down
- + ↓, ←, ↑, or → It Thrusts Down

HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)

- It Thrusts Down
- + ↓, ←, ↑, or → It Thrusts Down

MAT STRIKE (STANDING NEAR OPPONENT)

- × Angry Stomp
- × + ↑ or ↓ Knee Drop 2
- × + ← or → Elbow Drop 4

OPPONENT ON ROPES

- Irish Whip

Control Action

TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)

- Irish Whip
- + ↓ Frankensteiner
- + ← Hanging in Reverse
- + ↑ Superplex 1
- + → Mudhole Stomping 2

TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)

- Irish Whip
- + ↓ Illegal Pin
- + ← D-Von Neckbreaker™
- + ↑ Turnbuckle Toe Kick
- + → Hanging in Reverse

RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)

- × (while running) Turnbuckle Clothesline
- × + ↑, →, ↓, or ← Turnbuckle Clothesline (while running)

TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)

- Raises the Opponent Up
- + ↑, →, ↓, or ← Choke

RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)

- × (while running) Knee Attack 1

DIVING ATTACK (STANDING ON TOP TURNBUCKLE)

- × Elbow Drop 3
- × + ↓ Diving Moonsault Pin
- × + ← Front Dropkick 4
- × + ↑ Diving Leg Drop
- × + → Diving Cross Body Pin 2

JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)

- , × (while running) Dive Through Ropes

RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)

- × (while running) Flying Forearm Smash 2

RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)

- × (while running) Running Leg Drop

DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)

- × Asai Moonsault

RUNNING GRAPPLE (RUNNING TOWARDS STANDING OPPONENT)

- Neckbreaker 1
- + ↑, →, ↓, or ← Crucifix Pin

RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)

- (while running) Neckbreaker 1
- + ↑, →, ↓, or ← Crucifix Pin (while running)

RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)

- × (while running) Clothesline 9
- × + ↑, →, ↓, or ← Flying Forearm Smash 2 (while running)

RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)

- × (while running) Running Flip Splash
- × + ↑, →, ↓, or ← Running Leg Drop (while running)

RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)

- + ↑, →, ↓, or ← Snapmare 4 (while running)

RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)

- + ↑, →, ↓, or ← School Boy Pin 2 (while running)

GRAPPLE VS. RUNNING OPPONENT

- Hip Toss 1
- + ↑ or ↓ Shoulder Back Toss 1
- + ← or → Whirl Back Breaker

DOUBLE-TEAM (OPPONENT HELD BY PARTNER)

- Double Suplex 1
- + ↓ Double DDT
- + ← Double Facecrusher
- + ↑ Double Clothesline
- + → Double Beat Head

DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)

- Irish Whip
- + ↓ Elbow Drop 2
- + ↑ Mudhole Stomping 1
- + ↑ Spike Piledriver
- + → Body Splash and Whip

TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)

- + ↓ Suplex and Cross Body

Stats

HEIGHT 6' 0" **WEIGHT** 234 lbs. **FROM** Lima, Ohio **FAVORITE QUOTE** "What does everybody want?!"TM **FINISHING MOVE** Snow PlowTM

CAREER HIGHLIGHTS
Hardcore Champion, European Champion, Tag Team Champion



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Snap Jab
2. Back Chop 1
3. Shuffle Side Kick 1

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



AL SNOWTM

Moves



Bio

A graduate of the World Wrestling Entertainment™ training camp, Albert™ is one of the most powerful and colorful Superstars on the roster. His power moves, including his finishing maneuver, the Baldo Bomb™, is the stuff of nightmares! Once a feared tag-team competitor with Test™, the duo has since split, and Albert™ is now a feared and brutal man in the singles division.

Note

Did you know that Albert™ used to be known as "Prince Albert™" in WWE™. Makes you wonder if there's a can in the world big enough for him, doesn't it?

Control	Action
TAUNT (STANDING)	
L2	Holdup
L2 + ↓	Holdup
L2 + ←	Cut Throat
L2 + ↑	Holdup
L2 + →	Cut Throat
SMACKDOWN!™ (HOLDING WEAPON)	
L3	DDT
L + ↑, →, ↓, or ←	DDT
SMACKDOWN!™ (FINISHING MOVE)	
L3	Baldo Bomb™ (facing groggy standing opponent)
L3 + ↑, →, ↓, or ←	Spinning Rack Pancake (facing groggy standing opponent)
GRAPPLE (FACING STANDING OPPONENT)	
●	Irish Whip
● + ↓	Sidewalk Slam 2
● + ←	Body Knee Strike
● + ↑	Club to Neck 3
● + →	Drop Suplex
GRAPPLE (FACING STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Undertaker® Sideslam
● + ←	Kitchen Sink 2
● + ↑	Back Flip to Pancake
● + →	Fake Short Clothesline
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)	
● + ↓	Body Press Bomb
● + ←	Mat Slam 1
● + ↑	Body Press Drop
● + →	Short Clothesline 3
STRIKE (FACING STANDING OPPONENT)	
X	Austin Punches 1
X + ↓	Bicycle Kick 1
X + ← or →	Toe Kick 1
X + ←	Throat Thrust 1
X + ↑ or →	Toe Kick 2
X + ↑	Clothesline 3
X + →	Big Boot 1
GRAPPLE (BEHIND STANDING OPPONENT)	
●	Irish Whip
● + ↓	Atomic Drop
● + ←	Sidewalk Slam 3
● + ↑	Elbow to Back of Head 2
● + →	Forearm Smash
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Super Atomic Drop
● + ←	Pendulum Backbreaker 2
● + ↑	Sleeper Hold 3
● + →	Bulldog
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Reverse Chin Lock
● + ↑	Fury Punch 3
● + →	Sleeper Hold 8
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Big Swing
● + ↑	Leg Lock 3
● + →	Stretch Muffler
HELL IN A CELL ROOF (FACING STANDING OPPONENT)	
●	It Thrusts Down
● + ↑, →, ↓, or ←	It Thrusts Down
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)	
●	It Thrusts Down
● + ↑, →, ↓, or ←	It Thrusts Down
MAT STRIKE (STANDING NEAR OPPONENT)	
X	Angry Stomp
X + ↑ or ↓	Angry Stomp
X + ← or →	Elbow Drop 4
OPPONENT ON ROPES	
●	Irish Whip

Control	Action
TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Mudhole Stomping 2
● + ←	Hanging in Reverse
● + ↑	Toss to Turnbuckle
● + →	Big Chop
TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Beat Head 1
● + ←	Hanging in Reverse
● + ↑	Beat Head 1
● + →	Turnbuckle Toe Kick
RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
X (while running)	Shoulder Block 3
X + ↑, →, ↓, or ← (while running)	Shoulder Block 3
TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
●	Raises the Opponent Up
● + ↑, →, ↓, or ←	Pushes Turnbuckle
RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
X (while running)	Knee Attack 1
DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
X	Elbow Drop 3
X + ↓	Elbow Drop 3
X + ←	Flying Clothesline
X + ↑	Elbow Drop 3
X + →	Double Axe Handle 3
JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
■, X (while running)	Vaulting Body Press
RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
X (while running)	Ho Train™ Attack
RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
X (while running)	Running Leg Drop
DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
X	Vaulting Body Press
RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
●	Neckbreaker 1
● + ↑, →, ↓, or ←	Lou Thesz Press 1
RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
● (while running)	Neckbreaker 1
● + ↑, →, ↓, or ← (while running)	Lou Thesz Press 1
RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
X (while running)	Bicycle Kick 2
X + ↑, →, ↓, or ← (while running)	Ho Train™ Attack
RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
X (while running)	Double Axe Handle 5
X + ↑, →, ↓, or ← (while running)	Running Leg Drop
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑, →, ↓, or ← (while running)	Mat Slam 2
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
● + ↑, →, ↓, or ← (while running)	School Boy Pin 2
GRAPPLE VS. RUNNING OPPONENT	
●	Flapjack 3
● + ↑ or ↓	Shoulder Back Toss 1
● + ← or →	Spinebuster 2
DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
●	Double Suplex 1
● + ↓	Double DDT
● + ←	Double Suplex 1
● + ↑	Double Clothesline
● + →	Double Beat Head
DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
●	Irish Whip
● + ↓	Backbreaker and Leg Drop
● + ←	Mudhole Stomping 1
● + ↑	Stomach Crusher
● + →	Body Splash and Whip
TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
● + ↓	Suplex and Cross Body

Stats

HEIGHT

6' 7"

WEIGHT

350 lbs.

FROM

Boston, MA

CAREER HIGHLIGHTS



Baldo Bomb™



Spinning Rack Pancake



Combo Strikes

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Austin Punches 1
2. Throat Thrust 1
3. Big Boot 1

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



ALBERT™



Bio

Big Show™ tore into this organization—literally. He first showed up at *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 proven that his big debut wasn't a fluke. Simply put, 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.

Note

Big Show™ has a hidden alternate costume. To unlock it, you must win a match at *No Way Out®* during the Season Mode.

Note

Did you know that Big Show™ claimed to be the son of the legendary Andre the Giant™ when he was known as "The Giant™" in WCW®? (He isn't related, by the way.)

Control	Action
TAUNT (STANDING)	
L2	Taunt Big Show™
L2 + ↓	Taunt Big Show™
L2 + ←	Raising Arm 1
L2 + →	Taunt Big Show™
L2 + ↑	Raising Arm 1
SMACKDOWN!™ (HOLDING WEAPON)	
L3	DDT
L3 + ↑, →, ↓, or ←	DDT
SMACKDOWN!™ (FINISHING MOVE)	
L3	Show Stopper™ (facing groggy standing opponent)
L3 + ↑, →, ↓, or ←	Final Cut™ (facing groggy standing opponent)
GRAPPLE (FACING STANDING OPPONENT)	
●	Irish Whip
● + ↓	Sidewalk Slam 2
● + ←	Big Slap
● + ↑	Club to Neck 3
● + →	Choke Toss 2
GRAPPLE (FACING STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Jackknife Powerbomb 1
● + ←	Strong Headbutt 1
● + ↑	Body Press Drop FW
● + →	Short Clothesline 3
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)	
● + ↓	Bearhug 1
● + ←	Big Knee Smash
● + ↑	The Alleyoop
● + →	Big Shoulder Claw
STRIKE (FACING STANDING OPPONENT)	
X	Back Chop 1
X + ↓	Big Boot 1
X + ← or →	Toe Kick 1
X + ←	Slap 2
X + → or ↑	Clothesline 2
X + ↑	Clothesline 3
X + →	Kane™ Throat Thrust 1
GRAPPLE (BEHIND STANDING OPPONENT)	
●	Irish Whip
● + ↓	Sidewalk Slam 3
● + ←	Pendulum Backbreaker 2
● + ↑	Forearm Smash
● + →	Russian Leg Sweep 2
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Super Atomic Drop
● + ←	Full Nelson Slam
● + ↑	Sleeper Hold 3
● + →	Rear Naked with Stretch
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Darkness Choke 1
● + ↑	Big Stomp
● + →	Reverse Chin Lock
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Toss 1
● + ↑	Leg Lock 3
● + →	Leg Lock 4
HELL IN A CELL ROOF (FACING STANDING OPPONENT)	
●	It Thrusts Down
● + ↑, →, ↓, or ←	It Thrusts Down
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)	
●	It Thrusts Down
● + ↑, →, ↓, or ←	It Thrusts Down
MAT STRIKE (STANDING NEAR OPPONENT)	
X	Angry Stomp
X + ↑ or ↓	Angry Stomp
X + ← or →	Elbow Drop 4
OPPONENT ON ROPES	
●	Big Boot

Control	Action
TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Big Thump
● + ←	Knee Strike
● + ↑	Choke
● + →	Big Chop
TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Beat Head 1
● + ←	Hanging in Reverse
● + ↑	Beat Head 1
● + →	Turnbuckle Toe Kick
RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
X (while running)	Turnbuckle Clothesline
X + ↑, →, ↓, or ← (while running)	Turnbuckle Clothesline
TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
●	Raises the Opponent Up
● + ↑, →, ↓, or ←	Foot Choke 2
RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
X (while running)	Knee Attack 1
DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
X	Elbow Drop 3
X + ↓	Elbow Drop 3
X + ←	Front Dropkick 4
X + ↑	Elbow Drop 3
X + →	Double Axe Handle 3
JUMP THROUGH ROPES (IN RING; RUNNING TOWARD OPPONENT OUTSIDE RING)	
■, X (while running)	Vaulting Body Press
RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
X (while running)	Kurt™ Shoulder Block
RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
X (while running)	Running Leg Drop
DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
X	Vaulting Body Press
RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
●	Neckbreaker 1
● + ↑, →, ↓, or ←	Neckbreaker 1
RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
● (while running)	Neckbreaker 1
● + ↑, →, ↓, or ← (while running)	Neckbreaker 1
RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
X (while running)	Clothesline 5
X + ↑, →, ↓, or ← (while running)	Kurt™ Shoulder Block
RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
X (while running)	Double Axe Handle 5
X + ↑, →, ↓, or ← (while running)	Running Leg Drop
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑, →, ↓, or ← (while running)	Mat Slam 2
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
● + ↑, →, ↓, or ← (while running)	Bulldog
GRAPPLE VS. RUNNING OPPONENT	
●	Hip Toss 2
● + ↑ or ↓	Flapjack 2
● + ← or →	Shoulder Back Toss 2
DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
●	Headbutt and Elbow Drop
● + ↓	Double DDT
● + ←	Double Flapjack
● + ↑	Double Clothesline
● + →	Double Beat Head
DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
●	Irish Whip
● + ↓	Stomach Crusher
● + ←	Mudhole Stomping 1
● + ↑	Powerbomb
● + →	Kick to Stomach
TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
● + ↓	Suplex and Cross Body

Stats

HEIGHT

7' 2"

WEIGHT

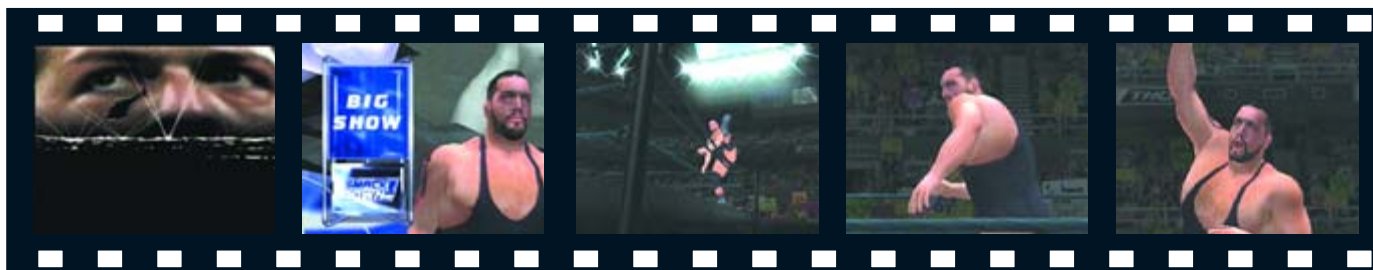
500 lbs.

FROM

Tampa, FL

CAREER HIGHLIGHTS

WWE Champion; Tag Team Champion; Hardcore Champion



Show Stopper™



Final Cut™



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Back Chop 1
2. Kane™ Throat Thrust 1
3. Big Boot 1

FAVORITE MOVES

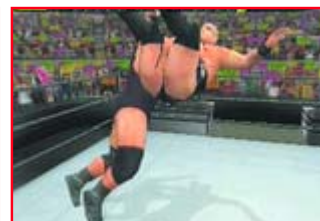
These moves do more damage to your opponents than normal moves of this sort would do:



Big Thump



Bearhug 1



Full Nelson Slam

BIG SHOW™



THE BIG VALBOWSKI™

Moves



Bio

When the towel-clad Big Valbowski™ made his World Wrestling Entertainment™ debut in the spring of 1998, he was instantly pinpointed as one of the most controversial characters in WWE™ history—and with good reason. He made a habit of pursuing all the female Superstars of World Wrestling Entertainment™, landing them in some compromising positions. He also backed up his bravado in the ring, twice winning the Intercontinental Championship.

In 2000, the Big Valbowski™ gave up his womanizing ways and joined the Right to Censor™. But after a few months of "fighting the good fight," he could take no more. Thus, he brought back his towel and his carefree attitude, and returned to World Wrestling Entertainment™ at the 2002 *Royal Rumble*®!

The Big Valbowski™ is back—and he's ready to take the female fans of WWE™ for a ride they'll never forget!

Note

The Big Valbowski™ has a hidden alternate costume. To unlock it, you must win a match at *No Way Out*® during the Season Mode.

Note

Did you know that The Big Valbowski™ worked under the name "Scott Borders™" in England and as the masked Superstar "Steel™" in Mexico?

Control	Action	Control	Action
TAUNT (STANDING)		TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
L2	Taunt Sexy	● + ↓	Irish Whip
L2 + ↓	Taunt Sexy	● + ↓	Mudhole Stomping 2
L2 + ←	Taunt Bird	● + ←	Big Back Chop 1
L2 + ↑	Taunt Sexy	● + ↑	Superplex 1
L2 + →	Taunt Bird	● + →	Shoulder Thrust
SMACKDOWN!™ (HOLDING WEAPON)		TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
L2	DDT	●	Irish Whip
L2 + ↑, →, ↓, or ←	DDT	● + ↓	Illegal Pin
SMACKDOWN!™ (FINISHING MOVE)		● + ←	Super Backdrop
L2	Reverse Leg Lock 2 (near downed opponent's lower body)	● + ↑	Beat Head 1
L2 + ↑, →, ↓, or ←	The Money Shot™ Pin (on turnbuckle vs. downed opponent)	● + →	Turnbuckle Toe Kick
GRAPPLE (FACING STANDING OPPONENT)		RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Turnbuckle Clothesline
● + ↓	Drop Toehold	× + ↑, →, ↓, or ← (while running)	Turnbuckle Clothesline
● + ←	Scoop Slam 2	TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
● + ↑	Neckbreaker 3	●	Raises the Opponent Up
● + →	Ric Flair™ Headlock	● + ↑, →, ↓, or ←	Mudhole Strikes
GRAPPLE (FACING STANDING GROGGY OPPONENT)		RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Knee Attack 1
● + ↓	Jackknife Powerbomb 1	DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
● + ←	Double Arm Suplex 1	×	Elbow Drop 3
● + ↑	Gutbuster	× + ↓	Elbow Drop 3
● + →	DDT 2	× + ←	Flying Clothesline
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)		× + ↑	Elbow Drop 3
● + ↓	Fisherman Suplex Pin	× + →	Double Axe Handle 3
● + ←	Russian Leg Sweep 1	JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
● + ↑	Rib Breaker	■, × (while running)	Dive Through Ropes
● + →	Spinebuster 2	RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
STRIKE (FACING STANDING OPPONENT)		× (while running)	Kurt™ Shoulder Block
×	Angle™ Punches	RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
× + ↓	Clothesline 3	× (while running)	Benoit™ Elbow Drop
× + ← or →	Toe Kick 1	DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
× + ←	Snap Jab	×	Vaulting Body Press
× + ← or →	Kane™ Throat Thrust 1	RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
× + ↑	Double Axe Handle 1	●	Neckbreaker 1
× + →	Back Chop 1	● + ↑, →, ↓, or ←	Neckbreaker Drop 1
GRAPPLE (BEHIND STANDING OPPONENT)		RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
●	Irish Whip	● (while running)	Neckbreaker 1
● + ↓	Tazzplex™	● + ↑, →, ↓, or ← (while running)	Neckbreaker Drop 1
● + ←	Russian Leg Sweep 2	RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
● + ↑	Elbow to Back of Head 2	× (while running)	Back Elbow Attack 1
● + →	Forearm Smash	× + ↑, →, ↓, or ← (while running)	Kurt™ Shoulder Block
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)		RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
●	Irish Whip	× (while running)	Double Axe Handle 5
● + ↓	German Suplex Pin	× + ↑, →, ↓, or ← (while running)	Benoit™ Elbow Drop
● + ←	Wrist Lock Backdrop	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑	Octopus Stretch 3	● + ↑, →, ↓, or ← (while running)	Leg Breaker
● + →	Spinning Out Powerbomb 1	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)		● + ↑, →, ↓, or ← (while running)	School Boy Pin 2
●	Raise	GRAPPLE VS. RUNNING OPPONENT	
● + ↓	Pin Fall	●	Sleeper Hold 4
● + ←	Outlaw Pin	● + ↑ or ↓	Spinebuster 2
● + ↑	Fury Punch 3	● + ← or →	Tilt a Whirl Sideslam
● + →	Reverse Chin Lock	DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)		● + ↓	Double Punches 1
●	Raise	● + ←	Double Punches 2
● + ↓	Pin Fall	● + ↑	Double Suplex 1
● + ←	Kick to Leg 2	● + →	Double Clothesline
● + ↑	Leg Lock 3	● + →	Double Beat Head
● + →	Single Leg Crab 1	DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
HELL IN A CELL ROOF (FACING STANDING OPPONENT)		●	Irish Whip
●	It Thrusts Down	● + ↓	Whip and Lay Down
● + ↑, →, ↓, or ←	It Thrusts Down	● + ←	Mudhole Stomping 1
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)		● + ↑	Spine and Neckbreaker
●	It Thrusts Down	● + →	Body Splash and Whip
● + ↑, →, ↓, or ←	It Thrusts Down	TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
MAT STRIKE (STANDING NEAR OPPONENT)		● + ↓	Suplex and Cross Body
×	Angry Stomp	OPPONENT ON ROPES	
× + ↑ or ↓	Double Knee Drop	●	Running Knee Strike
× + ← or →	Elbow Drop 4		

Stats

HEIGHT

6' 2"

WEIGHT

240 pounds

FROM

Las Vegas

FAVORITE QUOTE

"Hello ladies!"

FINISHING MOVE

The Money Shot™

CAREER HIGHLIGHTS

Intercontinental Champion (2); European Champion



Reverse Leg Lock 2



The Money Shot™ Pin



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Angle™ Punches
2. Austin™ Punches 1
3. Double Axe Handle 1

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



Fisherman Suplex Pin



Outlaw Pin



Spinning Out Powerbomb 1

THE BIG VALBOWSKI™



BILLY GUNN™

Moves



Bio

Billy Gunn™ is the most decorated tag team competitor of all time, having won the World Wrestling Entertainment™ Tag Team Championship on ten occasions, with three different partners. But now it seems Billy™ is interested in other kinds of decoration—such as the headband he proudly adorns to signify that he's one half of the "Billy™ & Chuck™" tag team combination. Billy™ won the Tag Team Championship three times as part of the Smokin' Gunns™, and then five times as part of the New Age Outlaws™. The Outlaws™ will go down in history as arguably the greatest duo in tag-team history, and certainly one of the most popular and successful. But although his days as an Outlaw™ are behind him, Billy seems happier than ever these days. For some reason, there's a spring in his step—and a glimmer in his eye—when he strolls out to the ring with his latest partner, Chuck™. Like Billy™, Chuck™ is another phenomenal athlete who is undeniably handsome. Likewise, Billy™'s credentials speak for themselves. He's arguably the best pound-for-pound athlete in WWE®.

Note

Billy™ has a hidden alternate costume. To unlock it, you must win a match at *Armageddon*™ during the Season Mode.

Note

Did you know that Billy™ is a nine-time Tag Team Champion, having won the belts with two different partners (Bart Gunn™, Road Dogg™, and Chuck™)?

Control	Action
TAUNT (STANDING)	
L2	Taunt Billy™ 2
L2 + ↓	Taunt Billy™ 1
L2 + ←	Raising Arm™ 3
L2 + ↑	Taunt Billy™ 1
L2 + →	Raising Arm 3
SMACKDOWN!™ (HOLDING WEAPON)	
L2	DDT
L2 + ↑, →, ↓, or ←	DDT
SMACKDOWN!™ (FINISHING MOVE)	
L2	One and Only™ (behind groggy standing opponent)
L2 + ↑, →, ↓, or ←	Fame-Ass-er™ (facing groggy standing opponent)
GRAPPLE (FACING STANDING OPPONENT)	
●	Irish Whip
● + ↓	Arm Wrench
● + ←	Scoop Slam 2
● + ↑	Club to Neck 2
● + →	Ric Flair™ Headlock
GRAPPLE (FACING STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Arm Breaker
● + ←	Headlock Takedown
● + ↑	Neckbreaker 3
● + →	Kitchen Sink 2
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)	
● + ↓	Piledriver
● + ←	Flapjack 1
● + ↑	Body Press Slam
● + →	Brainbuster
STRIKE (FACING STANDING OPPONENT)	
X	Billy™ Punches
X + ↓	Dropkick 2
X + ← or →	Toe Kick 1
X + ←	Back Chop 1
X + ← or →	Elbow Smash 1
X + ↑	Double Axe Handle 1
X + →	Austin™ Punches 1
GRAPPLE (BEHIND STANDING OPPONENT)	
●	Irish Whip
● + ↓	Atomic Drop
● + ←	Pendulum Backbreaker 2
● + ↑	Elbow to Back of Head 2
● + →	Forearm Smash
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Super Atomic Drop
● + ←	High Angle Backdrop 2
● + ↑	Sleeper Hold 3
● + →	Russian Leg Sweep
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Headlock
● + ↑	Fury Punch 3
● + →	Sleeper Hold 5
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Leg Lock 4
● + ↑	Leg Lock 3
● + →	Single Leg Crab 1
HELL IN A CELL ROOF (FACING STANDING OPPONENT)	
●	It Thrusts Down
● + ↑, →, ↓, or ←	It Thrusts Down
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)	
●	It Thrusts Down
● + ↑, →, ↓, or ←	It Thrusts Down
MAT STRIKE (STANDING NEAR OPPONENT)	
X	Angry Stomp
X + ↑ or ↓	Austin™ Elbow Drop 1
X + ← or →	Knee Drop 2
OPPONENT ON ROPES	
●	Irish Whip

Control	Action
TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Knee Strike
● + ←	Big Back Chop 1
● + ↑	Shoulder Thrust
● + →	Big Chop
TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Illegal Pin
● + ←	Hanging in Reverse
● + ↑	Super Backdrop
● + →	Turnbuckle Toe Kick
RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
X (while running)	Turnbuckle Clothesline
X + ↑, →, ↓, or ← (while running)	Turnbuckle Clothesline
TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
●	Raises the Opponent Up
● + ↑, →, ↓, or ←	Foot Choke 2
RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
X (while running)	Turnbuckle Dropkick
DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
X	Diving Elbow
X + ↓	Diving Elbow Drop Pin 1
X + ←	Diving Fame Asser™
X + ↑	Diving Elbow
X + →	Diving Elbow Bat
JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
■, X (while running)	Baseball Slide
RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
X (while running)	Back Elbow Attack 1
RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
X (while running)	Running Leg Drop
DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
X	Vaulting Body Press
RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
●	Neckbreaker 1
● + ↑, →, ↓, or ←	Sunset Flip Pin
RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
● (while running)	Neckbreaker 1
● + ↑, →, ↓, or ← (while running)	Sunset Flip Pin
RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
X (while running)	Clothesline 9
X + ↑, →, ↓, or ← (while running)	Back Elbow Attack 1
RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
X (while running)	Benoit™ Elbow Drop
X + ↑, →, ↓, or ← (while running)	Running Leg Drop
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑, →, ↓, or ← (while running)	Leg Breaker (while running)
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
● + ↑, →, ↓, or ← (while running)	School Boy Pin 2
GRAPPLE VS. RUNNING OPPONENT	
●	Powerslam
● + ↑ or ↓	Neckbreaker
● + ← or →	Tilt a Whirl Sideslam
DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
●	Double Flapjack
● + ↓	Double DDT
● + ←	Double Suplex 1
● + ↑	Double Clothesline
● + →	Double Beat Head
DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
●	Irish Whip
● + ↓	Mudhole Stomping 1
● + ←	Accident
● + ↑	Stomach Crusher
● + →	Accident
TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
● + ↓	Suplex and Cross Body

Stats

HEIGHT

6' 4"

WEIGHT

268 lbs.

FROM

Austin, Texas

FINISHING MOVE

Fame-Ass-er™

CAREER HIGHLIGHTS

Intercontinental Champion, 1999 King of the Ring®, Hardcore Champion (2), Tag Team Champion (9)



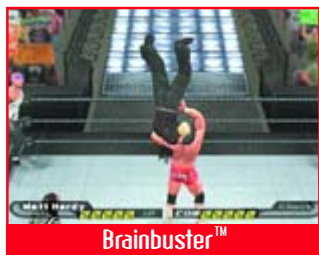
COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Billy™ Punches
2. Billy™ Punches
3. Dropkick 1

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



BILLY GUNN™

BILLY KIDMAN™

Moves



Bio

Billy Kidman™ made an immediate impact upon springing back into action with the resurgence of WCW®. In his first WCW® match in months, Kidman defeated Gregory Helms™ on *SmackDown!*™ to win the WCW® Cruiserweight Championship! The win over Helms doesn't mark the first time that Kidman strapped a championship around his waist. He previously laid claim as a two-time WCW® Tag Team Champion and WCW® Cruiserweight Tag Team Champion. After taking time off due to an injury, Kidman once again reemerged on television in early October 2001 to once again become the WCW® Cruiserweight Champion in an impressive win against X-Pac™.

Note

Billy Kidman™ has a hidden alternate costume. To unlock it, you must win a match at *Vengeance*™ during the Season Mode.

Note

Did you know that Billy Kidman™ was a former member of Raven™'s Flock in WCW®?

Control	Action	Control	Action
TAUNT (STANDING)		TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
L2	Hold Up and Down Hands	●	Irish Whip
L2 + ↓	Hold Up and Down Hands	● + ↓	Reverse Tornado DDT
L2 + ←	Swing Arms	● + ←	Foot Choke 1
L2 + ↑	Hold Up and Down Hands	● + ↑	Superplex 1
L2 + →	Swing Arms	● + →	Mudhole Stomping 2
SMACKDOWN!™ (HOLDING WEAPON)		TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
L2	DDT	●	Irish Whip
L2 + ↑, →, ↓, or ←	DDT	● + ↓	Super Backdrop
SMACKDOWN!™ (FINISHING MOVE)		● + ←	Hanging in Reverse
L2	Shooting Star Press 2™ (on turnbuckle vs. downed opponent)	● + ↑	Super Backdrop
L2 + ↑, →, ↓, or ←	Unprettier™ (behind groggy standing opponent)	● + →	Turnbuckle Toe Kick
GRAPPLE (FACING STANDING OPPONENT)		RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Turnbuckle Dropkick
● + ↓	Front Dropkick 5	× + ↑, →, ↓, or ←	Turnbuckle Dropkick
● + ←	Cruiserweight Moves 2	TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
● + ↑	Hurricaneana 1	●	Raises the Opponent Up
● + →	Cruiserweight Moves 3	● + ↑, →, ↓, or ←	Pushes Turnbuckle
GRAPPLE (FACING STANDING GROGGY OPPONENT)		RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Turnbuckle Dropkick
● + ↓	Drop Toehold	DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
● + ←	Samurai Driver	×	Elbow Drop 3
● + ↑	Jawbreaker 1	× + ↓	Frog Splash Pin 1
● + →	Snap Suplex	× + ←	Front Dropkick 4
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)		× + ↑	Elbow Drop 3
● + ↓	Falling Powerbomb 1	× + →	Diving Spear
● + ←	Bomb to Facebuster	JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
● + ↑	Swinging Neckbomb	■, × (while running)	Shooting Star Press™
● + →	Brainbuster DDT	RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
STRIKE (FACING STANDING OPPONENT)		× (while running)	Cross Body 1
×	Austin™ Punches 1	RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
× + ↓	Front Dropkick 2	× (while running)	Dropkick to Knee
× + ← or →	Toe Kick 1	DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
× + ←	Back Chop 1	×	Vaulting Body Press
× + ← or →	Back Elbow Smash	RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
× + ↑	Dropkick 2	●	Headscissor Takedown 2
× + →	Elbow Smash 1	● + ↑, →, ↓, or ←	Reverse Mat Slam
GRAPPLE (BEHIND STANDING OPPONENT)		RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
●	Irish Whip	● (while running)	Headscissor Takedown 2
● + ↓	Rear Naked with Stretch	● + ↑, →, ↓, or ←	Reverse Mat Slam
● + ←	Cruiserweight Moves 4	(while running)	
● + ↑	Elbow to Back of Head 2	RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
● + →	Forearm Smash	× (while running)	Dropkick 4
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)		× + ↑, →, ↓, or ←	Cross Body 1
●	Irish Whip	(while running)	
● + ↓	Naked Choke Drop	RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
● + ←	Backdrop 2	× (while running)	Running Flip Splash
● + ↑	Sleeper Hold 3	× + ↑, →, ↓, or ←	Dropkick to Knee
● + →	Diving Reverse DDT	(while running)	
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)		RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
●	Raise	● + ↑, →, ↓, or ←	Hurricane™ Neckbreaker
● + ↓	Pin Fall	(while running)	
● + ←	Mahistrol Cradle Pin	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
● + ↑	Cruiserweight Moves 5	● + ↑, →, ↓, or ←	Spinning Hurricaneana™ 1
● + →	Surfboard	(while running)	
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)		GRAPPLE VS. RUNNING OPPONENT	
●	Raise	●	Pulling Walk Slam Pin
● + ↓	Pin Fall	● + ↑ or ↓	Spinebuster 2
● + ←	Kick to Leg 2	● + ← or →	Flapjack 3
● + ↑	Cruiserweight Moves 6	DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
● + →	Mexican Surfboard	●	Low Blow and Knee Attack
HELL IN A CELL ROOF (FACING STANDING OPPONENT)		● + ↓	Double DDT
●	It Thrusts Down	● + ←	Double Suplex 1
● + ↑, →, ↓, or ←	It Thrusts Down	● + ↑	Double Clothesline
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)		● + →	Double Beat Head
●	It Thrusts Down	DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
● + ↑, →, ↓, or ←	It Thrusts Down	●	Irish Whip
MAT STRIKE (STANDING NEAR OPPONENT)		● + ↓	Hip Toss
×	Angry Stomp	● + ←	Kick to Stomach
× + ↑ or ↓	Leg Drop	● + ←	High Angle Superplex
× + ← or →	Elbow Drop 4	● + ↑	Kick to Stomach
OPPONENT ON ROPES		TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
●	Irish Whip	● + ↓	Suplex and Cross Body

Stats

HEIGHT

Height: 5' 10"

WEIGHT

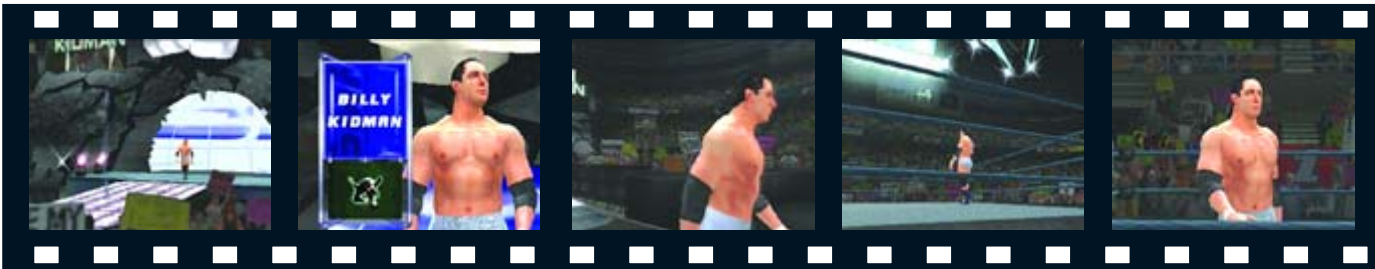
195 lbs.

FINISHING MOVE

Shooting Star Press™

CAREER HIGHLIGHTS

WCW® Cruiserweight Champion (5); WCW® Tag Team Champion (2); WCW® Cruiserweight Tag Team Champion



Shooting Star Press 2



Unprettier™



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Austin™ Punches 1
2. Double Axe Handle 1
3. Dropkick 2

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



Falling Powerbomb 1



Bomb to Facebuster



Swinging Neckbomb

BILLY KIDMAN™

Moves



Bio

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

Note

Booker T™ has a hidden alternate costume. To unlock it, you must win a match at *SummerSlam*® during the Season Mode.

Note

Did you know that the "T" in "Booker T™" comes from Booker™'s middle name (Tio)?

Control	Action	Control	Action
TAUNT (STANDING)		TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
L2	Taunt Booker T™ 2	●	Irish Whip
L2 + ↓	Taunt Booker T™ 2	● + ↓	Shoulder Thrust
L2 + ←	Taunt Booker T™ 1	● + ←	Superplex 1
L2 + ↑	Taunt Booker T™ 2	● + ↑	Shoulder Thrust
L2 + →	Taunt Booker T™ 1	● + →	Superplex 1
SMACKDOWN!™ (HOLDING WEAPON)		TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
L3	DDT	●	Irish Whip
L3 + ↑, →, ↓, or ←	DDT	● + ↓	Super Backdrop
SMACKDOWN!™ (FINISHING MOVE)		● + ←	Beat Head 2
L3	Booker T™ Special (facing groggy standing opponent)	● + ↑	Turnbuckle Toe Kick
L3 + ↑, →, ↓, or ←	Book End™ 2 (facing groggy standing opponent)	● + →	Beat Head 2
GRAPPLE (FACING STANDING OPPONENT)		RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Turnbuckle Clothesline
● + ↓	Short Clothesline 2	× + ↑, →, ↓, or ←	Turnbuckle Clothesline (while running)
● + ←	Booker T™ Scoop Slam	TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
● + ↑	Club to Neck 3	●	Raises the Opponent Up
● + →	Booker T™ Back Chop	● + ↑, →, ↓, or ←	Foot Choke 2
GRAPPLE (FACING STANDING GROGGY OPPONENT)		RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Knee Attack 1
● + ↓	Sidewalk Slam 2	DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
● + ←	Knee and Scoop Slam	×	Houston Hang Over
● + ↑	Arm Breaker	× + ↓	Elbow Drop 3
● + →	Suplex 3	× + ←	Spinning Wheel Kick 6
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)		× + ↑	Rolling Thunder 1
● + ↓	School Boy Pin 1	× + →	Missile Dropkick
● + ←	Short Clothesline 3	JUMP THROUGH ROPES (IN RING; RUNNING TOWARD OPPONENT OUTSIDE RING)	
● + ↑	Arm Wrench and Hook Kick 2	■, × (while running)	Dive Through Ropes
● + →	Booker T™ Spinebuster	RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
STRIKE (FACING STANDING OPPONENT)		× (while running)	Outside Crescent Kick 2
×	Austin™ Punches 1	RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
× + ↓	Booker T™ Spinning Kick	× (while running)	Running Leg Drop
× + ← or →	Toe Kick 1	DIVING ATTACK (STANDING ON TURNBUCKLE; OPPONENT OUTSIDE RING)	
× + ←	Back Chop 2	×	Vaulting Body Press
× + → or ↗	Snap Jab	RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
× + ↑	Outside Crescent Kick 1	●	Neckbreaker 1
× + →	Back Elbow Smash	● + ↑, →, ↓, or ←	School Boy Pin 1
GRAPPLE (BEHIND STANDING OPPONENT)		RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
●	Irish Whip	● (while running)	Neckbreaker 1
● + ↓	Atomic Drop	● + ↑, →, ↓, or ←	School Boy Pin 1 (while running)
● + ←	Facecrusher 3	RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
● + ↑	Forearm Smash	× (while running)	Outside Crescent Kick 2
● + →	Russian Leg Sweep 2	× + ↑, →, ↓, or ←	Back Elbow Attack 4 (while running)
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)		RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
●	Irish Whip	× (while running)	Double Axe Handle 5
● + ↓	Pumphandle Slam 1	× + ↑, →, ↓, or ←	Running Leg Drop (while running)
● + ←	Half Nelson Suplex	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑	Sleeper Hold 3	● + ↑, →, ↓, or ←	Mat Slam 2 (while running)
● + →	Rear Naked with Stretch	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)		● + ↑, →, ↓, or ←	School Boy Pin 2 (while running)
●	Raise	GRAPPLE VS. RUNNING OPPONENT	
● + ↓	Pin Fall	●	Flapjack 3
● + ←	Booker T™ Knee Drop	● + ↑ or ↓	Shoulder Back Toss 1
● + ↑	Fury Punch 3	● + ← or →	Austin™ Spinebuster 2
● + →	Surfboard	DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)		●	Low Blow and Knee Attack
●	Raise	● + ↓	Double DDT
● + ↓	Pin Fall	● + ←	Double Suplex 1
● + ←	Pin with Bridge	● + ↑	Double Facecrusher
● + ↑	Leg Lock 4	● + →	Double Beat Head
● + →	Leg Lock 3	DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
HELL IN A CELL ROOF (FACING STANDING OPPONENT)		●	Irish Whip
●	It Thrusts Down	● + ↓	Facebuster 1
● + ↑, →, ↓, or ←	It Thrusts Down	● + ←	Mudhole Stomping 1
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)		● + ↑	Stomach Crusher
●	It Thrusts Down	● + →	Body Splash and Whip
● + ↑, →, ↓, or ←	It Thrusts Down	TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
MAT STRIKE (STANDING NEAR OPPONENT)		● + ↓	Suplex and Cross Body
×	Booker T™ Stomp		
× + ↑ or ↓	Leg Drop		
× + ← or →	Booker T™ Knee Drop		
OPPONENT ON ROPES			
●	Booker T™ Back Chop		

Stats

HEIGHT

6' 3"

WEIGHT

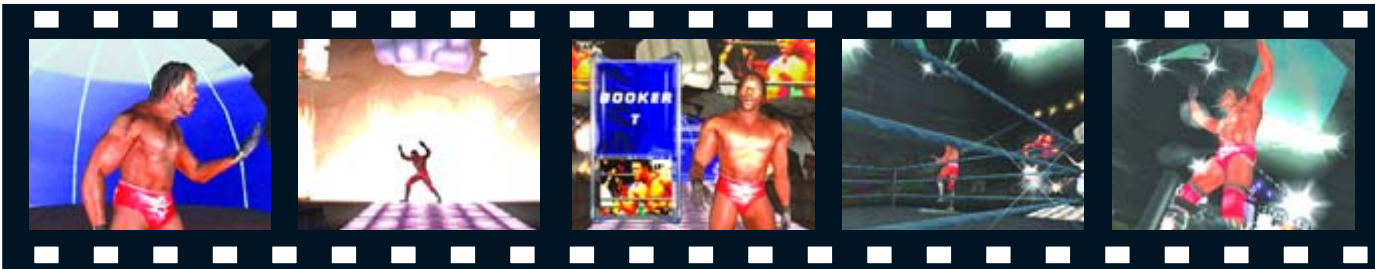
250 lbs.

FAVORITE QUOTE

"Can you dig it, sucka?"™

CAREER HIGHLIGHTS

WCW™ Champion; WCW™ U.S. Champion; WCW™ Television Champion; WCW™ Tag Team Champion; WWE Tag Team Champion



Booker T™ Special



Book End 2



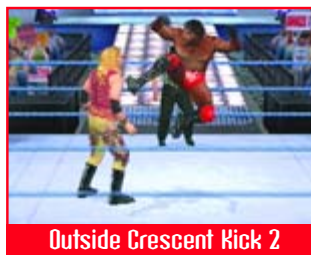
COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Austin™ Punches 1
2. Snap Jab
3. Booker T™ Spinning Kick

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:

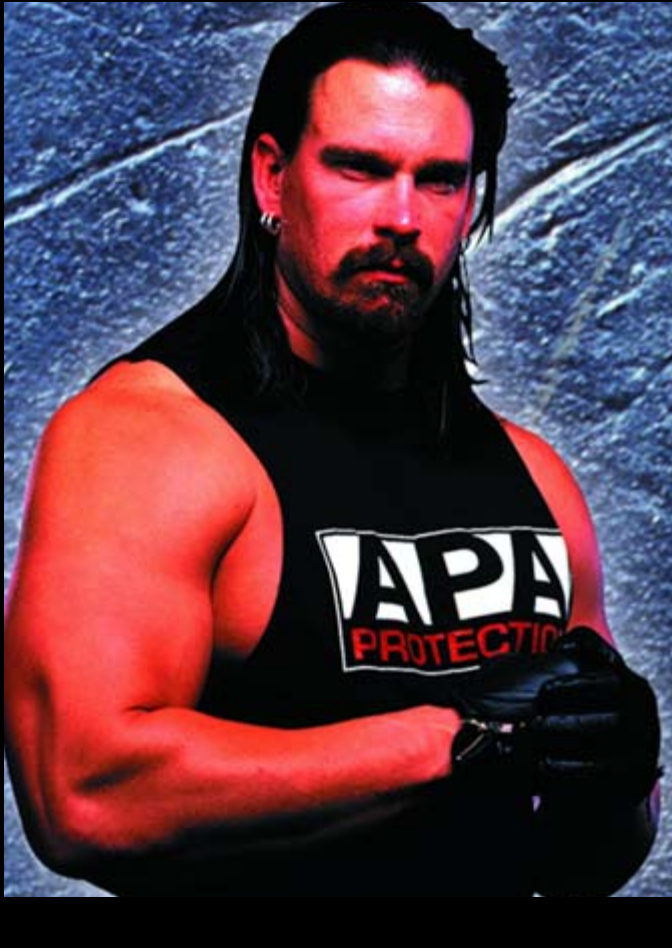


BOOKER T™

BRADSHAW™



Moves



Bio

Bradshaw™, the tough Texan, makes it clear that he loves to brawl with anyone. The only things he loves more than brawling are drinking beer and smoking cigars. He, along with Faarooq™, started the APA™ with that idea in mind. But with his partner now touring with the SmackDown!™ brand, Bradshaw™ is left to kick ass and take names on his own!

Bradshaw™ is simply one of the toughest S.O.B.s on the planet, and he loves to kick ass just for fun!

Note

Bradshaw™ has a hidden alternate costume. To unlock it, you must win a match at *WrestleMania*® X8 during the Season Mode.

Note

Did you know that, like his former tag team partner Faarooq™, Bradshaw™ was also a football player, making it all the way to the NFL and playing for the Raiders?

Control	Action
TAUNT (STANDING)	
L2	Taunt Bradshaw™
L2 + ↓	Rolling Arms
L2 + ←	Cut Throat
L2 + ↑	Rolling Arms
L2 + →	Cut Throat
SMACKDOWN!™ (HOLDING WEAPON)	
L3	DDT
L3 + ↑, →, ↓, or ←	DDT
SMACKDOWN!™ (FINISHING MOVE)	
L3	Clothesline from Hell™ 1 (facing groggy standing opponent)
L3 + ↑, →, ↓, or ←	Clothesline From Hell™ 2 (running toward opponent)
GRAPPLE (FACING STANDING OPPONENT)	
●	Irish Whip
● + ↓	Sidewalk Slam 2
● + ←	Scoop Slam 2
● + ↑	Club to Neck 3
● + →	DDT 2
GRAPPLE (FACING STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Austin™ Spinebuster 1
● + ←	Shoulder Thrusts
● + ↑	Hangman Chokehold 1
● + →	Suplex 2
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)	
● + ↓	Jackknife Powerbomb 1
● + ←	Fall Away Slam
● + ↑	Swinging Neckbreaker
● + →	Shoulder Breaker
STRIKE (FACING STANDING OPPONENT)	
X	Benoit™ Punches
X + ↓	Big Boot 2
X + ← or →	Toe Kick 1
X + ←	Toe Kick 2
X + ↑ or ↓	Snap Jab
X + ↑	Clothesline 3
X + →	Body Punch
GRAPPLE (BEHIND STANDING OPPONENT)	
●	Irish Whip
● + ↓	Diving Reverse DDT
● + ←	Pendulum Backbreaker 2
● + ↑	Elbow to Back of Head 2
● + →	Forearm Smash
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Pumphandle Drop
● + ←	Backdrop 2
● + ↑	Full Nelson Slam
● + →	Bulldog
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Sleeper Hold 8
● + ↑	Fury Punch 3
● + →	Camel Clutch 2
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Kick to Leg 2
● + ↑	Leg Lock 4
● + →	Single Leg Crab 1
HELL IN A CELL ROOF (FACING STANDING OPPONENT)	
●	It Thrusts Down
● + ↑, →, ↓, or ←	It Thrusts Down
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)	
●	It Thrusts Down
● + ↑, →, ↓, or ←	It Thrusts Down
MAT STRIKE (STANDING NEAR OPPONENT)	
X	Angry Stomp
X + ↑ or ↓	Angry Stomp
X + ← or →	Elbow Drop 4
OPPONENT ON ROPES	
●	Big Boot

Control	Action
TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Super Fall Away Slam
● + ←	Back Elbow Strike 2
● + ↑	Toss to Turnbuckle
● + →	Big Back Chop 1
TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Beat Head 1
● + ←	Super Backdrop
● + ↑	Beat Head 1
● + →	Super Backdrop
RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
X (while running)	Turnbuckle Clothesline
X + ↑, →, ↓, or ← (while running)	Turnbuckle Clothesline
TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
●	Raises the Opponent Up
● + ↑, →, ↓, or ←	Mudhole Stomping 3
RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
X (while running)	Knee Attack 1
DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
X	Elbow Drop 3
X + ↓	Elbow Drop 3
X + ←	Shoulder Block 5
X + ↑	Elbow Drop 3
X + →	Flying Clothesline
JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
■, X (while running)	Dive Through Ropes
RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
X (while running)	Diving Shoulder
RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
X (while running)	Benoit™ Elbow Drop
DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
X	Vaulting Body Press
RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
●	Spear and Punching
● + ↑, →, ↓, or ←	Neckbreaker 1
RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
● (while running)	Spear and Punching
● + ↑, →, ↓, or ← (while running)	Neckbreaker 1
RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
X (while running)	Diving Shoulder
X + ↑, →, ↓, or ← (while running)	Kurt™ Shoulder Block
RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
X (while running)	Double Axe Handle 5
X + ↑, →, ↓, or ← (while running)	Benoit™ Elbow Drop
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑, →, ↓, or ← (while running)	Mat Slam 2
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
● + ↑, →, ↓, or ← (while running)	Bulldog
GRAPPLE VS. RUNNING OPPONENT	
●	Powerslam Pin
● + ↑ or ↓	Shoulder Back Toss 2
● + ← or →	Tilt a Whirl Sideslam
DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
●	Double Flapjack
● + ↓	Double Punches 2
● + ←	Double Suplex 1
● + ↑	Double Clothesline
● + →	Double Beat Head
DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
●	Irish Whip
● + ↓	Front Slam
● + ←	Mudhole Stomping 1
● + ↑	Stomach Crusher
● + →	Body Splash and Whip
TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
● + ↓	Suplex and Cross Body

Stats

HEIGHT

6' 6"

WEIGHT

290 lbs.

FROM

Austin, TX

CAREER HIGHLIGHTS

Tag Team Champion; Hardcore Champion



Clothesline From Hell 1



Clothesline from Hell 2



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Benoit™ Punches
2. Snap Jab
3. Clothesline 3

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



Fall Away Slam



Pendulum Backbreaker 2



Jackknife Powerbomb 1

BRADSHAW™



Bio

At 6-foot-4, 295 pounds, 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™ Champion ever!

Lesnar™ has already made an impact in the amateur sporting world. Lesnar™, 24, became an NJCAA Champion in 1998. He transferred to the University of Minnesota and promptly won the Big 10 Championship, but was a runner-up in the NCAA Tournament. He capped off his senior season by again winning the Big 10 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.

As if growing up working on a farm wasn't good enough to build his frame, Lesnar™ said he picked up an avid interest in weightlifting and bodybuilding by the time he was in fifth grade. Now, with Paul Heyman™ on his side, he'll attempt to bring all his tools together and dominate WWE™.

Note

Brock Lesnar™ has a hidden alternate costume. To unlock it, you must win a match at *Rebellion*™ during the Season.

Note

Did you know that the first title Brock Lesnar™ held in WWE™ was the Undisputed Championship? He's also the youngest Superstar to ever hold the top title. That's ruthless aggression.

Control	Action
TAUNT (STANDING)	
L2	Taunt Brock Lesnar™
L2 + ↓	Taunt Brock Lesnar™
L2 + ←	Shouting 1
L2 + ↑	Taunt Brock Lesnar™
L2 + →	Shouting 1
SMACKDOWN! (HOLDING WEAPON)	
L1	DDT
L1 + ↑, →, ↓, or ←	DDT
SMACKDOWN!™ (FINISHING MOVE)	
L1	F-5™ (facing groggy standing opponent)
L1 + ↑, →, ↓, or ←	Double Powerbomb Pin (facing groggy standing opponent)
GRAPPLE (FACING STANDING OPPONENT)	
●	Irish Whip
● + ↓	Kitchen Sink 2
● + ←	Lesnar™ Knee Strike 1
● + ↑	Club to Neck 3
● + →	Side Slam
GRAPPLE (FACING STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Super Spinebuster
● + ←	Lesnar™ Knee Strike 2
● + ↑	Body Press Drop FW
● + →	Lesnar™ Clothesline 3
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)	
● + ↓	Strong Bearhug
● + ←	Multiple Rib Breaker
● + ↑	Lifting Chokehold
● + →	Screw Spinebuster
STRIKE (FACING STANDING OPPONENT)	
X	Austin Punches 1
X + ↓	Lesnar™ Clothesline 1
X + ← or →	Toe Kick 1
X + ←	Back Chop 1
X + ← or →	Elbow Smash 1
X + ↑	Double Axe Handle 2
X + →	Body Punch
GRAPPLE (BEHIND STANDING OPPONENT)	
●	Irish Whip
● + ↓	Mat Slam 2
● + ←	Sidewalk Slam 3
● + ↑	Pumphandle Slam 1
● + →	Release German Suplex
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Pumphandle Drop
● + ←	Kurt Angle™ Backdrop
● + ↑	Sleeper Hold and Scissors
● + →	Benoit™ German Suplex
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Russian Neck Drop
● + ↑	Fury Punch 4
● + →	Camel Clutch 2
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Toss 2
● + ↑	Knee Stomp 2
● + →	Stretch Muffler
HELL IN A CELL ROOF (FACING STANDING OPPONENT)	
●	It Thrusts Down
● + ↑, →, ↓, or ←	It Thrusts Down
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)	
●	It Thrusts Down
● + ↑, →, ↓, or ←	It Thrusts Down
MAT STRIKE (STANDING NEAR OPPONENT)	
X	Angry Stomp
X + ↑ or ↓	Knee Drop 2
X + ← or →	Elbow Drop 4
OPPONENT ON ROPES	
●	Irish Whip

Control	Action
TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Choke
● + ←	Hanging in Reverse
● + ↑	Superplex 1
● + →	Shoulder Thrust
TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Beat Head 1
● + ←	Beat Head 2
● + ↑	Beat Head 1
● + →	Hanging in Reverse
RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
X (while running)	Turnbuckle Clothesline
X + ↑, →, ↓, or ← (while running)	Turnbuckle Clothesline
TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
●	Raises the Opponent Up
● + ↑, →, ↓, or ←	Mudhole Stomping 3
RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
X (while running)	Knee Attack 1
DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
X	Elbow Drop 3
X + ↓	Diving Elbow Drop Pin 1
X + ←	Shoulder Block 5
X + ↑	Elbow Drop 3
X + →	Double Axe Handle 3
JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
■, X (while running)	Vaulting Body Press
RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
X (while running)	Lesnar™ Clothesline 2
RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
X (while running)	Dropkick to Knee
DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
X	Asai Moonsault
RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
●	Neckbreaker 1
● + ↑, →, ↓, or ←	School Boy Pin 1
RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
● (while running)	Neckbreaker 1
● + ↑, →, ↓, or ← (while running)	School Boy Pin 1
RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
X (while running)	Lesnar™ Clothesline 2
X + ↑, →, ↓, or ← (while running)	Kitchen Sink 1
RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
X (while running)	Double Axe Handle 5
X + ↑, →, ↓, or ← (while running)	Dropkick to Knee
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑, →, ↓, or ← (while running)	Mat Slam 2
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
● + ↑, →, ↓, or ← (while running)	German Suplex
GRAPPLE VS. RUNNING OPPONENT	
●	Kurt™ Belly to Belly
● + ↑ or ↓	Powerslam
● + ← or →	Arm Drag 5
DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
●	Double Flapjack
● + ↓	Double DDT
● + ←	Double Suplex 1
● + ↑	Double Clothesline
● + →	Double Beat Head
DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
●	Irish Whip
● + ↓	Whip and Lay Down
● + ←	Mudhole Stomping 1
● + ↑	Hip Toss
● + →	Body Splash and Whip
TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
● + ↓	Suplex and Cross Body

Stats

HEIGHT

6' 4"

WEIGHT

295 lbs.

CAREER HIGHLIGHTS

Youngest ever WWE Champion.



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Austin™ Punches 1
2. Back Chop 1
3. Lesnar™ Clothesline 1

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



Strong Bearhug



Lesnar™ Clothesline 3



Lesnar™ Clothesline 2

BROCK LESNAR™

TM

Moves



BUBBA RAY DUDLEY™

Bio

The Dudley Boyz™ have made claims on many occasions that they are the best tag team in the world today, and history supports their beliefs, as they are the only tag team to ever win the WWE™, WCW®, and ECW Tag Team Championships. The Dudley Boyz™ had previously spent four years in the Philadelphia-based Extreme Championship Wrestling promotion. Bubba Ray™ joined up first, and D-Von™, a native of the "South Side of Dudleyville™," came shortly after.

While there, the Dudleyz™ competed in some of the most violent, bloody, and dangerous matches ever, battling in barbed-wire rings and throwing their opponents through flaming tables on many occasions. In addition, their finisher, 3D™—the Dudley Death Drop™—is one of the most feared maneuvers in the world.

With the recent brand extension, the brothers have been making a name for themselves as single stars. On his first night solo, Bubba™ captured the Hardcore Champion and has since revealed his dancing skills.

Note

Bubba Ray Dudley™ has a hidden alternate costume. To unlock it, you must win a match at the *Royal Rumble®* during the Season Mode.

Note

Did you know that Bubba Ray Dudley™ is the half-brother of Spike™ and D-Von Dudley™, and there were at least five other Dudleys™ in ECW™?

Control	Action
TAUNT (STANDING)	
L2	Taunt Bubba Ray™ 2
L2 + ↓	Taunt Bubba Ray™ 3
L2 + ←	Taunt Bubba Ray™ 1
L2 + ↑	Taunt Bubba Ray™ 3
L2 + →	Taunt Bubba Ray™ 1
SMACKDOWN!™ (HOLDING WEAPON)	
L1 + ↑, →, ↓, or ←	DDT
L1	DDT
SMACKDOWN!™ (FINISHING MOVE)	
L1	Bubba Cutter™ (facing groggy standing opponent)
L1 + ↑, →, ↓, or ←	Bubba Bomb™ (behind groggy standing opponent)
GRAPPLE (FACING STANDING OPPONENT)	
●	Irish Whip
● + ↓	Sidewalk Slam 2
● + ←	Wrist Clutch and Elbow
● + ↑	Club to Neck 2
● + →	Suplex 3
GRAPPLE (FACING STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Jackknife Powerbomb 2
● + ←	DDT 2
● + ↑	Strong Headbutt 2
● + →	Headlock Takedown
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)	
● + ↓	Falling Powerbomb 1
● + ←	Neckbreaker 3
● + ↑	Body Press Slam
● + →	Side Belly to Belly 2
STRIKE (FACING STANDING OPPONENT)	
×	Bubba Ray™ Punches 1
× + ↓	Bubba Ray™ Punches 2
× + ← or →	Toe Kick 1
× + ←	Body Punch
× + ← or →	Double Axe Handle 2
× + ↑	Clothesline 3
× + →	Slap 2
GRAPPLE (BEHIND STANDING OPPONENT)	
●	Irish Whip
● + ↓	Atomic Drop
● + ←	Full Nelson Face Buster
● + ↑	Elbow to Back of Head 2
● + →	Sidewalk Slam 3
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Mat Slam 2
● + ←	Backdrop 2
● + ↑	Sleeper Hold 3
● + →	Pendulum Backbreaker 2
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Camel Clutch 2
● + ↑	Fury Punch 1
● + →	Sleeper Hold 8
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Kick to Groin 3
● + ↑	Leg Lock 3
● + →	Kick to Leg 2
HELL IN A CELL ROOF (FACING STANDING OPPONENT)	
●	It Thrusts Down
● + ↑, →, ↓, or ←	It Thrusts Down
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)	
●	It Thrusts Down
● + ↑, →, ↓, or ←	It Thrusts Down
MAT STRIKE (STANDING NEAR OPPONENT)	
×	Angry Stomp
× + ↑ or ↓	Double Axe Handle 4
× + ← or →	Bubba™ Elbow Drop
OPPONENT ON ROPES	
●	Austin™ Attack 2

Control	Action
TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Superplex 1
● + ←	Hanging in Reverse
● + ↑	Toss to Turnbuckle
● + →	Choke
TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Beat Head 1
● + ←	Hanging in Reverse
● + ↑	Beat Head 1
● + →	Turnbuckle Toe Kick
RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
× (while running)	Turnbuckle Clothesline
× + ↑, →, ↓, or ← (while running)	Turnbuckle Clothesline
TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
●	Raises the Opponent Up
● + ↑, →, ↓, or ←	Mudhole Strikes
RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
× (while running)	Knee Attack 1
DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
×	Elbow Drop 3
× + ↓	Diving Leg Drop
× + ←	Front Dropkick 4
× + ↑	Diving Elbow
× + →	Double Axe Handle 3
JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
■, × (while running)	Vaulting Body Press
RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
× (while running)	Back Elbow Attack
RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
× (while running)	Benoit Elbow Drop
DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
×	Vaulting Body Press
RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
●	Neckbreaker 1
● + ↑, →, ↓, or ←	Lou Thesz Press 1
RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
● (while running)	Neckbreaker 1
● + ↑, →, ↓, or ← (while running)	Lou Thesz Press 1
RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
× (while running)	Clothesline 10
× + ↑, →, ↓, or ← (while running)	Back Elbow Attack 3
RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
× (while running)	Double Axe Handle 5
× + ↑, →, ↓, or ← (while running)	Benoit™ Elbow Drop
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑, →, ↓, or ← (while running)	Mat Slam 2
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
● + ↑, →, ↓, or ← (while running)	School Boy Pin 2
GRAPPLE VS. RUNNING OPPONENT	
●	Flapjack 3
● + ↑ or ↓	Shoulder Back Toss 2
● + ← or →	Samoan Drop
DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
●	Dudley Death Drop™
● + ↓	Double DDT
● + ←	Dudley™ Death Drop
● + ↑	Double™ Facecrusher
● + →	Double Suplex 1
DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
●	Irish Whip
● + ↓	Headbutt to Groin
● + ←	Dudley™ Device
● + ↑	Body Splash and Whip
● + →	Dudley™ Device
TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
● + ↓	Suplex and Cross Body

Stats

HEIGHT

6' 4"

WEIGHT

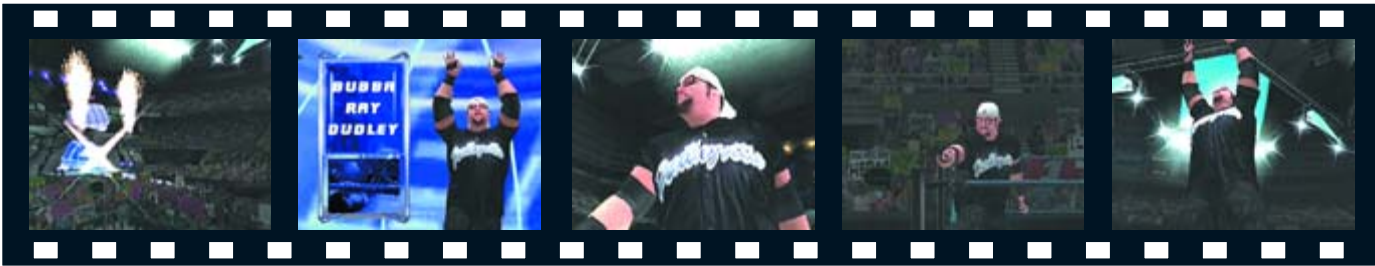
275 lbs.

FROM

Dudleyville, USA

CAREER HIGHLIGHTS

Hardcore Champion; WWE™ Tag Team Champion; WCW™ Tag Team Champion; ECW Tag Team Champion



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Bubba Ray™ Punches 1
2. Bubba Ray™ Punches 1
3. Bubba Ray™ Punches 2

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



BUBBA RAY DUDLEY™

CHRIS BENOIT™



Moves



Bio

Chris Benoit™'s journey to the top has been a steady one, and he is now considered among the top singles competitors within World Wrestling Entertainment™. There is no doubt that this young man has already proven he can achieve extraordinary things inside the squared circle. After having been a part of this organization for only a few months, Benoit™ won the Intercontinental title from Chris Jericho® and Kurt Angle™. Just as Benoit™ was setting his sights on the ultimate prize, the WWE™ Championship, he suffered a devastating shoulder/neck injury. The intense competitor that Benoit™ is will not keep him out of the ring for long; audiences anticipate his return and the path of destruction he will create in his wake.

Note

Chris Benoit™ has a hidden alternate costume. To unlock it, you must win a match at *Unforgiven™* during the Season Mode.

Note

Did you know that this multi-time Intercontinental Champion trained at the legendary Hart Family "Dungeon"?

Control	Action
TAUNT (STANDING)	
L2	Cut the Air 1
L2 + ↓	Taunt Chris Jericho™ 2
L2 + ←	Taunt Chris Benoit™ 2
L2 + ↑	Taunt Chris Jericho™ 2
L2 + →	Taunt Chris Benoit™ 2
SMACKDOWN! (HOLDING WEAPON)	
→ L1	DDT
→ L1 + ↑, →, ↓, or ←	DDT
SMACKDOWN! (FINISHING MOVE)	
→ L1	Crossface (facing groggy standing opponent)
→ L1 + ↑, →, ↓, or ←	Diving Headbutt 2 (on top turnbuckle vs. downed opponent)
GRAPPLE (FACING STANDING OPPONENT)	
●	Irish Whip
● + ↓	DDT 2
● + ←	Scoop Slam 2
● + ↑	Club to Neck 2
● + →	Snap Suplex
GRAPPLE (FACING STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Dragon Screw 2
● + ←	Pendulum Backbreaker 1
● + ↑	Gutbuster
● + →	Suplex 2
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)	
● + ↓	Northern Lights Suplex
● + ←	Arm Drag and Armbar
● + ↑	Flipping Armbar 2
● + →	Rolling Armbar
STRIKE (FACING STANDING OPPONENT)	
×	Benoit™ Punches
×	Dropkick to Knee 2
×	Toe Kick 1
×	Snap Jab
×	Austin™ Punches 1
×	Clothesline 3
×	Back Chop 2
GRAPPLE (BEHIND STANDING OPPONENT)	
●	Irish Whip
● + ↓	High Angle Backdrop 2
● + ←	Pendulum Backbreaker 2
● + ↑	Dragon Sleeper 1
● + →	Release German Suplex
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	German Suplex Pin
● + ←	Benoit™ German Suplex
● + ↑	Abdominal Stretch 2
● + →	Multiple German Suplex
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Armbar 2
● + ↑	Abdominal Stretch 3
● + →	Armbar 3
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Sharpshooter
● + ↑	Leg Lock 3
● + →	STF
HELL IN A CELL ROOF (FACING STANDING OPPONENT)	
●	It Thrusts Down
● + ↑, →, ↓, or ←	It Thrusts Down
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)	
●	It Thrusts Down
● + ↑, →, ↓, or ←	It Thrusts Down
MAT STRIKE (STANDING NEAR OPPONENT)	
×	Angry Stomp
×	Knee Drop 2
×	Elbow Drop 4
OPPONENT ON ROPES	
●	Throw to the Rope

Control	Action
TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Mudhole Stomping 2
● + ←	Big Back Chop 1
● + ↑	Superplex 1
● + →	Big Back Chop 1
TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Super Backdrop
● + ←	Beat Head 2
● + ↑	Super Backdrop
● + →	Hanging in Reverse
RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
×	(while running) Turnbuckle Clothesline
×	(while running) Turnbuckle Clothesline
TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
●	Raises the Opponent Up
● + ↑, →, ↓, or ←	Pushes Turnbuckle
RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
×	(while running) Knee Attack 1
DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
×	Elbow Drop 3
×	Diving Headbutt 1
×	Front Dropkick 4
×	Diving Headbutt 1
×	Double Axe Handle 3
JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
■, × (while running)	Dive Through Ropes
RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
×	(while running) Back Elbow Attack 3
RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
×	(while running) Dropkick to Knee
DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
×	Vaulting Body Press
RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
●	Neckbreaker 1
● + ↑, →, ↓, or ←	Sunset Flip Pin
RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
● (while running)	Neckbreaker 1
● + ↑, →, ↓, or ← (while running)	Sunset Flip Pin
RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
×	(while running) Clothesline 9
×	(while running) Back Elbow Attack 3
RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
×	(while running) Benoit™ Elbow Drop
×	(while running) Dropkick to Knee
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑, →, ↓, or ← (while running)	German Suplex
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
● + ↑, →, ↓, or ← (while running)	School Boy Pin 2
GRAPPLE VS. RUNNING OPPONENT	
●	Powerslam
● + ↑ or ↓	Flapjack 2
● + ← or →	Whirl Backbreaker
DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
●	Double Suplex 2
● + ↓	Dropkick and Rolling Clutch
● + ←	Double Suplex 1
● + ↑	Double Clothesline
● + →	Double Dropkick
DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
●	Irish Whip
● + ↓	Backbreaker and Leg Drop
● + ←	Mudhole Stomping 1
● + ↑	Powerbomb
● + →	Body Splash and Whip
TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
● + ↓	Suplex and Cross Body

Stats

HEIGHT

5' 10"

WEIGHT

235 lbs.

FROM

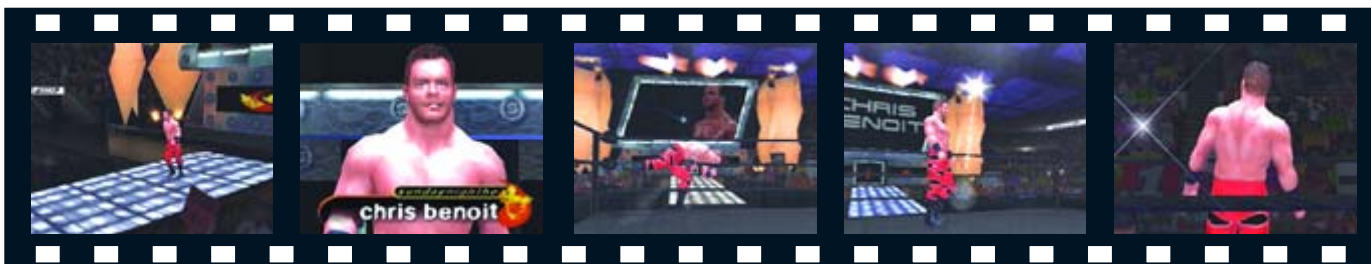
Edmonton, Alberta, Canada

FAVORITE QUOTE

"Prove me wrong!"

CAREER HIGHLIGHTS

Intercontinental Champion; WCW® World Champion; WCW® U.S. Champion; WWE™ Tag Team Champion; WCW® Tag Team Champion; ECW™ Tag Team Champion



Groinface



Diving Headbutt 2



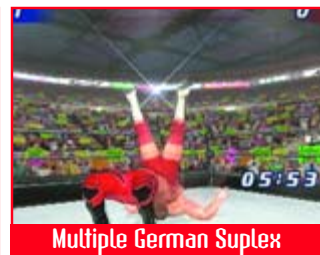
COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Benoit™ Punches
2. Back Chop 1
3. Clothesline 3

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



CHRIS BENOIT™



CHRIS JERICHO™

Moves



Bio

They said he was too small to ever be a "main-event Superstar." They said he couldn't "win the big one." Chris Jericho™ proved them all wrong. Jericho™ first appeared on World Wrestling Entertainment™ television on the August 9, 1999, episode of *Raw*®—live from Chicago. Windy City fans have a reputation for being rabid—and on that day, they more than lived up to it. When Jericho™ appeared on the TitanTron®, the fans went crazy. A star was born. Jericho™ immediately gave himself a nickname—"Y2J™"—to emphasize that he was the Superstar for the new millennium. During the ensuing two years, Jericho™ won the Intercontinental Championship on four occasions, the Tag Team Championship twice, and the European and Hardcore titles as well. An impressive résumé to be sure, but after coming in with such a bang, some critics suggested that his first two years with the company had been a disappointment because he didn't win the World Championship. Before coming to this organization, Jericho™ had four unquestionably disappointing years in WCW®, so some doubters suggested that he lacked the size necessary ever to make it to the top. It certainly couldn't have been a lack of charisma or athletic ability—Jericho™ has those to spare. Finally, in late 2001, Jericho™ forced all his doubters to, as he would say, "Shut the hell up.™" He "won the big one," defeating The Rock® at *No Mercy*™ 2001 pay-per-view to capture the WCW® Championship. Then, in December at *Vengeance*™, he became the only man to defeat The Rock® and Stone Cold Steve Austin™ in the same night, and thus became the Undisputed World Champion. That night, December 9, in San Diego, California, he also became the only Superstar to hold five different titles in this organization.

Control	Action
TAUNT (STANDING)	
L2	Taunt Chris Jericho™ 1
L2 + ↓	Taunt Chris Jericho™ 2
L2 + ←	Taunt Chris Jericho™ 3
L2 + ↑	Taunt Chris Jericho™ 2
L2 + →	Taunt Chris Jericho™ 3
SMACKDOWN!™ (HOLDING WEAPON)	
L1	DDT
L1 + ↑, →, ↓, or ←	DDT
SMACKDOWN!™ (FINISHING MOVE)	
L1	Lionsault Pin™ (near face-down downed opponent's upper body)
L1 + ↑, →, ↓, or ←	The Walls of Jericho™ 2 (facing groggy standing opponent)
GRAPPLE (FACING STANDING OPPONENT)	
●	Irish Whip
● + ↓	Head Is Stuck
● + ←	Arm Drag 3
● + ↑	Eye Rake
● + →	Snap Suplex
GRAPPLE (FACING STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Double Arm Backbreaker
● + ←	Snapmare and Dropkick
● + ↑	Flash Back 1
● + →	Front Dropkick 5
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)	
● + ↓	Double Powerbomb Pin
● + ←	Front Low Blow 2
● + ↑	Pendulum Backbreaker 1
● + →	Suplex and Cockey Pin
STRIKE (FACING STANDING OPPONENT)	
X	Benoit™ Punches
X + ↓	Dropkick 2
X + ← or →	Jericho™ Toe Kick
X + ←	Back Chop 2
X + → or →	Austin™ Punches 1
X + ↑	Spinning Wheel Kick 3
X + →	Spinning Back Kick 1
GRAPPLE (BEHIND STANDING OPPONENT)	
●	Irish Whip
● + ↓	Flash Back 2
● + ←	Backdrop 2
● + ↑	Rear Naked with Stretch
● + →	Facecrusher 5
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	School Boy Roll Up
● + ←	Facecrusher 5
● + ↑	Full Nelson Face Buster
● + →	Backdrop and Cockey Pin
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Dropkick to Face
● + ↑	Head Is Struck and Raise
● + →	Dragon Sleeper
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Kick to Back
● + ↑	Kick to Head
● + →	The Walls of Jericho™ 4
HELL IN A CELL ROOF (FACING STANDING OPPONENT)	
●	It Thrusts Down
● + ↑, →, ↓, or ←	It Thrusts Down
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)	
●	It Thrusts Down
● + ↑, →, ↓, or ←	It Thrusts Down
MAT STRIKE (STANDING NEAR OPPONENT)	
X	Angry Stomp
X + ↑ or ↓	Angry Stomp
X + ← or →	Austin™ Elbow Drop 1
OPPONENT ON ROPES	
●	Irish Whip

Control	Action
TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Super Arm Drag
● + ←	Big Back Chop 1
● + ↑	Frankensteiner
● + →	Big Back Chop 1
TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Illegal Pin
● + ←	Beat Head 2
● + ↑	Super Backdrop
● + →	Beat Head 1
RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
X (while running)	Turnbuckle Clothesline
X + ↑, →, ↓, or ← (while running)	Turnbuckle Clothesline
TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
●	Raises the Opponent Up
● + ↑, →, ↓, or ←	Mudhole Stomping 3
RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
X (while running)	Turnbuckle Dropkick
DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
X	Elbow Drop 3
X + ↓	Diving Moonsault Pin
X + ←	Missile Dropkick
X + ↑	Elbow Drop 3
X + →	Diving Elbow Bat
JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
■, X (while running)	Rope Flip 2
RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
X (while running)	Flying Forearm Smash 2
RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
X (while running)	Lionsault™
DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
X	Asai Moonsault
RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
●	Neckbreaker 1
● + ↑, →, ↓, or ←	School Boy Pin 1
RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
● (while running)	Neckbreaker 1
● + ↑, →, ↓, or ← (while running)	School Boy Pin 1
RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
X (while running)	Flying Forearm Smash 2
X + ↑, →, ↓, or ← (while running)	Spinning Wheel Kick 5
RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
X (while running)	Benoit™ Elbow Drop
X + ↑, →, ↓, or ← (while running)	Dropkick to Knee
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑, →, ↓, or ← (while running)	Facecrusher 5
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
● + ↑, →, ↓, or ← (while running)	School Boy Pin 2
GRAPPLE VS. RUNNING OPPONENT	
●	Flash Back 1
● + ↑ or ↓	Whirl Backbreaker
● + ← or →	Flapjack 3
DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
●	Double Suplex 2
● + ↓	Dropkick & Rolling Clutch
● + ←	Double Suplex 1
● + ↑	Double Facecrusher
● + →	Double Dropkick
DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
●	Irish Whip
● + ↓	Whip and Lay Down
● + ←	Mudhole Stomping 1
● + ↑	Backbreaker and Leg Drop
● + →	Kick to Stomach
TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
● + ↓	Suplex and Cross Body

Stats

HEIGHT 6' 0" **WEIGHT** 231 lbs. **FROM** Winnipeg, Manitoba, Canada

CAREER HIGHLIGHTS

WWE™ Undisputed Champion; WCW® Champion; Intercontinental Champion; European Champion; Hardcore Champion; Tag Team Champion; WCW® TV Champion; WCW® Cruiserweight Champion



Note

Chris Jericho™ has a hidden alternate costume. To unlock it, you must win a match at *Rebellion™* during the Season Mode.

Note

Did you know that Chris Jericho™'s father, Ted Irvine, played professional hockey for the Los Angeles Kings and the New York Rangers?



Lionsault™ Pin

COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Benoit™ Punches
2. Spinning Back Kick 1
3. Spinning Wheel Kick 3



The Walls of Jericho™ 2

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



Snap Suplex



Double Powerbomb Pin



Double Arm Backbreaker

CHRIS JERICO™

Moves



Bio

Christian™ is the epitome of character development in World Wrestling Entertainment™. As a member of the cultlike faction, The Brood™, Christian™ captured the Light Heavyweight Championship from Taka Michinoku™ in his debut match on October 18, 1998. After he and his brother, fellow Superstar Edge™, broke away from The Brood™, the duo went on to become one of the most successful tag teams in history. "Edge & Christian™" won the Tag Team Championship seven times, each time displaying their high-flying, risky maneuvers that made them fan favorites. However, after Edge™ won the *King of the Ring*® Tournament in June 2001, it was obvious to everyone that Christian™ had become a bitter, jealous man. His jealousy finally turned him against his brother, and the two had their share of epic singles matchups. Lately, Christian™ has been redefining himself as he puts his career on track to capture singles gold.

Note

Christian™ has a hidden alternate costume. To unlock it, you must win a match at *Backlash*™ during the Season Mode.

Note

Did you know that Christian™ is a nine-time WWE™ Tag Team Champion, winning the straps seven times with Edge™, and once a piece with Lance Storm™, and Chris Jericho™?

Control	Action	Control	Action
TAUNT (STANDING)		TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
L2	Taunt Christian™ 1	●	Irish Whip
L2 + ↓	Taunt Christian™ 3	● + ↓	Frankensteiner
L2 + ←	Taunt Christian™ 4	● + ←	Monkey Flip
L2 + ↑	Taunt Christian™ 3	● + ↑	Superplex 1
L2 + →	Taunt Christian™ 4	● + →	Mudhole Stomping 2
SMACKDOWN!™ (HOLDING WEAPON)		TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
L1	DDT	●	Irish Whip
L1 + ↑, →, ↓, or ←	DDT	● + ↓	Illegal Pin
SMACKDOWN!™ (FINISHING MOVE)		● + ←	Hanging in Reverse
L1	Unpretier™ (behind groggy standing opponent)	● + ↑	Super Backdrop
L1 + ↑, →, ↓, or ←	Reverse Tornado DDT (facing opponent standing in turnbuckle)	● + →	Turnbuckle Toe Kick
GRAPPLE (FACING STANDING OPPONENT)		RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Turnbuckle Clothesline
● + ↓	DDT 2	× + ↑, →, ↓, or ← (while running)	Turnbuckle Clothesline
● + ←	Snapmare 2	TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
● + ↑	Arm Wrench	●	Raises the Opponent Up
● + →	Suplex 3	● + ↑, →, ↓, or ←	Pushes Turnbuckle
GRAPPLE (FACING STANDING GROGGY OPPONENT)		RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Turnbuckle Dropkick
● + ↓	Manhattan Drop	DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
● + ←	DDT 2	×	Elbow Drop 3
● + ↑	Gutbuster	× + ↓	Diving Elbow Drop Pin 1
● + →	Suplex 2	× + ←	Front Dropkick 4
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)		× + ↑	Elbow Drop 3
● + ↓	Backslide Pin 1	× + →	Diving Cross Body Pin 2
● + ←	Front Dropkick 6	JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
● + ↑	Samurai Driver	■, × (while running)	Dive Through Ropes
● + →	Brainbuster DDT	RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
STRIKE (FACING STANDING OPPONENT)		× (while running)	Dropkick 5
×	Austin™ Punches 1	RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
× + ↓	Dropkick to Knee 2	× (while running)	Dropkick to Knee
× + ← or →	Toe Kick 1	DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
× + ←	Toe Kick 2	×	Vaulting Body Press
× + ← or →	Back Elbow Smash	RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
× + ↑	Dropkick 2	●	Headscissor Takedown 2
× + →	Back Elbow Smash	● + ↑, →, ↓, or ←	Spear
GRAPPLE (BEHIND STANDING OPPONENT)		RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
●	Irish Whip	● (while running)	Headscissor Takedown 2
● + ↓	Rear Naked with Stretch	● + ↑, →, ↓, or ← (while running)	Spear
● + ←	Backdrop 1	RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
● + ↑	Elbow to Back of Head 2	× (while running)	Back Elbow Attack 1
● + →	Forearm Smash	× + ↑, →, ↓, or ← (while running)	Dropkick 4
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)		RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
●	Irish Whip	× (while running)	Double Axe Handle 5
● + ↓	School Boy Roll Up	× + ↑, →, ↓, or ← (while running)	Dropkick to Knee
● + ←	Backdrop 2	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑	Naked Choke Drop	● + ↑, →, ↓, or ← (while running)	Snapmare 4
● + →	Russian Leg Sweep 2	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)		● + ↑, →, ↓, or ← (while running)	Spinning Hurracanrana 1
●	Raise	GRAPPLE VS. RUNNING OPPONENT	
● + ↓	Pin Fall	●	Arm Drag 6
● + ←	Christian™ Armlock	● + ↑ or ↓	Shoulder Back Toss 1
● + ↑	Fury Punch 3	● + ← or →	Sleeper Hold 4
● + →	Sleeper Hold 7	DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)		●	Double Suplex 1
●	Raise	● + ↓	Double DDT
● + ↓	Pin Fall	● + ←	Double Suplex 1
● + ←	Toss 1	● + ↑	Double Clothesline
● + ↑	Leg Lock 3	● + →	Double Bear Head
● + →	Single Leg Crab 1	DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
HELL IN A CELL ROOF (FACING STANDING OPPONENT)		●	Irish Whip
●	It Thrusts Down	● + ↓	Hip Toss
● + ↑, →, ↓, or ←	It Thrusts Down	● + ←	Kick to Stomach
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)		● + ↑	High Angle Superplex
●	It Thrusts Down	● + →	Kick to Stomach
● + ↑, →, ↓, or ←	It Thrusts Down	TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
MAT STRIKE (STANDING NEAR OPPONENT)		● + ↓	Suplex and Cross Body
×	Angry Stomp		
× + ↑ or ↓	Leg Drop		
× + ← or →	Elbow Drop 4		
OPPONENT ON ROPES			
●	Irish Whip		

Stats

HEIGHT

5' 10"

WEIGHT

215 lbs.

FROM

Toronto, Ontario, Canada

CAREER HIGHLIGHTS

Intercontinental Champion; Tag Team Champion; Light Heavyweight Champion; European Champion



CHRISTIAN™

Unprettier™



Reverse Tornado DDT



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Austin™ Punches 1
2. Double Axe Handle 1
3. Dropkick 2

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



Naked Choke Drop



Rear Naked with Stretch



Backslide Pin 1

CHUCK PALUMBO™

Moves



Bio

Chuck™ teams up with Billy™. And he really seems to like his tag team partner. A lot. And it's obvious why: Billy™ is a multi-time World Wrestling Entertainment® Tag Team Champion.

When Chuck™ stepped in the ring for a mixed tag team match, Trish Stratus™ trapped him in the corner and pummeled him. Chuck™ looked disgusted by the whole thing, especially when Trish's crotch area found its way into Chuck™'s face. It kind of makes you wonder if he's—well, you know—already in a relationship.

One thing that is unquestionable is Chuck™'s potential, and his athletic ability. He was offered a training contract by World Championship Wrestling®—then owned by Time Warner—in April 1999, just six months after he first stepped foot into a wrestling ring. Normally, competitors are told to compete on independent circuits for at least three to five years before a major sports-entertainment company will even consider them.

On May 31, 2000, Palumbo™ teamed with another young star, Shawn Stasiak™, to capture the WCW® Tag Team Championship—an accomplishment that's virtually unheard of for a competitor with less than two years experience. By the time WWE® acquired WCW® in March 2001, Palumbo™ was a three-time WCW® Tag Team Champion—having won the title twice with Stasiak™, and once with Sean O'Haire™.

Control	Action	Control	Action
TAUNT (STANDING)		TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
L2	Taunt Chuck™	●	Irish Whip
L2 + ↓	Rolling Arms	● + ↓	Tornado DDT
L2 + ←	Taunt Chuck™	● + ←	Big Back Chop 1
L2 + →	Rolling Arms	● + →	Toss to Turnbuckle
L2 + ↑	Taunt Chuck™	● + ↑	Shoulder Thrust
SMACKDOWN!™ (HOLDING WEAPON)		TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
L2	DDT	●	Irish Whip
L2 + ↑, →, ↓, or ←	DDT	● + ↓	Illegal Pin
SMACKDOWN!™ (FINISHING MOVE)		● + ←	Hanging in Reverse
L2	Super Kick 2 (facing groggy standing opponent)	● + ↑	Super Backdrop
L2 + ↑, →, ↓, or ←	Torture Rack (facing groggy standing opponent)	● + →	Turnbuckle Toe Kick
GRAPPLE (FACING STANDING OPPONENT)		RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Turnbuckle Clothesline
● + ↓	Drop Toehold	× + ↑, →, ↓, or ← (while running)	Turnbuckle Clothesline
● + ←	Scoop Slam 2	TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
● + ↑	Club to Neck 2	●	Raises the Opponent Up
● + →	Gutwrench Suplex 2	● + ↑, →, ↓, or ←	Mudhole Stomping 3
GRAPPLE (FACING STANDING GROGGY OPPONENT)		RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Knee Attack 1
● + ↓	DDT 2	DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
● + ←	Fall Away Slam	×	Elbow Drop 3
● + ↑	Gutbuster	× + ↓	Diving Elbow Drop Pin 1
● + →	Shoulder Thrusts	× + ←	Flying Clothesline
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)		× + ↑	Elbow Drop 3
● + ↓	Small Package	× + →	Double Axe Handle 3
● + ←	Belly to Belly	JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
● + ↑	Body Press Slam	■, × (while running)	Vaulting Body Press
● + →	Shoulder Breaker	RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
STRIKE (FACING STANDING OPPONENT)		× (while running)	Kitchen Sink 1
×	Snap Jab	RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
× + ↓	Spinning Punches	× (while running)	Benoit™ Elbow Drop
× + ← or →	Toe Kick 1	DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
× + ←	Back Chop 2	×	Vaulting Body Press
× + → or ↗	Double Axe Handle 2	RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
× + ↑	Dropkick 2	●	Neckbreaker 1
× + →	Elbow Smash 1	● + ↑, →, ↓, or ←	Sunset Flip Pin
GRAPPLE (BEHIND STANDING OPPONENT)		RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
●	Irish Whip	● (while running)	Neckbreaker 1
● + ↓	Atomic Drop	● + ↑, →, ↓, or ← (while running)	Sunset Flip Pin
● + ←	Sidewalk Slam 3	RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
● + ↑	Elbow to Back of Head 2	× (while running)	Clothesline 9
● + →	Forearm Smash	× + ↑, →, ↓, or ← (while running)	Kitchen Sink 1
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)		RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
●	Irish Whip	× (while running)	Double Axe Handle 5
● + ↓	Super Atomic Drop	× + ↑, →, ↓, or ← (while running)	Benoit™ Elbow Drop
● + ←	Test Full Nelson Slam	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING)	
● + ↑	Sleeper Hold 3	● + ↑, →, ↓, or ← (while running)	German Suplex
● + →	Russian Leg Sweep 2	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)		● + ↑, →, ↓, or ←	School Boy Pin 2
●	Raise	GRAPPLE VS. RUNNING OPPONENT	
● + ↓	Pin Fall	●	Whirl Sideslam
● + ←	Sleeper Hold 5	● + ↑ or ↓	Kurt™ Belly to Belly
● + ↑	Fury Punch 3	● + ← or →	Belly to Belly Suplex
● + →	Reverse Chin Lock	DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)		●	Double Facecrusher
●	Raise	● + ↓	Double DDT
● + ↓	Pin Fall	● + ←	Double Suplex 1
● + ←	Leg Lock 4	● + ↑	Double Clothesline
● + ↑	Leg Lock 3	● + →	Double Beat Head
● + →	Stretch Muffler	DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
HELL IN A CELL ROOF (FACING STANDING OPPONENT)		●	Irish Whip
●	It Thrusts Down	● + ↓	Whip and Lay Down
● + ↑, →, ↓, or ←	It Thrusts Down	● + ←	Accident
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)		● + ↑	Kick to Stomach
●	It Thrusts Down	● + →	Accident
● + ↑, →, ↓, or ←	It Thrusts Down	TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
MAT STRIKE (STANDING NEAR OPPONENT)		● + ↓	Suplex and Cross Body
×	Angry Stomp		
× + ↑ or ↓	Elbow Drop 4		
× + ← or →	Jumping Elbow Drop		
OPPONENT ON ROPES			
●	Irish Whip		

Stats

HEIGHT

6' 6"

WEIGHT

265 lbs.

FROM

San Diego, Calif.

FINISHING MOVE

Super Kick

CAREER HIGHLIGHTS

WWE® Tag Team Champion (2); WCW® Tag Team Champion (3)



Note

Chuck™ has a hidden alternate costume. To unlock it, you must win a match at *Armageddon™* during the Season Mode.

Note

Did you know that Chuck™'s first WWE™ appearance was an ambush on the Hardy Boyz™ with his former partner, Sean O'Haire™ during the WCW® *InVasion™*?



Super Kick 2

COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Snap Jab
2. Body Punch
3. Spinning Punches



Torture Rack

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



Spinning Punches



Belly to Belly



Kurt™ Belly to Belly

CHUCK PALUMBO™



DIAMOND DALLAS PAGE® / DDP™ Moves



Bio

While taking time away from the ring to fix up an injured knee, DDP™ developed a refreshing new attitude. Flashing a pearly white smile, Diamond Dallas Page® promises to act as the dominant motivator in sports entertainment. But that won't happen without sacrifice, so DDP™ is preparing himself with a strict regimen of yoga. No matter what, the Superstar remains positively positive!

Note

Did you know that Diamond Dallas Page® actually appeared at *WrestleMania® VI*? He was the driver of the pink Cadillac that brought the tag team Rhythm & Blues™ to the ring for their match.

Control	Action	Control	Action
TAUNT (STANDING)		TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
L2	Self High Five	●	Irish Whip
L2 + ↓	Self High Five	● + ↓	Shoulder Thrust
L2 + ←	Taunt the Rock® 2	● + ←	10 Punch
L2 + ↑	Self High Five	● + ↑	Superplex 1
L2 + →	Taunt The Rock® 2	● + →	Big Back Chop 1
SMACKDOWN! (HOLDING WEAPON)		TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
L3	DDT	●	Irish Whip
L3 + ↑, →, ↓, or ←	DDT	● + ↓	Beat Head 1
SMACKDOWN! (FINISHING MOVE)		● + ←	10 Beat Head
L3	Diamond Cutter 2 (facing groggy standing opponent)	● + ↑	Beat Head 1
L3 + ↑, →, ↓, or ←	Spiral Bomb (facing groggy standing opponent)	● + →	10 Beat Head
GRAPPLE (FACING STANDING OPPONENT)		RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Turnbuckle Clothesline
● + ↓	Headlock and Punch 1	× + ↑, →, ↓, or ←	Turnbuckle Clothesline (while running)
● + ←	Scoop Slam 2	TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
● + ↑	Club to Neck 2	●	Raises the Opponent Up
● + →	Suplex 2	● + ↑, →, ↓, or ←	Mudhole Strikes
GRAPPLE (FACING STANDING GROGGY OPPONENT)		RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Knee Attack 1
● + ↓	Mat Slam 1	DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
● + ←	Spinning Clothesline	×	Diving Elbow
● + ↑	Neckbreaker 3	× + ↓	Diving Elbow Drop Pin 1
● + →	Body Knee Strike	× + ←	Flying Clothesline
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)		× + ↑	Elbow Drop 3
● + ↓	Falling Powerbomb 1	× + →	Diving Elbow Bat
● + ←	Belly to Back Slam	JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
● + ↑	Standing Crossface	■, × (while running)	Vaulting Body Press
● + →	Jumping Tornado DDT	RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
STRIKE (FACING STANDING OPPONENT)		× (while running)	Back Elbow Attack 3
×	Undertaker® Punches 1	RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
× + ↓	Clothesline 3	× (while running)	Benoit™ Elbow Drop
× + ← or →	Toe Kick 1	DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
× + ←	Austin™ Punches 1	×	Vaulting Body Press
× + →	Boxing Body Blow	RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
× + ↑	Double Axe Handle 1	●	Running DDT
× + →	Toe Kick 2	● + ↑, →, ↓, or ←	Sunset Flip Pin
GRAPPLE (BEHIND STANDING OPPONENT)		RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
●	Irish Whip	● (while running)	Running DDT
● + ↓	Atomic Drop	● + ↑, →, ↓, or ←	Sunset Flip Pin (while running)
● + ←	Bulldog	RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
● + ↑	Naked Choke Drop	× (while running)	Clothesline 4
● + →	Pumphandle Slam 2	× + ↑, →, ↓, or ←	Back Elbow Attack 3 (while running)
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)		RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
●	Irish Whip	× (while running)	Double Axe Handle 5
● + ↓	School Boy Pin 2	× + ↑, →, ↓, or ←	Benoit™ Elbow Drop (while running)
● + ←	Kurt Angle™ Backdrop	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑	Sleeper Hold 3	● + ↑, →, ↓, or ←	Mat Slam 2 (while running)
● + →	Pumphandle Drop	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)		● + ↑, →, ↓, or ←	School Boy Pin 2 (while running)
●	Raise	GRAPPLE VS. RUNNING OPPONENT	
● + ↓	Pin Fall	●	Spinebuster 2
● + ←	Headlock	● + ↑ or ↓	Shoulder Back Toss 1
● + ↑	Fury Punch 3	● + ← or →	Powerslam
● + →	Camel Clutch 2	DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)		●	Low Blow & Knee Attack
●	Raise	● + ↓	Double Punches 2
● + ↓	Pin Fall	● + ←	Double Facecrusher
● + ←	Kick to Groin 3	● + ↑	Double Clothesline
● + ↑	Leg Lock 4	● + →	Double Beat Head
● + →	Standing Leg Lock	DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
HELL IN A CELL ROOF (FACING STANDING OPPONENT)		●	Irish Whip
●	It Thrusts Down	● + ↓	Whip and Lay Down
● + ↑, →, ↓, or ←	It Thrusts Down	● + ←	Mudhole Stomping 1
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)		● + ↑	Dudley Death Drop 2
●	It Thrusts Down	● + →	Kick to Stomach
● + ↑, →, ↓, or ←	It Thrusts Down	TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
MAT STRIKE (STANDING NEAR OPPONENT)		● + ↓	Suplex and Cross Body
×	Angry Stomp		
× + ↑ or ↓	Fist Drop		
× + ← or →	Elbow Drop 4		
OPPONENT ON ROPES			
●	Irish Whip		

Stats

HEIGHT

6' 5"

WEIGHT

235 lbs.

FAVORITE QUOTE

"I like me. You like me. And I'm going to help you like you."

FINISHING MOVE

Diamond Cutter™

CAREER HIGHLIGHTS

WCW® Tag Team Champion (5); WCW® Champion (3); WCW® United States Champion (2); WWE™ Tag Team Champion; European Champion



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Undertaker™ Punches 1
2. Boxing Body Blow
3. Clothesline 3

FAVORITE MOVES

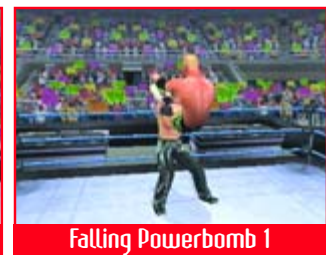
These moves do more damage to your opponents than normal moves of this sort would do:



Spinning Clothesline



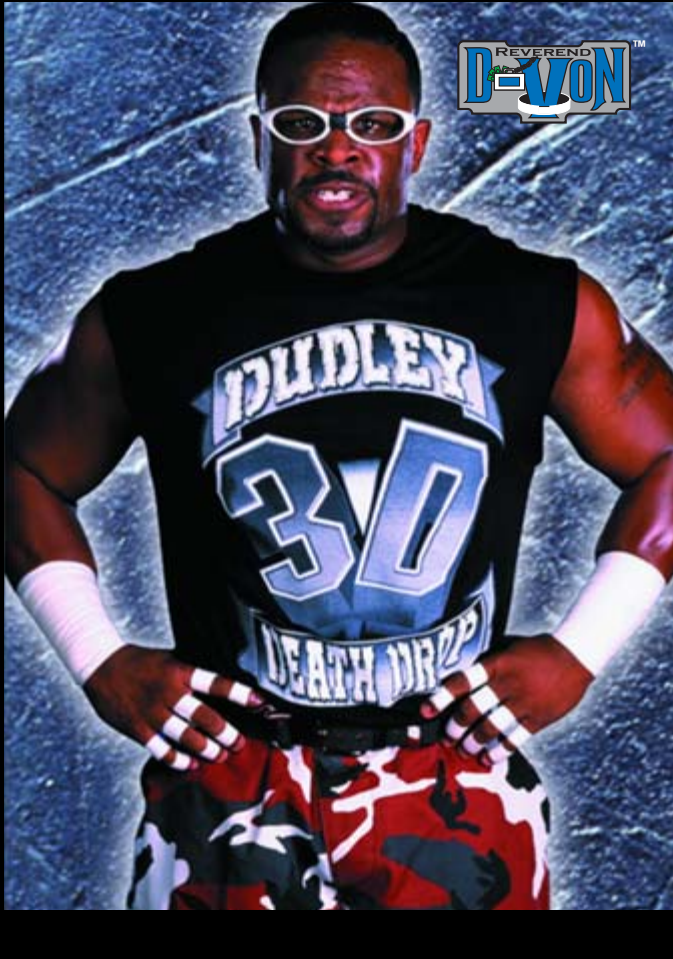
Belly to Back Slam



Falling Powerbomb 1

D-VON DUDLEY™

Moves



Bio

The Dudley Boyz™ have made claims on many occasions that they are the best tag team in the world today, and history supports their beliefs, as they are the only tag team to ever win the WWE™, WCW® and ECW™ Tag Team Championships. The Dudley Boyz™ had previously spent four years in the Philadelphia-based Extreme Championship Wrestling promotion. Bubba Ray™ joined up first, and D-Von™, a native of the "South Side of Dudleyville™," came shortly after.

While there, the Dudleyz™ competed in some of the most violent, bloody, and dangerous matches ever, battling in barbed-wire rings and throwing their opponents through flaming tables on many occasions. In addition, their finisher, 3D™—the Dudley Death Drop™—is one of the most feared maneuvers in the world.

With the recent brand extension, the brothers have been making a name for themselves as singles stars. On orders from Mr. McMahon™, D-Von™ found himself to become Mr. McMahon's™ spiritual advisor. He's here to love the good, destroy the bad and make his fellow Superstars "Testify.™"

Control	Action	Control	Action
TAUNT (STANDING)		TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
L2	Taunt D-Von™	●	Irish Whip
L2 + ↓	Taunt D-Von™	● + ↓	Superplex 1
L2 + ←	Finger Appealing	● + ←	Hanging in Reverse
L2 + ↑	Taunt D-Von™	● + ↑	Superplex 1
L2 + ↗	Finger Appealing	● + →	Foot Choke 1
SMACKDOWN!™ (HOLDING WEAPON)		TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
L2	DDT	●	Irish Whip
L2	DDT	● + ↓	Illegal Pin
SMACKDOWN!™ (FINISHING MOVE)		● + ←	Hanging in Reverse
L2	Saving Grace (behind groggy standing opponent)	● + ↑	D-Von™ Neckbreaker
L2 + ↑, ↓, ↗, ↘, or ←	Piledriver (facing groggy standing opponent)	● + →	Beat Head 1
GRAPPLE (FACING STANDING OPPONENT)		RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Turnbuckle Clothesline
● + ↓	DDT 2	× + ↓, ←, ↑, or →	Turnbuckle Clothesline (while running)
● + ←	Russian Leg Sweep 1	TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
● + ↑	Strong Headbutt 2	●	Raises the Opponent Up
● + →	Suplex 2	● + ↓, ←, ↑, or →	Mudhole Stomping 3
GRAPPLE (FACING STANDING GROGGY OPPONENT)		RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Knee Attack 1
● + ↓	Jawbreaker 1	DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
● + ←	Swinging Neckbreaker	×	Diving Headbutt 1
● + ↑	Strong Headbutt 2	× + ↓	Diving Leg Drop
● + →	Headlock Takedown	× + ←	Shoulder Block 5
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)		× + ↑	Elbow Drop 3
● + ↓	Pulling Piledriver 2	× + →	Double Axe Handle 3
● + ←	Body Knee Strike	JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
● + ↑	Oklahoma Slam 2	■, × (while running)	Dive Through Ropes
● + →	Pendulum Backbreaker 1	RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
STRIKE (FACING STANDING OPPONENT)		× (while running)	Diving Shoulder
×	Austin™ Punches 1	RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
× + ↓	Shuffle Side Kick 1	× (while running)	Running Leg Drop
× + ↙ or ↘	Toe Kick 1	DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
× + ←	Throat Thrust 1	×	Vaulting Body Press
× + ↖ or ↗	Back Chop 1	RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
× + ↑	Double Axe Handle 1	●	Neckbreaker 1
× + →	Elbow Smash 1	● + ↓, ←, ↑, or →	Sunset Flip Pin
GRAPPLE (BEHIND STANDING OPPONENT)		RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
●	Irish Whip	● (while running)	Neckbreaker 1
● + ↓	Atomic Drop	● + ↓, ←, ↑, or →	Sunset Flip Pin (while running)
● + ←	Backdrop 1	RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
● + ↑	Elbow to Back of Head 2	× (while running)	Back Elbow Attack 2
● + →	Forearm Smash	× + ↓, ←, ↑, or →	Diving Shoulder (while running)
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)		RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
●	Irish Whip	● + ↓, ←, ↑, or →	Mat Slam 2 (while running)
● + ↓	Diving Reverse DDT	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING)	
● + ←	Wrist Lock Backdrop	● + ↓, ←, ↑, or →	School Boy Pin 2 (while running)
● + ↑	Sleeper Hold 3	GRAPPLE VS. RUNNING OPPONENT	
● + →	Bulldog	● + ↑ or ↓	Powerslam
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)		● + ← or →	Shoulder Back Toss 1
●	Raise	● + ↖ or ↗	Flapjack 3
● + ↓	Pin Fall	DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
● + ←	Face Stretch 1	● + ↓	Dudley Death Drop™
● + ↑	Fury Punch 3	● + ←	Double DDT
● + →	Camel Clutch 2	● + ↑	Dudley Death Drop™
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)		● + →	Double Facecrusher
●	Raise	● + →	Double Suplex 1
● + ↓	Pin Fall	DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
● + ←	Kick to Groin 3	●	Irish Whip
● + ↑	Leg Lock 4	● + ↓	Super Double Powerbomb 2
● + →	Leg Lock 3	● + ←	Mudhole Stomping 1
HELL IN A CELL ROOF (FACING STANDING OPPONENT)		● + ↑	Dudley Death Drop 1
●	It Thrusts Down	● + →	Kick to Stomach
● + ↓, ←, ↑, or →	It Thrusts Down	TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)		● + ↓	Suplex and Cross Body
●	It Thrusts Down		
● + ↓, ←, ↑, or →	It Thrusts Down		
MAT STRIKE (STANDING NEAR OPPONENT)			
×	Angry Stomp		
× + ↑ or ↓	Leg Drop		
× + ← or →	D-Von™ Elbow Drop		
OPPONENT ON ROPES			
●	Back Low Blow		

Stats

HEIGHT 6' 2" **WEIGHT** 240 lbs. **FROM** Dudleyville, USA

CAREER HIGHLIGHTS
 WWE™ Tag Team Champion, WCW® Tag Team Champion, ECW™ Tag Team Champion

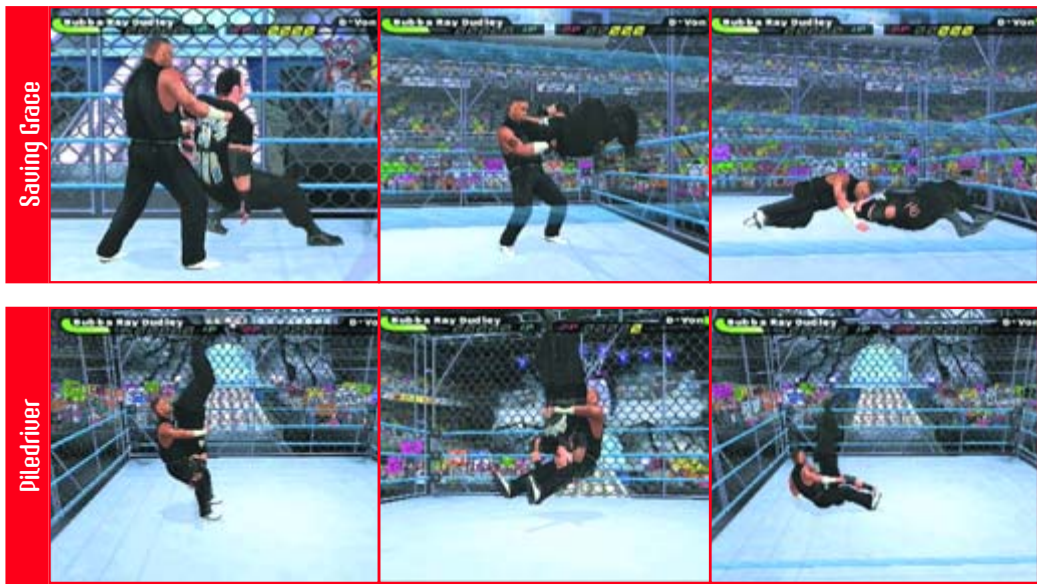


Note

D-Von™ has a hidden alternate costume. To unlock it, you must win a match at the *Royal Rumble*® during the Season Mode.

Note

Did you know that D-Von™ is a six-time WWE™ Tag Team Champion with his half-brother Bubba Ray™, and that their last title reign unified the WWE™ and WCW® Tag Team championship belts?



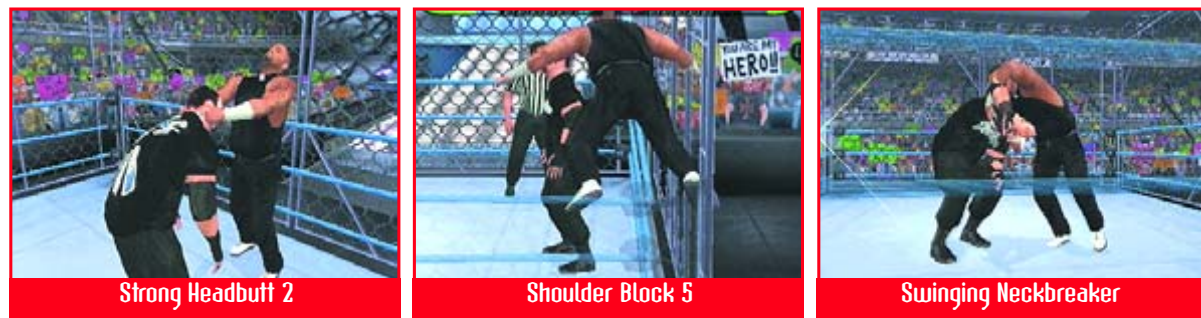
COMBO STRIKES

Press **X** repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Austin™ Punches 1
2. Throat Thrust 1
3. Shuffle Side Kick 1

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



D-VON DUDLEY™

EDDIE GUERRERO™

Moves



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. Having grown 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.

Note

Eddie Guerrero™ has a hidden alternate costume. To unlock it, you must win a match at *Judgment Day™* during the Season Mode.

Note

Did you know that *Eddie Guerrero™* is not the only member of his family to achieve Superstardom? His father, Gory Guerrero, was a legendary Mexican lucha libre performer, as are his brothers, Chavo, Mando, and Hector. His nephew, Chavo Jr.™, is also a rising WWE™ Superstar.

Control	Action
TAUNT (STANDING)	
L2	Taunt Eddie Guerrero™ 2
L2 + ↓	Taunt Eddie Guerrero™ 2
L2 + ←	Taunt Eddie Guerrero™ 1
L2 + ↑	Taunt Eddie Guerrero™ 2
L2 + →	Taunt Eddie Guerrero™ 1
SMACKDOWN!™ (HOLDING WEAPON)	
L2	DDT
L2 + ↑, →, ↓, or ←	DDT
SMACKDOWN!™ (FINISHING MOVE)	
L2	Frog Splash Pin 2 (on turnbuckle vs. downed opponent)
L2 + ↑, →, ↓, or ←	El Paso™ (facing groggy standing opponent)
GRAPPLE (FACING STANDING OPPONENT)	
●	Irish Whip
● + ↓	Drop Toehold
● + ←	Cruiserweight Moves 1
● + ↑	Huracanrana 1
● + →	Snap Suplex
GRAPPLE (FACING STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Guerrero™ Special
● + ←	Neckbreaker 3
● + ↑	Huracanrana 3
● + →	Backslide Pin 1
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)	
● + ↓	Hopping Sunset Flip
● + ←	Arm Drag and Armbars
● + ↑	Cross Backbreaker
● + →	Brainbuster DDT
STRIKE (FACING STANDING OPPONENT)	
X	Benoit™ Punches
X + ↓	Dropkick to Knee 1
X + ←	Toe Kick 1
X + →	Slap 2
X + ← or →	Snap Jab
X + ↑	Jumping Calf Kick
X + →	Elbow Smash 1
GRAPPLE (BEHIND STANDING OPPONENT)	
●	Irish Whip
● + ↓	Eddie™ Cradle Pin
● + ←	Cruiserweight Moves 4
● + ↑	Elbow to Back of Head 2
● + →	Facecrusher 3
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	School Boy Roll Up
● + ←	Backdrop 2
● + ↑	Sleeper Hold 3
● + →	Benoit™ German Suplex
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Mahistral Cradle Pin
● + ↑	Face Stretch 2
● + →	Dragon Sleeper
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Mexican Surfboard
● + ↑	Leg Lock 3
● + →	Mexican Stretch 2
HELL IN A CELL ROOF (FACING STANDING OPPONENT)	
●	It Thrusts Down
● + ↑, →, ↓, or ←	It Thrusts Down
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)	
●	It Thrusts Down
● + ↑, →, ↓, or ←	It Thrusts Down
MAT STRIKE (STANDING NEAR OPPONENT)	
X	Angry Stomp
X + ↑ or ↓	Elbow Drop 4
X + ← or →	Double Knee Drop
OPPONENT ON ROPES	
●	Irish Whip

Control	Action
TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Frankensteiner
● + ←	Tornado DDT
● + ↑	Frankensteiner
● + →	Big Back Chop 1
TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Illegal Pin
● + ←	Rolling Powerbomb
● + ↑	Cross Powerbomb
● + →	Super Backdrop
RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
X (while running)	Turnbuckle Clothesline
X + ↑, →, ↓, or ← (while running)	Turnbuckle Clothesline
TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
●	Raises the Opponent Up
● + ↑, →, ↓, or ←	Mudhole Stomping 3
RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
X (while running)	Turnbuckle Dropkick
DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
X	Elbow Drop 3
X + ↓	Rolling Thunder 1
X + ←	Missile Dropkick
X + ↑	Elbow Drop 3
X + →	Headscissor Takedown
JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
■, X (while running)	Rope Flip 2
RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
X (while running)	Slingshot Body Splash 2
RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
X (while running)	Slingshot Body Splash 1
DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
X	Vaulting Body Press
RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
●	Huracanrana™ and Punches
● + ↑, →, ↓, or ←	School Boy Pin 1
RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
● (while running)	Huracanrana™ and Punches
● + ↑, →, ↓, or ← (while running)	School Boy Pin 1
RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
X (while running)	Running Flip Splash
X + ↑, →, ↓, or ← (while running)	Dropkick 4
RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
X (while running)	Running Flip Splash
X + ↑, →, ↓, or ← (while running)	Dropkick to Knee
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑, →, ↓, or ← (while running)	Facecrusher 3
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
● + ↑, →, ↓, or ← (while running)	School Boy Pin 2
GRAPPLE VS. RUNNING OPPONENT	
●	Arm Drag 5
● + ↑ or ↓	Flagjack 2
● + ← or →	Whirl Backbreaker
DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
● + ↓	Low Blow and Knee Attack
● + ←	Dropkick and Rolling Clutch
● + ↑	Double Suplex 1
● + →	Double Clothesline
● + →	Double Dropkick
DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
●	Irish Whip
● + ↓	Whip and Lay Down
● + ←	Mudhole Stomping 1
● + ↑	Calf Kick and Sweep
● + →	Kick to Stomach
TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
● + ↓	Suplex and Cross Body

Stats

HEIGHT

5' 8"

WEIGHT

220 lbs.

FINISHING MOVE

Frog Splash™

CAREER HIGHLIGHTS

European Champion (2); Intercontinental Champion (2)



Frog Splash Pin 2



El Paso™



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Benoit™ Punches
2. Back Chop 1
3. Jumping Calf Kick

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



Hopping Sunset Flip



School Boy Roll Up



Mahistrol Cradle Pin

EDDIE GUERRERO™

EDGE™



Moves



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 World Wrestling Entertainment™, 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™; he wanted to be a WWE™ Superstar. Twelve years later, more than 68,000 people watched Edge™ as he competed at *WrestleMania® X8* at SkyDome in Toronto. Edge™ already accomplished a career highlight at SkyDome—in July 1999, when 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® XVI*; the Tables, Ladders & Chairs (TLC™) match at *SummerSlam®* in 2000; TLC™ II at *WrestleMania® X-Seven*; and TLC™ III on the May 24, 2001, episode of *SmackDown!™* But when Edge™ won the 2001 *King of the Ring™* tournament, his brother Christian™ seemed to grow increasingly jealous. He insisted, for example, on always carrying Edge™'s *King of the Ring™* trophy. Then, on September 3, 2001, Edge™ was a part of another unforgettable event in Toronto—but this time, it was unforgettable in the sense that it was shocking. On a live episode of *Raw®* from the Air Canada Centre, Christian™ assaulted Edge™ with a steel chair as the hometown fans held their breath in disbelief. Arguably the greatest tag team in history had abruptly come to an end. Edge™ now looks to become one of the greatest singles competitors of all time. The early returns are favorable: 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 title on four occasions.

Control	Action	Control	Action
TAUNT (STANDING)		TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
L2	Taunt Edge™ 2	●	Irish Whip
L2 + ↓	Taunt Edge™ 2	● + ↓	Frankensteiner
L2 + ←	Taunt Edge™ 1	● + ←	Super Arm Drag
L2 + →	Taunt Edge™ 2	● + ↑	Superplex 1
L2 + ↑	Taunt Edge™ 1	● + →	Super Arm Drag
SMACKDOWN!™ (HOLDING WEAPON)		TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
L1	DDT	●	Irish Whip
L1 + ↑, →, ↓, or ←	DDT	● + ↓	Beat Head 1
SMACKDOWN!™ (FINISHING MOVE)		● + ←	Rolling Powerbomb
L1	Edgecution™ 2 (facing groggy standing opponent)	● + ↑	Super Backdrop
L1 + ↑, →, ↓, or ←	Edgecution™ 1 (facing groggy standing opponent)	● + →	Turnbuckle Toe Kick
GRAPPLE (FACING STANDING OPPONENT)		RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Turnbuckle Dropkick
● + ↓	DDT 2	× + ↑, →, ↓, or ←	Turnbuckle Dropkick (while running)
● + ←	Snapmare 2	TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
● + ↑	Huracanrana™ 3	●	Raises the Opponent Up
● + →	Suplex 3	● + ↑, →, ↓, or ←	Choke
GRAPPLE (FACING STANDING GROGGY OPPONENT)		RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Turnbuckle Dropkick
● + ↓	Drop Toehold	DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
● + ←	Edge O'Matic™ 1	×	Elbow Drop 3
● + ↑	Neckbreaker 3	× + ↓	Elbow Drop 3
● + →	Lita™ Tornado DDT	× + ←	Diving Spear
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)		× + ↑	Elbow Drop 3
● + ↓	Downward Spiral	× + →	Missile Dropkick
● + ←	Front Dropkick 6	JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
● + ↑	Goobuster	■, × (while running)	Dive Through Ropes
● + →	Half Nelson Face Buster	RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
STRIKE (FACING STANDING OPPONENT)		× (while running)	Spinning Wheel Kick 5
×	Snap Jab	RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
× + ↓	Dropkick 2	× (while running)	Dropkick to Knee
× + ← or →	Toe Kick 1	DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
× + ←	Austin™ Punches 1	×	Vaulting Body Press
× + ← or →	Elbow Smash 1	RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
× + ↑	Spinning Wheel Kick 3	●	Edge™ Spear
× + →	Back Chop 1	● + ↑, →, ↓, or ←	Spear and Punching
GRAPPLE (BEHIND STANDING OPPONENT)		RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
●	Irish Whip	● (while running)	Edge™ Spear
● + ↓	Edge O'Matic™ 2	● + ↑, →, ↓, or ←	Spear and Punching (while running)
● + ←	Facecrusher 3	RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
● + ↑	Electric Chair Drop	× (while running)	Edge™ Clothesline
● + →	Forearm Smash	× + ↑, →, ↓, or ←	Spinning Wheel Kick 5 (while running)
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)		RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
●	Irish Whip	× (while running)	Benoit™ Elbow Drop
● + ↓	Diving Reverse DDT	× + ↑, →, ↓, or ←	Dropkick to Knee (while running)
● + ←	Facecrusher 3	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑	Sleeper Hold 3	● + ↑, →, ↓, or ←	Facecrusher 3 (while running)
● + →	Back Side Slam 3	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)		● + ↑, →, ↓, or ←	School Boy Pin 2 (while running)
●	Raise	GRAPPLE VS. RUNNING OPPONENT	
● + ↓	Pin Fall	●	Powerslam Pin
● + ←	Headlock	● + ↑ or ↓	Shoulder Back Toss 4
● + ↑	Fury Punch 3	● + ← or →	Flapjack 3
● + →	Surfboard	DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)		●	Double Suplex 2
●	Raise	● + ↓	Dropkick and Rolling Clutch
● + ↓	Pin Fall	● + ←	Double Suplex 1
● + ←	Kick to Leg 2	● + ↑	Double Facecrusher
● + ↑	Leg Lock 4	● + →	Double Dropkick
● + →	Edgecutor™	DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
HELL IN A CELL ROOF (FACING STANDING OPPONENT)		●	Irish Whip
●	It Thrusts Down	● + ↓	Body Attack
● + ↑, →, ↓, or ←	It Thrusts Down	● + ←	Kick to Groin
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)		● + ↑	Sidewalk and Reverse DDT
●	It Thrusts Down	● + →	Kick to Groin
● + ↑, →, ↓, or ←	It Thrusts Down	TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
MAT STRIKE (STANDING NEAR OPPONENT)		●	Suplex and Cross Body
×	Angry Stomp	● + ↓	
× + ↑ or ↓	Leg Drop		
× + ← or →	Knee Drop 2		
OPPONENT ON ROPES			
●	Irish Whip		

Stats

HEIGHT 6' 4"
WEIGHT 240 lbs.
FROM Toronto, Ontario, Canada

CAREER HIGHLIGHTS
 Tag Team Champion; Intercontinental Champion; WCW® U.S. Champion



Note

Edge™ has a hidden alternate costume. To unlock it, you must win a match at *King of the Ring™* during the Season Mode.

Note

Did you know that Edge was actually voted "Most Likely to be WWE™ Champion" in high school?



Edgecution™ 2

COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Snap Jab
2. Back Chop 1
3. Spinning Wheel Kick 3



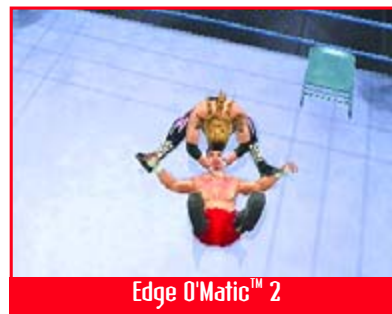
Edgecution™ 1

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



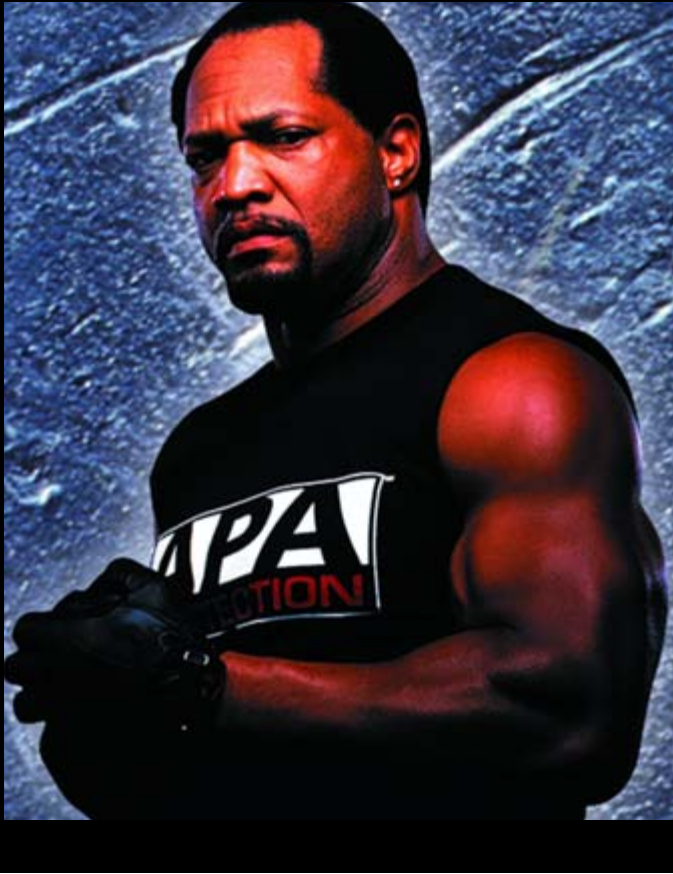
Half Nelson Face Buster



Edge O'Matic™ 2



Edgecator™



Bio

Former Florida State football star Faarooq™ makes it clear that he loves to brawl with anyone. The only things he loves more than brawling are drinking beer and smoking cigars. He, along with Bradshaw™, started the APA™ with that idea in mind.

But with his partner now touring with the Raw® brand, Faarooq™ is left to kick ass and take names on his own.

Faarooq™ is simply one of the toughest SOB's on the planet, and he loves to kick ass just for fun!

Note

Faarooq™ has a hidden alternate costume. To unlock it, you must win a match at *WrestleMania*® X8 during the Season Mode.

Note

Did you know that Faarooq™ was the first Florida State University football defensive player to have his jersey number retired?

Control	Action
TAUNT (STANDING)	
L2	Raising Arm 4
L2 + ↓	Cut the Air 2
L2 + ←	Taunt Chris Benoit™ 1
L2 + ↑	Cut the Air 2
L2 + →	Taunt Chris Benoit™ 1
SMACKDOWN!™ (HOLDING WEAPON)	
L3	DDT
L3 + ↑, →, ↓, or ←	DDT
SMACKDOWN!™ (FINISHING MOVE)	
L3	Dominator™ (facing groggy standing opponent)
L3 + ↑, →, ↓, or ←	Powerbomb Pin (facing groggy standing opponent)
GRAPPLE (FACING STANDING OPPONENT)	
●	Irish Whip
● + ↓	Strength 1
● + ←	Scoop Slam 2
● + ↑	Club to Neck 2
● + →	Drop Suplex
GRAPPLE (FACING STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Jackknife Powerbomb 2
● + ←	Short Clothesline 3
● + ↑	Body Press Front Slam 1
● + →	Shoulder Thrusts
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)	
● + ↓	Kitchen Sink 2
● + ←	Rib Breaker
● + ↑	Body Press Slam
● + →	Bearhug Front Slam
STRIKE (FACING STANDING OPPONENT)	
×	Austin™ Punches 1
×	Clothesline 3
×	Toe Kick 1
×	Slap 2
×	Toe Kick 2
×	Double Axe Handle 2
×	Undertaker® Body Punch
GRAPPLE (BEHIND STANDING OPPONENT)	
●	Irish Whip
● + ↓	Atomic Drop
● + ←	Sidewalk Slam 3
● + ↑	Elbow to Back of Head 2
● + →	Forearm Smash
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Super Atomic Drop
● + ←	High Angle Backdrop 2
● + ↑	Abdominal Stretch 2
● + →	Pendulum Backbreaker 2
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Headlock
● + ↑	Fury Punch 3
● + →	Camel Clutch 2
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Toss 1
● + ↑	Leg Lock 4
● + →	Boston Crab
HELL IN A CELL ROOF (FACING STANDING OPPONENT)	
●	It Thrusts Down
● + ↑, →, ↓, or ←	It Thrusts Down
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)	
●	It Thrusts Down
● + ↑, →, ↓, or ←	It Thrusts Down
MAT STRIKE (STANDING NEAR OPPONENT)	
×	Angry Stomp
×	Angry Stomp
×	Elbow Drop 4
OPPONENT ON ROPES	
●	Irish Whip

Control	Action
TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Mudhole Stomping 2
● + ←	Big Chop
● + ↑	Toss to Turnbuckle
● + →	Shoulder Thrust
TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Beat Head 1
● + ←	Hanging in Reverse
● + ↑	Beat Head 1
● + →	Turnbuckle Toe Kick
RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
×	(while running) Shoulder Block 3
×	(while running) Shoulder Block 3(while running)
TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
●	Raises the Opponent Up
● + ↑, →, ↓, or ←	Mudhole Strikes
RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
×	(while running) Knee Attack 1
DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
×	Elbow Drop 3
×	Elbow Drop 3
×	Flying Clothesline
×	Elbow Drop 3
×	Double Axe Handle 3
JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
■, × (while running)	Vaulting Body Press
RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
×	(while running) Kitchen Sink 1
RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
×	(while running) Running Leg Drop
DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
×	Vaulting Body Press
RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
●	Neckbreaker 1
● + ↑, →, ↓, or ←	Spear
RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
● (while running)	Neckbreaker 1
● + ↑, →, ↓, or ← (while running)	Spear
RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
×	(while running) Clothesline 7
×	(while running) Kitchen Sink 1
RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
×	(while running) Double Axe Handle 5
×	(while running) Running Leg Drop
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑, →, ↓, or ← (while running)	Bulldog
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
● + ↑, →, ↓, or ← (while running)	Facecrusher 2
GRAPPLE VS. RUNNING OPPONENT	
●	Spinebuster 2
● + ↑ or ↓	Neckbreaker
● + ← or →	Powerslam Pin
DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
●	Headbutt and Elbow Drop
● + ↓	Double DDT
● + ←	Double Flapjack
● + ↑	Double Clothesline
● + →	Double Beat Head
DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
●	Irish Whip
● + ↓	Dudley™ Death Drop 2
● + ←	Mudhole Stomping 1
● + ↑	Powerbomb
● + →	Kick to Stomach
TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
● + ↓	Suplex and Cross Body

Stats

HEIGHT

6' 2"

WEIGHT

270 lbs.

FROM

Warner Robins, GA

CAREER HIGHLIGHTS

Tag Team Champion



Dominator™



Powerbomb Pin



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Austin™ Punches 1
2. Undertaker® Body Punch
3. Clothesline 3

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



Short Clothesline 3



Body Press Front Slam 1



High Angle Backdrop 2

FAAROQ™



GOLDUST™

Moves



Bio

Goldust™ had an impressive run during the late '90s. He spent his hiatus from the sports-entertainment industry writing the script of his return. The lights are shining bright on this superstar, but not bright enough. Goldust™ won't be satisfied until he alone stands in the spotlight atop World Wrestling Entertainment™.

Note

Did you know that Goldust™ is the son of legendary Superstar "The American Dream" Dusty Rhodes?

Control	Action	Control	Action
TAUNT (STANDING)		TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
L2	Taunt Goldust™ 4	●	Irish Whip
L2 + ↓	Taunt Goldust™ 5	● + ↓	Mudhole Stomping 2
L2 + ←	Taunt Goldust™ 3	● + ←	Goldust™ 6 Punch
L2 + ↑	Taunt Goldust™ 1	● + ↑	Choke
L2 + →	Taunt Goldust™ 2	● + →	Shoulder Thrust
SMACKDOWN!™ (HOLDING WEAPON)		TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
L3	DDT	●	Irish Whip
L3 + ↑, →, ↓, or ←	DDT	● + ↓	Illegal Pin
SMACKDOWN!™ (FINISHING MOVE)		● + ←	Goldust™ Toss
L3	Curtain Call™ (facing groggy standing opponent)	● + ↑	Beat Head 1
L3 + ↑, →, ↓, or ←	The Shattered Dreams™ (facing opponent in turnbuckle)	● + →	Turnbuckle Toe Kick
GRAPPLE (FACING STANDING OPPONENT)		RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Turnbuckle Clothesline
● + ↓	Goldust™ Deep Breath	× + ↑, →, ↓, or ← (while running)	Turnbuckle Clothesline
● + ←	Manhattan Drop	TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
● + ↑	Goldust™ Eye Rake	●	Raises the Opponent Up
● + →	Arm Drag 4	● + ↑, →, ↓, or ←	Choke
GRAPPLE (FACING STANDING GROGGY OPPONENT)		RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Goldust™ Bronco Buster
● + ↓	Sidewalk Slam 2	DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
● + ←	Arm Drag and Deep Breath	×	Elbow Drop 3
● + ↑	Mat Slam 1	× + ↓	Elbow Drop 3
● + →	Goldust™ Throat Thrust	× + ←	Flying Clothesline
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)		× + ↑	Elbow Drop 3
● + ↓	Front Low Blow 2	× + →	Double Axe Handle 3
● + ←	Gutwrench Suplex 2	JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
● + ↑	Standing Crossface	■, × (while running)	Vaulting Body Press
● + →	Suplex 3	RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
STRIKE (FACING STANDING OPPONENT)		× (while running)	Goldust™ Thump
×	Austin™ Punches 1	RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
× + ↓	Clothesline 3	× (while running)	Benoit™ Elbow Drop
× + ← or →	Toe Kick 1	DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
× + ←	Back Chop 1	×	Vaulting Body Press
× + ← or →	Kane™ Uppercut	RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
× + ↑	Double Axe Handle 2	●	Neckbreaker 1
× + →	Kane™ Throat Thrust 1	● + ↑, →, ↓, or ←	Neckbreaker Drop 2
GRAPPLE (BEHIND STANDING OPPONENT)		RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
●	Irish Whip	● (while running)	Neckbreaker 1
● + ↓	Super Atomic Drop	● + ↑, →, ↓, or ← (while running)	Neckbreaker Drop 2
● + ←	Backdrop 1	RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
● + ↑	Cobra Clutch 1	× (while running)	Clothesline 7
● + →	Forearm Smash	× + ↑, →, ↓, or ← (while running)	Goldust™ Thump
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)		RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
●	Irish Whip	× (while running)	Double Axe Handle 5
● + ↓	School Boy Pin 2	× + ↑, →, ↓, or ← (while running)	Benoit™ Elbow Drop
● + ←	Kurt Angle™ Backdrop	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑	Cobra Hold	● + ↑, →, ↓, or ← (while running)	Bulldog
● + →	Pendulum Backbreaker 2	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)		● + ↑, →, ↓, or ← (while running)	School Boy Pin 2
●	Raise	GRAPPLE VS. RUNNING OPPONENT	
● + ↓	Pin Fall	●	Powerslam
● + ←	Sleeper Hold 8	● + ↑ or ↓	Sleeper Hold 4
● + ↑	Face Stretch 2	● + ← or →	Flapjack 2
● + →	Sleeper Hold 7	DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)		●	Low Blow and Knee Attack
●	Raise	● + ↓	Dropkick and Rolling Clutch
● + ↓	Pin Fall	● + ←	Double Suplex 1
● + ←	Punch to Groin	● + ↑	Double Clothesline
● + ↑	Kick to Groin 3	● + →	Double Dropkick
● + →	Boston Crab	DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
HELL IN A CELL ROOF (FACING STANDING OPPONENT)		●	Irish Whip
●	It Thrusts Down	● + ↓	Whip and Lay Down
● + ↑, →, ↓, or ←	It Thrusts Down	● + ←	Mudhole Stomping 1
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)		● + ↑	Hip Toss
●	It Thrusts Down	● + →	Body Splash and Whip
● + ↑, →, ↓, or ←	It Thrusts Down	TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
MAT STRIKE (STANDING NEAR OPPONENT)		● + ↓	Suplex and Cross Body
×	Angry Stomp		
× + ↑ or ↓	Double Axe Handle 4		
× + ← or →	Elbow Drop 4		
OPPONENT ON ROPES			
●	Irish Whip		

Stats

FAVORITE QUOTE

"You'll never forget the name, Goldust™"

FINISHING MOVE

The Shattered Dreams™

CAREER HIGHLIGHTS

Intercontinental Champion



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Austin™ Punches 1
2. Low Kick 1
3. Double Axe Handle 1

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:

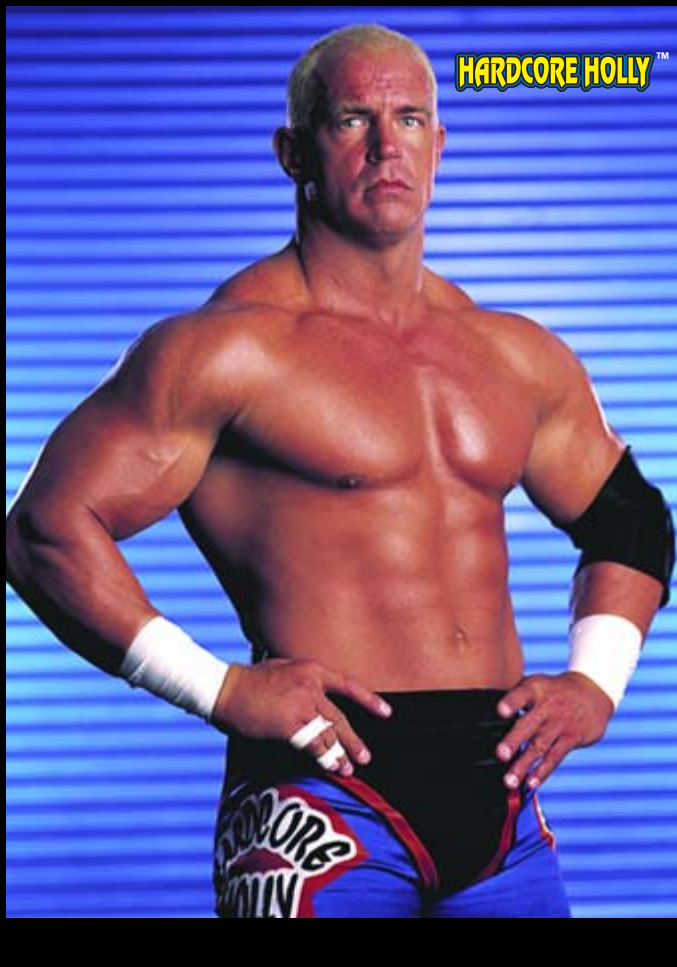


GOLDUST™



HARDCORE HOLLY™

Moves



HARDCORE HOLLY™

Bio

Hardcore Holly™ was a tired man. A veteran of World Wrestling Entertainment™ who, along with X-Pac™ (then known as the 1-2-3 Kid™), became Tag Team Champions several years ago, Holly had been through it all. He even held the NWA™ Tag Team Belts with Bart Gunn™ as the New Midnight Express™. He joined the WWE™ under the name Sparky Plugg™ in the early 1990s. He is a licensed NASCAR driver, after all. He thought it would be an instant ticket to fortune.

It didn't happen. He became disenchanted with the WWE™ front office. After a brief stretch in the J.O.B. Squad™, Holly™ developed a harder edge. With that, he focused his attention on the Hardcore Championship. He beat Al Snow™ at the *St. Valentine's Day Massacre™* to secure the vacant Hardcore Championship, and has continued to prove his toughness almost daily. He's not above cracking a glass pitcher or coffee mug in someone's face so long as it results in victory. In addition, he's one of the most technically sound competitors. His dropkick is considered by many to be the best in the business.

Control	Action	Control	Action
TAUNT (STANDING)		TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
L2	Come On! 1	●	Irish Whip
L2 + ↓	Come On! 1	● + ↓	Shoulder Thrust
L2 + ←	Taunt Hardcore Holly™	● + ←	Big Chop
L2 + ↑	Come On! 1	● + ↑	Shoulder Thrust
L2 + ↗	Taunt Hardcore Holly™	● + ↗	Frankensteiner
SMACKDOWN!™ (HOLDING WEAPON)		TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
L2	DDT	●	Irish Whip
L2 + ↑, ↓, ↗, or ←	DDT	● + ↓	Beat Head 1
SMACKDOWN!™ (FINISHING MOVE)		● + ←	Hanging in Reverse
L2	The Alabama Slam™ (facing groggy standing opponent)	● + ↑	Beat Head 1
L2 + ↑, ↓, ↗, or ←	Falcon Arrow (facing groggy standing opponent)	● + ↗	Super Backdrop
GRAPPLE (FACING STANDING OPPONENT)		RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Turnbuckle Clothesline
● + ↓	Mat Slam 1	× + ↑, ↓, ↗, or ←	Turnbuckle Clothesline (while running)
● + ←	Scoop Slam 2	TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
● + ↑	Club to Neck 2	●	Raises the Opponent Up
● + ↗	Ric Flair™ Headlock	● + ↑, ↓, ↗, or ←	Mudhole Strikes
GRAPPLE (FACING STANDING GROGGY OPPONENT)		RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Knee Attack 1
● + ↓	Jackknife Powerbomb 1	DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
● + ←	Body Knee Strike	×	Elbow Drop 3
● + ↑	Neckbreaker 3	× + ↓	Elbow Drop 3
● + ↗	Short Clothesline 3	× + ←	Front Dropkick 4
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)		× + ↑	Elbow Drop 3
● + ↓	Piledriver	× + ↗	Double Axe Handle 3
● + ←	Front Dropkick 6	JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
● + ↑	Flip Suplex	■, × (while running)	Dive Through Ropes
● + ↗	DDT 2	RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
STRIKE (FACING STANDING OPPONENT)		× (while running)	Dropkick 4
×	Benoit™ Punches	RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
× + ↓	Dropkick 1	× (while running)	Benoit™ Elbow Drop
× + ↖ or ↗	Toe Kick 1	DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
× + ←	Body Punch	×	Vaulting Body Press
× + ↖ or ↗	Back Chop 1	RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
× + ↑	Double Axe Handle	●	Spear
× + ↗	Austin™ Punches	● + ↑, ↓, ↗, or ←	Crucifix Pin
GRAPPLE (BEHIND STANDING OPPONENT)		RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
●	Irish Whip	● (while running)	Spear
● + ↓	Mat Slam 2	● + ↑, ↓, ↗, or ←	Crucifix Pin (while running)
● + ←	Leg Breaker	RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
● + ↑	Diving Reverse DDT	× (while running)	Clothesline 9
● + ↗	Bulldog	× + ↑, ↓, ↗, or ←	Dropkick 4 (while running)
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)		RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
●	Irish Whip	× (while running)	Double Axe Handle 5
● + ↓	Bubba™ Bomb	× + ↑, ↓, ↗, or ←	Benoit™ Elbow Drop (while running)
● + ←	High Angle Backdrop 2	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑	Reverse DDT	● + ↑, ↓, ↗, or ←	Mat Slam 2 (while running)
● + ↗	Pumphandle Slam 2	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)		● + ↑, ↓, ↗, or ←	Facecrusher 2 (while running)
●	Raise	GRAPPLE VS. RUNNING OPPONENT	
● + ↓	Pin Fall	●	Powerslam Pin
● + ←	Fury Punch 1	● + ↑ or ↓	Shoulder Back Toss 2
● + ↑	Fury Punch 3	● + ← or ↗	Flapjack 2
● + ↗	Camel Clutch 2	DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)		●	Double Facecrusher
●	Raise	● + ↓	Double Punches 2
● + ↓	Pin Fall	● + ←	Double Suplex 1
● + ←	Kick to Leg 2	● + ↑	Double Clothesline
● + ↑	Leg Lock 4	● + ↗	Double Beat Head
● + ↗	Boston Crab	DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
HELL IN A CELL ROOF (FACING STANDING OPPONENT)		●	Irish Whip
●	It Thrusts Down	● + ↓	Spine and Neckbreaker
● + ↑, ↓, ↗, or ←	It Thrusts Down	● + ←	Mudhole Stomping 1
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)		● + ↑	Stomach Crusher
●	It Thrusts Down	● + ↗	Kick to Stomach
● + ↑, ↓, ↗, or ←	It Thrusts Down	TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
MAT STRIKE (STANDING NEAR OPPONENT)		● + ↓	Suplex and Cross Body
×	Angry Stomp		
× + ↑ or ↓	Double Knee Drop		
× + ← or ↗	Elbow Drop 4		
OPPONENT ON ROPES			
●	Back Low Blow		

Stats

HEIGHT

6' 1"

WEIGHT

242 lbs.

FROM

Mobile, Alabama

CAREER HIGHLIGHTS

Hardcore Champion, Tag Team Champion



Note

Hardcore Holly™ has a hidden alternate costume. To unlock it, you must win a match at *Survivor Series*® during the Season Mode.

Note

Did you know that, during one of his first WWE™ matches, an inexperienced Kurt Angle™ performed a moonsault in a match with Hardcore Holly™, landed badly, and shattered Holly™'s arm?



The Alabama Slam™

COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Benoit™ Punches
2. Back Chop 1
3. Dropkick 1



Falcon Arrow™

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



Piledriver



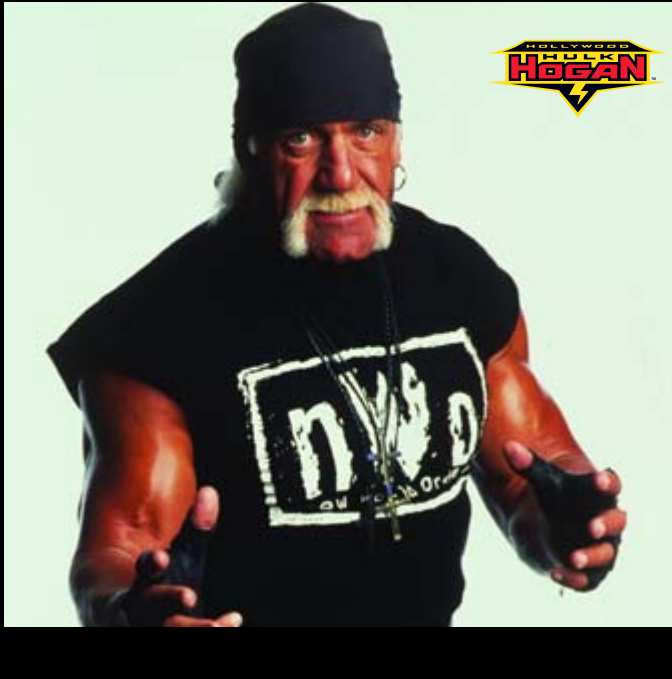
Bubba Bomb™



Jackknife Powerbomb 1

HOLLYWOOD HULK HOGAN™

Moves



Bio

In the 1980s, Hollywood Hulk Hogan™ (the performer) and Mr. McMahon™ (the promoter) revolutionized professional wrestling, taking it from dark, smoke-filled arenas to the mainstream. When Mr. McMahon™ created *WrestleMania*® in 1985, the main attraction was Hogan™. Two years later, Mr. McMahon™ wanted *WrestleMania*® to be "bigger, badder and better" than ever. *WrestleMania*® III, then, was held in front of 93,173 fans at the Pontiac Silverdome. The main attraction? Hogan™. By the time Hogan™ left this organization in the early 1990s and jumped to WCW®, he was such a big star that WCW® became legitimate competition for this company. In 1996, he joined two other former Superstars—Scott Hall™ and Kevin Nash™—to form the nWo® (New World Order™).

Boosting ratings was merely an externality to Hogan™ and his nWo® cohorts. They were only out for themselves. It didn't take long for WCW® competitors to realize that, and eventually fans did as well. They were both driven away in droves as the weeks and months went by. In 2001, WCW® went out of business.

Mr. McMahon™ brought Hogan™ back with the intention to destroy his company. But once the Hulkster™ rekindled his relationship with the fans, he decided he wanted no part of McMahon™ or the nWo's® evil ways.

Now, Hogan™ has once again become one of the most popular athletes on the planet. So, whatcha gonna do when *Hulkamania*™ runs wild?™

Note

Hollywood Hulk Hogan™ is a hidden Superstar. To unlock him, you must win a match at *WrestleMania*® X8 during the Season Mode.

Control	Action	Control	Action
TAUNT (STANDING)		TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
L2	Taunt Hogan™ 1	●	Irish Whip
L2 + ↓	Taunt Hogan™ 4	● + ↓	10 Punch
L2 + ←	Taunt Hogan™ 3	● + ←	Big Chop
L2 + ↑	Taunt Hogan™ 2	● + ↑	Toss to Turnbuckle
L2 + ↗	Taunt Hogan™ 3	● + ↗	Superplex 1
SMACKDOWN!™ (HOLDING WEAPON)		TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
L3	Guillotine 3	●	Irish Whip
L3 + ↑, ↓, ↗, or ←	Guillotine 3	● + ↓	Beat Head 1
SMACKDOWN!™ (FINISHING MOVE)		● + ←	Beat Head 2
L3	Atomic Leg Drop 1 (near face-up downed opponent)	● + ↑	Beat Head 1
L3 + ↑, ↓, ↗, or ←	Atomic Leg Drop 2 (near face-up downed opponent)	● + ↗	Hanging in Reverse
GRAPPLE (FACING STANDING OPPONENT)		RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Turnbuckle Clothesline
● + ↓	Strength 1	× + ↑, ↓, ↗, or ←	Turnbuckle Clothesline (while running)
● + ←	Pride	TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
● + ↑	Headlock 2	●	Raises the Opponent Up
● + ↗	Hogan™ Fury Punch 2	● + ↑, ↓, ↗, or ←	Pushes Turnbuckle
GRAPPLE (FACING STANDING GROGGY OPPONENT)		RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Knee Attack 1
● + ↓	Chokeslam 2	DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
● + ←	Body Knee Strike	×	Diving Elbow
● + ↑	Hogan™ Fury Punch 3	× + ↓	Elbow Drop 3
● + ↗	Hogan™ Fury Punch 1	× + ←	Flying Clothesline
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)		× + ↑	Diving Elbow
● + ↓	Piledriver	× + ↗	Double Axe Handle 3
● + ←	Push Attack 1	JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
● + ↑	Neckbreaker 3	■, × (while running)	Baseball Slide
● + ↗	Hard Scoop Slam	RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
STRIKE (FACING STANDING OPPONENT)		× (while running)	Axe Bomber
×	Hogan™ Punches	RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
× + ↓	Big Boot 1	× (while running)	Benoit™ Elbow Drop
× + ↗ or ↘	Toe Kick 1	DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
× + ←	Back Chop 2	×	Vaulting Body Press
× + ↖ or ↗	Toe Kick 2	RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
× + ↑	Double Axe Handle 2	●	Spear and Punching
× + ↗	Undertaker® Body Punch	● + ↑, ↓, ↗, or ←	Lou Thesz Press 2
GRAPPLE (BEHIND STANDING OPPONENT)		RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
●	Irish Whip	● (while running)	Spear and Punching
● + ↓	High Angle Backdrop 2	● + ↑, ↓, ↗, or ←	Lou Thesz Press 2 (while running)
● + ←	Kurt Angle™ Backdrop	RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
● + ↑	Abdominal Stretch 2	× (while running)	Shoulder Block 4
● + ↗	Bulldog	× + ↑, ↓, ↗, or ←	Axe Bomber (while running)
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)		RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
●	Raise	× + ↑, ↓, ↗, or ←	Benoit™ Elbow Drop (while running)
● + ↓	Pin Fall	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ←	Face Stretch 3	● + ↑, ↓, ↗, or ←	Mat Slam 2 (while running)
● + ↑	Fury Punch 1	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
● + ↗	Sleeper Hold 8	● + ↑, ↓, ↗, or ←	Bulldog (while running)
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)		GRAPPLE VS. RUNNING OPPONENT	
●	Raise	●	Powerslam
● + ↓	Pin Fall	● + ↑ or ↓	Shoulder Back Toss 1
● + ←	Kick to Leg 2	● + ← or ↗	Samoan Drop
● + ↑	Leg Lock 4	DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
● + ↗	Single Leg Crab 1	●	Double Flajack
HELL IN A CELL ROOF (FACING STANDING OPPONENT)		● + ↓	Double DDT
●	Undertaker® Chokeslam	● + ←	Double Suplex 1
● + ↑, ↓, ↗, or ←	Undertaker® Chokeslam	● + ↑	Double Clothesline
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)		● + ↗	Double Beat Head
●	Undertaker® Chokeslam	DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
● + ↑, ↓, ↗, or ←	Undertaker® Chokeslam	●	Irish Whip
MAT STRIKE (STANDING NEAR OPPONENT)		● + ↓	Powerbomb
×	Angry Stomp	● + ←	Atomic Leg Drop
× + ↑ or ↓	Double Axe Handle 4	● + ↑	Spike Piledriver
× + ← or ↗	Hogan™ Elbow Drop	● + ↗	Mudhole Stomping
OPPONENT ON ROPES		TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
●	Big Boot	● + ↓	Suplex and Cross Body

Stats

HEIGHT

6' 7"

WEIGHT

275 lbs.

FROM

Tampa, FL

CAREER HIGHLIGHTS

WCW® World Champion; WWE™ Champion



Atomic Leg Drop 1



Atomic Leg Drop 2



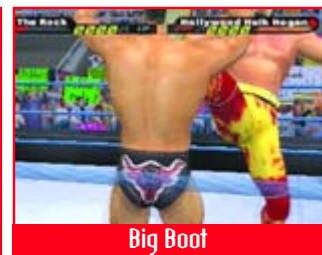
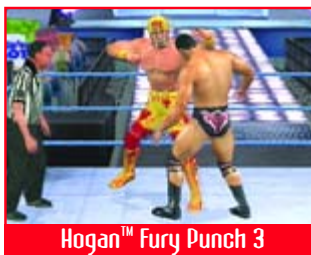
COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Hogan™ Punches
2. Double Axe Handle 1
3. Big Boot 1

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



THE HURRICANE™

Moves



Bio

The Hurricane™ has had quite an impact on World Wrestling Entertainment™. He patterns his entrance and his techniques after his favorite comic book superheroes. The result is a fierce storm of power that overwhelms his opponents. When foes enter the superhero's feared Eye of the Hurricane™, running for cover won't help.

Note

Did you know that The Hurricane™ is a huge comic book fan in real life, and that he lists *Green Lantern* as his favorite comic of all time?

Control	Action	Control	Action
TAUNT (STANDING)		TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
L2	Taunt Kane™ 4	●	Irish Whip
L2 + ↓	Swing Right Arm	● + ↓	Monkey Flip
L2 + ←	Taunt Edge™ 1	● + ←	Super Arm Drag
L2 + →	Swing Right Arm	● + ↑	Suplex 1
L2 + ↗	Taunt Edge™ 1	● + ↗	Hanging in Reverse
SMACKDOWN!™ (HOLDING WEAPON)		TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
L2	DDT	●	Irish Whip
L2 + ↑, ↗, ↓, or ←	DDT	● + ↓	Dropkick and School Boy Pin
SMACKDOWN!™ (FINISHING MOVE)		● + ←	Mexican Stretch 1
L2	Hurri Chokeslam™ (facing groggy standing opponent)	● + ↑	Rolling Powerbomb
L2 + ↑, ↗, ↓, or ←	Eye of the Hurricane™ (behind standing groggy opponent)	● + ↗	Super Backdrop
GRAPPLE (FACING STANDING OPPONENT)		RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Turnbuckle Dropkick
● + ↓	Handshaking Grapple	× + ↑, ↗, ↓, or ← (while running)	Turnbuckle Dropkick
● + ←	Cruiserweight Moves 3	TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
● + ↑	Hurricane™ 1	●	Raises the Opponent Up
● + ↗	Cruiserweight Moves 2	● + ↑, ↗, ↓, or ←	Choke
GRAPPLE (FACING STANDING GROGGY OPPONENT)		RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Turnbuckle Dropkick
● + ↓	Manhattan Drop	DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
● + ←	The Hurricane™'s Coming	×	Elbow Drop 3
● + ↑	Shuffle Side Kick	× + ↓	Diving Leg Drop
● + ↗	Hurri Suplex™	× + ←	Over Castle
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)		× + ↑	Elbow Drop 3
● + ↓	Falling Powerbomb 1	× + ↗	Diving Cross Body Pin 2
● + ←	Cobra Clutch Bomb	JUMP THROUGH ROPES (IN RING; RUNNING TOWARD OPPONENT OUTSIDE RING)	
● + ↑	Brain Breaker	■, × (while running)	Dive Through Ropes
● + ↗	DDT 2	RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
STRIKE (FACING STANDING OPPONENT)		× (while running)	The Hurricane™ Blow
×	Snap Jab	RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
× + ↓	Dropkick to Knee 2	× (while running)	Dropkick to Knee
× + ↗ or ↘	Toe Kick 1	DIVING ATTACK (STANDING ON TURNBUCKLE; OPPONENT OUTSIDE RING)	
× + ←	Austin™ Punches 1	×	Vaulting Body Press
× + ↖ or ↗	Elbow Smash 1	RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
× + ↑	Shuffle Side Kick 5	●	Spinning Arm Drag
× + ↗	Back Chop 1	● + ↑, ↗, ↓, or ←	Hurricane™ Pin 1
GRAPPLE (BEHIND STANDING OPPONENT)		RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
●	Irish Whip	● (while running)	Spinning Arm Drag
● + ↓	Edge O'Matic™	● + ↑, ↗, ↓, or ← (while running)	Hurricane™ Pin 1
● + ←	Cruiserweight Moves 4	RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
● + ↑	Naked Choke Drop	× (while running)	The Hurricane™ Blow
● + ↗	Forearm Smash	× + ↑, ↗, ↓, or ← (while running)	Flash Magic 6
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)		RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
●	Irish Whip	× (while running)	Benoit™ Elbow Drop
● + ↓	Backslide Pin 2	× + ↑, ↗, ↓, or ← (while running)	Dropkick to Knee
● + ←	Backdrop 1	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑	Pumphandle Drop	● + ↑, ↗, ↓, or ← (while running)	Hurricane™ Neckbreaker
● + ↗	Rear Naked with Stretch	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)		● + ↑, ↗, ↓, or ← (while running)	Rolling Clutch Pin
●	Raise	GRAPPLE VS. RUNNING OPPONENT	
● + ↓	Pin Fall	●	Powerslam Pin
● + ←	Oklahoma Roll Pin	● + ↑ or ↓	Arm Drag 5
● + ↑	Cruiserweight Moves 5	● + ← or →	Whirl Backbreaker
● + ↗	Surfboard	DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)		●	Double Suplex 1
●	Raise	● + ↓	Double DDT
● + ↓	Pin Fall	● + ←	Double Suplex 1
● + ←	Leg Lock 3	● + ↑	Double Facetrasher
● + ↑	Cruiserweight Moves 6	● + ↗	Double Beat Head
● + ↗	Mexican Surfboard	DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
HELL IN A CELL ROOF (FACING STANDING OPPONENT)		●	Irish Whip
●	It Thrusts Down	● + ↓	Body Attack
● + ↑, ↗, ↓, or ←	It Thrusts Down	● + ←	Kick to Groin
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)		● + ↑	Sidewalk and Reverse DDT
●	It Thrusts Down	● + ↗	Kick to Groin
● + ↑, ↗, ↓, or ←	It Thrusts Down	TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
MAT STRIKE (STANDING NEAR OPPONENT)		● + ↓	Suplex and Cross Body
×	Angry Stomp		
× + ↑ or ↓	Leg Drop		
× + ← or →	Knee Drop		
OPPONENT ON ROPES			
●	Irish Whip		

Stats

HEIGHT

6'

WEIGHT

191 lbs.

FROM

Smithfield, NC

FAVORITE QUOTE

"Stand Back! There's a Hurricane comin' through!"

CAREER HIGHLIGHTS

European Champion; Hardcore Champion; Cruiserweight Champion; WCW® Cruiserweight Champion; WCW® Hardcore Champion



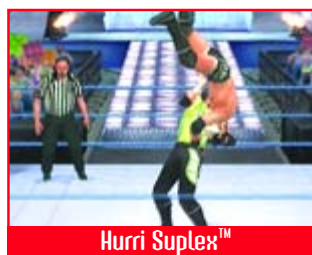
COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Snap Jab
2. Back Chop 1
3. Shuffle Side Kick 5

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



THE HURRICANE™



Bio

The sexy Ivory™ joined this organization in February 1999 as D'Lo Brown's™ Valentine's Day gift to Mark Henry™. The beautiful valet, however, turned out to be tough as nails, which led to her multiple runs as the WWE™ Women's Champion. Disgusted with the filth and degradation of women in the Federation, Miss Ivory joined the Right To Censor™, a cult-like group led by Steven Richards™, and began preaching against the blatant use of women as eye candy. However, in August 2001, she once again emerged on WWE™ programming, but this time she had aligned herself with the Alliance™, working as the trainer for Stacy Keibler™ and Torrie Wilson™. Since then, the sexy Ivory™ has been successful in both singles and tag team matches, and it's only time until this fiery brunette captured Women's gold once again.

Note

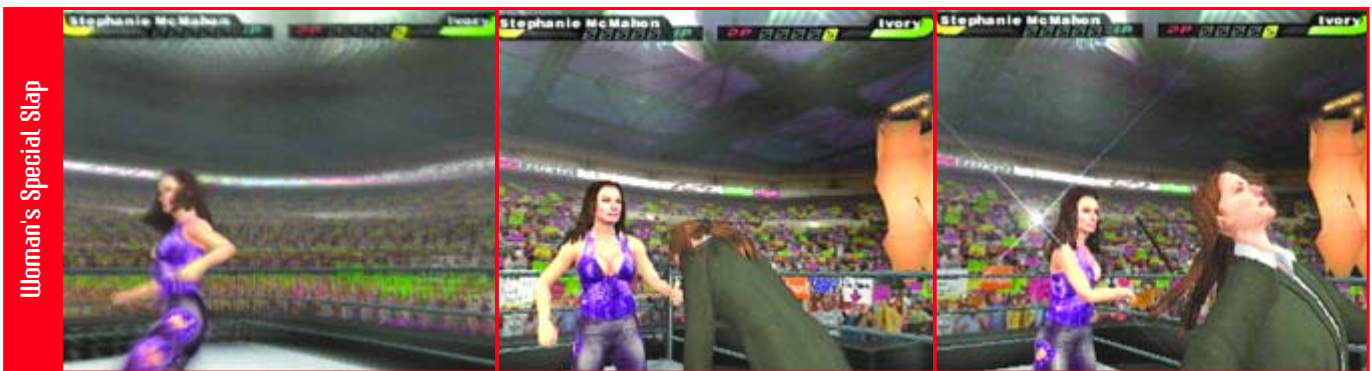
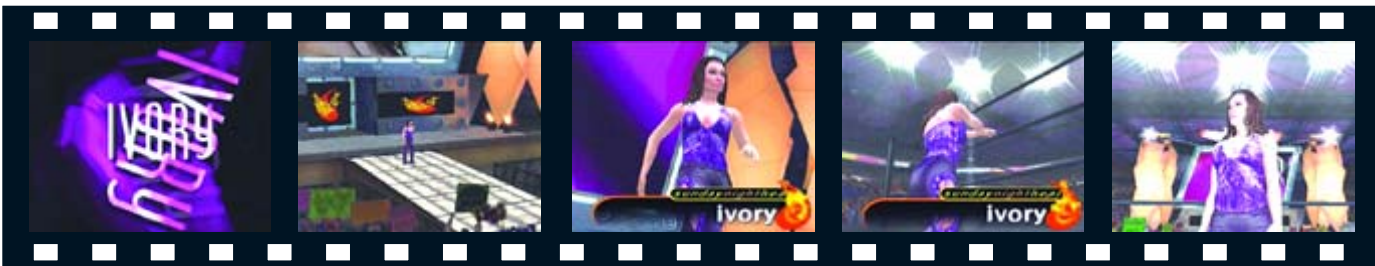
Did you know that Ivory used to perform under the name "Tina Ferrari™"?

Control	Action	Control	Action
TAUNT (STANDING)		TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
L2	Taunt Molly Holly™ 2	●	Irish Whip
L2 + ↓	Taunt Molly Holly™ 2	● + ↓	Shoulder Thrust
L2 + ←	Woman Manager 1	● + ←	Hanging in Reverse
L2 + ↑	Taunt Molly Holly™ 2	● + ↑	Shoulder Thrust
L2 + ↗	Woman Manager 1	● + ↗	Choke
SMACKDOWN!™ (HOLDING WEAPON)		TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
L2	DDT	●	Irish Whip
L2 + ↑, ↗, ↓, or ←	DDT	● + ↓	Illegal Pin
SMACKDOWN!™ (FINISHING MOVE)		TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
L2	Samoan Driver (facing groggy standing opponent)	● + ↓	Raises the Opponent Up
L2 + ↑, ↗, ↓, or ←	Woman's Special Slap (facing groggy standing opponent)	● + ←	Choke
GRAPPLE (FACING STANDING OPPONENT)		RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Turnbuckle Clothesline
● + ↓	Wrist and Arm Wrench	× + ↑, ↗, ↓, or ←	Turnbuckle Clothesline (while running)
● + ←	Cruiserweight Moves 2	TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
● + ↑	Wrist Lock	●	Raises the Opponent Up
● + ↗	Suplex 2	● + ↑, ↗, ↓, or ←	Choke
GRAPPLE (FACING STANDING GROGGY OPPONENT)		RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Knee Attack 1
● + ↓	DDT 2	DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
● + ←	Fireman Carry	×	Elbow Drop 3
● + ↑	Neckbreaker 3	× + ↓	Elbow Drop 3
● + ↗	Test Neckbreaker	× + ←	Missile Dropkick
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)		× + ↑	Elbow Drop 3
● + ↓	Small Package	× + ↗	Diving Cross Body Pin 2
● + ←	Woman's Snapmare	JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
● + ↑	Victory Roll Pin 1	■, × (while running)	Dive Through Ropes
● + ↗	Suplex 3	RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
STRIKE (FACING STANDING OPPONENT)		× (while running)	Cross Body 1
×	Woman's Elbow Smash	RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
× + ↓	Front Dropkick 2	× (while running)	Dropkick to Knee
× + ↖ or ↗	Woman's Toe Kick	DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
× + ←	Middle Kick 1	×	Vaulting Body Press
× + ↖ or ↗	Austin™ Punches 1	RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
× + ↑	Dropkick 2	●	Neckbreaker 1
× + ↗	Back Chop 1	● + ↑, ↗, ↓, or ←	Sunset Flip Pin
GRAPPLE (BEHIND STANDING OPPONENT)		RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
●	Irish Whip	● (while running)	Neckbreaker 1
● + ↓	School Boy Pin 2	● + ↑, ↗, ↓, or ←	Sunset Flip Pin (while running)
● + ←	Russian Leg Sweep 2	RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
● + ↑	Elbow to Back of Head 2	× (while running)	The Rock™ Forearm Smash
● + ↗	Forearm Smash	× + ↑, ↗, ↓, or ←	Cross Body 1 (while running)
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)		RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
●	Irish Whip	× (while running)	Double Axe Handle 5
● + ↓	Backslide Pin 2	× + ↑, ↗, ↓, or ←	Dropkick to Knee (while running)
● + ←	High Angle Backdrop 2	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑	Sleeper Hold 3	● + ↑, ↗, ↓, or ←	Leg Breaker (while running)
● + ↗	Facecrusher 2	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)		● + ↑, ↗, ↓, or ←	School Boy Pin 2 (while running)
●	Raise	GRAPPLE VS. RUNNING OPPONENT	
● + ↓	Pin Fall	●	Sleeper Hold 4
● + ←	Knee Smash	● + ↑ or ↓	Shoulder Back Toss 1
● + ↑	Fury Punch 3	● + ← or ↗	Flapjack 3
● + ↗	Short Arm Scissors	DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)		●	Low Blow and Knee Attack
●	Raise	● + ↓	Double Punches 2
● + ↓	Pin Fall	● + ←	Double Suplex 1
● + ←	Pin with Bridge	● + ↑	Double Clothesline
● + ↑	Leg Lock 4	● + ↗	Double Beat Head
● + ↗	Mexican Stretch 2	DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
HELL IN A CELL ROOF (FACING STANDING OPPONENT)		●	Irish Whip
●	It Thrusts Down	● + ↓	Whip and Lay Down
● + ↑, ↗, ↓, or ←	It Thrusts Down	● + ←	Mudhole Stomping 1
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)		● + ↑	Spike Piledriver
●	It Thrusts Down	● + ↗	Body Splash and Whip
● + ↑, ↗, ↓, or ←	It Thrusts Down	TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
MAT STRIKE (STANDING NEAR OPPONENT)		● + ↓	Suplex and Cross Body
×	Woman's Angry Stamp		
× + ↑ or ↓	Elbow Drop 4		
× + ← or ↗	Knee Drop 2		
OPPONENT ON ROPES			
●	Throw to the Rope		

Stats

CAREER HIGHLIGHTS

Women's Champion (3)



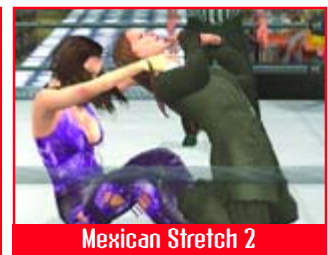
COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Woman's Elbow Smash
2. Middle Kick 1
3. Dropkick 2

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



IVORY™



Bio

Jazz™ has already made an impact on WWE™ since making her debut at *Survivor Series*®. 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!

Note

Did you know that Jazz™'s husband, Redd Dogg™, is a Superstar in one of WWE™'s developmental territories?

Control	Action	Control	Action
TAUNT (STANDING)		TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
L2	Raising Arms	●	Irish Whip
L2 + ↓	Raising Arms	● + ↓	Spring Board Arm Drag
L2 + ←	Taunt Christian™ 2	● + ←	Frankensteiner
L2 + ↑	Raising Arms	● + ↑	Spring Board Arm Drag
L2 + →	Taunt Christian™ 2	● + →	Frankensteiner
SMACKDOWN!™ (HOLDING WEAPON)		TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
L2	DDT	●	Irish Whip
L2 + ↑, ↓, →, ←	DDT	● + ↓	Illegal Pin
SMACKDOWN!™ (FINISHING MOVE)		● + ←	Super Backdrop
L2	Fishermanbuster™	● + ↑	Beat Head 1
L2 + ↑, ↓, →, ←	Single Leg Crab 2	● + →	Super Backdrop
GRAPPLE (FACING STANDING OPPONENT)		RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Handspring FC 1
● + ↓	Wrist Lock	× + ↑, ↓, →, ←	Handspring FC 1
● + ←	Scoop Slam 2	(while running)	
● + ↑	Wrist and Arm Wrench	TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
● + →	Mat Slam 1	●	Raises the Opponent Up
GRAPPLE (FACING STANDING GROGGY OPPONENT)		● + ↑, ↓, →, ←	Foot Choke 2
●	Irish Whip	RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
● + ↓	Woman's Jawbreaker	× (while running)	Knee Attack 1
● + ←	Elbow Strike	DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
● + ↑	Lita™ Tornado DDT	×	Elbow Drop 3
● + →	Front Dropkick 5	× + ↓	Diving Moonsault Pin
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)		× + ←	Missile Dropkick
● + ↓	Small Package	× + ↑	Rolling Thunder 1
● + ←	DDT 2	× + →	Missile Dropkick
● + ↑	Samurai Driver	JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
● + →	Suplex 1	■, × (while running)	Rope Flip 1
STRIKE (FACING STANDING OPPONENT)		RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
×	Woman's Elbow Smash	× (while running)	Front Dropkick 3
× + ↓	Front Dropkick 2	RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
× + ← or →	Woman's Toe Kick	× (while running)	Running Flip Splash
× + ←	Body Punch	DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
× + →	Woman's Slap 1	×	Asai Moonsault
× + ↑	Clothesline 2	RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
× + →	Back Chop 1	●	Neckbreaker 1
GRAPPLE (BEHIND STANDING OPPONENT)		● + ↑, ↓, →, ←	Huracanrana™ Pin 1
●	Irish Whip	RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
● + ↓	Benoit™ German Suplex	● (while running)	Neckbreaker 1
● + ←	Forearm Smash	● + ↑, ↓, →, ←	Huracanrana™ Pin 1
● + ↑	Elbow to Back of Head 2	(while running)	
● + →	School Boy Pin 2	RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)		× (while running)	Back Elbow Attack 1
●	Irish Whip	× + ↑, ↓, →, ←	Front Dropkick 3
● + ↓	German Suplex Pin	(while running)	
● + ←	Backdrop 1	RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
● + ↑	Jazz™ Stretch	× (while running)	Running Flip Splash
● + →	School Boy Pin 2	× + ↑, ↓, →, ←	Dropkick to Knee
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)		(while running)	
●	Raise	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↓	Pin Fall	● + ↑, ↓, →, ←	Mat Slam 2
● + ←	Short Arm Scissors	(while running)	
● + ↑	Knee Smash	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
● + →	Spinning Armlock	● + ↑, ↓, →, ←	School Boy Pin 2
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)		(while running)	
●	Raise	GRAPPLE VS. RUNNING OPPONENT	
● + ↓	Pin Fall	●	Arm Drag 6
● + ←	Pin with Bridge	● + ↑ or ↓	Drop Toehold
● + ↑	Leg Lock 4	● + ← or →	Arm Drag 5
● + →	STF	DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
HELL IN A CELL ROOF (FACING STANDING OPPONENT)		●	Double Suplex 2
●	It Thrusts Down	● + ↓	Dropkick and Rolling Clutch
● + ↑, ↓, →, ←	It Thrusts Down	● + ←	Double Suplex 1
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)		● + ↑	Double Clothesline
●	It Thrusts Down	● + →	Double Dropkick
● + ↑, ↓, →, ←	It Thrusts Down	DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
MAT STRIKE (STANDING NEAR OPPONENT)		●	Irish Whip
×	Woman's Angry Stomp	● + ↓	Whip and On All Fours
× + ↑ or ↓	Double Axe Handle 4	● + ←	Mudhole Stomping 1
× + ← or →	Double Knee Drop	● + ↑	Hip Toss
OPPONENT ON ROPES		● + →	Kick to Stomach
●	Acrobatic Clothesline	TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
		● + ↓	Suplex and Cross Body

Stats

FINISHING MOVE

Fisherman's Suplex™

CAREER HIGHLIGHTS

Women's Champion



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

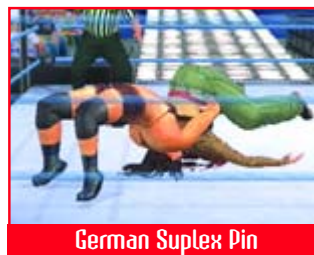
1. Woman's Elbow Smash
2. Middle Kick 1
3. Front Dropkick 1

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



Small Package



German Suplex Pin



STF

JAZZ™

JEFF HARDY™



Moves



Bio

The Hardy Boyz™ forever inscribed their names in the annals of WWE™ history with their breathtaking performance in the Ladder Match at October 1999's *No Mercy*® Pay-Per-View, when they defeated Edge™ and Christian™ in a ladder match.

Since then, the Hardy™s have been a part of nearly every memorable tag team match WWE™ has put on, including the infamous TLC™ Match from *SummerSlam*™ 2000.

The brothers have since gone their separate ways. Recently on RAW™, Matt™, jealous that Jeff™ got a shot at the Intercontinental Championship, turned on his brother, costing him the match. Matt™ completely severed ties between the two when he jumped to *SmackDown!*™ shortly after.

Note

Jeff Hardy™ has a hidden alternate costume. To unlock it, you must win a match at *InsurreXtion*™ during the Season Mode.

Note

Did you know that Jeff Hardy™s house is filled with giant aluminum foil sculptures he created himself?

Control	Action
TAUNT (STANDING)	
L2	Taunt Jeff Hardy™ 2
L2 + ↓	Taunt Jeff Hardy™ 2
L2 + ←	Taunt Jeff Hardy™ 1
L2 + ↑	Taunt Jeff Hardy™ 2
L2 + ↗	Taunt Jeff Hardy™ 1
SMACKDOWN!™ (HOLDING WEAPON)	
L2	DDT
L2 + ↑, →, ↓, or ←	DDT
SMACKDOWN!™ (FINISHING MOVE)	
L2	Swanton Bomb™ 2 (on turn buckle vs. downed opponent)
L2 + ↑, →, ↓, or ←	Jeff Twist of Fate™ (facing groggy standing opponent)
GRAPPLE (FACING STANDING OPPONENT)	
●	Irish Whip
● + ↓	Falling Powerslam 2
● + ←	Arm Drag 1
● + ↑	Hurricane™ 1
● + ↗	Snap Suplex
GRAPPLE (FACING STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Jeff™ Jawbreaker
● + ←	Leg to Groin 1
● + ↑	Jumping Tornado DDT
● + ↗	Shoulder Thrusts
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)	
● + ↓	Jeff™ Small Package
● + ←	Front Dropkick 5
● + ↑	Hurricane™ and PUNCHES
● + ↗	Backslide Pin 1
STRIKE (FACING STANDING OPPONENT)	
X	Back Chop 1
X + ↓	Jump Spin Back Kick 2
X + ← or ↗	Toe Kick 1
X + ←	Snap Jab
X + ↗ or ↘	Front Dropkick 2
X + ↑	Spinning Wheel Kick 3
X + ↗	Back Elbow Smash
GRAPPLE (BEHIND STANDING OPPONENT)	
●	Irish Whip
● + ↓	Naked Choke Drop
● + ←	Facecrusher 5
● + ↑	Elbow to Back of Head 2
● + ↗	Forearm Smash
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Jeff™ Leg Drop Pin
● + ←	Wrist Lock Backdrop
● + ↑	Diving Reverse DDT
● + ↗	School Boy Pin 2
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Sleeper Hold 5
● + ↑	Fury Punch 3
● + ↗	Reverse Chin Lock
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Pin with Bridge
● + ↑	Leg Lock 4
● + ↗	Leg to Groin 2
HELL IN A CELL ROOF (FACING STANDING OPPONENT)	
●	It Thrusts Down
● + ↑, →, ↓, or ←	It Thrusts Down
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)	
●	It Thrusts Down
● + ↑, →, ↓, or ←	It Thrusts Down
MAT STRIKE (STANDING NEAR OPPONENT)	
X	Angry Stomp
X + ↑ or ↓	Flip Leg Drop
X + ← or ↗	Double Knee Drop
OPPONENT ON ROPES	
●	Irish Whip

Control	Action
TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Frankensteiner
● + ←	Whisper in the Wind 2
● + ↑	Frankensteiner
● + ↗	Jeff™ Tornado DDT
TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Dropkick and School Boy Pin
● + ←	Hanging in Reverse
● + ↑	Dropkick and School Boy Pin
● + ↗	Turnbuckle Toe Kick
RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
X (while running)	Turnbuckle Dropkick
X + ↑, →, ↓, or ← (while running)	Turnbuckle Dropkick
TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
●	Raises the Opponent Up
● + ↑, →, ↓, or ←	Foot Choke 2
RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
X (while running)	Turnbuckle Dropkick
DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
X	Swanton Bomb™
X + ↓	The 450 Pin
X + ←	Missile Dropkick
X + ↑	Whisper in the Wind 1
X + ↗	Headscissor Takedown 1
JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
■, X (while running)	Rope Flip 1
RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
X (while running)	Flying Forearm Smash 2
RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
X (while running)	Running Flip Splash
DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
X	Jeff™ Body Press
RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
●	Headscissor Takedown 2
● + ↑, →, ↓, or ←	Jeff™ Neckbreaker Drop
RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
● (while running)	Headscissor Takedown 2
● + ↑, →, ↓, or ← (while running)	Jeff™ Neckbreaker Drop
RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
X (while running)	Flying Forearm Smash 2
X + ↑, →, ↓, or ← (while running)	Front Dropkick 3
RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
X (while running)	Running Flip Splash
X + ↑, →, ↓, or ← (while running)	Dropkick to Knee
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING)	
● + ↑, →, ↓, or ← (while running)	Hurricane™ Neckbreaker
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
● + ↑, →, ↓, or ← (while running)	Spinning Hurricane™ 1
GRAPPLE VS. RUNNING OPPONENT	
●	Powerslam Pin
● + ↑ or ↓	Arm Drag 6
● + ← or ↗	Neckbreaker
DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
●	Double Suplex 2
● + ↓	Dropkick & Rolling Clutch
● + ←	Hardy Boyz™ Leg Drop 2
● + ↑	Double Clothesline
● + ↗	Double Suplex 2
DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
●	Irish Whip
● + ↓	Whip and Lay Down
● + ←	Mudhole Stomping 1
● + ↑	Hardy Boyz™ Leg Drop 1
● + ↗	Body Splash and Whip
TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
● + ↓	Suplex and Cross Body

Stats

HEIGHT

6' 2"

WEIGHT

215 lbs.

FROM

Cameron, NC

FINISHING MOVE

Swanton Bomb™

CAREER HIGHLIGHTS

European Champion; Intercontinental Champion; Light Heavyweight Champion; WWE™ Tag Team Champion (5); Hardcore Champion (2); WCW® Tag Team Champion



Swanton Bomb™ 2



Jeff™ Twist of Fate



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Back Chop 1
2. Snap Jab
3. Jump Spin Back Kick 2

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



Jump Spin Back Kick 2



Leg to Groin 1



Jeff™ Jawbreaker

JEFF HARDY™

KANE®



KANE®

Bio

No Superstar in history has made more of an immediate impact than Kane™. On October 5, 1997, the world met Kane®, as the seven-foot monster tore off the door to Hell in the Cell™ in order to get to his brother, Undertaker®. The siblings later fought in the first-ever Inferno Match™! Less than one year after he arrived, Kane® became the WWE™ Champion by defeating Stone Cold Steve Austin™ at the 1998 *King of the Ring*®. Though his reign was short lived, the seven-foot monster proved he could live up to all expectations. Since then, Kane® has been a Tag Team Champion on five occasions. Once a man of no emotion, Kane® has somewhat broken out of his shell. However, the seven-foot-er still remains a monster in the ring.

Note

Did you know that Kane™ was unable to speak clearly when he first entered WWE™ and used a voice box to talk?

Control	Action
TAUNT (STANDING)	
L2	Cut the Air 1
L2 + ↓	Taunt Kane™ 1
L2 + ←	Taunt Kane™ 4
L2 + ↑	Taunt Kane™ 3
L2 + →	Taunt Kane™ 2
SMACKDOWN!™ (HOLDING WEAPON)	
L3	DDT
L3 + ↑, →, ↓, or ←	DDT
SMACKDOWN!™ (FINISHING MOVE)	
L3	Kane® Chokeslam (facing groggy standing opponent)
L3 + ↑, →, ↓, or ←	Kane® Powerbomb Pin (facing groggy standing opponent)
GRAPPLE (FACING STANDING OPPONENT)	
●	Irish Whip
● + ↓	Undertaker® Sideslam
● + ←	Kane® Throat Thrust 2
● + ↑	Kane® Choke Toss
● + →	DDT 2
GRAPPLE (FACING STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Pendulum Backbreaker 1
● + ←	Kane® Throat Thrust 3
● + ↑	Kane® Lifting and Toss
● + →	Kane® Grapple
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)	
● + ↓	Tombstone™ Piledriver 1
● + ←	Shoulder Breaker
● + ↑	Hangman Chokehold 1
● + →	Suplex 2
STRIKE (FACING STANDING OPPONENT)	
X	Kane® Throat Thrust 1
X + ↓	Kane® Big Boot
X + ↘ or ↙	Toe Kick 1
X + ←	Kane® Throat Thrust 2
X + ↖ or ↗	Clothesline 2
X + ↑	Kane® Uppercut
X + →	Body Punch
GRAPPLE (BEHIND STANDING OPPONENT)	
●	Irish Whip
● + ↓	Reverse DDT
● + ←	Sidewalk Slam 3
● + ↑	Elbow to Back of Head 2
● + →	Forearm Smash
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Full Nelson Slam
● + ←	Pendulum Backbreaker 2
● + ↑	Pumphandle Slam 2
● + →	Inverted Suplex 1
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Darkness Choke 2
● + ↑	Fury Punch 3
● + →	Camel Clutch 2
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Toss 1
● + ↑	Leg Lock 4
● + →	Kick to Leg 2
HELL IN A CELL ROOF (FACING STANDING OPPONENT)	
●	It Thrusts Down
● + ↑, →, ↓, or ←	It Thrusts Down
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)	
●	It Thrusts Down
● + ↑, →, ↓, or ←	It Thrusts Down
MAT STRIKE (STANDING NEAR OPPONENT)	
X	Angry Stomp
X + ↑ or ↓	Angry Stomp
X + ← or →	Elbow Drop 4
OPPONENT ON ROPES	
●	Big Boot

Control	Action
TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Mudhole Stomping 2
● + ←	Kane™ Strikes
● + ↑	Toss to Turnbuckle
● + →	Big Chop
TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Beat Head 1
● + ←	Beat Head 2
● + ↑	Beat Head 1
● + →	Turnbuckle Toe Kick
RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
X (while running)	Turnbuckle Clothesline
X + ↑, →, ↓, or ← (while running)	Turnbuckle Clothesline
TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
●	Raises the Opponent Up
● + ↑, →, ↓, or ←	Kane® Throat Thrust 4
RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
X (while running)	Knee Attack 1
DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
X	Elbow Drop 3
X + ↓	Elbow Drop 3
X + ←	Kane® Diving Clothesline
X + ↑	Elbow Drop 3
X + →	Double Axe Handle 3
JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
■, X (while running)	Vaulting Body Press
RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
X (while running)	Clothesline 5
RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
X (while running)	Running Leg Drop
DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
X	Vaulting Body Press
RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
●	Neckbreaker 1
● + ↑, →, ↓, or ←	Neckbreaker Drop 1
RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
● (while running)	Neckbreaker 1
● + ↑, →, ↓, or ← (while running)	Neckbreaker Drop 1
RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
X (while running)	Clothesline 7
X + ↑, →, ↓, or ← (while running)	Clothesline 5
RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
X (while running)	Benoit™ Elbow Drop
X + ↑, →, ↓, or ← (while running)	Running Leg Drop
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑, →, ↓, or ← (while running)	Mat Slam 2
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
● + ↑, →, ↓, or ← (while running)	School Boy Pin 2
GRAPPLE VS. RUNNING OPPONENT	
●	Powerslam
● + ↑ or ↓	Hip Toss 2
● + ← or →	Whirl Sideslam
DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
●	Double Flapjack
● + ↓	Double DDT
● + ←	Double Suplex 1
● + ↑	Double Clothesline
● + →	Double Beat Head
DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
●	Irish Whip
● + ↓	Double Chokeslam
● + ←	Mudhole Stomping 1
● + ↑	Stomach Crusher
● + →	Body Splash and Whip
TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
● + ↓	Suplex and Cross Body

Stats

HEIGHT

7' 0"

WEIGHT

326 lbs.

FROM

Unknown

CAREER HIGHLIGHTS

WWE™ Champion; Intercontinental Champion; Tag Team Champion; WCW® Tag Team Champion; Hardcore Champion



Kane® Chokeslam



Kane® Powerbomb Pin



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Kane® Throat Thrust 1
2. Kane® Uppercut
3. Kane® Throat Thrust 2

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



Pendulum Backbreaker 1



Shoulder Breaker



Kane® Diving Clothesline

KANE®

Moves



Bio

When Kevin Nash™ sets his mind to something, he usually accomplishes it. As WWE™ Superstar Diesel, Nash™ set his sights on the World 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 this organization 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. Now Nash™ is back in the WWE™. His goal this time? The WWE™ title. Can anybody stop him?

Note

Kevin Nash™ is a hidden Superstar in Story Mode. To unlock him, you must win a match at *No Way Out®* in the Season Mode.

Note

Did you know that Kevin Nash™ played the role of the villainous "Super Shredder" in the movie *Teenage Mutant Ninja Turtles II: The Secret of the Ooze?*

Control	Action
TAUNT (STANDING)	
L2	Taunt Bradshaw™
L2 + ↓	Holdup
L2 + ←	Taunt X-Pac™ 2
L2 + ↑	Holdup
L2 + →	Taunt X-Pac™ 2
SMACKDOWN!™ (HOLDING WEAPON)	
L2	DDT
L2 + ↑, →, ↓, or ←	DDT
SMACKDOWN!™ (FINISHING MOVE)	
L2	Jackknife (facing groggy standing opponent)
L2 + ↑, →, ↓, or ←	Big Boot (near ropes vs. standing groggy opponent)
GRAPPLE (FACING STANDING OPPONENT)	
●	Irish Whip
● + ↓	Undertaker® Sideslam
● + ←	Body Knee Strike
● + ↑	Club to Neck 2
● + →	Drop Suplex
GRAPPLE (FACING STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Manhattan Drop
● + ←	Russian Leg Sweep 1
● + ↑	Neckbreaker 3
● + →	Suplex 3
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)	
● + ↓	Oklahoma Slam 1
● + ←	Bearhug Front Slam
● + ↑	Lifting Chokehold
● + →	DDT 2
STRIKE (FACING STANDING OPPONENT)	
×	Triple H™ Punches 1
×	Undertaker® Big Boot
×	Toe Kick 1
×	Back Elbow Smash
×	Double Axe Handle 2
×	Clothesline 3
×	Elbow Smash 1
GRAPPLE (BEHIND STANDING OPPONENT)	
●	Irish Whip
● + ↓	Sidewalk Slam 3
● + ←	High Angle™ Backdrop 2
● + ↑	Elbow to Back of Head 2
● + →	Forearm Smash
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Pumphandle Slam 1
● + ←	Pendulum Backbreaker 2
● + ↑	Abdominal Stretch 2
● + →	Bulldog
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Sleeper Hold 8
● + ↑	Fury Punch 3
● + →	Reverse Chin Lock
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Toss 1
● + ↑	Leg Lock 4
● + →	Boston Crab
HELL IN A CELL ROOF (FACING STANDING OPPONENT)	
●	It Thrusts Down
● + ↑, →, ↓, or ←	It Thrusts Down
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)	
●	It Thrusts Down
● + ↑, →, ↓, or ←	It Thrusts Down
MAT STRIKE (STANDING NEAR OPPONENT)	
×	Angry Stomp
×	Leg Drop
×	Elbow Drop 4
OPPONENT ON ROPES	
●	Austin™ Attack 2

Control	Action
TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Shoulder Thrust
● + ←	Back Elbow Strike 1
● + ↑	Foot Choke 1
● + →	Knee Strike
TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Illegal Pin
● + ←	Hanging in Reverse
● + ↑	Beat Head 1
● + →	Turnbuckle Toe Kick
RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
×	Turnbuckle Clothesline
×	Turnbuckle Clothesline
TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
●	Raises the Opponent Up
● + ↑, →, ↓, or ←	Foot Choke 2
RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
×	Knee Attack 1
DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
×	Elbow Drop 3
×	Diving Elbow Drop Pin 1
×	Flying Clothesline
×	Elbow Drop 3
×	Double Axe Handle 3
JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
■, × (while running)	Baseball Slide
RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
×	Kitchen Sink 1
RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
×	Running Leg Drop
DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
×	Vaulting Body Press
RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
●	Neckbreaker 1
● + ↑, →, ↓, or ←	Lou Thesz Press 2
RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
● (while running)	Neckbreaker 1
● + ↑, →, ↓, or ← (while running)	Lou Thesz Press 2
RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
×	Back Elbow Attack 3
×	Kitchen Sink 1
RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
×	Double Axe Handle 5
×	Running Leg Drop
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING)	
● + ↑, →, ↓, or ← (while running)	Mat Slam 2
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
● + ↑, →, ↓, or ← (while running)	School Boy Pin 2
GRAPPLE VS. RUNNING OPPONENT	
●	Powerslam
● + ↑ or ↓	Flapjack 2
● + ← or →	Shoulder Back Toss 2
DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
●	Double Flapjack
● + ↓	Double DDT
● + ←	Double Suplex 1
● + ↑	Double Clothesline
● + →	Double Beat Head
DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
●	Irish Whip
● + ↓	Powerbomb
● + ←	Mudhole Stomping 1
● + ↑	Front Slam
● + →	Kick to Stomach
TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
● + ↓	Suplex and Cross Body

Stats

HEIGHT

6' 11"

WEIGHT

325 lbs.

FROM

Atlanta, GA

CAREER HIGHLIGHTS

WWE™ Champion; Intercontinental Champion; Tag Team Champion; WCW™ Champion; WCW™ Tag Team Champion



Jackknife



Big Boot



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Triple H™ Punches
2. Snap Jab
3. Big Boot 1

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



Undertaker® Sideslam



Back Elbow Strike 1



Knee Strike

KEVIN NASH™



Bio

Kurt Angle™ captured national attention in 1996 when he won the 220-pound freestyle wrestling competition at the Olympic Games in Atlanta. And the extraordinarily proud Angle™—some would say conceited—surely won't let anyone forget about it! When the crowd has the audacity not to cheer for him, Angle™ wonders aloud how anyone can boo a gold medalist. In 2000—Angle™'s first full year in this organization—the Pittsburgh native had probably the best rookie campaign in history. After winning the European and Intercontinental titles, Angle™ took the 2000 *King of the Ring*® crown. Then, in October, he won the World Championship, defeating The Rock® at *No Mercy*. The momentum did not stop in 2001. Angle™ won the WWE™ Championship for a second time—beating Stone Cold Steve Austin™ in Angle™'s hometown—as well as the WCW® title. Whether the crowd is chanting "Angle! Angle!"™ as they did that night in Pittsburgh, or, more likely, "You suck! You suck!"™ there's no denying Kurt Angle™'s accomplishments. When it's all said and done, Angle™ could go down in history as the greatest of all time. Oh, it's true!

Note

Kurt Angle™ has a hidden alternate costume. To unlock it, you must win a match at *King of the Ring*® during the Season Mode.

Note

Did you know that Kurt Angle™'s brother, Eric, is also a Superstar in one of WWE™'s developmental territories?

Control	Action	Control	Action
TAUNT (STANDING)		TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
L2	Taunt Kurt Angle™ 6	●	Irish Whip
L2 + ↓	Taunt Kurt Angle™ 1	● + ↓	Shoulder Thrust
L2 + ←	Taunt Kurt Angle™ 5	● + ←	Super Arm Drag
L2 + ↑	Taunt Kurt Angle™ 4	● + ↑	Superplex 1
L2 + →	Taunt Kurt Angle™ 2	● + →	Super Arm Drag
SMACKDOWN!™ (HOLDING WEAPON)		TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
L1	Guillotine 3	●	Irish Whip
L1 + ↑, →, ↓, or ←	Guillotine 3	● + ↓	Illegal Pin
SMACKDOWN!™ (FINISHING MOVE)		● + ←	Beat Head 2
L1	Ankle™ Lock 2 (near downed opponent's lower body)	● + ↑	Beat Head 1
L1 + ↑, →, ↓, or ←	Angle™ Slam 2 (behind groggy standing opponent)	● + →	Super Backdrop
GRAPPLE (FACING STANDING OPPONENT)		RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Turnbuckle Clothesline
● + ↓	Back Side Slam 1	× + ↑, →, ↓, or ←	Turnbuckle Clothesline (while running)
● + ←	Kurt Angle™ Eye Rake	TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
● + ↑	Kurt Angle™ Moves	●	Raises the Opponent Up
● + →	Austin Knee Strike 2	● + ↑, →, ↓, or ←	Pushes Turnbuckle
GRAPPLE (FACING STANDING GROGGY OPPONENT)		RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Knee Attack 1
● + ↓	Fireman Carry	DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
● + ←	Kurt™ Belly to Belly	×	Elbow Drop 3
● + ↑	Kurt Angle™ Headlock	× + ↓	Kurt™ Diving Moonsault
● + →	Screw Spinebuster	× + ←	Missile Dropkick
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)		× + ↑	Elbow Drop 3
● + ↓	Arm Drag and Armbar	× + →	Diving Cross Body Pin 2
● + ←	Suplex Pin	JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
● + ↑	Cradle and Side Leg Lock	■, × (while running)	Vaulting Body Press
● + →	Kurt German Suplex 2	RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
STRIKE (FACING STANDING OPPONENT)		× (while running)	Clothesline 5
×	Angle™ Punches	RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
× + ↓	Dropkick 2	× (while running)	Dropkick to Knee
× + ← or →	Toe Kick 1	DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
× + ←	Back Chop 1	×	Asai Moonsault
× + ← or →	Elbow Smash 1	RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
× + ↑	Toe Kick 2	●	Kurt™ German Suplex 1
× + →	Body Punch	● + ↑, →, ↓, or ←	School Boy Pin 1
GRAPPLE (BEHIND STANDING OPPONENT)		RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
●	Irish Whip	● (while running)	Kurt™ German Suplex 1
● + ↓	Leg Breaker	● + ↑, →, ↓, or ←	School Boy Pin 1 (while running)
● + ←	Kurt Angle™ Backdrop	RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
● + ↑	Sleeper Hold 3	× (while running)	Kurt™ Shoulder Block
● + →	Benoit™ German Suplex	× + ↑, →, ↓, or ←	Clothesline 5 (while running)
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)		RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
●	Irish Whip	× (while running)	Double Axe Handle 5
● + ↓	Multiple German Suplex	× + ↑, →, ↓, or ←	Dropkick to Knee (while running)
● + ←	Wrist Lock Backdrop	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑	Sleeper Hold and Scissors	● + ↑, →, ↓, or ←	German Suplex (while running)
● + →	Kurt™ German Suplex 3	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)		● + ↑, →, ↓, or ←	School Boy Pin 2 (while running)
●	Raise	GRAPPLE VS. RUNNING OPPONENT	
● + ↓	Pin Fall	●	Kurt™ Belly to Belly
● + ←	Armbar 2	● + ↑ or ↓	Arm Drag 5
● + ↑	Sleeper Hold 6	● + ← or →	Kurt™ German Suplex 1
● + →	Crossface Chickenwing	DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)		●	Double Suplex 1
●	Raise	● + ↓	Double DDT
● + ↓	Pin Fall	● + ←	Double Suplex 1
● + ←	Side Leg Lock	● + ↑	Double Clothesline
● + ↑	Standing Leg Lock	● + →	Double Beat Head
● + →	Leg and Neck Lock	DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
HELL IN A CELL ROOF (FACING STANDING OPPONENT)		●	Irish Whip
●	It Thrusts Down	● + ↓	Whip and Lay Down
● + ↑, →, ↓, or ←	It Thrusts Down	● + ←	Mudhole Stomping 1
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)		● + ↑	Hip Toss
●	It Thrusts Down	● + →	Body Splash and Whip
● + ↑, →, ↓, or ←	It Thrusts Down	TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
MAT STRIKE (STANDING NEAR OPPONENT)		● + ↓	Suplex and Cross Body
×	Kurt Angle™ Stomp		
× + ↑ or ↓	Knee Drop 2		
× + ← or →	Elbow Drop 4		
OPPONENT ON ROPES			
●	Irish Whip		

Stats

HEIGHT

6' 2"

WEIGHT

220 lbs.

FROM

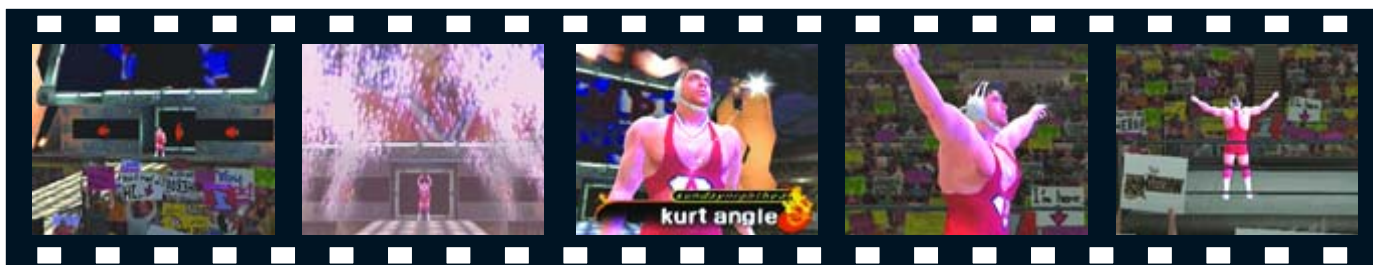
Pittsburgh, PA

FAVORITE QUOTE

"It's true! It's true!"

CAREER HIGHLIGHTS

WWE™ Champion; WCW® Champion; Intercontinental Champion; European Champion; WCW® U.S. Champion; King of the Ring® 2000; Hardcore Champion



Ankle™ Lock 2



Angle™ Slam 2



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



Kurt™ German Suplex 2



Multiple German Suplex



Kurt™ German Suplex 3

KURT ANGLE™

LANCE STORM™

Moves



Bio

Lance Storm™ always asks if he could be serious for a moment™. The truth is he's so good, he should always be taken seriously, and he wasted little time in proving it by capturing the Intercontinental Championship.

Throughout his career, Storm™ has expressed his Canadian pride, and makes it well known that he's from Calgary, Alberta, Canada! If he has his way, Storm™ will make it well known that he's one of the best in the world. And he'll be serious about it!

Note

Lance Storm™ has a hidden alternate costume. To unlock it, you must win a match at *Vengeance™* during the Season Mode.

Note

Did you know that Lance Storm™ is a voracious reader and runs an informal book club on his website?

Control	Action	Control	Action
TAUNT (STANDING)		TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
L2	Taunt Perry Saturn™	●	Irish Whip
L2 + ↓	Taunt Perry Saturn™	● + ↓	Superplex 2
L2 + ←	Holdup	● + ←	Big Back Chop 1
L2 + →	Taunt Perry Saturn™	● + ↑	Frankensteiner
L2 + ↗	Holdup	● + ↗	Mudhole Stomping 2
SMACKDOWN!™ (HOLDING WEAPON)		TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
L2	DDT	●	Irish Whip
L2 + ↑, ↗, ↓, or ←	DDT	● + ↓	Illegal Pin
SMACKDOWN!™ (FINISHING MOVE)		● + ←	Rolling Powerbomb
L2	Super Kick 2 (facing groggy standing opponent)	● + ↑	Super Backdrop
L2 + ↑, ↗, ↓, or ←	Single Leg Crab (near downed opponent's lower body)	● + ↗	Turnbuckle Toe Kick
GRAPPLE (FACING STANDING OPPONENT)		RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Turnbuckle Dropkick
● + ↓	DDT 2	× + ↑, ↗, ↓, or ←	Turnbuckle Dropkick (while running)
● + ←	Scoop Slam 2	TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
● + ↑	Club to Neck 2	●	Raises the Opponent Up
● + ↗	Snap Suplex	● + ↑, ↗, ↓, or ←	Pushes Turnbuckle
GRAPPLE (FACING STANDING GROGGY OPPONENT)		RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Turnbuckle Dropkick
● + ↓	Jawbreaker 1	DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
● + ←	Fireman Carry Slam	×	Elbow Drop 3
● + ↑	Gutbuster	× + ↓	Diving Headbutt 1
● + ↗	Suplex 2	× + ←	Front Dropkick 4
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)		× + ↑	Elbow Drop 3
● + ↓	Northern Lights Suplex	× + ↗	Spinning Wheel Kick 6
● + ←	Pendulum Backbreaker 1	JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
● + ↑	Reverse Sidewalk Slam	■, × (while running)	Dive Through Ropes
● + ↗	Brainbuster DDT	RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
STRIKE (FACING STANDING OPPONENT)		× (while running)	Back Elbow Attack 3
×	Benoit™ Punches	RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
× + ↓	Dropkick to Knee 2	× (while running)	Dropkick to Knee
× + ↖ or ↗	Toe Kick 1	DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
× + ←	Middle Kick 1	×	Vaulting Body Press
× + ↖ or ↗	Austin™ Punches 1	RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
× + ↑	Dropkick 2	●	Neckbreaker 1
× + ↗	Back Chop 2	● + ↑, ↗, ↓, or ←	School Boy Pin 1
GRAPPLE (BEHIND STANDING OPPONENT)		RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
●	Irish Whip	● (while running)	Neckbreaker 1
● + ↓	Benoit™ German Suplex	● + ↑, ↗, ↓, or ←	School Boy Pin 1 (while running)
● + ←	Russian Leg Sweep 2	RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
● + ↑	Elbow to Back of Head 2	× (while running)	Running Calf Kick
● + ↗	Kurt Angle™ Backdrop	× + ↑, ↗, ↓, or ←	Back Elbow Attack 3 (while running)
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)		RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
●	Irish Whip	× (while running)	Benoit™ Elbow Drop
● + ↓	German Suplex Pin	× + ↑, ↗, ↓, or ←	Dropkick to Knee (while running)
● + ←	Pendulum Backbreaker 2	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑	Sleeper Hold 3	● + ↑, ↗, ↓, or ←	German Suplex (while running)
● + ↗	Backdrop 2	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)		● + ↑, ↗, ↓, or ←	School Boy Pin 2 (while running)
●	Raise	GRAPPLE VS. RUNNING OPPONENT	
● + ↓	Pin Fall	●	Rolling Boston Crab
● + ←	Headlock	● + ↑ or ↓	Whirl Back Breaker
● + ↑	Dropkick to Face	● + ← or →	Powerslam
● + ↗	Sleeper Hold 5	DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)		●	Arm Wrench and Kick
●	Raise	● + ↓	Dropkick and Rolling Club
● + ↓	Pin Fall	● + ←	Double Suplex 1
● + ←	Kick to Leg 2	● + ↑	Double Facecrusher
● + ↑	Leg Lock 3	● + ↗	Double Dropkick
● + ↗	Mexican Surfboard	DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
HELL IN A CELL ROOF (FACING STANDING OPPONENT)		●	Irish Whip
●	It Thrusts Down	● + ↓	Backbreaker and Leg Drop
● + ↑, ↗, ↓, or ←	It Thrusts Down	● + ←	Mudhole Stomping 1
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)		● + ↑	Powerbomb
●	It Thrusts Down	● + ↗	Body Splash and Whip
● + ↑, ↗, ↓, or ←	It Thrusts Down	TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
MAT STRIKE (STANDING NEAR OPPONENT)		● + ↓	Suplex and Cross Body
×	Angry Stomp		
× + ↑ or ↓	Double Knee Drop		
× + ← or →	Elbow Drop 4		
OPPONENT ON ROPES			
●	Irish Whip		

Stats

HEIGHT

5' 11"

WEIGHT

240 lbs.

FROM

Calgary, Alberta, Canada

FAVORITE QUOTE

"If I could be serious for a moment...!"

CAREER HIGHLIGHTS

WCW® U.S. Champion; WCW™ Hardcore Champion; WCW® Cruiserweight Champion; Intercontinental Champion; ECW Tag Team Champion



Super Kick 2



Single Leg Grab 2



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

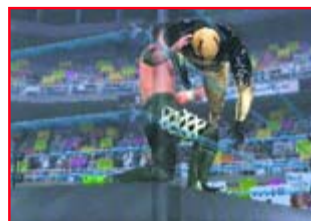
1. Benoit™ Punches
2. Middle Kick 1
3. Dropkick to Knee 1

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



Brainbuster DDT



Gutbuster



Pendulum Backbreaker 1

LANCE STORM™

Moves



Bio

This fiery redhead has proven time and again that she packs more than a sultry look. Both men and women have fallen victim to Lita™'s arsenal of moonsaults and hurricanranas™.

Given her ability in the ring, combined with her stunning looks, Lita™ could easily get her hands on anything she wants, even if it's another reign as Women's Champion for herself.

Note

Did you know that Lita™ debuted in WWE™ on February 8, 2000, as the valet of Essa Rios™, who won the WWE™ Light Heavyweight Title that evening?

Control	Action
TAUNT (STANDING)	
L2	Taunt Lita™ 1
L2 + ↓	Taunt Matt Hardy™
L2 + ←	Taunt Lita™ 2
L2 + ↑	Taunt Stacy Keibler™ 3
L2 + →	Taunt Lita™ 2
SMACKDOWN!™ (HOLDING WEAPON)	
L2	DDT
L2 + ↑, →, ↓, or ←	DDT
SMACKDOWN!™ (FINISHING MOVE)	
L2	Lita™ Diving Moonsault™ (on turnbuckle vs. downed opponent)
L2 + ↑, →, ↓, or ←	Spinning Out Powerbomb 2 (behind groggy standing opponent)
GRAPPLE (FACING STANDING OPPONENT)	
●	Irish Whip
● + ↓	Woman's Jawbreaker
● + ←	Arm Drag 3
● + ↑	Hurricanrana™ 1
● + →	Front Dropkick 6
GRAPPLE (FACING STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Lita™ Tornado DDT
● + ←	Shoulder Thrusts
● + ↑	Wrist Lock
● + →	DDT 2
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)	
● + ↓	Hurricanrana™ Pin 1
● + ←	Woman's Snapmare
● + ↑	Samurai Driver
● + →	Backslide Pin 1
STRIKE (FACING STANDING OPPONENT)	
X	Woman's Elbow Smash
X + ↓	Dropkick 2
X + ← or →	Woman's Toe Kick
X + ←	Back Chop 1
X + → or ↗	Woman's Slap 1
X + ↑	Front Dropkick 2
X + →	Middle Kick 1
GRAPPLE (BEHIND STANDING OPPONENT)	
●	Irish Whip
● + ↓	Diving Reverse DDT
● + ←	Forearm Smash
● + ↑	Elbow to Back of Head 2
● + →	Facecrusher 2
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Backslide Pin 2
● + ←	Jeff™ Leg Drop Pin
● + ↑	Elbow to Back of Head 2
● + →	School Boy Pin 2
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Mahistrol Cradle Pin
● + ↑	Fury Punch 3
● + →	Headlock
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Mexican Surfboard
● + ↑	Leg Lock 4
● + →	Bow and Arrow Lock
HELL IN A CELL ROOF (FACING STANDING OPPONENT)	
●	It Thrusts Down
● + ↑, →, ↓, or ←	It Thrusts Down
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)	
●	It Thrusts Down
● + ↑, →, ↓, or ←	It Thrusts Down
MAT STRIKE (STANDING NEAR OPPONENT)	
X	Woman's Angry Stomp
X + ↑ or ↓	Flip Splash
X + ← or →	Double Knee Drop
OPPONENT ON ROPES	
●	Irish Whip

Control	Action
TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Spring Board Arm Drag
● + ←	Frankensteiner
● + ↑	Spring Board Arm Drag
● + →	Frankensteiner
TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Beat Head 1
● + ←	Super Backdrop
● + ↑	Beat Head 1
● + →	Super Backdrop
RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
X (while running)	On the Top Rope
X + ↑, →, ↓, or ← (while running)	On the Top Rope
TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
●	Raises the Opponent Up
● + ↑, →, ↓, or ←	Foot Choke 2
RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
X (while running)	Turnbuckle Dropkick
DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
X	Hardy Boyz™ Leg Drop 3
X + ↓	Senton Bomb
X + ←	Missile Dropkick
X + ↑	Rolling Thunder 1
X + →	Diving Hurricanrana™
JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
■, X (while running)	Rope Flip 1
RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
X (while running)	Back Elbow Attack 3
RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
X (while running)	Running Flip Splash
DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
X	Asai Moonsault
RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
●	Spear and Punching
● + ↑, →, ↓, or ←	Hurricanrana™ Pin 1
RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
● (while running)	Spear and Punching
● + ↑, →, ↓, or ← (while running)	Hurricanrana™ Pin 1
RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
X (while running)	Cross Body 1
X + ↑, →, ↓, or ← (while running)	Back Elbow Attack 3
RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
X (while running)	Running Flip Splash
X + ↑, →, ↓, or ← (while running)	Dropkick to Knee
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING)	
● + ↑, →, ↓, or ← (while running)	Mat Slam 2
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
● + ↑, →, ↓, or ← (while running)	School Boy Pin 2
GRAPPLE VS. RUNNING OPPONENT	
●	Drop Toehold
● + ↑ or ↓	Arm Drag 5
● + ← or →	Hip Toss 1
DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
●	Double Suplex 2
● + ↓	Dropkick and Rolling Clutch
● + ←	Hardy Boyz™ Leg Drop 2
● + ↑	Double Facecrusher
● + →	Double Suplex 2
DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
●	Irish Whip
● + ↓	Whip and On All Fours
● + ←	Mudhole Stomping 1
● + ↑	Hip Toss
● + →	Kick to Stomach
TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
● + ↓	Suplex and Cross Body

Stats

HEIGHT

5' 8"

FROM

Sanford, NC

CAREER HIGHLIGHTS

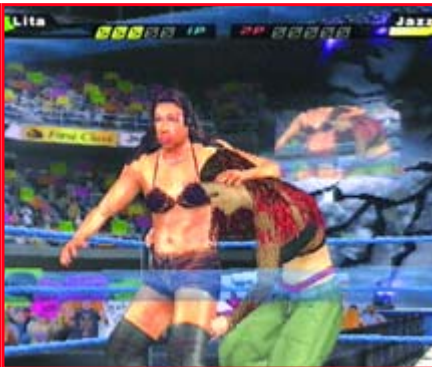
Women's Champion



Lita™ Diving Moonsault



Spinning Out Powerbomb 2



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Woman's Elbow Smash
2. Woman's Elbow Smash
3. Front Dropkick 2

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



Huracanrana™ 1



Lita™ Tornado DDT



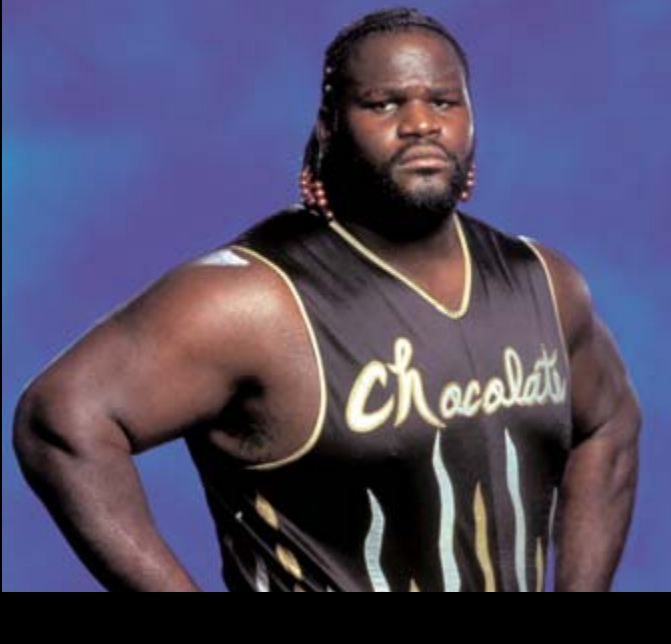
Front Dropkick 6

LITA™



MARK HENRY™

Moves



Bio

Mark Henry™ has never lacked charisma. He was blessed with a smile that could light up a sold-out arena and a personality that made a love affair with a 70-something woman seem believable. It has instead been physical issues that have hampered Henry™'s climb up the proverbial ladder in sports-entertainment. The man formerly known as "Sexual Chocolate™" admits that he wasn't always focused on working out and eating properly.

WWE™ took steps to rectify the problem in the spring of 2000, sending Henry™ to the company's talent development organization, Ohio Valley Wrestling in Louisville, Ky. He was told to improve his condition and his in-ring skill, and as the months have gone by, Henry™ has improved in all areas.

Note

Henry™ has been billed as the World's Strongest Man since making his World Wrestling Entertainment™ debut in 1996. But now when that impressive moniker is thrown his way, he can steal a catchphrase from another WWE™ Olympian and say, "Oh, it's true. It's damn true.™" In Feb. 2002, Henry™ took on perhaps the greatest field of professional strongmen and powerlifters ever assembled at Arnold Strongman Challenge in Columbus, Ohio, and beat them all. By winning the Arnold Strongman Challenge—part of Arnold Schwarzenegger's huge annual Arnold Classic Fitness Expo—Henry™ may have kicked his long-running quest to return to television glory into overdrive.

Control	Action	Control	Action
TAUNT (STANDING)		TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
L2	Shouting 1	●	Irish Whip
L2 + ↓	Come On! 1	● + ↓	Toss to Turnbuckle
L2 + ←	Muscle Appealing	● + ←	Big Chop
L2 + →	Come On! 1	● + →	Shoulder Thrust
L2 + ↑	Muscle Appealing	● + ↑	Hanging in Reverse
SMACKDOWN!™ (HOLDING WEAPON)		TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
L2	DDT	●	Irish Whip
L2 + ↑, →, ↓, or ←	DDT	● + ↓	Beat Head 1
SMACKDOWN!™ (FINISHING MOVE)		● + ←	Hanging in Reverse
L2	Bearhug 2 (facing groggy standing opponent)	● + ↑	Beat Head 2
L2 + ↑, →, ↓, or ←	Big Splash Pin (near downed opponent's upper body)	● + →	Turnbuckle Toe Kick
GRAPPLE (FACING STANDING OPPONENT)		RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Turnbuckle Clothesline
● + ↓	Strength 1	× + ↑, →, ↓, or ←	Turnbuckle Clothesline
● + ←	Hard Scoop Slam	TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
● + ↑	Club to Neck 3	●	Raises the Opponent Up
● + →	Drop Suplex	● + ↑, →, ↓, or ←	Pushes Clothesline
GRAPPLE (FACING STANDING GROGGY OPPONENT)		RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Knee Attack 1
● + ↓	Body Press Drop FW	DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
● + ←	Neckbreaker 3	×	Elbow Drop 3
● + ↑	Body Press Slam	× + ↓	Diving Elbow Drop Pin 1
● + →	Pendulum Backbreaker 1	× + ←	Shoulder Block 5
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)		× + ↑	Elbow Drop 3
● + ↓	Jackknife Powerbomb 2	× + →	Double Axe Handle 3
● + ←	Choke Toss 2	JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
● + ↑	Body Press Drop	■, × (while running)	Baseball Slide
● + →	Sidewalk Slam 2	RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
STRIKE (FACING STANDING OPPONENT)		× (while running)	Clothesline 5
×	Back Chop 1	RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
× + ↓	Clothesline 1	× (while running)	Running Leg Drop
× + ↖ or ↗	Toe Kick 1	DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
× + ←	Body Punch	×	Vaulting Body Press
× + ↖ or ↗	Double Axe Handle 1	RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
× + ↑	Overhand Punch 1	●	Lou Thesz Press 1
× + →	Austin™ Punches 1	● + ↑, →, ↓, or ←	Lou Thesz Press 2
GRAPPLE (BEHIND STANDING OPPONENT)		RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
●	Irish Whip	● (while running)	Lou Thesz Press 1
● + ↓	Mat Slam 2	● + ↑, →, ↓, or ←	Lou Thesz Press 2
● + ←	Sidewalk Slam 3	RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
● + ↑	Forearm Smash	× (while running)	Kurt™ Shoulder Block
● + →	Atomic Drop	× + ↑, →, ↓, or ←	Clothesline 5
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)		(while running)	
●	Irish Whip	RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
● + ↓	Pumphandle Drop	× (while running)	Double Axe Handle 5
● + ←	Pendulum Backbreaker 2	× + ↑, →, ↓, or ←	Running Leg Drop
● + ↑	Sleeper Hold 3	(while running)	
● + →	Super Atomic Drop	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING)	
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)		● + ↑, →, ↓, or ←	Mat Slam 2
●	Raise	(while running)	
● + ↓	Pin Fall	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
● + ←	Sleeper Hold 8	● + ↑, →, ↓, or ←	School Boy Pin 2
● + ↑	Mounted Punching 1	(while running)	
● + →	Camel Clutch 2	GRAPPLE VS. RUNNING OPPONENT	
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)		●	Scrapbuster Pin
●	Raise	● + ↑ or ↓	Flapjack 2
● + ↓	Pin Fall	● + ← or →	Powerslam
● + ←	Toss 1	DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
● + ↑	Knee Stomp 2	●	Headbutt and Elbow Drop
● + →	Stretch Muffler	● + ↓	Double DDT
HELL IN A CELL ROOF (FACING STANDING OPPONENT)		● + ←	Punches and Full Nelson
●	It Thrusts Down	● + ↑	Double Clothesline
● + ↑, →, ↓, or ←	It Thrusts Down	● + →	Double Flapjack
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)		DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
●	It Thrusts Down	●	Irish Whip
● + ↑, →, ↓, or ←	It Thrusts Down	● + ↓	Powerbomb
MAT STRIKE (STANDING NEAR OPPONENT)		● + ←	Mudhole Stomping 1
×	Angry Stomp	● + ↑	Front Slam
× + ↑ or ↓	Leg Drop	● + →	Kick to Stomach
× + ← or →	Elbow Drop 4	TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
OPPONENT ON ROPES		● + ↓	Suplex and Cross Body
●	Austin™ Attack 1		

Stats

HEIGHT

6' 1"

WEIGHT

380 lbs.

FROM

Silsbee, Texas

CAREER HIGHLIGHTS

European Champion



Bearhug 2



Big Splash Pin



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Back Chop 1
2. Body Punch
3. Clothesline 3

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



Jackknife Powerbomb 2



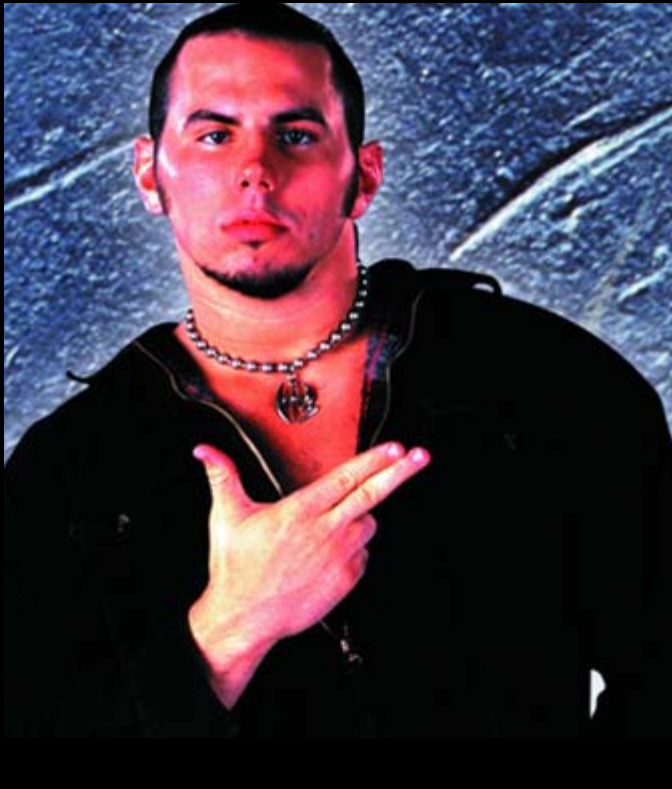
Pumphandle Drop



Stretch Muffler

MARK HENRY™

Moves



Bio

The Hardy Boyz™ forever inscribed their names in the annals of WWE™ history with their breathtaking performance in the Ladder Match at October 1999's *No Mercy*® Pay-Per-View, when they defeated "Edge and Christian™" in a ladder match.

Since then, the Hardy™s have been a part of nearly every memorable tag team match WWE™ has put on, including the infamous TLC™ Match from *SummerSlam*™ 2000.

The brothers have since gone their separate ways. Recently on RAW™, Matt™, jealous that Jeff™ got a shot at the Intercontinental Championship, turned on his brother, costing him the match. Matt™ completely severed ties between the two when he jumped to SmackDown!™ shortly after.

Note

Matt Hardy™ has a hidden alternate costume. To unlock it, you must win a match at *Survivor Series*® during the Season Mode.

Note

Did you know that Matt™ and Jeff™ Hardy won their first WWE™ Tag Team Championship on June 29, 1999, by beating the Acolytes™ (Farooq™ and Bradshaw™) in Fayetteville, NC?

Control	Action	Control	Action
TAUNT (STANDING)		TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
L2	Taunt Matt Hardy™	●	Irish Whip
L2 + ↓	Taunt Matt Hardy™	● + ↓	Tornado DDT
L2 + ←	Taunt Jeff Hardy™ 1	● + ←	Hanging in Reverse
L2 + ↑	Taunt Matt Hardy™	● + ↑	Tornado DDT
L2 + →	Taunt Jeff Hardy™ 1	● + →	Mudhole Stomping 2
SMACKDOWN!™ (HOLDING WEAPON)		TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
L2	DDT	●	Irish Whip
L2 + ↑, →, ↓, or ←	DDT	● + ↓	Cross Powerbomb
SMACKDOWN!™ (FINISHING MOVE)		● + ←	Super Backdrop
L2	Matt™ Twist of Fate (facing groggy standing opponent)	● + ↑	Cross Backdrop
L2 + ↑, →, ↓, or ←	Hardy Boyz™ Leg Drop 3 (on turnbuckle vs. downed opponent)	● + →	Super Backdrop
GRAPPLE (FACING STANDING OPPONENT)		RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Turnbuckle Clothesline
● + ↓	DDT 2	× + ↑, →, ↓, or ←	Turnbuckle Clothesline (while running)
● + ←	Arm Drag 3	TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
● + ↑	Arm Wrench	●	Raises the Opponent Up
● + →	Matt™ Gutwrench Suplex	● + ↑, →, ↓, or ←	Pushes Turnbuckle
GRAPPLE (FACING STANDING GROGGY OPPONENT)		RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Turnbuckle Droptick
● + ↓	Jumping Tornado DDT	DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
● + ←	Mat Slam 1	×	Whisper in the Wind™ 1
● + ↑	Gutbuster	× + ↓	Elbow Drop 3
● + →	Suplex 2	× + ←	Spinning Wheel Kick 6
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)		× + ↑	Rolling Thunder 1
● + ↓	Jumping Tornado DDT	× + →	Headscissor Takedown 1
● + ←	Side Effect	JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
● + ↑	Double Arm Suplex 2	■, × (while running)	Rope Flip 2
● + →	Snap Suplex	RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
STRIKE (FACING STANDING OPPONENT)		× (while running)	Cross Body 1
×	Snap Jab	RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
× + ↓	Dropkick 2	× (while running)	Benoit™ Elbow Drop
× + ← or →	Toe Kick 1	DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
× + ←	Toe Kick 2	×	Asai Moonsault
× + → or →	Spinning Punches	RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
× + ↑	Rolling Wheel Kick	●	Huracanrana™ and Punches
× + →	Back Chop 1	● + ↑, →, ↓, or ←	Neckbreaker Drop 2
GRAPPLE (BEHIND STANDING OPPONENT)		RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
●	Irish Whip	● (while running)	Huracanrana™ and Punches
● + ↓	Naked Choke Drop	● + ↑, →, ↓, or ←	Neckbreaker Drop 2 (while running)
● + ←	Full Nelson Face Buster	RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
● + ↑	Elbow to Back of Head 2	× (while running)	Back Elbow Attack 2
● + →	Forearm Smash	× + ↑, →, ↓, or ←	Cross Body 1 (while running)
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)		RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
●	Irish Whip	× (while running)	Double Axe Handle 5
● + ↓	Rolling Clutch Pin	× + ↑, →, ↓, or ←	Benoit™ Elbow Drop (while running)
● + ←	Facecrusher 5	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑	Diving Reverse DDT	● + ↑, →, ↓, or ←	Snapmare 4 (while running)
● + →	Backdrop 1	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)		● + ↑, →, ↓, or ←	School Boy Pin 2 (while running)
●	Raise	GRAPPLE VS. RUNNING OPPONENT	
● + ↓	Pin Fall	●	Arm Drag 5
● + ←	Headlock	● + ↑ or ↓	Samoan Drop
● + ↑	Fury Punch 3	● + ← or →	Arm Drag 6
● + →	Surfboard	DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)		●	Double Suplex 2
●	Raise	● + ↓	Droptick and Rolling Clutch
● + ↓	Pin Fall	● + ←	Hardy Boyz™ Leg Drop 2
● + ←	Pin with Bridge	● + ↑	Double Facecrusher
● + ↑	Leg Lock 4	● + →	Double Suplex 2
● + →	Leg Lock 3	DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
HELL IN A CELL ROOF (FACING STANDING OPPONENT)		●	Irish Whip
●	It Thrusts Down	● + ↓	Whip and On All Fours
● + ↑, →, ↓, or ←	It Thrusts Down	● + ←	Mudhole Stomping 1
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)		● + ↑	Facebuster 1
●	It Thrusts Down	● + →	Kick to Stomach
● + ↑, →, ↓, or ←	It Thrusts Down	TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
MAT STRIKE (STANDING NEAR OPPONENT)		● + ↓	Suplex and Cross Body
×	Angry Stomp		
× + ↑ or ↓	Leg Drop		
× + ← or →	Fist Drop		
OPPONENT ON ROPES			
●	Irish Whip		

Stats

HEIGHT
6'2"

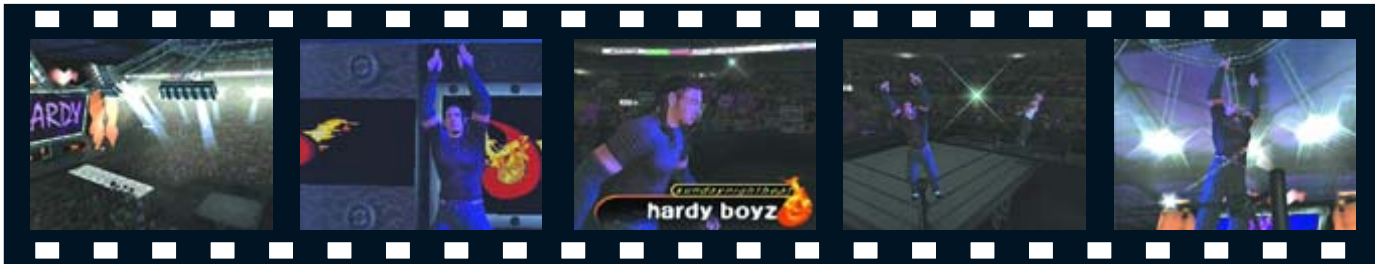
WEIGHT
225 lbs.

FROM
Cameron, NC

FINISHING MOVE
Twist of Fate™

CAREER HIGHLIGHTS

European Champion; Hardcore Champion; Tag Team Champion; WCW® Tag Team Champion



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Snap Jab
2. Back Elbow Smash
3. Rolling Wheel Kick

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



MATT HARDY™



Bio

It took Maven™ more than three months of sweat and pain to become the first winner of WWE™'s *Tough Enough™* competition. And during an episode of *SmackDown!™*, Maven™ earned his first piece of WWE™ gold by upsetting Undertaker® and winning the Hardcore Championship! Maven™'s run began with an eye-opening appearance in the *Royal Rumble®* Match where he eliminated Undertaker®. When fans complained about Undertaker® returning the favor, Maven™ found himself pushed into a match against Chris Jericho® for the Undisputed Championship on *Raw®*. The ever-modest Maven™ said that even though he came up short against Y2J™, just the fact that he was given a chance to compete with the champ was a huge honor. "All titles aside, just being in the ring, it's all unbelievable," he said. "It's kind of like blowing into a balloon. Each time you go out there it keeps getting bigger and bigger." Now that he has his foot in the door, the young Superstar is ready to make the most of his World Wrestling Entertainment™ career. "I love every aspect of this business," he said. "This is gonna be nothing but fun."

Note

Did you know that Maven™ used to be a schoolteacher before finding WWE™ Superstardom through *Tough Enough™*?

Control	Action
TAUNT (STANDING)	
L2	Swing Right Arm
L2 + ↓	Taunt Christian™ 2
L2 + ←	Swing Arms
L2 + ↑	Taunt Christian™ 2
L2 + →	Swing Arms
SMACKDOWN!™ (HOLDING WEAPON)	
L2	DDT
L2 + ↑, →, ↓, or ←	DDT
SMACKDOWN!™ (FINISHING MOVE)	
L2	Kurt™ Diving Moonsault (on turnbuckle vs. downed opponent)
L2 + ↑, →, ↓, or ←	German Suplex Pin (behind groggy standing opponent)
GRAPPLE (FACING STANDING OPPONENT)	
●	Irish Whip
● + ↓	Elbow Strike
● + ←	Scoop Slam 2
● + ↑	Wrist Lock
● + →	Wrist Clutch and Elbow
GRAPPLE (FACING STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Side Belly to Belly 1
● + ←	Headlock Takeover
● + ↑	Neckbreaker 3
● + →	Suplex 2
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)	
● + ↓	Jackknife Powerbomb 1
● + ←	Body Press Front Slam 1
● + ↑	Shin Breaker
● + →	DDT 2
STRIKE (FACING STANDING OPPONENT)	
×	Benoit™ Punches
×	Dropkick 1
×	Toe Kick 1
×	Back Chop 1
×	Clothesline 3
×	Spinning Wheel Kick 3
×	Snap Jab
GRAPPLE (BEHIND STANDING OPPONENT)	
●	Irish Whip
● + ↓	Diving Reverse DDT
● + ←	Pendulum Backbreaker 2
● + ↑	Elbow to Back of Head 2
● + →	Forearm Smash
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	School Boy Pin 2
● + ←	Kurt Angle™ Backdrop
● + ↑	Rolling Clutch Pin
● + →	Benoit™ German Suplex
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Headlock
● + ↑	Mounted Punching 1
● + →	Camel Clutch 2
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Leg Lock 3
● + ↑	Leg Lock 4
● + →	Boston Crab
HELL IN A CELL ROOF (FACING STANDING OPPONENT)	
●	It Thrusts Down
● + ↑, →, ↓, or ←	It Thrusts Down
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)	
●	It Thrusts Down
● + ↑, →, ↓, or ←	It Thrusts Down
MAT STRIKE (STANDING NEAR OPPONENT)	
×	Angry Stomp
×	Knee Drop 2
×	Elbow Drop 4
OPPONENT ON ROPES	
●	Irish Whip

Control	Action
TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	10 Punch
● + ←	Superplex 1
● + ↑	Frankensteiner
● + →	Shoulder Thrust
TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Super Backdrop
● + ←	Dropkick and School Boy Pin
● + ↑	Beat Head 1
● + →	Hanging in Reverse
RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
×	On the Top Rope
×	On the Top Rope
TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
●	Raises the Opponent Up
● + ↑, →, ↓, or ←	Foot Choke 2
RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
×	Turnbuckle Dropkick
DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
×	Diving Headbutt 1
×	Elbow Drop 3
×	Missile Dropkick
×	Diving Headbutt
×	Double Axe Handle 3
JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
■, × (while running)	Dive Through Ropes
RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
×	Dropkick 5
RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
×	Dropkick to Knee
DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
×	Vaulting Body Press
RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
●	Neckbreaker 1
● + ↑, →, ↓, or ←	Running Backslide Pin
RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
● (while running)	Neckbreaker 1
● + ↑, →, ↓, or ← (while running)	Running Backslide Pin
RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
×	Clothesline 4
×	Dropkick 5
RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
×	Benoit™ Elbow Drop
×	Dropkick to Knee
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑, →, ↓, or ← (while running)	German Suplex
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
● + ↑, →, ↓, or ← (while running)	School Boy Pin 2
GRAPPLE VS. RUNNING OPPONENT	
●	Belly to Belly Suplex
● + ↑ or ↓	Shoulder Back Toss 1
● + ← or →	Hip Toss 1
DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
●	Double Suplex 2
● + ↓	Dropkick and Rolling Clutch
● + ←	Double Suplex 1
● + ↑	Double Clothesline
● + →	Double Dropkick
DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
●	Irish Whip
● + ↓	Whip and Lay Down
● + ←	Mudhole Stomping 1
● + ↑	Hip Toss
● + →	Body Splash and Whip
TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
● + ↓	Suplex and Cross Body

Stats

CAREER HIGHLIGHTS

Tough Enough™ Champion; Hardcore Champion (3)



Kurt™ Diving Moonsault



German Suplex Pin



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Benoit™ Punches
2. Austin™ Punches 1
3. Spinning Wheel Kick 3

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



Missile Dropkick



School Boy Pin 2



Dropkick 1

MAYVEN™

MOLLY HOLLY™

Moves



Bio

Molly™ is easily one of the most athletic females on the WWE™ roster, and as she tells it, she's also by far the most precious and wholesome. For a time, Molly™ teamed with The Hurricane™ to fight for truth and justice and tried to protect the good citizens of WWE™. However, Molly™ destroyed her relationship by trying to take the Hardcore Championship from The Hurricane™ during *WrestleMania® X8*. Molly™ shed her cape and now sports a stunning new look. With her impressive skills, beautiful looks and elegance guiding the way, Molly™ is one young lady to keep an eye on!

Note

Molly Holly™ has a hidden alternate costume. To unlock it, you must win a match at *No Mercy™* during the Season Mode.

Note

Did you know that Molly Holly™ used to perform in WCW™ under the names Miss Madness™, Mona Madness™, and simply Mona™?

Control	Action	Control	Action
TAUNT (STANDING)		TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
L2	Taunt Molly Holly™ 2	●	Irish Whip
L2 + ↓	Taunt Molly Holly™ 2	● + ↓	Spring Board Arm Drag
L2 + ←	Taunt Molly Holly™ 3	● + ←	Frankensteiner
L2 + ↑	Taunt Molly Holly™ 2	● + ↑	Springboard Arm Drag
L2 + ↗	Taunt Molly Holly™ 3	● + ↗	Frankensteiner
SMACKDOWN!™ (HOLDING WEAPON)		TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
L2	DDT	●	Irish Whip
L2 + ↑, ↗, ↓, or ←	DDT	● + ↓	Illegal Pin
SMACKDOWN!™ (FINISHING MOVE)		TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
L2	Molly-Go-Round Pin™ (on turnbuckle vs. groggy standing opponent)	● + ↓	Super Backdrop
L2 + ↑, ↗, ↓, or ←	Double Wrist Suplex Pin (facing groggy standing opponent)	● + ←	Beat Head 1
		● + ↑	Super Backdrop
		● + ↗	Super Backdrop
GRAPPLE (FACING STANDING OPPONENT)		RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	On the Top Rope
● + ↓	Wrist and Arm Wrench	× + ↑, ↗, ↓, or ←	On the Top Rope (while running)
● + ←	Cruiserweight Moves 1	TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
● + ↑	Wrist Lock	●	Raises the Opponent Up
● + ↗	Snapmare 2	● + ↑, ↗, ↓, or ←	Foot Choke 2
GRAPPLE (FACING STANDING GROGGY OPPONENT)		RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Turnbuckle Dropkick
● + ↓	Woman's Jawbreaker	DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
● + ←	DDT 2	×	Elbow Drop 3
● + ↑	Hurricane™ 1	× + ↓	Diving Moonsault Pin
● + ↗	Front Dropkick 5	× + ←	Missile Dropkick
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)		× + ↑	Rolling Thunder 1
● + ↓	Small Package	× + ↗	Missile Dropkick
● + ←	Lita™ Tornado DDT	JUMP THROUGH ROPES (IN RING; RUNNING TOWARD OPPONENT OUTSIDE RING)	
● + ↑	Samurai Driver	■, × (while running)	Rope Flip 1
● + ↗	Suplex 1	RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
STRIKE (FACING STANDING OPPONENT)		× (while running)	Front Dropkick 3
×	Woman's Elbow Smash	RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
× + ↓	Dropkick 2	× (while running)	Running Flip Splash
× + ↖ or ↗	Woman's Toe Kick	DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
× + ←	Middle Kick 1	×	Asai Moonsault
× + ↖ or ↗	Woman's Slap 2	RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
× + ↑	Front Dropkick 2	●	Neckbreaker 1
× + ↗	Back Chop 1	● + ↑, ↗, ↓, or ←	Hurricane™ Pin 1
GRAPPLE (BEHIND STANDING OPPONENT)		RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
●	Irish Whip	● (while running)	Neckbreaker 1
● + ↓	Benoit™ German Suplex	● + ↑, ↗, ↓, or ←	Hurricane™ Pin 1 (while running)
● + ←	Cruiserweight Moves 4	RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
● + ↑	Elbow to Back of Head 2	× (while running)	Back Elbow Attack 1
● + ↗	Forearm Smash	× + ↑, ↗, ↓, or ←	Front Dropkick 3 (while running)
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)		RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
●	Irish Whip	× (while running)	Running Flip Splash
● + ↓	German Suplex Pin	× + ↑, ↗, ↓, or ←	Dropkick to Knee (while running)
● + ←	Wrist Lock Backdrop	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑	Diving Reverse DDT	● + ↑, ↗, ↓, or ←	Snapmare 4 (while running)
● + ↗	Pendulum Backbreaker	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)		● + ↑, ↗, ↓, or ←	Spinning Hurricane™ 1 (while running)
●	Raise	GRAPPLE VS. RUNNING OPPONENT	
● + ↓	Pin Fall	●	Drop Toehold
● + ←	Short Arm Scissors	● + ↑ or ↓	Arm Drag 5
● + ↑	Cruiserweight Moves 5	● + ← or →	Arm Drag 6
● + ↗	Spinning Armlock	DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)		●	Double Suplex 2
●	Raise	● + ↓	Dropkick and Rolling Clutch
● + ↓	Pin Fall	● + ←	Double Suplex 1
● + ←	Pin with Bridge	● + ↑	Double Clothesline
● + ↑	Cruiserweight Moves 6	● + ↗	Double Dropkick
● + ↗	Mexican Surfboard	DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
HELL IN A CELL ROOF (FACING STANDING OPPONENT)		●	Irish Whip
●	It Thrusts Down	● + ↓	Whip and On All Fours
● + ↑, ↗, ↓, or ←	It Thrusts Down	● + ←	Mudhole Stomping 1
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)		● + ↑	Hip Toss
●	It Thrusts Down	● + ↗	Kick to Stomach
● + ↑, ↗, ↓, or ←	It Thrusts Down	TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
MAT STRIKE (STANDING NEAR OPPONENT)		● + ↓	Suplex and Cross Body
×	Woman's Angry Stomp		
× + ↑ or ↓	Flip Leg Drop		
× + ← or →	Flip Splash		
OPPONENT ON ROPES			
●	Acrobatic Clothesline		

Stats

HEIGHT

5' 4"

FROM

Mobile, AL

FINISHING MOVE

Molly-Go-Round™

CAREER HIGHLIGHTS

Women's Champion



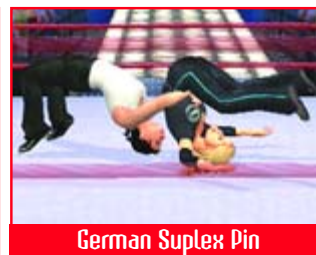
COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Woman's Elbow Smash
2. Middle Kick 1
3. Dropkick 2

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



MOLLY HOLLY™



RANDY ORTON™

Moves



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.

Note

Did you know that Randy Orton™, like The Rock®, is a third-generation Superstar? His father was "Cowboy" Bob Orton, and his grandfather was Bob Orton, Sr.

Control	Action	Control	Action
TAUNT (STANDING)		TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
L2	Taunt Perry Saturn™	●	Irish Whip
L2 + ↓	Taunt Christian™ 2	● + ↓	10 Punch
L2 + ←	Raising Arm 4	● + ←	Back Elbow Strike 2
L2 + ↑	Taunt Christian™ 2	● + ↑	Super Arm Drag
L2 + →	Raising Arm 4	● + →	Big Back Chop 1
SMACKDOWN!™ (HOLDING WEAPON)		TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
L2	DDT	●	Irish Whip
L2 + ↑, →, ↓, or ←	DDT	● + ↓	Illegal Pin
SMACKDOWN!™ (FINISHING MOVE)		● + ←	Hanging in Reverse
L2	Overdrive (facing groggy standing opponent)	● + ↑	Super Backdrop
L2 + ↑, →, ↓, or ←	Complete Shot (facing groggy standing opponent)	● + →	Turnbuckle Toe Kick
GRAPPLE (FACING STANDING OPPONENT)		RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	On the Top Rope
● + ↓	Drop Toehold	× + ↑, →, ↓, or ←	On the Top Rope (while running)
● + ←	Cruiserweight Moves 2	TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
● + ↑	European Uppercut	●	Raises the Opponent Up
● + →	Wrist Clutch and Elbow	● + ↑, →, ↓, or ←	Pushes Turnbuckle
GRAPPLE (FACING STANDING GROGGY OPPONENT)		RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Turnbuckle Dropkick
● + ↓	Sidewalk Slam 2	DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
● + ←	Spinning Backdrop	×	Elbow Drop 3
● + ↑	Shoulder Breaker	× + ↓	Diving Elbow Drop Pin 1
● + →	Suplex 3	× + ←	Diving Cross Body Pin 2
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)		× + ↑	Elbow Drop 3
● + ↓	Small Package	× + →	Front Dropkick 4
● + ←	Rib Breaker	JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
● + ↑	Neckbreaker 3	■, × (while running)	Vaulting Body Press
● + →	DDT 2	RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
STRIKE (FACING STANDING OPPONENT)		× (while running)	Dropkick 4
×	Snap Jab	RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
× + ↓	Dropkick 2	× (while running)	Dropkick to Knee
× + ← or →	Toe Kick 1	DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
× + ←	Spinning Back Kick 1	×	Vaulting Body Press
× + ← or →	Austin™ Punches 1	RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
× + ↑	Shuffle Side Kick 1	●	Neckbreaker 1
× + →	Back Chop 1	● + ↑, →, ↓, or ←	School Boy Pin 1
GRAPPLE (BEHIND STANDING OPPONENT)		RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
●	Irish Whip	● (while running)	Neckbreaker 1
● + ↓	Sidewalk Slam 3	● + ↑, →, ↓, or ←	School Boy Pin 1 (while running)
● + ←	Russian Leg Sweep 2	RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
● + ↑	Rear Naked with Stretch	× (while running)	Flying Forearm Smash 1
● + →	Bulldog	× + ↑, →, ↓, or ←	Dropkick 4 (while running)
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)		RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
●	Irish Whip	× (while running)	Benoit™ Elbow Drop
● + ↓	School Boy Pin 2	× + ↑, →, ↓, or ←	Dropkick to Knee (while running)
● + ←	Diving Reverse DDT	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑	Sleeper Hold 3	● + ↑, →, ↓, or ←	Hurricane™ Neckbreaker (while running)
● + →	Inverted Suplex 2	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)		● + ↑, →, ↓, or ←	School Boy Pin 2 (while running)
●	Raise	GRAPPLE VS. RUNNING OPPONENT	
● + ↓	Pin Fall	●	Powerslam Pin
● + ←	Oklahoma Roll Pin	● + ↑ or ↓	Shoulder Back Toss 1
● + ↑	Cruiserweight Moves 5	● + ← or →	Hip Toss 1
● + →	Short Arm Scissors	DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)		●	Double Facecrusher
●	Raise	● + ↓	Double Punches 2
● + ↓	Pin Fall	● + ←	Double Suplex 1
● + ←	Kick to Leg 2	● + ↑	Double Clothesline
● + ↑	Leg Lock 4	● + →	Double Beat Head
● + →	Boston Crab	DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
HELL IN A CELL ROOF (FACING STANDING OPPONENT)		●	Irish Whip
●	It Thrusts Down	● + ↓	Whip and Lay Down
● + ↑, →, ↓, or ←	It Thrusts Down	● + ←	Mudhole Stomping 1
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)		● + ↑	Hip Toss
●	It Thrusts Down	● + →	Kick to Stomach
● + ↑, →, ↓, or ←	It Thrusts Down	TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
MAT STRIKE (STANDING NEAR OPPONENT)		●	Suplex and Cross Body
×	Angry Stomp	● + ↓	
× + ↑ or ↓	Knee Drop 2		
× + ← or →	Elbow Drop 4		
OPPONENT ON ROPES			
●	Irish Whip		

Stats

HEIGHT

6' 4"

WEIGHT

245 lbs.

FROM

St. Louis, Missouri



Overdrive



Complete Shot



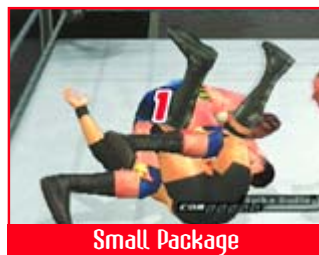
COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Snap Jab
2. Back Chop 1
3. Shuffle Side Kick 1

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



Small Package



School Boy Pin 2



Oklahoma Roll Pin

RANDY ORTON™

Moves



Bio

"What about me? What about Raven™?" Good question. Citing his miserable past, Raven™ is the master of self-pity. He's also a master of taking incredible amounts of punishment and coming back for more. A two-time Extreme Championship Wrestling™ Champion and two-time ECW™ Tag Team Champion, Raven™ can take it from the best of them, and dish out twice as much. Raven™'s goals in World Wrestling Entertainment™ are clear: to win some gold and show the world that he's deserving of the respect he feels has eluded him his entire life.

Note

Raven™ has a hidden alternate costume. To unlock it, you must win a match at *Vengeance™* during the Season Mode.

Note

Did you know that, having lost a "Loser Leaves Raw®" match, Raven™ wound up becoming the first Superstar exclusive to WWE™ *Sunday Night Heat®*?

Control	Action	Control	Action
TAUNT (STANDING)		TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
L2	Taunt Raven™	●	Irish Whip
L2 + ↓	Taunt Raven™	● + ↓	Foot Choke 1
L2 + ←	Holdup	● + ←	Body Strikes
L2 + ↑	Taunt Raven™	● + ↑	Mudhole Stomping 2
L2 + →	Holdup	● + →	Fury Strikes
SMACKDOWN!™ (HOLDING WEAPON)		TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
L2	DDT	●	Irish Whip
L2 + ↑, →, ↓, or ←	DDT	● + ↓	Illegal Pin
SMACKDOWN!™ (FINISHING MOVE)		● + ←	Tarantula 1
L2	Raven™ Effect (facing groggy standing opponent)	● + ↑	Turnbuckle Toe Kick
L2 + ↑, →, ↓, or ←	Raven™ Effect (facing groggy standing opponent)	● + →	Hanging in Reverse
GRAPPLE (FACING STANDING OPPONENT)		RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Clothesline and Bulldog
● + ↓	Manhattan Drop	× + ↓, ←, ↑, or →	Clothesline and Bulldog (while running)
● + ←	Russian Leg Sweep 1	TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
● + ↑	Club to Neck 3	●	Raises the Opponent Up
● + →	Elbow Strike	● + ↓, ←, ↑, or →	Mudhole Stomping 3
GRAPPLE (FACING STANDING GROGGY OPPONENT)		RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Knee Attack 1
● + ↓	Gutbuster	DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
● + ←	Body Knee Strike	×	Diving Fist Drop
● + ↑	Neckbreaker 3	× + ↓	Diving Fist Drop
● + →	Suplex 3	× + ←	Diving Elbow Bat
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)		× + ↑	Elbow Drop 3
● + ↓	Shoulder Breaker	× + →	Double Axe Handle 3
● + ←	Mat Slam 1	JUMP THROUGH ROPES (IN RING; RUNNING TOWARD OPPONENT OUTSIDE RING)	
● + ↑	Short Clothesline 3	■, × (while running)	Dive Through Ropes
● + →	Sidewalk Slam 2	RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
STRIKE (FACING STANDING OPPONENT)		× (while running)	Kitchen Sink 1
×	Benoit™ Punches	RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
× + ↓	Clothesline 3	× (while running)	Dropkick to Knee
× + ← or →	Toe Kick 1	DIVING ATTACK (STANDING ON TURNBUCKLE; OPPONENT OUTSIDE RING)	
× + ←	Boxing Straight Punch	×	Vaulting Body Press
× + ← or →	Back Chop 1	RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
× + ↑	Double Axe Handle 1	●	Neckbreaker 1
× + →	Boxing Hook Punch	● + ↓, ←, ↑, or →	Lou Thesz Press 1
GRAPPLE (BEHIND STANDING OPPONENT)		RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
●	Irish Whip	● (while running)	Neckbreaker 1
● + ↓	Rear Naked with Stretch	● + ↓, ←, ↑, or →	Lou Thesz Press 1 (while running)
● + ←	Russian Leg Sweep 2	RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
● + ↑	Elbow to Back of Head 2	× (while running)	Clothesline 7
● + →	Bulldog	× + ↓, ←, ↑, or →	Kitchen Sink 1 (while running)
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)		RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
●	Irish Whip	× (while running)	Double Axe Handle 5
● + ↓	Abdominal Stretch 2	× + ↓, ←, ↑, or →	Dropkick to Knee (while running)
● + ←	Forearm Smash	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑	Sleeper Hold 3	● + ↓, ←, ↑, or →	Mat Slam 2 (while running)
● + →	High Angle Backdrop 2	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)		● + ↓, ←, ↑, or →	School Boy Pin 2 (while running)
●	Raise	GRAPPLE VS. RUNNING OPPONENT	
● + ↓	Pin Fall	●	Neckbreaker
● + ←	Headlock	● + ↑ or ↓	Flapjack 2
● + ↑	Fury Punch 3	● + ← or →	Flapjack 3
● + →	Bow Back Breaker	DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)		●	Low Blow and Knee Attack
●	Raise	● + ↓	Double DDT
● + ↓	Pin Fall	● + ←	Double Suplex 1
● + ←	Kick to Groin 3	● + ↑	Double Clothesline
● + ↑	Knee Stomp 2	● + →	Double Beat Head
● + →	Kick to Leg 2	DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
HELL IN A CELL ROOF (FACING STANDING OPPONENT)		●	Irish Whip
●	It Thrusts Down	● + ↓	Stomach Crusher
● + ↓, ←, ↑, or →	It Thrusts Down	● + ←	Mudhole Stomping 1
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)		● + ↑	Spike Piledriver
●	It Thrusts Down	● + →	Body Splash and Whip
● + ↓, ←, ↑, or →	It Thrusts Down	TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
MAT STRIKE (STANDING NEAR OPPONENT)		●	Suplex and Cross Body
×	Angry Stomp	● + ↓	
× + ↑ or ↓	Fist Drop		
× + ← or →	Jumping Elbow Drop		
OPPONENT ON ROPES			
●	Austin™ Attack 2		

Stats

HEIGHT

6' 0"

WEIGHT

225 lbs.

FROM

The Bowery

FAVORITE QUOTE

"What about Raven™?"

CAREER HIGHLIGHTS

Hardcore Champion



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Benoit™ Punches
2. Boxing Body Blow
3. Boxing Straight Punch

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



Fury Strikes



Diving Fist Drop



Bow Back Breaker

RAVEN™

Moves



Bio

Dubbed "The Rookie Monster™" in Extreme Championship Wrestling™, Rhyno™ compiled arguably the most dominant first year in the company's history, capturing both the ECW™ World Heavyweight and Television Championships. Rhyno™'s combination of power and agility made him an unstoppable force in ECW™, and he's wasted no time in taking out the competition in the World Wrestling Entertainment™.

Rhyno™ quickly asserted himself here by helping "Edge & Christian™" capture their record sixth Tag Team Championship, and was a major factor in helping ECW™ winning TLC™ II at *WrestleMania® X-Seven*. Though he's spent the last few months recovering from injury, Rhyno™ promises to return with a fury.

Note

Did you know that the neck injury Rhyno™ suffered in 2001 was identical to the ones suffered by Steve Austin™ and Chris Benoit™? Although it was a serious injury, Rhyno™ is expected to return to the WWE™ ring by the end of 2002.

Control	Action	Control	Action
TAUNT (STANDING)		TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
L2	Taunt Rhyno™ 2	●	Irish Whip
L2 + ↓	Taunt Rhyno™ 2	● + ↓	Mudhole Stomping 2
L2 + ←	Taunt Rhyno™ 1	● + ←	Shoulder Thrust
L2 + ↑	Taunt Rhyno™ 2	● + ↑	Toss to Turnbuckle
L2 + ↗	Taunt Rhyno™ 1	● + ↗	Body Strikes
SMACKDOWN!™ (HOLDING WEAPON)		TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
L2	DDT	●	Irish Whip
L2 + ↑, ↗, ↓, or ←	DDT	● + ↓	Beat Head 1
SMACKDOWN!™ (FINISHING MOVE)		● + ←	Hanging in Reverse
L2	The Gore™ (running toward standing opponent)	● + ↑	Beat Head 1
L2 + ↑, ↗, ↓, or ←	The Gore™ (running toward standing opponent)	● + ↗	Super Backdrop
GRAPPLE (FACING STANDING OPPONENT)		RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Shoulder Block 3
● + ↓	DDT 2	× + ↓, ←, ↑, or ↗	Shoulder Block 3 (while running)
● + ←	Scoop Slam 2	TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
● + ↑	Club to Neck 3	●	Raises the Opponent Up
● + ↗	Suplex 3	● + ↓, ←, ↑, or ↗	Mudhole Strikes
GRAPPLE (FACING STANDING GROGGY OPPONENT)		RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Knee Attack 1
● + ↓	Sidewalk Slam 2	DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
● + ←	Kitchen Sink 2	×	Elbow Drop 3
● + ↑	Body Press Drop	× + ↓	Frog Splash Pin 1
● + ↗	Suplex 2	× + ←	Diving Spear
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)		× + ↑	Diving Elbow Drop Pin 1
● + ↓	Suplex to Front Slam	× + ↗	Flying Clothesline
● + ←	Gutwrench Powerbomb	JUMP THROUGH ROPES (IN RING; RUNNING TOWARD OPPONENT OUTSIDE RING)	
● + ↑	Super Spinebuster	■, × (while running)	Rope Flip 1
● + ↗	Short Clothesline 3	RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
STRIKE (FACING STANDING OPPONENT)		× (while running)	Diving Shoulder
×	Benoit™ Punches	RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
× + ↓	Clothesline 3	× (while running)	Running Leg Drop
× + ↖ or ↗	Toe Kick 1	DIVING ATTACK (STANDING ON TURNBUCKLE; OPPONENT OUTSIDE RING)	
× + ←	Body Punch	×	Vaulting Body Press
× + ↖ or ↗	Toe Kick 2	RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
× + ↑	Double Axe Handle 1	●	Spear
× + ↗	Back Chop 1	● + ↓, ←, ↑, or ↗	Spear
GRAPPLE (BEHIND STANDING OPPONENT)		RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
●	Irish Whip	● (while running)	Spear
● + ↓	Pumphandle Drop	● + ↓, ←, ↑, or ↗	Spear (while running)
● + ←	Backdrop 1	RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
● + ↑	Full Nelson Slam	× (while running)	Clothesline 5
● + ↗	Forearm Smash	× + ↓, ←, ↑, or ↗	Diving Shoulder (while running)
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)		RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
●	Irish Whip	× (while running)	Benoit™ Elbow Drop
● + ↓	Pumphandle Slam 2	× + ↓, ←, ↑, or ↗	Running Leg Drop (while running)
● + ←	High Angle™ Backdrop 2	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑	Elbow to Back of Head 2	● + ↓, ←, ↑, or ↗	Leg Breaker (while running)
● + ↗	Bulldog	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)		● + ↓, ←, ↑, or ↗	German Suplex (while running)
●	Raise	GRAPPLE VS. RUNNING OPPONENT	
● + ↓	Pin Fall	●	Austin™ Spinebuster 2
● + ←	Fury Punch 1	● + ↑ or ↓	Powerslam
● + ↑	Fury Punch 3	● + ← or ↗	Hip Toss 2
● + ↗	Camel Clutch 2	DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)		●	Double Flapjack
●	Raise	● + ↓	Double DDT
● + ↓	Pin Fall	● + ←	Double Suplex 1
● + ←	Kick to Leg 2	● + ↑	Double Clothesline
● + ↑	Leg Lock 4	● + ↗	Double Beat Head
● + ↗	Boston Crab	DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
HELL IN A CELL ROOF (FACING STANDING OPPONENT)		●	Irish Whip
●	It Thrusts Down	● + ↓	Front Slam
● + ↓, ←, ↑, or ↗	It Thrusts Down	● + ←	Mudhole Stomping 1
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)		● + ↑	Stomach Crusher
●	It Thrusts Down	● + ↗	Body Splash and Whip
● + ↓, ←, ↑, or ↗	It Thrusts Down	TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
MAT STRIKE (STANDING NEAR OPPONENT)		●	Suplex and Cross Body
×	Angry Stomp	● + ↓	
× + ↑ or ↓	Knee Drop 2		
× + ← or ↗	Elbow Drop 4		
OPPONENT ON ROPES			
●	Austin™ Attack 2		

Stats

HEIGHT

5' 10"

WEIGHT

250 lbs.

FROM

Detroit, MI

CAREER HIGHLIGHTS

Hardcore Champion



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Benoit™ Punches
2. Snap Jab
3. Clothesline 3

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



Suplex to Front Slam

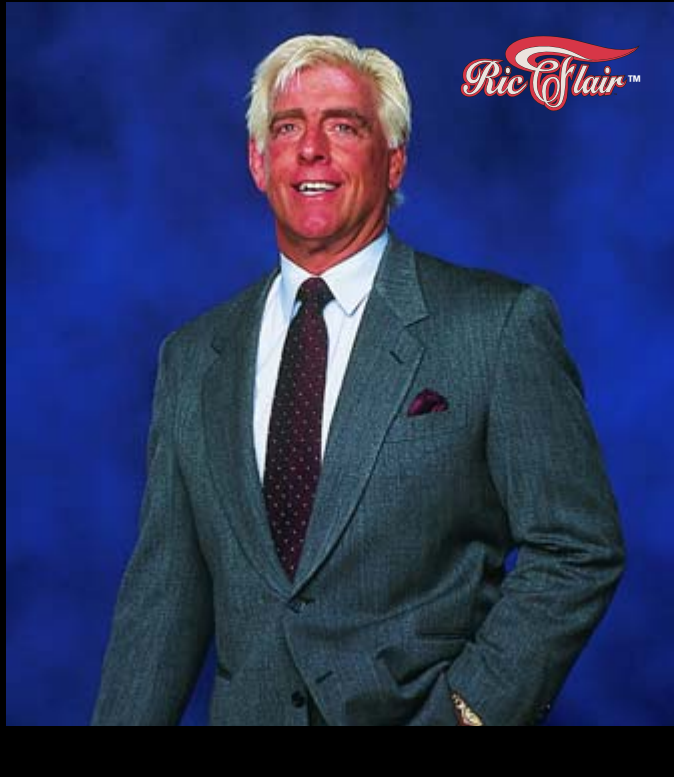


Pumphandle Slam 2



Austin™ Spinebuster 2

RHYNO™



Bio

Ric Flair™ is perhaps the most incredible performer the sports-entertainment industry has ever seen. Over his legendary 25-year career, the "Nature Boy™" has been one of the most decorated Superstars of all time, having held the NWA/WCW® title on 14 occasions, and the WWE™ Championship on two occasions. He is also a multi-time U.S. and Tag Team Champion. Besides being one of the most accomplished in-ring performers of our time, Flair™ is also a star outside the squared circle. The Nature Boy™ likes to call himself a "limousine-ridin', lear jet-flyin', kiss-stealin', wheelin'-dealin' son of a gun, who's kissed all the girls and made them cry!™" Indeed, Flair's™ charisma and energy have made him a favorite of fans from coast to coast, and especially in his hometown of Charlotte, North Carolina. During Flair's™ first tenure in this organization (from 1991 to 1993), he strutted around with the WCW® title, calling himself the "Real World's Champion.™" In 1992, he staged perhaps the greatest performance in *Royal Rumble®* history, capturing the vacant World Championship by lasting over an hour in the *Rumble®*. After losing the title to Randy Savage™ in the main event of *WrestleMania® VIII*, Flair™ regained the title in late August of 1992, and then lost the championship to Bret Hart™ the following month. Now, "Naitch™" is back, and has been recently tutoring Triple H™ in his worldly ways.

RIC FLAIR™

Control	Action
TAUNT (STANDING)	
Taunt (Standing)	
L2	Taunt Ric Flair™ 2
L2 + ↓	Taunt Ric Flair™ 1
L2 + ←	Taunt Ric Flair™ 3
L2 + ↑	Taunt Ric Flair™ 1
L2 + →	Taunt Ric Flair™ 3
SMACKDOWN!™ (HOLDING WEAPON)	
L2	DDT
L2 + ↑, →, ↓, or ←	DDT
SMACKDOWN!™ (FINISHING MOVE)	
L2	Ric Flair™ Special (near downed opponent's lower body)
L2 + ↑, →, ↓, or ←	Ric Flair™ Special (near downed opponent's lower body)
GRAPPLE (FACING STANDING OPPONENT)	
●	Irish Whip
● + ↓	Kick to Groin 2
● + ←	Ric Flair™ Headlock
● + ↑	Headlock and Punch 2
● + →	Ric Flair™ Suming 2
GRAPPLE (FACING STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Kick to Groin 1
● + ←	Ric Flair™ Back Chop 1
● + ↑	Punch and Grapple 3
● + →	Ric Flair™ Suming 1
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)	
● + ↓	Front Low Blow 1
● + ←	Ric Flair™ Back Chop 2
● + ↑	Shin Breaker
● + →	Brainbuster DDT
STRIKE (FACING STANDING OPPONENT)	
X	Back Chop 2
X + ↓	Clothesline 3
X + ← or →	Toe Kick 1
X + ←	Powerful Back Chop
X + ← or →	Slap 2
X + ↑	Double Axe Handle 1
X + →	Austin™ Punches 1
GRAPPLE (BEHIND STANDING OPPONENT)	
●	Irish Whip
● + ↓	Atomic Drop
● + ←	Russian Leg Sweep 2
● + ↑	Elbow to Back of Head 2
● + →	Pendulum Backbreaker 2
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	School Boy Roll Up
● + ←	Kurt Angle™ Backdrop
● + ↑	Abdominal Stretch 2
● + →	Low Blow
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Headlock
● + ↑	Fury Punch 1
● + →	Sleeper Hold 8
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Leg Lock 3
● + ↑	Knee Stomp 1
● + →	Kick to Leg 2
HELL IN A CELL ROOF (FACING STANDING OPPONENT)	
●	It Thrusts Down
● + ↓, ←, ↑, or →	It Thrusts Down
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)	
●	It Thrusts Down
● + ↓, ←, ↑, or →	It Thrusts Down
MAT STRIKE (STANDING NEAR OPPONENT)	
X	Angry Stomp
X + ↑ or ↓	Knee Drop 2
X + ← or →	Elbow Drop 4
OPPONENT ON ROPES	
●	Irish Whip

Control	Action
TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Superplex 1
● + ←	Big Back Chop 2
● + ↑	Superplex 2
● + →	Shoulder Thrust
TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Illegal Pin
● + ←	Super Backdrop
● + ↑	Beat Head 1
● + →	Super Backdrop
RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
X (while running)	Turnbuckle Clothesline
X + ↓, ←, ↑, or → (while running)	Turnbuckle Clothesline
TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
●	Raises the Opponent Up
● + ↓, ←, ↑, or →	Pushes Turnbuckle
RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
X (while running)	Knee Attack 1
DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
X	Elbow Drop 3
X + ↓	Elbow Drop 3
X + ←	Double Axe Handle 3
X + ↑	Elbow Drop 3
X + →	Diving Elbow Bat
JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
■, X (while running)	Dive Through Ropes
RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
X (while running)	Elbow Attack
RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
X (while running)	Dropkick to Knee
DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
X	Vaulting Body Press
RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
●	Neckbreaker 1
● + ↓, ←, ↑, or →	Sunset Flip Pin
RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
● (while running)	Neckbreaker 1
● + ↓, ←, ↑, or → (while running)	Sunset Flip Pin
RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
X (while running)	Kurt™ Shoulder Block
X + ↓, ←, ↑, or → (while running)	Elbow Attack
RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
X (while running)	Benoit™ Elbow Drop
X + ↓, ←, ↑, or → (while running)	Dropkick to Knee (while running)
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↓, ←, ↑, or → (while running)	Hurricane™ Neckbreaker
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
● + ↓, ←, ↑, or → (while running)	School Boy Pin 2
GRAPPLE VS. RUNNING OPPONENT	
●	Sleeper Hold 4
● + ↑ or ↓	Neckbreaker
● + ← or →	Shoulder Back Toss 2
DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
●	Double Suplex 1
● + ↓	Double DDT
● + ←	Double Suplex 1
● + ↑	Double Clothesline
● + →	Double Beat Head
DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
●	Irish Whip
● + ↓	Whip and Lay Down
● + ←	Mudhole Stomping 1
● + ↑	Spike Piledriver
● + →	Body Splash and Whip
TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
● + ↓	Suplex and Cross Body

Stats

HEIGHT

5' 11"

WEIGHT

220 lbs.

FROM

Charlotte, NC

FAVORITE QUOTE

"Woooooo!"

CAREER HIGHLIGHTS

WCW® Champion; WWE™ Champion; WCW® U.S. Champion; WCW® Tag Team Champion; 1992 *Royal Rumble*® winner



Note

Ric Flair™ has a hidden alternate costume. To unlock it, you must win a match at *Armageddon*™ during the Season Mode.



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Back Chop 2
2. Back Chop 1
3. Double Axe Handle 1

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



Front Low Blow 1



Brainbuster DDT



Kurt Angle™ Backdrop

RIC FLAIR™



Bio

When Billy™ and Chuck™ realized they needed some help with their image, they turned to Rico™ as the man to give the tag team powers a sense of style. The move certainly paid off as Rico™ has helped the flamboyant tandem maintain their position at the top of the tag team division.

Although he now works mostly behind the scenes with Rosey™ and Jamal™, don't be surprised to find Rico™ step into the ring. He brings a fast-paced offense that features swift, deadly kicks delivered with flash and of course, style.

Note

Did you know that Rico™ was a champion on the TV show *American Gladiators*?

Control	Action	Control	Action
TAUNT (STANDING)		TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
L2	Woman Manager 2	●	Irish Whip
L2 + ↓	Woman Manager 2	● + ↓	Choke
L2 + ←	Woman Manager 1	● + ←	Rico™ Karate Kick
L2 + ↑	Woman Manager 2	● + ↑	Moonsault Kick
L2 + ↗	Woman Manager 1	● + →	Hanging in Reverse
SMACKDOWN!™ (HOLDING WEAPON)		TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
L2	DDT	●	Irish Whip
L2 + ↑, ↗, ↓, or ←	DDT	● + ↓	Illegal Pin
SMACKDOWN!™ (FINISHING MOVE)		● + ←	Hanging in Reverse
L2	Rico™ Spinning Kick (facing groggy standing opponent)	● + ↑	D-Von™ Neckbreaker
L2 + ↑, ↗, ↓, or ←	Roundhouse Dropkick (facing groggy standing opponent)	● + →	Turnbuckle Toe Kick
GRAPPLE (FACING STANDING OPPONENT)		RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Turnbuckle Dropkick
● + ↓	Jawbreaker 1	× + ↓, ←, ↑, or →	Turnbuckle Dropkick (while running)
● + ←	Cruiserweight Moves 1	TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
● + ↑	Club to Neck 3	●	Raises the Opponent Up
● + →	Wrist Lock	● + ↓, ←, ↑, or →	Mudhole Stomping 3
GRAPPLE (FACING STANDING GROGGY OPPONENT)		RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Bronco Buster™
● + ↓	Throat Thrust 2	DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
● + ←	Knee Strike 1	×	Whisper in the Wind™ 1
● + ↑	Shuffle Side Kick	× + ↓	Diving Moonsault Pin
● + →	Scissors Kick 1	× + ←	Martial Arts Kick 1
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)		× + ↑	Whisper in the Wind 1
● + ↓	Backslide Pin 1	× + →	Diving Elbow Bat
● + ←	Martial Arts Kick 2	JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
● + ↑	Victory Roll Pin 2	■, × (while running)	Baseball Slide
● + →	Cradle and Side Leg Lock	RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
STRIKE (FACING STANDING OPPONENT)		× (while running)	Spinning Wheel Kick 5
×	Snap Jab	RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
× + ↓	Tajiri™ Spinning Kick	× (while running)	Dropkick to Knee
× + ← or ↗	Toe Kick 1	DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
× + ←	Quick Kick	×	Vaulting Body Press
× + ↖ or ↗	Enzuigiri	RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
× + ↑	High Roundhouse Kick	●	School Boy Pin 1
× + →	Kung-Fu Roundhouse Kick	● + ↓, ←, ↑, or →	Crucifix Pin
GRAPPLE (BEHIND STANDING OPPONENT)		RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
●	Irish Whip	● (while running)	School Boy Pin 1
● + ↓	Naked Choke Drop	● + ↓, ←, ↑, or →	Crucifix Pin (while running)
● + ←	Cruiserweight Moves 4	RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
● + ↑	Elbow to Back of Head 2	× (while running)	Karate Kick 1
● + →	Forearm Smash	× + ↓, ←, ↑, or →	Spinning Wheel Kick 5 (while running)
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)		RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
●	Irish Whip	× (while running)	Running Flip Splash
● + ↓	Russian Leg Sweep 2	× + ↓, ←, ↑, or →	(while running)
● + ←	Mat Slam 2	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑	Sleeper Hold 3	● + ↓, ←, ↑, or →	Hurricane™ Neckbreaker (while running)
● + →	Sleeper with Scissors	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)		● + ↓, ←, ↑, or →	School Boy Pin 2 (while running)
●	Raise	GRAPPLE VS. RUNNING OPPONENT	
● + ↓	Pin Fall	●	Rolling Boston Crab
● + ←	Triangle Hold	● + ↑ or ↓	Neckbreaker
● + ↑	Cruiserweight Moves 5	● + ← or →	Arm Drag 6
● + →	Armbars 2	DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)		●	Arm Wrench and Kick
●	Raise	● + ↓	Dropkick and Rolling Clutch
● + ↓	Pin Fall	● + ←	Double Suplex 1
● + ←	Leg Lock 4	● + ↑	Double Clothesline
● + ↑	Cruiserweight Moves 6	● + →	Double Dropkick
● + →	Bow and Arrow Lock	DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
HELL IN A CELL ROOF (FACING STANDING OPPONENT)		●	Irish Whip
●	It Thrusts Down	● + ↓	Whip and Lay Down
● + ↓, ←, ↑, or →	It Thrusts Down	● + ←	Mudhole Stomping 1
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)		● + ↑	High Angle Backdrop 1
●	It Thrusts Down	● + →	Body Splash and Whip
● + ↓, ←, ↑, or →	It Thrusts Down	TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
MAT STRIKE (STANDING NEAR OPPONENT)		● + ↓	Suplex and Cross Body
×	Angry Stomp		
× + ↑ or ↓	Double Knee Drop		
× + ← or →	Karate Punch		
OPPONENT ON ROPES			
●	Irish Whip		

Stats

HEIGHT

6'

WEIGHT

228 lbs.

HOMETOWN

Las Vegas

CAREER HIGHLIGHTS

WWE™ Tag Team Champion (with Rikishi™)



Rico™ Spinning Kick



Roundhouse Dropkick



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Snap Jab
2. Quick Kick
3. Tajiri™ Spinning Kick

FAVORITE MOVES

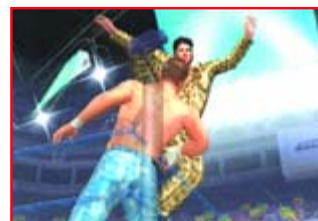
These moves do more damage to your opponents than normal moves of this sort would do:



Tajiri™ Spinning Kick



Martial Arts Kick 2



Rico™ Karate Kick

RICO™

RIKISHI™



Bio

Weighing more than 400 pounds, Rikishi™ is one of the most imposing men in sports-entertainment. But perhaps the scariest thing about him is his butt—which he likes to stick in the face of opponents, as he delivers the dreaded Stink Face™!

Rikishi™ has enjoyed a great deal of success in this organization. As a member of the Headshrinkers™ tag team, he held the Tag Team Championship back in 1994. Since rejoining the company 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 portion 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!

Note

Rikishi™ has a hidden alternate costume. To unlock it, you must win a match at *No Mercy*® during the Season Mode.

Note

Did you know that Rikishi™ is part of an extended family of famous WWE™ Superstars, including former WWE™ Champions Yokozuna™ and The Rock®, as well as Rosey™ and Jamal™.

Moves

Control	Action	Control	Action
TAUNT (STANDING)		TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
L2	Taunt Rikishi™ 2	●	Irish Whip
L2 + ↓	Taunt Rikishi™ 3	● + ↓	Shoulder Thrust
L2 + ←	Taunt Rikishi™ 1	● + ←	Stink Face 1
L2 + ↑	Taunt Rikishi™ 3	● + ↑	Toss to Turnbuckle
L2 + →	Taunt Rikishi™ 1	● + →	Big Chop
SMACKDOWN!™ (HOLDING WEAPON)		TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
L2	DDT	●	Irish Whip
L2 + ↑, →, ↓, or ←	DDT	● + ↓	Beat Head 1
SMACKDOWN!™ (FINISHING MOVE)		● + ←	Hanging in Reverse
L2	Banzai Drop 2 (facing groggy opponent sitting in turnbuckle)	● + ↑	Beat Head 1
L2 + ↑, →, ↓, or ←	Rikishi™ Driver (facing groggy opponent)	● + →	Turnbuckle Toe Kick
GRAPPLE (FACING STANDING OPPONENT)		RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Rikishi™ Thump
● + ↓	Choke Toss 2	× + ↓, ←, ↑, or →	Rikishi™ Thump
● + ←	Strong Headbutt 2	(while running)	
● + ↑	Club to Neck 2	TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
● + →	Suplex 3	●	Raises the Opponent Up
GRAPPLE (FACING STANDING GROGGY OPPONENT)		● + ↓, ←, ↑, or →	Stink Face 2
●	Irish Whip	RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
● + ↓	Side Belly to Belly 3	× (while running)	Knee Attack 1
● + ←	Push Attack 2	DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
● + ↑	Shuffle Side Kick	×	Elbow Drop 3
● + →	Russian Leg Sweep 1	× + ↓	Elbow Drop 3
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)		× + ←	Double Axe Handle 3
● + ↓	Samoa Driver	× + ↑	Elbow Drop 3
● + ←	Trapping Headbutts	× + →	Double Axe Handle 3
● + ↑	Samoa Neckbreaker	JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
● + →	Neckbreaker 3	■, × (while running)	Baseball Slide
STRIKE (FACING STANDING OPPONENT)		RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
×	Rikishi™ Throat Thrust	× (while running)	Thump
× + ↓	Shuffle Side Kick 4	RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
× + ← or →	Toe Kick 1	× (while running)	Running Leg Drop
× + ←	Back Chop 1	DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
× + ← or →	Austin™ Punches 1	×	Vaulting Body Press
× + ↑	Overhand Punch 1	RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
× + →	Body Punch	●	Neckbreaker 1
GRAPPLE (BEHIND STANDING OPPONENT)		● + ↓, ←, ↑, or →	Neckbreaker Drop 1
●	Irish Whip	RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
● + ↓	Russian Leg Sweep 2	● (while running)	Neckbreaker 1
● + ←	Pendulum Backbreaker 2	● + ↓, ←, ↑, or →	Neckbreaker Drop 1
● + ↑	Elbow to Back of Head 2	RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
● + →	Mat Slam 2	× (while running)	Kurt™ Shoulder Block
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)		× + ↓, ←, ↑, or →	Thump
●	Irish Whip	(while running)	
● + ↓	Diving Reverse DDT	RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
● + ←	Sidewalk Slam 3	× (while running)	Double Axe Handle 5
● + ↑	Sleeper Hold 3	× + ↓, ←, ↑, or →	Running Leg Drop
● + →	Forearm Smash	(while running)	
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)		RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
●	Raise	● + ↓, ←, ↑, or →	Mat Slam 2
● + ↓	Pin Fall	(while running)	
● + ←	Hip Drop	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
● + ↑	Fury Punch 3	● + ↓, ←, ↑, or →	School Boy Pin 2
● + →	Sleeper Hold 8	(while running)	
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)		GRAPPLE VS. RUNNING OPPONENT	
●	Raise	●	Samoa Drop
● + ↓	Pin Fall	● + ↑ or ↓	Flapjack 2
● + ←	Toss 1	● + ← or →	Flapjack 3
● + ↑	Leg Lock 3	DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
● + →	Boston Crab	● + ↓	Double Flapjack
HELL IN A CELL ROOF (FACING STANDING OPPONENT)		● + ←	Double DDT
●	It Thrusts Down	● + ↑	Headbutt and Elbow Drop
● + ↓, ←, ↑, or →	It Thrusts Down	● + →	Double Clothesline
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)		● + →	Double Beat Head
●	It Thrusts Down	DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
● + ↓, ←, ↑, or →	It Thrusts Down	●	Irish Whip
MAT STRIKE (STANDING NEAR OPPONENT)		● + ↓	Powerbomb
×	Angry Stomp	● + ←	Mudhole Stomping 1
× + ↑ or ↓	Elbow Drop 4	● + ↑	Spine and Neckbreaker
× + ← or →	Leg Drop	● + →	Body Splash and Whip
OPPONENT ON ROPES		TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
●	Irish Whip	● + ↓	Suplex and Cross Body

Stats

HEIGHT

6' 1"

WEIGHT

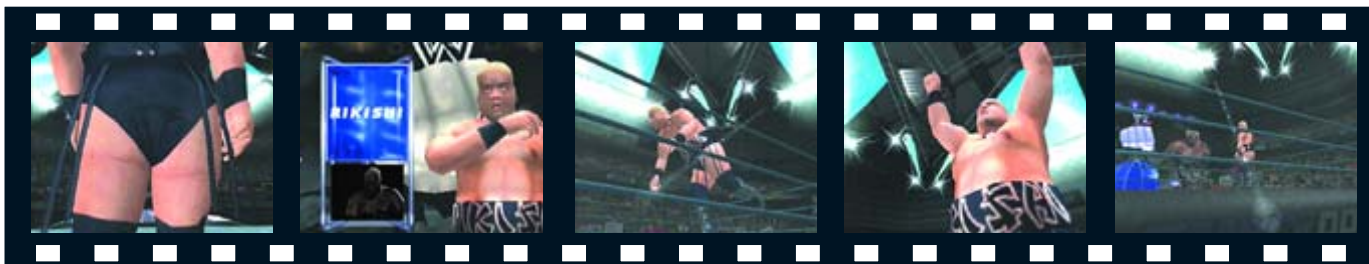
401 lbs.

FROM

Samoa

CAREER HIGHLIGHTS

Intercontinental Champion; Tag Team Champion



Banzai Drop 2



Rikishi™ Driver



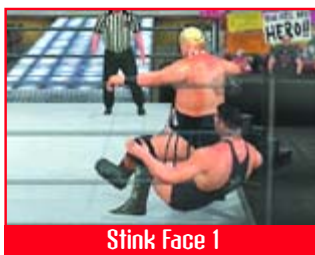
COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Rikishi™ Throat Thrust
2. Snap Jab
3. Shuffle Side Kick 4

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



Stink Face 1



Stink Face 2



Samoan Driver

RIKISHI™

Moves



Bio

Call Rob Van Dam™ what you will—"Mr. Monday Night™," "The Whole Dam Show™," "Mr. Pay-Per-View™"—but the RVD™ who helped lead ECW™'s invasion of this organization, 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, and that's scary for anyone who thinks they can stop someone 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."

Note

Rob Van Dam™ has a hidden alternate costume. To unlock it, you must win a match at *Judgment Day™* during the Season Mode.

Note

Did you know that RVD™ owns a Chihuahua named "Xena" and has guest-starred in the TV shows *18 Wheels of Justice*, *Spy TV*, and *V.I.P.?*

Control	Action	Control	Action
TAUNT (STANDING)		TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
L2	Taunt RVD™ 1	●	Irish Whip
L2 + ↓	Taunt RVD™ 4	● + ↓	Monkey Flip
L2 + ←	Taunt RVD™ 2	● + ←	RVD™ Shoulder Thrusts 2
L2 + ↑	Taunt RVD™ 5	● + ↑	Super Fall Away Slam
L2 + →	Taunt RVD™ 8	● + →	RVD™ Shoulder Thrusts 2
SMACKDOWN!™ (HOLDING WEAPON)		TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
L1	Van Daminator™	●	Irish Whip
L1 + ↑, →, ↓, or ←	Van Daminator™	● + ↓	Super Backdrop
SMACKDOWN!™ (FINISHING MOVE)		● + ←	Hanging in Reverse
L1	Five-Star Frog Splash™ (standing on top turnbuckle, with opponent down)	● + ↑	Super Backdrop
L1 + ↑, →, ↓, or ←	Five-Star Frog Splash™ (standing on top turnbuckle, with opponent down)	● + →	Beat Head 2
GRAPPLE (FACING STANDING OPPONENT)		RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	RVD™ Shoulder Thrusts 1
● + ↓	Kung-Fu Back Rolling	× + ↑, →, ↓, or ←	RVD™ Shoulder Thrusts 1 (while running)
● + ←	Arm Drag 3	TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
● + ↑	Hurricane™ 1	●	Raises the Opponent Up
● + →	RVD™ Feint Wheel Kick	● + ↑, →, ↓, or ←	Pushes Turnbuckle
GRAPPLE (FACING STANDING GROGGY OPPONENT)		RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Turnbuckle Dropkick
● + ↓	Throat Thrust 2	DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
● + ←	Shuffle Side Kick	×	Rolling Thunder™ 1
● + ↑	Rico™ Spinning Kick	× + ↓	Superstar Press Pin
● + →	Facebuster 2	× + ←	RVD™ Diving Kick
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)		× + ↑	Rolling Thunder™ 1
● + ↓	Spinebuster 1	× + →	Diving Cross Body Pin 2
● + ←	Fireman Carry Slam	JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
● + ↑	Hopping Sunset Flip	■, × (while running)	Rope Flip 2
● + →	RVD™ Combination Kick	RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
STRIKE (FACING STANDING OPPONENT)		× (while running)	RVD™ Springboard Kick
×	Roundhouse Kick 3	RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
× + ↓	Feint Kick and Sweep	× (while running)	Flip Senton Attack
× + ← or →	Toe Kick 1	DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
× + ←	RVD™ Spinning Back Kick	×	Asai Moonsault
× + ← or →	Fake Roundhouse Kick	RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
× + ↑	Spinning Wheel Kick 3	●	RVD™ Back Rolling
× + →	Middle Kick 2	● + ↑, →, ↓, or ←	School Boy Pin 1
GRAPPLE (BEHIND STANDING OPPONENT)		RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
●	Irish Whip	● (while running)	RVD™ Back Rolling
● + ↓	Rear Naked with Stretch	● + ↑, →, ↓, or ←	School Boy Pin 1 (while running)
● + ←	Snapmare 4	RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
● + ↑	Elbow to Back of Head 2	× (while running)	Spinning Wheel Kick 5
● + →	Facecrusher 3	× + ↑, →, ↓, or ←	Cross Body 1 (while running)
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)		RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
●	Irish Whip	× (while running)	Flip Senton Attack
● + ↓	Backslide Pin 2	× + ↑, →, ↓, or ←	Running Flip Splash (while running)
● + ←	Backdrop 2	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑	Sleeper Hold 3	● + ↑, →, ↓, or ←	Snapmare 4 (while running)
● + →	Benoit™ German Suplex	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)		● + ↑, →, ↓, or ←	School Boy Pin 2 (while running)
●	Raise	GRAPPLE VS. RUNNING OPPONENT	
● + ↓	Pin Fall	●	Whirl Backbreaker
● + ←	Handspring Splash	● + ↑ or ↓	Arm Drag 5
● + ↑	Mounted Punching 1	● + ← or →	Shoulder Back Toss 2
● + →	Mahistrol Cradle Pin	DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)		●	Double Suplex 1
●	Raise	● + ↓	Double DDT
● + ↓	Pin Fall	● + ←	Double Suplex 1
● + ←	Moonsault Splash 3	● + ↑	Double Facecrusher
● + ↑	Leg Lock 3	● + →	Double Beat Head
● + →	Mexican Stretch 2	DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
HELL IN A CELL ROOF (FACING STANDING OPPONENT)		●	Irish Whip
●	It Thrusts Down	● + ↓	Whip and Lay Down
● + ↑, →, ↓, or ←	It Thrusts Down	● + ←	Mudhole Stomping 1
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)		● + ↑	Calf Kick and Sweep
●	It Thrusts Down	● + →	Kick to Stomach
● + ↑, →, ↓, or ←	It Thrusts Down	TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
MAT STRIKE (STANDING NEAR OPPONENT)		● + ↓	Suplex and Cross Body
×	Angry Stamp		
× + ↑ or ↓	Rolling Thunder 2		
× + ← or →	Spiral Leg Drop		
OPPONENT ON ROPES			
●	RVD™ Monkey Flip		

Stats

HEIGHT

6' 0"

WEIGHT

220 lbs.

FROM

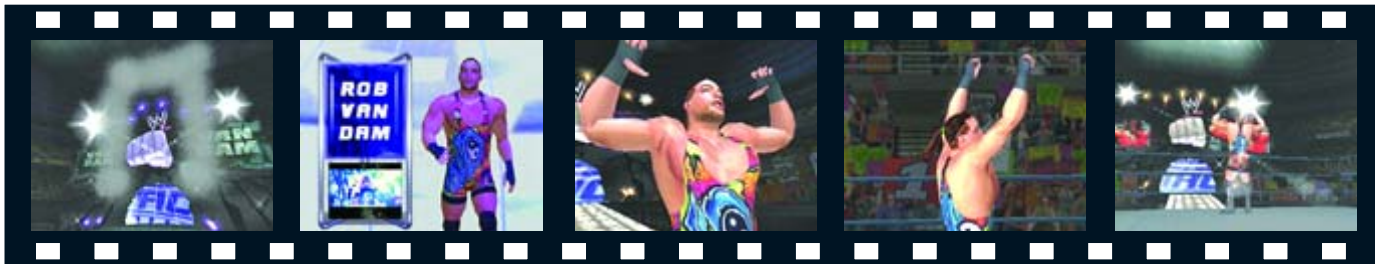
Battle Creek, MI

FAVORITE QUOTE

"R-U-D!"™

CAREER HIGHLIGHTS

Intercontinental Champion; Hardcore Champion; ECW™ Television Champion; ECW™ Tag Team Champion



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Roundhouse Kick 3
2. RVD™ Spinning Back Kick
3. Feint Kick and Sweep

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



RUD™ Combination Kick

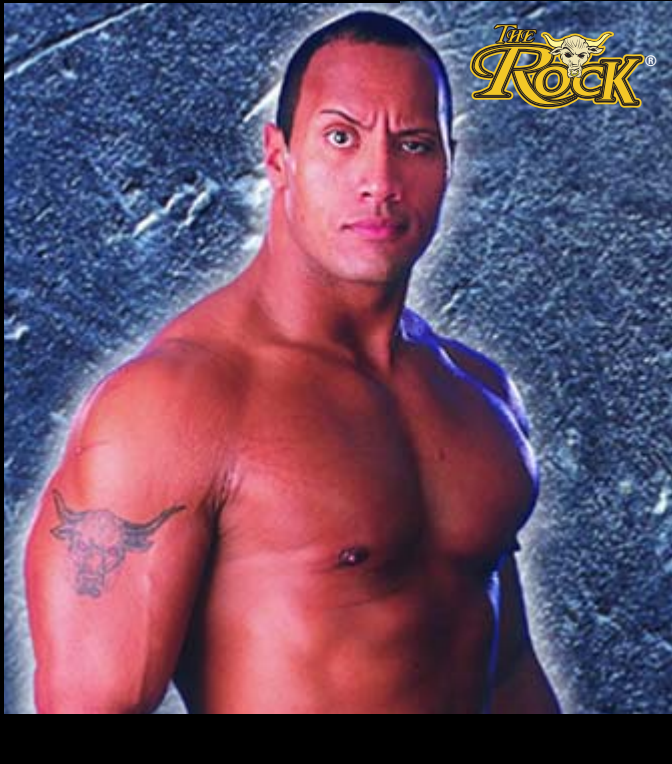


RUD™ Feint Wheel Kick



Feint Kick and Sweep

ROB VAN DAM™



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 seven-time former World Champion, The Rock® has what it takes to lay the smack down in the ring, leaving his opponent laying. The Rock® also has a penchant on 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*. 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'!

Note

The Rock® has a hidden alternate costume. To unlock it, you must win a match at *Backlash* during the Season Mode.

Note

Did you know that with seven successful WWE™ Undisputed Championship reigns to his credit, The Rock® has held the title more times than any other Superstar in history?

Control	Action
TAUNT (STANDING)	
L2	Taunt The Rock® 4
L2 + ↓	Taunt The Rock® 2
L2 + ←	Taunt The Rock® 1
L2 + ↑	Taunt The Rock® 4
L2 + →	Taunt The Rock® 3
SMACKDOWN!™ (HOLDING WEAPON)	
L3	DDT
L3 + ↑, →, ↓, or ←	DDT
SMACKDOWN!™ (FINISHING MOVE)	
L3	People's Elbow™ (near upper body of face up downed opponent)
L3 + ↑, →, ↓, or ←	The Rock® Bottom™ (facing standing groggy opponent)
GRAPPLE (FACING STANDING OPPONENT)	
●	Irish Whip
● + ↓	Dragon Screw 2
● + ←	Scoop Slam 2
● + ↑	Arm Drag 3
● + →	Wrist Clutch and Elbow
GRAPPLE (FACING STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	DDT 2
● + ←	People's DDT 2
● + ↑	Russian Leg Sweep 1
● + →	Suplex 2
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)	
● + ↓	Reverse Mat Slam
● + ←	People's DDT 1
● + ↑	Shoulder Thrusts
● + →	Suplex 3
STRIKE (FACING STANDING OPPONENT)	
×	People's Punch 1
×	People's Punch™ 3
×	Toe Kick 1
×	Elbow Smash 1
×	People's Punch™ 2
×	Double Axe Handle 2
×	Back Chop 2
GRAPPLE (BEHIND STANDING OPPONENT)	
●	Irish Whip
● + ↓	Forearm Smash
● + ←	Backdrop 1
● + ↑	Elbow to Back of Head 2
● + →	Russian Leg Sweep 2
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Forearm Smash
● + ←	High Angle Backdrop 2
● + ↑	Elbow to Back of Head 2
● + →	Bulldog
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Headlock
● + ↑	Fury Punch 3
● + →	Sleeper Hold 8
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Kick to Leg 2
● + ↑	Punch to Groin
● + →	The Rock® Sharpshooter
HELL IN A CELL ROOF (FACING STANDING OPPONENT)	
●	It Thrusts Down
● + ↑, →, ↓, or ←	It Thrusts Down
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)	
●	It Thrusts Down
● + ↑, →, ↓, or ←	It Thrusts Down
MAT STRIKE (STANDING NEAR OPPONENT)	
×	Rock® Stomp
×	Elbow Drop 4
×	Rock® Stomp
OPPONENT ON ROPES	
●	Irish Whip

Control	Action
TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	10 Punch
● + ←	Shoulder Thrust
● + ↑	Superplex 1
● + →	Shoulder Thrust
TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Beat Head 1
● + ←	Beat Head 2
● + ↑	Super Backdrop
● + →	Beat Head 2
RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
×	(while running) Turnbuckle Clothesline
×	(while running) Turnbuckle Clothesline
TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
●	Raises the Opponent Up
● + ↑, →, ↓, or ←	Pushes Turnbuckle
RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
×	(while running) Knee Attack 1
DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
×	Elbow Drop 3
×	Elbow Drop 3
×	Missile Dropkick
×	Elbow Drop 3
×	Double Axe Handle 3
JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
■, ×	(while running) Baseball Slide
Running Strike (From Ropes to Standing Opponent in Ring)	
×	(while running) The Rock® Forearm Smash
RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
×	(while running) Running Leg Drop
DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
×	Vaulting Body Press
RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
●	Reverse Mat Slam
● + ↑, →, ↓, or ←	Sunset Flip Pin
RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
●	(while running) Reverse Mat Slam
● + ↑, →, ↓, or ←	Sunset Flip Pin
(while running)	
RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
×	(while running) The Rock® Elbow Attack
×	(while running) The Rock® Clothesline
(while running)	
RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
×	(while running) Benoit™ Elbow Drop
×	(while running) Running Leg Drop
(while running)	
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑, →, ↓, or ←	Mat Slam 2
(while running)	
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
● + ↑, →, ↓, or ←	School Boy Pin 2
(while running)	
GRAPPLE VS. RUNNING OPPONENT	
●	The Rock® Spinebuster 2
● + ↑ or ↓	Samoan Drop
● + ← or →	Belly to Belly Suplex
DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
●	Double Suplex 2
● + ↓	Double DDT
● + ←	Double Suplex 1
● + ↑	Double Facecrusher
● + →	Double Beat Head
DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
●	Irish Whip
● + ↓	Hip Toss
● + ←	Kick to Stomach
● + ↑	Spike Piledriver
● + →	Mudhole Stomping 1
TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
● + ↓	Suplex and Cross Body

Stats

HEIGHT

6' 5"

WEIGHT

275 lbs.

FROM

Miami, FL

FAVORITE QUOTE

"If you smell what The Rock® is cookin!"™

CAREER HIGHLIGHTS

WWE™ Champion; Intercontinental Champion; Tag Team Champion; 2000 *Royal Rumble*® winner; WCW® Champion



The People's Elbow™



The Rock® Bottom™



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. People's Punch™ 1
2. People's Punch™ 1
3. People's Punch™ 2

FAVORITE MOVES

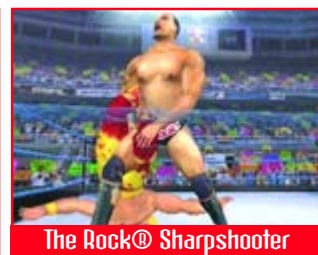
These moves do more damage to your opponents than normal moves of this sort would do:



People's DDT™ 2



The Rock® Clothesline



The Rock® Sharpshooter

THE ROCK®

SCOTTY 2 HOTTY™

Moves



**scotty
2
hotty**

Bio

As the master of "The Worm™," Scotty 2 Hotty™ has found much success in World Wrestling Entertainment™. As part of the fun-loving tag team Too Cool™, Scotty™ won over the hearts of fans by dancing and gyrating his way in the ring. Too Cool's™ tag team success culminated when they defeated "Edge & Christian™" on the March 29, 2000, episode of Raw®. Scotty 2 Hotty™ has also found his share of singles success as well, defeating Dean Malenko™ on April 17, 2000, for the Light-Heavyweight Championship.

Note

Did you know that Scotty™ has a baby daughter named Taylor?

Control	Action	Control	Action
TAUNT (STANDING)		TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
L2	Moon Walk	●	Irish Whip
L2 + ↓	Taunt Right and Left 2	● + ↓	Superplex 1
L2 + ←	Taunt Dancing 5	● + ←	Big Chop
L2 + →	Taunt Right and Left 2	● + ↑	10 Punch
L2 + ↗	Taunt Dancing 5	● + ↗	Tornado DDT
SMACKDOWN!™ (HOLDING WEAPON)		TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
L2	DDT	●	Irish Whip
L2 + ↑, ↗, ↓, or ←	DDT	● + ↓	Illegal Pin
SMACKDOWN!™ (FINISHING MOVE)		● + ←	Super Backdrop
L2	The Worm™ (near face-up downed opponent's upper body)	● + ↑	Beat Head 1
L2 + ↑, ↗, ↓, or ←	Lita™ Tornado DDT (facing groggy standing opponent)	● + ↗	D-Von™ Neck Breaker
GRAPPLE (FACING STANDING OPPONENT)		RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Turnbuckle Dropkick
● + ↓	Russian Leg Sweep 1	× + ↓, ←, ↑, or →	Turnbuckle Dropkick (while running)
● + ←	Ric Flair™ Headlock	TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
● + ↑	Arm Wrench	●	Raises the Opponent Up
● + ↗	Suplex 3	● + ↓, ←, ↑, or →	Choke
GRAPPLE (FACING STANDING GROGGY OPPONENT)		RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Turnbuckle Dropkick
● + ↓	Falling Powerbomb 1	DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
● + ←	DDT 2	×	Elbow Drop 3
● + ↑	Shuffle Side Kick	× + ↓	Elbow Drop 3
● + ↗	Neckbreaker 3	× + ←	Diving Huracanrana
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)		× + ↑	Elbow Drop 3
● + ↓	Backslide Pin 1	× + ↗	Front Dropkick 4
● + ←	Spinning Backdrop	JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
● + ↑	Jawbreaker 1	■, × (while running)	Baseball Slide
● + ↗	Jawbreaker 2	RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
STRIKE (FACING STANDING OPPONENT)		× (while running)	Thump
×	Austin™ Punches 1	RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
× + ↓	Dropkick 2	× (while running)	Dropkick to Knee
× + ↖ or ↗	Toe Kick 1	DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
× + ←	Elbow Smash 1	×	Vaulting Body Press
× + ↖ or ↗	Slap 2	RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
× + ↑	Double Axe Handle 1	●	Neckbreaker 1
× + ↗	Body Punch	● + ↓, ←, ↑, or →	Running Backslide Pin
GRAPPLE (BEHIND STANDING OPPONENT)		RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
●	Irish Whip	● (while running)	Neckbreaker 1
● + ↓	Russian Leg Sweep 2	● + ↓, ←, ↑, or →	Running Backslide Pin (while running)
● + ←	Kurt Angle™ Backdrop	RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
● + ↑	Forearm Smash	× (while running)	Diving Forearm Smash
● + ↗	Facecrusher 4	× + ↓, ←, ↑, or →	Thump (while running)
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)		RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
●	Irish Whip	× (while running)	Running Flip Splash
● + ↓	Rolling Clutch Pin	× + ↓, ←, ↑, or →	Dropkick to Knee (while running)
● + ←	High Angle™ Backdrop 2	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑	Sleeper Hold 3	● + ↓, ←, ↑, or →	(while running)
● + ↗	Facecrusher 4	● + ↓, ←, ↑, or →	School Boy Pin 2 (while running)
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)		GRAPPLE VS. RUNNING OPPONENT	
●	Raise	●	Hip Toss 1
● + ↓	Pin Fall	● + ↑ or ↓	Drop Toehold
● + ←	Headscissor Roll Over	● + ← or →	Samoan Drop
● + ↑	Fury Punch 3	DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
● + ↗	Surfboard	●	Double Suplex 1
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)		● + ↓	Double DDT
●	Raise	● + ←	Double Suplex 1
● + ↓	Pin Fall	● + ↑	Double Clothesline
● + ←	Mexican Surfboard	● + ↗	Double Beat Head
● + ↑	Knee Stomp 1	DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
● + ↗	Bow and Arrow Lock	●	Irish Whip
HELL IN A CELL ROOF (FACING STANDING OPPONENT)		● + ↓	Cool Leg Drop
●	It Thrusts Down	● + ←	Mudhole Stomping 1
● + ↓, ←, ↑, or →	It Thrusts Down	● + ↑	Falling Powerbomb
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)		● + ↗	Body Splash and Whip
●	It Thrusts Down	TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
● + ↓, ←, ↑, or →	It Thrusts Down	● + ↓	Suplex and Cross Body
MAT STRIKE (STANDING NEAR OPPONENT)			
×	Angry Stomp		
× + ↑ or ↓	Flip Splash		
× + ← or →	Elbow Drop 4		
OPPONENT ON ROPES			
●	Irish Whip		

Stats

HEIGHT

5' 9"

WEIGHT

209 lbs.

FROM

Westbrook, MA

CAREER HIGHLIGHTS

Light-Heavyweight Champion; Tag Team Champion



The Worm™



Lita™ Tornado DDT



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Austin™ Punches 1
2. Elbow Smash 1
3. Dropkick 2

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



Jawbreaker 2



Backslide Pin 1



Facecrusher 4



SHAWN MICHAELS™

Moves



HBK
Shawn Michaels

Bio

He's one of the most charismatic showmen ever to grace a WWE™ ring. He was WWE™'s most resilient champion. Pound-for-pound, he may have been the company's toughest.

If a back injury hadn't cut Shawn Michaels™'s in-ring career short, there's no telling what the "Heartbreak Kid™" would have accomplished. As it was, he accomplished more than anyone at the time. He was the first Grand Slam Champion—the only competitor to hold every title WWE™ had to offer then. At 225 pounds, he somehow managed to win the WWE™ Championship on three occasions, defeating men close to twice his size along the way. One of the keys to his success was that Michaels™ would put his body on the line. He participated in the first (and, many say, most exciting) Hell in the Cell™ match, against Undertaker™. There were Ladder Matches. But even in "regular matches" (if there was ever such a thing with Shawn™), HBK™ was intent on being "the Showstopper, the main-eventer, the icon."™ It took its toll on his long-term health. Still in his early 30s, when most Superstars are hitting their prime, Michaels™ had to bow out of the spotlight after losing the title to Stone Cold Steve Austin™ at *WrestleMania® XIV* in March 1998. Soon he had surgery to take away the pain, but officially end his in-ring career, or so it was thought. But Michaels™ doesn't necessarily have to lace up the wrestling boots to be an instrumental part of WWE™ programming. One of the most natural talkers in history, he has the ability to rile up fans and fellow Superstars simply by grabbing a microphone. Remember, Michaels™ was one of the founding members of D-Generation X™, perhaps the most notorious faction in sports-entertainment history. They had as many memorable moments outside the ring as they did inside the ring. And Michaels™ remained one of the most popular superstars when he returned on a regular basis in November 1998, even though it was in a non-wrestling capacity as commissioner off WWE™. But for a variety of reasons, Michaels™ resigned as commissioner in 2000, and wasn't seen until the June 3, 2002, live on RAW™, when he was introduced as the newest member of another controversial faction, the nWo®. Fans at the American Airlines™ Arena cheered because they were happy to see him, or jeered because they were shocked he was joining the nWo®. But they were all on their feet, as they seemingly always are when HBK™'s "Sexy Boy™" theme song hits. He gave fans one final ring thrill at *SummerSlam 2002*, when he defeated Triple H™ in an unsanctioned brawl.

Control	Action	Control	Action
TAUNT (STANDING)		TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
L2	Taunt HBK™ 2	●	Irish Whip
L2 + ↓	Taunt HBK™ 3	● + ↓	10 Punch
L2 + ←	Taunt HBK™ 1	● + ←	Mudhole Stomping 2
L2 + →	Taunt HBK™ 3	● + →	Superplex 1
L2 + ↑	Taunt HBK™ 1	● + ↑	Tornado Arm Breaker
SMACKDOWN!™ (HOLDING WEAPON)		TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
L2	DDT	●	Irish Whip
L2 + ↑, →, ↓, or ←	DDT	● + ↓	Illegal Pin
SMACKDOWN!™ (FINISHING MOVE)		● + ←	Super Backdrop
L2	Sweet Chin Music™ (facing groggy standing opponent)	● + ↑	Dropkick and School Boy Pin
L2 + ↑, →, ↓, or ←	Diving Elbow Drop Pin (on turnbuckle vs. downed opponent)	● + →	Turnbuckle Toe Kick
GRAPPLE (FACING STANDING OPPONENT)		RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Turnbuckle Dropkick
● + ↓	Jumping Arm Breaker	× + ↓, ←, ↑, or →	Turnbuckle Dropkick (while running)
● + ←	Cruiserweight Moves 1	TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
● + ↑	Huracanrana 1	●	Raises the Opponent Up
● + →	Snap Suplex	● + ↓, ←, ↑, or →	Mudhole Stomping 3
GRAPPLE (FACING STANDING GROGGY OPPONENT)		RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Turnbuckle Dropkick
● + ↓	Gutwrench Suplex 1	DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
● + ←	DDT 2	×	Diving Elbow
● + ↑	Gutbuster	× + ↓	Diving Moonsault Pin
● + →	Elbow Strike	× + ←	Missile Dropkick
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)		× + ↑	Diving Elbow
● + ↓	Fame Asser™	× + →	Diving Cross Body Pin 2
● + ←	Front Dropkick 6	JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
● + ↑	Lita™ Tornado DDT	■, × (while running)	Rope Flip 1
● + →	Double Arm Suplex 2	RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
STRIKE (FACING STANDING OPPONENT)		× (while running)	Flying Forearm Smash
×	Snap Jab	RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
× + ↓	Dropkick 2	× (while running)	Dropkick to Knee
× + ↖ or ↗	Toe Kick 1	DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
× + ←	Spinning Back Kick 1	×	Vaulting Body Press
× + ↖ or ↗	Austin™ Punches 1	RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
× + ↑	Clothesline 3	●	Neckbreaker 1
× + →	Back Chop 1	● + ↓, ←, ↑, or →	Sunset Flip Pin
GRAPPLE (BEHIND STANDING OPPONENT)		RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
●	Irish Whip	● (while running)	Neckbreaker 1
● + ↓	Naked Choke Drop	● + ↓, ←, ↑, or →	Sunset Flip Pin (while running)
● + ←	Cruiserweight Moves 4	RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
● + ↑	Elbow to Back of Head 2	× (while running)	Flying Forearm Smash
● + →	Mat Slam 2	× + ↓, ←, ↑, or →	Karate Kick 1 (while running)
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)		RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
●	Irish Whip	× (while running)	Benoit™ Elbow Drop
● + ↓	School Boy Pin 2	× + ↓, ←, ↑, or →	Dropkick to Knee (while running)
● + ←	Kurt Angle™ Backdrop	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑	Russian Leg Sweep 2	● + ↓, ←, ↑, or →	Facecrusher 3 (while running)
● + →	Forearm Smash	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)		● + ↓, ←, ↑, or →	School Boy Pin 2 (while running)
●	Raise	GRAPPLE VS. RUNNING OPPONENT	
● + ↓	Pin Fall	●	Whirl Back Breaker
● + ←	Knee Smash	● + ↑ or ↓	Hip Toss 1
● + ↑	Fury Punch 3	● + ← or →	Belly to Belly Suplex
● + →	Short Arm Scissors	DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)		●	Arm Wrench and Kick
● + ↓	Pin Fall	●	Double DDT
● + ←	Figure 4 Leg Lock 1	● + ←	Double Suplex 1
● + ↑	Cruiserweight Moves 6	● + ↑	Double Clothesline
● + →	Sharpshooter	● + →	Double Beat Head
HELL IN A CELL ROOF (FACING STANDING OPPONENT)		DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
●	It Thrusts Down	●	Irish Whip
● + ↓, ←, ↑, or →	It Thrusts Down	● + ↓	Whip and Lay Down
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)		● + ←	Mudhole Stomping 1
●	It Thrusts Down	● + ↑	Spike Piledriver
● + ↓, ←, ↑, or →	It Thrusts Down	● + →	Kick to Stomach
MAT STRIKE (STANDING NEAR OPPONENT)		TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
×	Angry Stomp	● + ↓	Suplex and Cross Body
× + ↑ or ↓	Knee Drop 2		
× + ← or →	Elbow Drop 4		
OPPONENT ON ROPES			
●	Irish Whip		

Stats

HEIGHT 6' 1"	WEIGHT 225 lbs.	FROM San Antonio, Texas	FINISHING MOVE Sweet Chin Music™
CAREER HIGHLIGHTS WWE™ Champion (3); Intercontinental Champion (3); European Champion; Tag Team Champion (3); 1995 and 1996 <i>Royal Rumble</i> ® winner			



Note

Shawn Michaels™ is a hidden Superstar in Season Mode. To unlock him, you must win a match at *No Mercy*™ in Season Mode.

Note

Did you know that, before achieving fame and success as a singles Superstar, Shawn Michaels™ was partnered with Marty Janetty™ in a tag team known as The Rockers™?



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Snap Jab
2. Spinning Back Kick 1
3. Dropkick 2

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



Fame-Ass-er™



Figure 4 Leg Lock 1



Diving Moonsault Pin

SHAWN MICHAELS™

SHAWN STASIAK™

Moves


SHAWN STASIAK

Bio

Shawn Stasiak™ has a lot to live up to. As the son of a former WWE™ Champion—Stan Stasiak™—Shawn wants to prove that greatness runs in the family. He has the size and the motivation to reach the top, and is focused on getting the experience to get him there.

Note

Did you know that Shawn Stasiak™'s first WWE™ ring name was "Meat™"?

Control	Action	Control	Action
TAUNT (STANDING)		TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
L2	Taunt Kurt Angle™ 3	●	Irish Whip
L2 + ↓	Taunt Kurt Angle™ e 3	● + ↓	Choke
L2 + ←	Swing Arms	● + ←	Big Back Chop 1
L2 + ↑	Taunt Kurt Angle™ 3	● + ↑	Hanging in Reverse
L2 + →	Swing Arms	● + →	Superplex 1
SMACKDOWN!™ (HOLDING WEAPON)		TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
L2	DDT	●	Irish Whip
L2 + ↑, ↓, →, ←	DDT	● + ↓	Illegal Pin
SMACKDOWN!™ (FINISHING MOVE)		● + ←	Hanging in Reverse
L2	DDT 2 (facing groggy standing opponent)	● + ↑	Super Backdrop
L2 + ↑, ↓, →, ←	Test™ Neckbreaker (facing groggy standing opponent)	● + →	Turnbuckle Toe Kick
GRAPPLE (FACING STANDING OPPONENT)		RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Turnbuckle Clothesline
● + ↓	Sidewalk Slam 2	× + ↓, ←, ↑, or →	Turnbuckle Clothesline (while running)
● + ←	Arm Drag 3	TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
● + ↑	Club to Neck 3	●	Raises the Opponent Up
● + →	Suplex 3	● + ↓, ←, ↑, or →	Pushes Turnbuckle
GRAPPLE (FACING STANDING GROGGY OPPONENT)		RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Turnbuckle Dropkick
● + ↓	Backslide Pin 1	DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
● + ←	Shoulder Thrusts	×	Elbow Drop 3
● + ↑	Shoulder Breaker	× + ↓	Diving Moonsault Pin
● + →	Suplex 3	× + ←	Front Dropkick 4
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)		× + ↑	Elbow Drop 3
● + ↓	Falling Powerbomb Pin 1	× + →	Flying Clothesline
● + ←	Spinning Backdrop	JUMP THROUGH ROPES (IN RING; RUNNING TOWARD OPPONENT OUTSIDE RING)	
● + ↑	Neckbreaker 3	■, × (while running)	Baseball Slide
● + →	DDT 2	RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
STRIKE (FACING STANDING OPPONENT)		× (while running)	Dropkick 4
×	Snap Jab	RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
× + ↓	Dropkick 2	× (while running)	Dropkick to Knee
× + ← or →	Toe Kick 1	DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
× + ↑	Spinning Back Kick 1	×	Vaulting Body Press
× + →	Austin™ Punches 1	RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
× + ↑	Shuffle Side Kick 1	●	Neckbreaker 1
× + →	Back Chop 1	● + ↓, ←, ↑, or →	Sunset Flip Pin
GRAPPLE (BEHIND STANDING OPPONENT)		RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
●	Irish Whip	● (while running)	Neckbreaker 1
● + ↓	Mat Slam 2	● + ↓, ←, ↑, or →	Sunset Flip Pin (while running)
● + ←	Russian Leg Sweep 2	RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
● + ↑	Rear Naked with Stretch	× (while running)	Clothesline 6
● + →	Sidewalk Slam 3	× + ↓, ←, ↑, or →	Dropkick 4 (while running)
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)		RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
●	Irish Whip	× (while running)	Benoit™ Elbow Drop
● + ↓	Backslide Pin 2	× + ↓, ←, ↑, or →	Dropkick to Knee (while running)
● + ←	Backdrop 1	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑	Sleeper Hold 3	● + ↓, ←, ↑, or →	Mat Slam 2 (while running)
● + →	Bulldog	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)		● + ↓, ←, ↑, or →	School Boy Pin 2 (while running)
●	Raise	GRAPPLE VS. RUNNING OPPONENT	
● + ↓	Pin Fall	●	Samoan Drop
● + ←	Knee Smash	● + ↑ or ↓	Shoulder Back Toss 1
● + ↑	Fury Punch 3	● + ← or →	Hip Toss 1
● + →	Short Arm Scissors	DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)		●	Double Flapjack
●	Raise	● + ↓	Double Punches 2
● + ↓	Pin Fall	● + ←	Double Suplex 1
● + ←	Kick to Leg 2	● + ↑	Double Clothesline
● + ↑	Leg Lock 4	● + →	Double Beat Head
● + →	Boston Crab	DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
HELL IN A CELL ROOF (FACING STANDING OPPONENT)		●	Irish Whip
●	It Thrusts Down	● + ↓	Whip and Lay Down
● + ↓, ←, ↑, or →	It Thrusts Down	● + ←	Mudhole Stomping 1
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)		● + ↑	Hip Toss
●	It Thrusts Down	● + →	Kick to Stomach
● + ↓, ←, ↑, or →	It Thrusts Down	TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
MAT STRIKE (STANDING NEAR OPPONENT)		●	Suplex and Cross Body
×	Angry Stomp		
× + ↑ or ↓	Knee Drop 2		
× + ← or →	Elbow Drop 4		
OPPONENT ON ROPES			
●	Irish Whip		

Stats

HEIGHT

6'2"

WEIGHT

242 lbs.



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Snap Jab
2. Back Chop 1
3. Shuffle Side Kick 1

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



Falling Powerbomb Pin 1



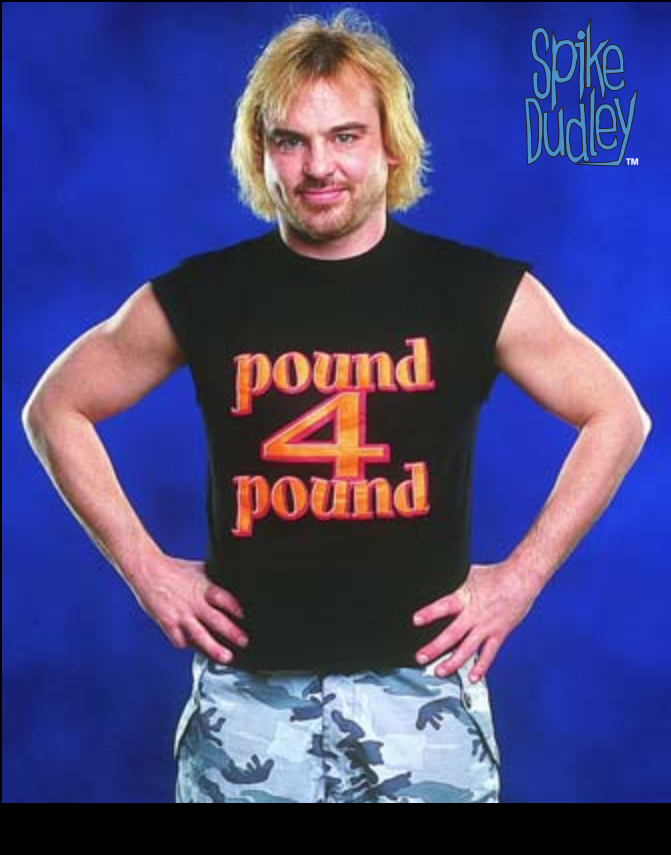
Backslide Pin 2



Boston Crab

SHAWN STASIAK™

Moves



Bio

Spike Dudley™ may be the runt of the Dudley litter, but he's the perfect example of the old cliché, "It's not the size of the dog in the fight, it's the size of the fight in the dog!"

While in ECW™, nearly half of the roster tossed Spike™ around like a rag doll, threw him through tables and split him open with thunderous chair shots to the head. But he still got up and continued to fight.

Although various WWE™ Superstars still underestimate Spike™ for his size, they learn pretty quickly about the size of Spike™'s heart, how far it's gotten him already, and that the best out of Spike™ is still yet to come!

Note

Did you know that Spike™ was an elementary school teacher in San Francisco before becoming an ECW™ star?

Control	Action
TAUNT (STANDING)	
L2	Holdup
L2 + ↓	Holdup
L2 + ←	Stamping 3
L2 + ↑	Holdup
L2 + ↗	Stamping 3
SMACKDOWN!™ (HOLDING WEAPON)	
L2	DDT
L2 + ↑, ↓, ↘, or ←	DDT
SMACKDOWN!™ (FINISHING MOVE)	
L2	Dudley Dog™ (behind opponent standing in turnbuckle)
L2 + ↑, ↓, ↘, or ←	Jumping Tornado DDT (facing groggy standing opponent)
GRAPPLE (FACING STANDING OPPONENT)	
●	Irish Whip
● + ↓	Ric Flair™ Headlock
● + ←	Elbow Strike
● + ↑	Club to Neck 2
● + ↗	Suplex 2
GRAPPLE (FACING STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Spike™ Cradle Pin
● + ←	Front Dropkick 6
● + ↑	Hurricanrana™ 3
● + ↗	Falling Neckbreaker
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)	
● + ↓	Victory Roll Pin 2
● + ←	DDT 2
● + ↑	Queen Arm Scissors
● + ↗	Suplex 1
STRIKE (FACING STANDING OPPONENT)	
×	Bubba Ray™ Punches 1
×	Dropkick 2
×	Toe Kick 1
×	Snap Jab
×	Elbow Smash 1
×	Austin™ Punches 1
×	Slap 2
GRAPPLE (BEHIND STANDING OPPONENT)	
●	Irish Whip
● + ↓	Naked Choke Drop
● + ←	Leg Breaker
● + ↑	Elbow to Back of Head 2
● + ↗	Forearm Smash
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Rear Naked with Stretch
● + ←	Backdrop 1
● + ↑	Sleeper Hold 2
● + ↗	Reverse DDT
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Oklahoma Roll Pin
● + ↑	Dropkick to Face
● + ↗	Camel Clutch 2
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Kick to Groin 3
● + ↑	Leg Lock 4
● + ↗	Single Leg Crab 1
HELL IN A CELL ROOF (FACING STANDING OPPONENT)	
●	It Thrusts Down
● + ↓, ←, ↑, or →	It Thrusts Down
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)	
●	It Thrusts Down
● + ↓, ←, ↑, or →	It Thrusts Down
MAT STRIKE (STANDING NEAR OPPONENT)	
×	Angry Stomp
×	Leg Drop
×	Elbow Drop 4
OPPONENT ON ROPES	
●	Irish Whip

Control	Action
TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Superplex 1
● + ←	Tornado DDT
● + ↑	Superplex 1
● + ↗	Tornado DDT
TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Illegal Pin
● + ←	Rolling Powerbomb
● + ↑	Super Backdrop
● + ↗	Beat Head 1
RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
×	(while running) Turnbuckle Dropkick
×	+ ↓, ←, ↑, or → Turnbuckle Dropkick (while running)
TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
●	Raises the Opponent Up
● + ↓, ←, ↑, or →	Choke
RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
×	(while running) Turnbuckle Dropkick
DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
×	Elbow Drop 3
×	Diving Elbow
×	Front Dropkick 4
×	Elbow Drop 3
×	Diving Cross Body Pin 2
JUMP THROUGH ROPES (IN RING; RUNNING TOWARD OPPONENT OUTSIDE RING)	
■, ×	(while running) Dive Through Ropes
RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
×	(while running) Cross Body 1
RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
×	(while running) Dropkick to Knee
DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
×	Vaulting Body Press
RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
●	Hurricanrana™ and Punches
● + ↓, ←, ↑, or →	School Boy Pin 1
RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
●	(while running) Hurricanrana™ and Punches
● + ↓, ←, ↑, or →	School Boy Pin 1 (while running)
RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
×	(while running) Back Elbow Attack 2
×	+ ↓, ←, ↑, or → Cross Body 1 (while running)
RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
×	(while running) Double Axe Handle 5
×	+ ↓, ←, ↑, or → Dropkick to Knee (while running)
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
●	+ ↓, ←, ↑, or → Snapmare 4 (while running)
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
●	+ ↓, ←, ↑, or → School Boy Pin 2 (while running)
GRAPPLE VS. RUNNING OPPONENT	
●	+ ↑ or ↓ Rolling Boston Crab
●	+ ← or → Shoulder Back Toss 1
●	+ ← or → Arm Drag 5
DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
●	Low Blow and Knee Attack
● + ↓	Dropkick and Rolling Clutch
● + ←	Double Suplex 1
● + ↑	Double Facemasker
● + ↗	Double Dropkick
DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
●	Irish Whip
● + ↓	Whip and Lay Down
● + ←	Mudhole Stomping 1
● + ↑	Spike™ Piledriver
● + ↗	Body Splash and Whip
TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
● + ↓	Suplex and Cross Body

Stats

HEIGHT

5'8"

WEIGHT

150 lbs.

FROM

Dudleyville

FINISHING MOVE

Dudley Dog™

CAREER HIGHLIGHTS

WWE™ Tag Team Champion; ECW™ Tag Team Champion (2)



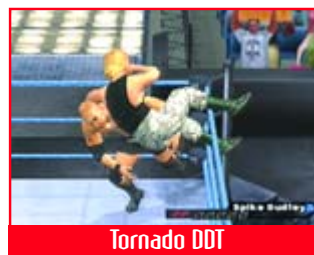
COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Bubba Ray™ Punches 1
2. Back Chop 1
3. Dropkick 2

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



SPIKE DUDLEY™



STACY KEIBLER

Bio

She's one of the most beautiful women on the planet, and her legs don't ever seem to end! Stacy Keibler™ is the very definition of a Diva—you just can't take your eyes off her! For a time, Stacy Keibler™ was known as the "Duchess of Dudleyville™," accompanying Bubba Ray™ and D-Von Dudley™ to the ring. Having been put through a table by the Dudley Boyz™, Stacy™ and the Dudley Boyz™ relationship was severed. Regardless, she has remained one of the most popular attractions in WWE™. She has even shocked fans by donning wrestling boots and competing in the ring.

Note

Stacy Keibler™ has a hidden alternate costume. To unlock it, you must win a match at *Rebellion™* during the Season Mode.

Note

Did you know that Stacy Keibler™ got her start in sports-entertainment by winning a dance contest to become a WCW® Nitro Girl?

Control	Action	Control	Action
TAUNT (STANDING)		TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
L2	Taunt Stacy Keibler™ 1	●	Irish Whip
L2 + ↓	Taunt Stacy Keibler™ 2	● + ↓	Hangman Chokehold 2
L2 + ←	Taunt Stacy Keibler™ 3	● + ←	Monkey Flip
L2 + ↑	Taunt Stacy Keibler™ 2	● + ↑	Hangman Chokehold 2
L2 + ↗	Taunt Stacy Keibler™ 3	● + ↗	Monkey Flip
SMACKDOWN!™ (HOLDING WEAPON)		TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
L2	DDT	●	Irish Whip
L2 + ↑, ↗, ↓, or ←	DDT	● + ↓	Beat Head 1
SMACKDOWN!™ (FINISHING MOVE)		● + ←	Turnbuckle Toe Kick
L2	Rico™ Spinning Kick (facing groggy standing opponent)	● + ↑	Beat Head 1
L2 + ↑, ↗, ↓, or ←	Woman's Special Slap (facing groggy standing opponent)	● + ↗	Turnbuckle Toe Kick
GRAPPLE (FACING STANDING OPPONENT)		RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Turnbuckle Dropkick
● + ↓	Wrist Lock	× + ↓, ←, ↑, or ↗	Turnbuckle Dropkick (while running)
● + ←	Handspring	TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
● + ↑	Eye Rake	●	Raises the Opponent Up
● + ↗	Arm Drag 3	● + ↓, ←, ↑, or ↗	Choke
GRAPPLE (FACING STANDING GROGGY OPPONENT)		RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Bronco Buster™
● + ↓	Wrist and Arm Wrench	DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
● + ←	Front Dropkick 6	×	Elbow Drop 3
● + ↑	Neckbreaker 3	× + ↓	Diving Elbow Drop Pin 1
● + ↗	Headlock Takedown	× + ←	Double Axe Handle 3
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)		× + ↑	Elbow Drop 3
● + ↓	Small Package	× + ↗	Diving Cross Body Pin 2
● + ←	Woman's Jawbreaker	JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
● + ↑	Screw Spinebuster	■, × (while running)	Vaulting Body Press
● + ↗	Woman's Snapmare	RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
STRIKE (FACING STANDING OPPONENT)		× (while running)	Back Elbow Attack 3
×	Woman's Elbow Smash	RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
× + ↓	Front Dropkick 2	× (while running)	Dropkick to Knee
× + ↗ or ↘	Woman's Toe Kick	DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
× + ←	Stacy Keibler™ Kick	×	Vaulting Body Press
× + ↗ or ↘	Austin™ Punches 1	RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
× + ↑	Spinning Kick	●	Spear and Punching
× + ↗	Woman's Slap 1	● + ↓, ←, ↑, or ↗	School Boy Pin 1
GRAPPLE (BEHIND STANDING OPPONENT)		RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
●	Irish Whip	● (while running)	Spear and Punching
● + ↓	Forearm Smash	● + ↓, ←, ↑, or ↗	School Boy Pin 1 (while running)
● + ←	Bulldog	RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
● + ↑	Elbow to Back of Head 2	× (while running)	Cross Body 1
● + ↗	Turn Facing Front	× + ↓, ←, ↑, or ↗	Back Elbow Attack 3 (while running)
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)		RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
●	Irish Whip	× (while running)	Benoit™ Elbow Drop
● + ↓	Backslide Pin 2	× + ↓, ←, ↑, or ↗	Dropkick to Knee (while running)
● + ←	Magnum Driver	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑	Sleeper Hold 2	● + ↓, ←, ↑, or ↗	Snapmare 4 (while running)
● + ↗	Russian Leg Sweep	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)		● + ↓, ←, ↑, or ↗	Rolling Clutch Pin (while running)
●	Raise	GRAPPLE VS. RUNNING OPPONENT	
● + ↓	Pin Fall	●	Sleeper Hold 4
● + ←	Headlock	● + ↑ or ↓	Shoulder Back Toss 1
● + ↑	Head Pound 2	● + ← or ↗	Arm Drag 6
● + ↗	Surfboard	DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)		●	Low Blow and Knee Attack
●	Raise	● + ↓	Dropkick and Rolling Clutch
● + ↓	Pin Fall	● + ←	Double Suplex 1
● + ←	Kick to Groin 3	● + ↑	Double Clothesline
● + ↑	Leg Lock 4	● + ↗	Double Dropkick
● + ↗	Edgicator™	DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
HELL IN A CELL ROOF (FACING STANDING OPPONENT)		●	Irish Whip
●	It Thrusts Down	● + ↓	Whip and Lay Down
● + ↓, ←, ↑, or ↗	It Thrusts Down	● + ←	Mudhole Stomping 1
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)		● + ↑	Hip Toss
●	It Thrusts Down	● + ↗	Body Splash and Whip
● + ↓, ←, ↑, or ↗	It Thrusts Down	TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
MAT STRIKE (STANDING NEAR OPPONENT)		● + ↓	Suplex and Cross Body
×	Stacy Keibler™ Stomp		
× + ↑ or ↓	Stacy Keibler™ Stomp		
× + ← or ↗	Stacy Keibler™ Stomp		
OPPONENT ON ROPES			
●	Irish Whip		

Stats

HEIGHT

5' 11"

FROM

Baltimore, MD



Rico™ Spinning Kick



Woman's Special Slap



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Woman's Elbow Smash
2. Woman's Elbow Smash
3. Stacy Keibler™ Kick

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



Elbow to Back of Head 2



Sleeper Hold 2



Stacy Keibler™ Kick

STACY KEIBLER™

STEPHANIE MCMAHON™

Moves



Bio

They call her the "Billion-Dollar Princess™," and perhaps no nickname is more appropriate.

Since birth, Stephanie McMahon™ has led a privileged life. The daughter of Vince™ and Linda™ McMahon, Stephanie™ has grown up in the sports-entertainment business. She lives, eats and breathes the World Wrestling Entertainment™, and as a result, has developed one of the most cunning minds in the industry. Stephanie™'s rise to Superstardom coincided with her surprise marriage to Triple H™ in November 1999. The couple wreaked havoc on the WWE™ during the ensuing "McMahon-Helmsley™ era," a time which even saw Stephanie™ become Women's Champion. After "The Game™" went down to a quadriceps injury in May 2001, Stephanie™ stayed on the sidelines for a few months, but the lure of the squared circle was just too strong. In July 2001, she revealed to the world that she had purchased Extreme Championship Wrestling™ (ECW™), and she and her brother, Shane™, formed the Alliance™!

When the Alliance™ was driven out of business at the 2001 *Survivor Series*®, Stephanie™ was again thrust to the sidelines. After returning with Triple H™ in January 2002, Stephanie™ and "The Game™" began to have some marriage problems, and the "McMahon/Helmsley era™" is now history! You don't want to get on Stephanie McMahon™'s bad side. The "Billion-Dollar Princess™" has shown time and time again that she's no one to be messed with—and she always gets her way!

Control	Action	Control	Action
TAUNT (STANDING)		TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
L2	Woman Manager 1	●	Irish Whip
L2 + ↓	Woman Manager 1	● + ↓	Shoulder Thrust
L2 + ←	Taunt Vince McMahon™	● + ←	Choke
L2 + ↑	Woman Manager 1	● + ↑	Shoulder Thrust
L2 + →	Taunt Vince McMahon™	● + →	Choke
SMACKDOWN!™ (HOLDING WEAPON)		TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
L2	DDT	●	Irish Whip
L2 + ↑, →, ↓, or ←	DDT	● + ↓	Rolling Powerbomb
SMACKDOWN!™ (FINISHING MOVE)		● + ←	Turnbuckle Toe Kick
L2	Woman's Special Slap (facing groggy standing opponent)	● + ↑	Beat Head 1
L2 + ↑, →, ↓, or ←	Pedigree 1 (facing groggy standing opponent)	● + →	Turnbuckle Toe Kick
GRAPPLE (FACING STANDING OPPONENT)		RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Turnbuckle Clothesline
● + ↓	Knee Smash 1	× + ↓, ←, ↑, or →	Turnbuckle Clothesline (while running)
● + ←	Snapmare 1	TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
● + ↑	Wrist Lock	●	Raises the Opponent Up
● + →	Elbow Strike	● + ↓, ←, ↑, or →	Choke
GRAPPLE (FACING STANDING GROGGY OPPONENT)		RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Knee Attack 1
● + ↓	Woman's Jawbreaker	DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
● + ←	Head Pound 1	×	Elbow Drop 3
● + ↑	Neckbreaker 2	× + ↓	Elbow Drop 3
● + →	Headlock Takedown	× + ←	Double Axe Handle 3
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)		× + ↑	Elbow Drop 3
● + ↓	Double Wrist Suplex Pin	× + →	Diving Cross Body Pin 2
● + ←	Gutwrench Suplex 2	JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
● + ↑	Standing Crossface	■, × (while running)	Vaulting Body Press
● + →	Suplex 3	RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
STRIKE (FACING STANDING OPPONENT)		× (while running)	Kurt™ Shoulder Block
×	Woman's Elbow Smash	RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
× + ↓	Middle Kick 1	× (while running)	Running Flip Splash
× + ← or →	Woman's Toe Kick	DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
× + ←	Woman's Slap 1	×	Vaulting Body Press
× + ← or →	Snap Jab	RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
× + ↑	Double Axe Handle 1	●	Neckbreaker 1
× + →	Woman's Slap 2	● + ↓, ←, ↑, or →	Neckbreaker 1
GRAPPLE (BEHIND STANDING OPPONENT)		RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
●	Irish Whip	● (while running)	Neckbreaker 1
● + ↓	Mat Slam 2	● + ↓, ←, ↑, or →	Neckbreaker 1 (while running)
● + ←	Turn Facing Front	RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
● + ↑	Rear Naked with Stretch	× (while running)	Kurt™ Shoulder Block
● + →	Low Blow	× + ↓, ←, ↑, or →	Kurt™ Shoulder Block (while running)
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)		RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
●	Irish Whip	× (while running)	Double Axe Handle 5
● + ↓	Backslide Pin 2	× + ↓, ←, ↑, or →	Running Flip Splash (while running)
● + ←	Back Rake	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑	Sleeper Hold 2	● + ↓, ←, ↑, or →	Mat Slam 2 (while running)
● + →	Kurt Angle™ Backdrop	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)		● + ↓, ←, ↑, or →	School Boy Pin 2 (while running)
●	Raise	RUNNING GRAPPLE (RUNNING TOWARD DOWNED OPPONENT)	
● + ↓	Pin Fall	●	Hip Toss 1
● + ←	Head Is Struck and Raise	● + ↑ or ↓	Shoulder Back Toss 1
● + ↑	Head Pound 2	● + ← or →	Arm Drag 5
● + →	Headlock	DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)		●	Low Blow and Knee Attack
●	Raise	● + ↓	Dropkick and Rolling Clutch
● + ↓	Pin Fall	● + ←	Double Suplex 1
● + ←	Kick to Back	● + ↑	Double Clothesline
● + ↑	Kick to Head	● + →	Double Dropkick
● + →	Side Leg Lock	DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
HELL IN A CELL ROOF (FACING STANDING OPPONENT)		●	Irish Whip
●	It Thrusts Down	● + ↓	Whip and Lay Down
● + ↓, ←, ↑, or →	It Thrusts Down	● + ←	Mudhole Stomping 1
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)		● + ↑	Hip Toss
●	It Thrusts Down	● + →	Body Splash and Whip
● + ↓, ←, ↑, or →	It Thrusts Down	TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
MAT STRIKE (STANDING NEAR OPPONENT)		● + ↓	Suplex and Cross Body
×	Woman's Angry Stomp	● + ←	
× + ↑ or ↓	Woman's Angry Stomp	● + ↑	
× + ← or →	Woman's Angry Stomp	● + →	
OPPONENT ON ROPES			
●	Irish Whip		

Stats

FROM

Greenwich, Connecticut

CAREER HIGHLIGHTS

Women's Champion



Note

Stephanie McMahon™ is a hidden Superstar in Season Mode. To unlock her, you must win a match at *No Mercy*® during the Season Mode.

Note

Did you know that Stephanie™'s first WWE™ appearance was as the victim of a kidnapping by Undertaker®?



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

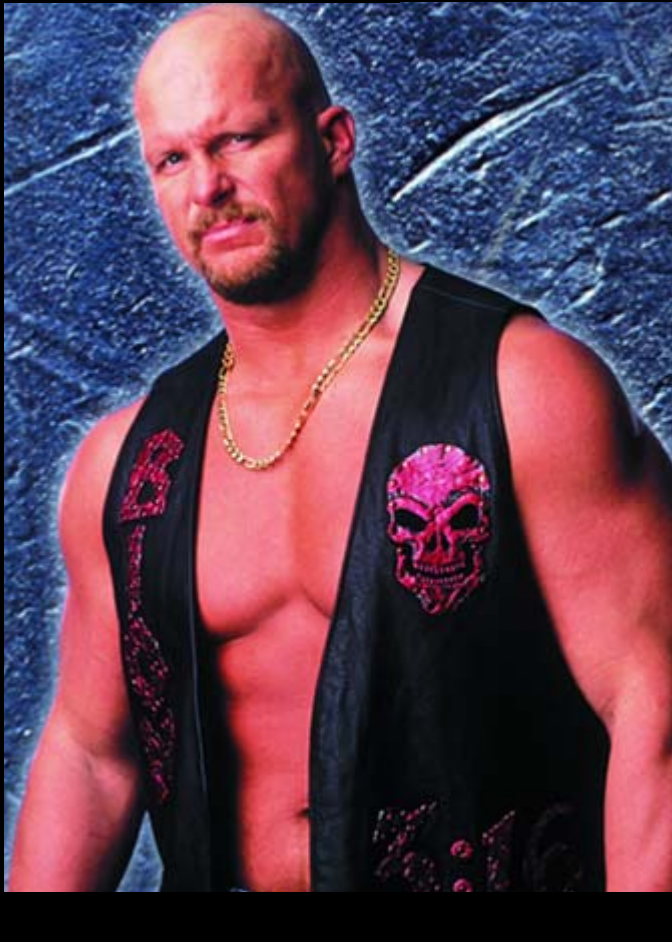
1. Woman's Elbow Smash
2. Low Kick 1
3. Double Axe Handle 1

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



STONE COLD STEVE AUSTIN™



Bio

Stone Cold Steve Austin™ is arguably the greatest Superstar in the history of World Wrestling Entertainment™. A six-time World Champion, the Texas Rattlesnake™ has main-evented 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™," says "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 the roster, 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-talkin', beer-swillin', finger-gesturin', ass-kickin' S.O.B., and millions of World Wrestling Entertainment™ fans wouldn't have it any other way!

Control	Action
TAUNT (STANDING)	
L2	Taunt Austin™ 7
L2 + ↓	Taunt Austin™ 4
L2 + ←	Taunt Austin™ 6
L2 + ↑	Taunt Austin™ 5
L2 + →	Taunt Austin™ 3
SMACKDOWN!™ (HOLDING WEAPON)	
L2	DDT
L2 + ↑, →, ↓, or ←	DDT
SMACKDOWN!™ (FINISHING MOVE)	
L2	Stone Cold™ Stunner 3 (facing a groggy standing opponent)
L2 + ↑, →, ↓, or ←	Stone Cold™ Stunner 2 (facing a groggy standing opponent)
GRAPPLE (FACING STANDING OPPONENT)	
●	Irish Whip
● + ↓	Taunt Austin™ 1
● + ←	Austin™ Back Chop
● + ↑	Wrist and Arm Wrench
● + →	Suplex 2
GRAPPLE (FACING STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Stone Cold™ Stunner 4
● + ←	Austin™ Knee Strike 1
● + ↑	Russian Leg Sweep 1
● + →	Headlock Takedown
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)	
● + ↓	Austin™ Spinebuster 1
● + ←	Sidewalk Slam 2
● + ↑	Jawbreaker 1
● + →	Suplex 3
STRIKE (FACING STANDING OPPONENT)	
×	Austin™ Punches 2
× + ↓	Austin™ Punches 3
× + ← or →	Toe Kick 1
× + ←	Snap Jab
× + → or ↗	Body Punch
× + ↑	Double Axe Handle
× + →	Elbow Smash 1
GRAPPLE (BEHIND STANDING OPPONENT)	
●	Irish Whip
● + ↓	Russian Leg Sweep 2
● + ←	Backdrop 1
● + ↑	Elbow to Back of Head 2
● + →	Forearm Smash
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Back Side Slam 3
● + ←	High Angle Backdrop 2
● + ↑	Cobra Clutch 2
● + →	Bulldog
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Austin™ Elbow Drop
● + ↑	Fury Punch 3
● + →	Sleeper Hold 8
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Single Leg Crab 1
● + ↑	Kick to Groin 3
● + →	STF
HELL IN A CELL ROOF (FACING STANDING OPPONENT)	
●	It Thrusts Down
● + ↓, ←, ↑, or →	It Thrusts Down
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)	
●	It Thrusts Down
● + ↓, ←, ↑, or →	It Thrusts Down
MAT STRIKE (STANDING NEAR OPPONENT)	
×	Angry Stomp
× + ↑ or ↓	Double Axe Handle 4
× + ← or →	Austin Elbow Drop 2
OPPONENT ON ROPES	
●	Austin™ Attack 2

Control	Action
TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Shoulder Thrust
● + ←	Mudhole Stomping 2
● + ↑	Superplex 2
● + →	Toss to Turnbuckle
TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Beat Head 1
● + ←	Hanging in Reverse
● + ↑	Turnbuckle Toe Kick
● + →	Beat Head 2
RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
× (while running)	Turnbuckle Clothesline
× + ↓, ←, ↑, or → (while running)	Turnbuckle Clothesline
TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
●	Raises the Opponent Up
● + ↓, ←, ↑, or →	Mudhole Stomping 3
RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
× (while running)	Knee Attack 1
DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
×	Elbow Drop 3
× + ↓	Diving Elbow
× + ←	Flying Clothesline
× + ↑	Diving Elbow
× + →	Double Axe Handle 3
JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
■, × (while running)	Dive Through Ropes
RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
× (while running)	Kitchen Sink
RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
× (while running)	Austin™ Elbow Drop 2
DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
×	Vaulting Body Press
RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
●	Lou Thesz Press 2
● + ↓, ←, ↑, or →	Lou Thesz Press 2
RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
● (while running)	Lou Thesz Press 2
● + ↓, ←, ↑, or → (while running)	Lou Thesz Press 2
RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
× (while running)	Clothesline 8
× + ↓, ←, ↑, or → (while running)	Kitchen Sink 1
RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
× (while running)	Austin™ Elbow Drop 2
× + ↓, ←, ↑, or → (while running)	Benoit™ Elbow Drop
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↓, ←, ↑, or → (while running)	Mat Slam 2
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
● + ↓, ←, ↑, or → (while running)	Bulldog
GRAPPLE VS. RUNNING OPPONENT	
●	Austin™ Spinebuster 2
● + ↑ or ↓	Shoulder Back Toss 1
● + ← or →	Hip Toss 1
DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
●	Double Punches 1
● + ↓	Double Punches 2
● + ←	Double Suplex 1
● + ↑	Double Clothesline
● + →	Double Beat Head
DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
●	Irish Whip
● + ↓	Spine and Neckbreaker
● + ←	Mudhole Stomping 1
● + ↑	Kick to Stomach
● + →	Body Splash and Whip
TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
● + ↓	Suplex and Cross Body

Stats

HEIGHT 6' 2" **WEIGHT** 252 lbs. **FROM** Victoria, TX **FAVORITE QUOTE** "And that's the bottom line, 'cause Stone Cold said so!"™

CAREER HIGHLIGHTS
 WWE™ Champion; Intercontinental Champion; Tag Team Champion; *King of the Ring*® 1996; 1997, 1998, 2001 *Royal Rumble*® winner



Note

Stone Cold™ has a hidden alternate costume. To unlock it, you must win a match at the *Royal Rumble*® during the Season Mode.

Note

Did you know that prior to his career as Stone Cold™, Steve Austin™ worked in WCW® (as "Stunning" Steve Austin™) and ECW™? He entered WWE™ as "The Ringmaster" Steve Austin™ and was managed by The Million-Dollar Man Ted DiBiase™.



COMBO STRIKES
 Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:
 1. Austin™ Punches 2
 2. Austin™ Punches 2
 3. Austin™ Punches 4

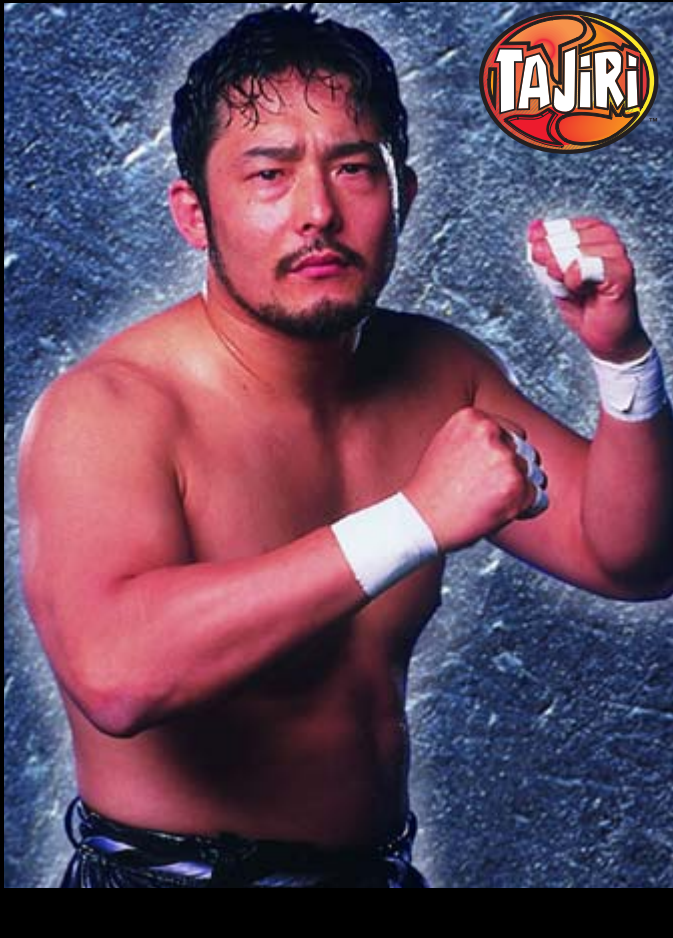
FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



STONE COLD STEVE AUSTIN™

TAJIRI™



Bio

"The Japanese Buzzsaw™" has arrived in World Wrestling Entertainment™. And there's no denying what this young stud is capable of accomplishing in the ring. 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 rivalry with 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 here. These days, Tajiri™ has captured the WWE™ Cruiserweight title—but at a price. His jealousy has cost him his girlfriend, Torrie Wilson™.

Note

Did you know that Tajiri™ has competed in most of the Japanese sports-entertainment leagues and used to perform in Mexico as the masked Superstar "Aquarius™"?

Control	Action
TAUNT (STANDING)	
L2	Taunt Tajiri™ 4
L2 + ↓	Taunt Tajiri™ 2
L2 + ←	Taunt Tajiri™ 1
L2 + ↑	Taunt Tajiri™ 2
L2 + ↗	Taunt Tajiri™ 3
SMACKDOWN!™ (HOLDING WEAPON)	
L2	DDT
L2 + ↑, ↗, ↓, or ←	DDT
SMACKDOWN!™ (FINISHING MOVE)	
L2	Buzzsaw Kick™ (near upper body of downed opponent)
L2 + ↑, ↗, ↓, or ←	Buzzsaw Kick™ (near upper body of downed opponent)
GRAPPLE (FACING STANDING OPPONENT)	
●	Irish Whip
● + ↓	Russian Leg Sweep 1
● + ←	Cruiserweight Moves 1
● + ↑	Snapmare 2
● + ↗	Cruiserweight Moves 3
GRAPPLE (FACING STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Falling Powerbomb 2
● + ←	Poison Mist 3
● + ↑	Shuffle Side Kick
● + ↗	Snap Suplex
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)	
● + ↓	Tajiri™ Quick Kick
● + ←	Tajiri™ Karate Rush
● + ↑	Huracanrana™ 3
● + ↗	Suplex 2
STRIKE (FACING STANDING OPPONENT)	
X	Tajiri™ Punches
X + ↓	Tajiri™ Spinning Kick
X + ← or ↗	Toe Kick 1
X + ←	Tajiri™ Low Kick
X + ↗ or ↘	Shuffle Side Kick 3
X + ↑	Spinning Wheel Kick 3
X + ↗	Spinning Back Kick 2
GRAPPLE (BEHIND STANDING OPPONENT)	
●	Irish Whip
● + ↓	Diving Reverse DDT
● + ←	Cruiserweight Moves 4
● + ↑	Sleeper Hold 3
● + ↗	Snapmare 4
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Dragon Suplex Pin
● + ←	Facecrusher 3
● + ↑	Edge O'Matic™ 2
● + ↗	Kurt Angle™ Backdrop
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Moonsault Splash 2
● + ↑	Cruiserweight Moves 5
● + ↗	Armbar 2
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Moonsault Splash 3
● + ↑	Cruiserweight Moves 6
● + ↗	Deathlock with Bridge
HELL IN A CELL ROOF (FACING STANDING OPPONENT)	
●	It Thrusts Down
● + ↓, ←, ↑, or ↗	It Thrusts Down
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)	
●	It Thrusts Down
● + ↓, ←, ↑, or ↗	It Thrusts Down
MAT STRIKE (STANDING NEAR OPPONENT)	
X	Angry Stomp
X + ↑ or ↓	Leg Drop
X + ← or ↗	Moonsault Splash 1
OPPONENT ON ROPES	
●	Irish Whip

Control	Action
TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Moonsault Kick
● + ←	Big Back Chop 1
● + ↑	Frankensteiner
● + ↗	Tornado DDT
TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Rolling Powerbomb
● + ←	Tarantula 1
● + ↑	Turnbuckle Toe Kick
● + ↗	Hanging in Reverse
RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
X (while running)	Handspring FC
X + ↓, ←, ↑, or ↗ (while running)	Handspring FC
TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
●	Raises the Opponent Up
● + ↓, ←, ↑, or ↗	Stomp and Choke
RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
X (while running)	Turnbuckle Droptick
DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
X	Elbow Drop 3
X + ↓	Diving Leg Drop
X + ←	Missile Droptick
X + ↑	Elbow Drop 3
X + ↗	Diving Elbow Bat
JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
■, X (while running)	Rope Flip 2
RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
X (while running)	Tajiri™ Elbow Attack
RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
X (while running)	Droptick to Knee
DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
X	Asai Moonsault
RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
●	Tajiri™ Rise and Kick
● + ↓, ←, ↑, or ↗	Spinning Arm Drag 1
RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
● (while running)	Tajiri™ Rise and Kick
● + ↓, ←, ↑, or ↗ (while running)	Spinning Arm Drag 1
RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
X (while running)	Spinning Wheel Kick 5
X + ↓, ←, ↑, or ↗ (while running)	Droptick 5
RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
X (while running)	Benoit™ Elbow Drop
X + ↓, ←, ↑, or ↗ (while running)	Droptick to Knee
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↓, ←, ↑, or ↗ (while running)	Facecrusher 5
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
● + ↓, ←, ↑, or ↗ (while running)	Spinning Huracanrana™ 1
GRAPPLE VS. RUNNING OPPONENT	
●	Whirl Backbreaker
● + ↑ or ↓	Shoulder Back Toss 1
● + ← or ↗	Drop Toehold
DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
●	Double Suplex 2
● + ↓	Droptick and Rolling Clutch
● + ←	Double Suplex 1
● + ↑	Double Facecrusher
● + ↗	Double Droptick
DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
●	Irish Whip
● + ↓	Whip and Lay Down
● + ←	Mudhole Stomping 1
● + ↑	Spine and Neckbreaker
● + ↗	Kick to Stomach
TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
● + ↓	Suplex and Cross Body

Stats

HEIGHT

5' 9"

WEIGHT

205 lbs.

FROM

Japan

CAREER HIGHLIGHTS

Light-Heavyweight Champion; Cruiserweight Champion; ECW™ Television Champion; ECW™ Tag Team Champion



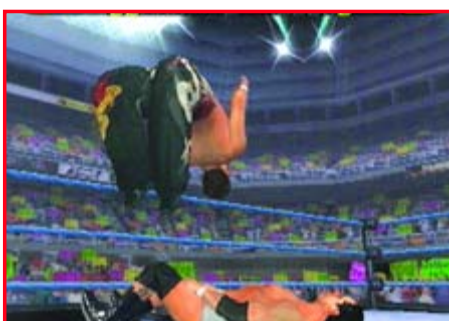
COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Tajiri™ Punches
2. Tajiri™ Spinning Kick
3. Shuffle Side Kick 3

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



Moonsault Splash 2



Moonsault Splash 3



Falling Powerbomb 2

TAJIRI™



Bio

Hailing from the Red Hook section of Brooklyn, New York, Tazz™ is as tough as they come. The former multi-time ECW™ Champion made his debut here in grand style at the 2000 *Royal Rumble*® at Madison Square Garden. Tazz™ brought his hometown fans to their feet by choking out Kurt Angle™, ending Angle™'s months-long undefeated streak! Since then, Tazz™ has shown his toughness. He's also showed off his personality, acting as a commentator for *SmackDown!*™. He's also showed off his wrestling knowledge, having been a trainer on the first season of *WWE™ Tough Enough*™.

Control	Action
TAUNT (STANDING)	
L2	Taunt Tazz™
L2 + ↓	Taunt Tazz™
L2 + ←	Holdup
L2 + ↑	Taunt Tazz™
L2 + →	Holdup
SMACKDOWN!™ (HOLDING WEAPON)	
L2	DDT
L2 + ↑, →, ↓, or ←	DDT
SMACKDOWN!™ (FINISHING MOVE)	
L2	Ground Tazzmission™ (near downed opponent's upper body)
L2 + ↑, →, ↓, or ←	Back Tazzmission™ (behind groggy standing opponent)
GRAPPLE (FACING STANDING OPPONENT)	
●	Irish Whip
● + ↓	Headlock Takeover
● + ←	Body Knee Strike
● + ↑	Club to Neck 2
● + →	Suplex 3
GRAPPLE (FACING STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Tazz™ Capture Suplex
● + ←	Tazz™ Belly to Belly
● + ↑	Neckbreaker 3
● + →	T-Bone Suplex 1
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)	
● + ↓	Northern Lights Suplex
● + ←	Belly to Belly
● + ↑	Double Wrist Suplex Pin
● + →	Half Belly to Belly
STRIKE (FACING STANDING OPPONENT)	
X	Triple H™ Punches 1
X + ↓	Clothesline 2
X + ← or →	Toe Kick 1
X + ←	Snap Jab
X + → or →	Body Punch
X + ↑	Double Axe Handle 1
X + →	Back Chop 1
GRAPPLE (BEHIND STANDING OPPONENT)	
●	Irish Whip
● + ↓	Pumphandle Slam 2
● + ←	Backdrop 2
● + ↑	Elbow to Back of Head 2
● + →	Half Nelson Suplex
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Release German Suplex
● + ←	Tazzplex™
● + ↑	Sleeper Hold and Scissors
● + →	Benoit™ German Suplex
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Headlock
● + ↑	Fury Punch 3
● + →	Triangle Hold
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Side Leg Lock
● + ↑	Leg Lock 4
● + →	Boston Crab
HELL IN A CELL ROOF (FACING STANDING OPPONENT)	
●	It Thrusts Down
● + ↓, ←, ↑, or →	It Thrusts Down
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)	
●	It Thrusts Down
● + ↓, ←, ↑, or →	It Thrusts Down
MAT STRIKE (STANDING NEAR OPPONENT)	
X	Angry Stomp
X + ↑ or ↓	Knee Drop 2
X + ← or →	Double Knee Drop
OPPONENT ON ROPES	
●	Guillotine 2

Control	Action
TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Super Armbar Takedown
● + ←	Super Tazz™ Suplex
● + ↑	Fury Strikes
● + →	Superplex 2
TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Super Backdrop
● + ←	Beat Head 2
● + ↑	Super Backdrop
● + →	Beat Head 1
RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
X (while running)	Turnbuckle Clothesline
X + ↓, ←, ↑, or →	Turnbuckle Clothesline (while running)
TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
●	Raises the Opponent Up
● + ↓, ←, ↑, or →	Mudhole Strikes
RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
X (while running)	Knee Attack 1
DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
X	Elbow Drop 3
X + ↓	Elbow Drop 3
X + ←	Flying Clothesline
X + ↑	Elbow Drop 3
X + →	Double Axe Handle 3
JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
■, X (while running)	Vaulting Body Press
RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
X (while running)	Kurt™ Shoulder Block
RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
X (while running)	Running Leg Drop
DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
X	Vaulting Body Press
RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
●	Spear and Punching
● + ↓, ←, ↑, or →	Neckbreaker 1
RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
● (while running)	Spear and Punching
● + ↓, ←, ↑, or →	Neckbreaker 1 (while running)
RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
X (while running)	Clothesline 9
X + ↓, ←, ↑, or →	Kurt Shoulder Block (while running)
RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
X (while running)	Benoit™ Elbow Drop
X + ↓, ←, ↑, or →	Running Leg Drop (while running)
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING)	
● + ↓, ←, ↑, or →	German Suplex (while running)
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
● + ↓, ←, ↑, or →	Mat Slam 2 (while running)
GRAPPLE VS. RUNNING OPPONENT	
●	Powerslam Pin
● + ↑ or ↓	Tazz™ Belly to Belly
● + ← or →	Belly to Belly Suplex
DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
●	Double Suplex 1
● + ↓	Double DDT
● + ←	Double Suplex 1
● + ↑	Double Clothesline
● + →	Double Beat Head
DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
●	Irish Whip
● + ↓	Spine and Neckbreaker
● + ←	Mudhole Stomping 1
● + ↑	Backbreaker and Leg Drop
● + →	Kick to Stomach
TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
● + ↓	Suplex and Cross Body

Stats

HEIGHT

5' 9"

WEIGHT

240 lbs.

FROM

Red Hook district of Brooklyn, New York

FAVORITE QUOTE

"The mood is about to change™."

CAREER HIGHLIGHTS

Hardcore Champion; Tag Team Champion; ECW™ World Heavyweight Champion; ECW™ Television Champion; ECW™ Tag Team Champion



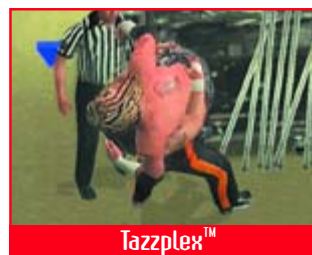
COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

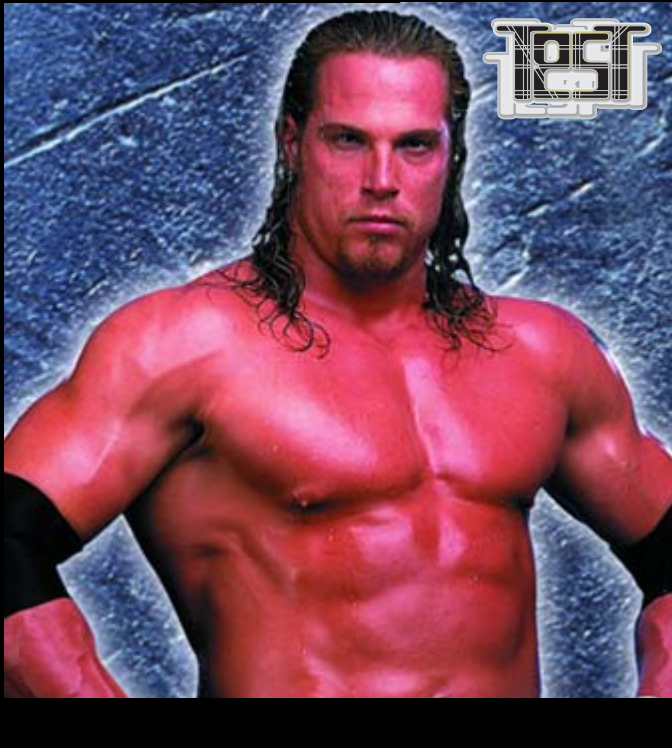
1. Triple H™ Punches 1
2. Back Chop 1
3. Clothesline 2

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



TAZZ™



Bio

At 6-foot-6 tall and a rock-solid 282 pounds, Test™ is one of the brightest shining stars in World Wrestling Entertainment™. After an early career as a bodyguard for Mötley Crüe and as a bouncer at various night clubs, the young Canadian entered this organization in December 1998 as part of Mr. McMahon's™ Corporation™. As the Corporation's™ "hired gun," Test™ quickly served notice that he was not someone to mess with. After the break-up of the Corporation™, Test™ turned his attention to another McMahon™—Stephanie McMahon™. The two had a whirlwind romance, and were set to be married in November 1999, until Stephanie™ revealed her marriage to Triple H™. With Triple H™ and Stephanie™ in control, Test™ was cast to the sidelines. He formed a successful tag team with Albert™ called T&A™, and enjoyed reigns as Hardcore and European Champion. But it wasn't until he joined the Alliance™ in August 2001 that his career truly began to blossom. As part of the Alliance, Test™ won the Tag Team Championship, WCW® Tag Team Championship and Intercontinental Championship. He also found himself in the ring with such men as The Rock® and Chris Jericho®. Since then, the big man has dedicated himself to rising to the top of the industry.

Note

Did you know that Test™ began his training with the legendary Bret Hart™, whom he met by chance in a restaurant?

Control	Action
TAUNT (STANDING)	
L2	Holdup
L2 + ↓	Holdup
L2 + ←	Raising Arm 4
L2 + ↑	Holdup
L2 + →	Raising Arm 4
SMACKDOWN!™ (HOLDING WEAPON)	
L2	DDT
L2 + ↑, →, ↓, or ←	DDT
SMACKDOWN!™ (FINISHING MOVE)	
L2	Test™ Big Boot (running toward standing opponent)
L2 + ↑, →, ↓, or ←	Test™ Drive (facing groggy standing opponent)
GRAPPLE (FACING STANDING OPPONENT)	
●	Irish Whip
● + ↓	Sidewalk Slam 2
● + ←	Swinging Neckbreaker
● + ↑	Club to Neck 3
● + →	Suplex 3
GRAPPLE (FACING STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Pendulum Backbreaker 1
● + ←	Russian Leg Sweep 1
● + ↑	Maj Slam 1
● + →	Body Knee Strike
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)	
● + ↓	Falling Powerslam 1
● + ←	Gutwrench Powerbomb
● + ↑	Back Flip to Pancake 2
● + →	Suplex 2
STRIKE (FACING STANDING OPPONENT)	
X	Back Chop 1
X + ↓	Big Boot 2
X + ← or →	Toe Kick 1
X + ←	Austin™ Punches 1
X + ← or →	Clothesline 2
X + ↑	Clothesline 3
X + →	Body Punch
GRAPPLE (BEHIND STANDING OPPONENT)	
●	Irish Whip
● + ↓	Mat Slam 2
● + ←	Test Full Nelson Slam
● + ↑	Elbow to Back of Head 2
● + →	Forearm Smash
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Pumphandle Slam 2
● + ←	Pumphandle Drop
● + ↑	Rear Naked with Stretch
● + →	Sidewalk Slam 3
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Sleeper Hold 8
● + ↑	Fury Punch 3
● + →	Camel Clutch 2
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Leg Lock 3
● + ↑	Leg Lock 4
● + →	Boston Crab
HELL IN A CELL ROOF (FACING STANDING OPPONENT)	
●	It Thrusts Down
● + ↓, ←, ↑, or →	It Thrusts Down
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)	
●	It Thrusts Down
● + ↓, ←, ↑, or →	It Thrusts Down
MAT STRIKE (STANDING NEAR OPPONENT)	
X	Angry Stomp
X + ↑ or ↓	Leg Drop
X + ← or →	Elbow Drop 4
OPPONENT ON ROPES	
●	Austin™ Attack 1

Control	Action
TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Mudhole Stomping 2
● + ←	Foot Choke 1
● + ↑	Toss to Turnbuckle
● + →	Back Elbow Strike 2
TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Illegal Pin
● + ←	Hanging in Reverse
● + ↑	Beat Head 1
● + →	Turnbuckle Toe Kick
RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
X (while running)	Turnbuckle Clothesline
X + ↓, ←, ↑, or → (while running)	Turnbuckle Clothesline
TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
●	Raises the Opponent Up
● + ↓, ←, ↑, or →	Foot Choke 2
RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
X (while running)	Knee Attack 1
DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
X	Elbow Drop 3
X + ↓	Diving Elbow Drop Pin 1
X + ←	Flying Clothesline
X + ↑	Elbow Drop 3
X + →	Double Axe Handle
JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
■, X (while running)	Baseball Slide
RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
X (while running)	Yakuza Kick
RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
X (while running)	Benoit™ Elbow Drop
DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
X	Vaulting Body Press
RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
●	Neckbreaker 1
● + ↓, ←, ↑, or →	Neckbreaker Drop 1
RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
● (while running)	Neckbreaker 1
● + ↓, ←, ↑, or → (while running)	Neckbreaker Drop 1
RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
X (while running)	Clothesline 10
X + ↓, ←, ↑, or → (while running)	Kitchen Sink 1
RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
X (while running)	Double Axe Handle 5
X + ↓, ←, ↑, or → (while running)	Benoit™ Elbow Drop
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↓, ←, ↑, or → (while running)	Mat Slam 2
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
● + ↓, ←, ↑, or → (while running)	Bulldog
GRAPPLE VS. RUNNING OPPONENT	
●	Powerslam Pin
● + ↑ or ↓	Shoulder Back Toss 2
● + ← or →	Sleeper Hold 4
DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
●	Double Flapjack
● + ↓	Double Facetrusher
● + ←	Double Suplex 1
● + ↑	Double Clothesline
● + →	Double Beat Head
DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
●	Irish Whip
● + ↓	Whip and Lay Down
● + ←	Mudhole Stomping 1
● + ↑	Powerbomb
● + →	Kick to Stomach
TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
● + ↓	Suplex and Cross Body

Stats

HEIGHT

6' 6"

WEIGHT

282 lbs.

FROM

Toronto, Ontario, Canada

CAREER HIGHLIGHTS

Intercontinental Champion; Hardcore Champion; European Champion; Tag Team Champion; WCW® Tag Team Champion



Test™ Big Boot



Test™ Drive



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Back Chop 1
2. Austin™ Punches 1
3. Big Boot 2

FAVORITE MOVES

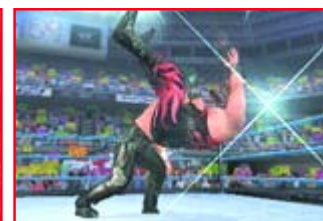
These moves do more damage to your opponents than normal moves of this sort would do:



Pumphandle Slam 2



Falling Powerlam 1

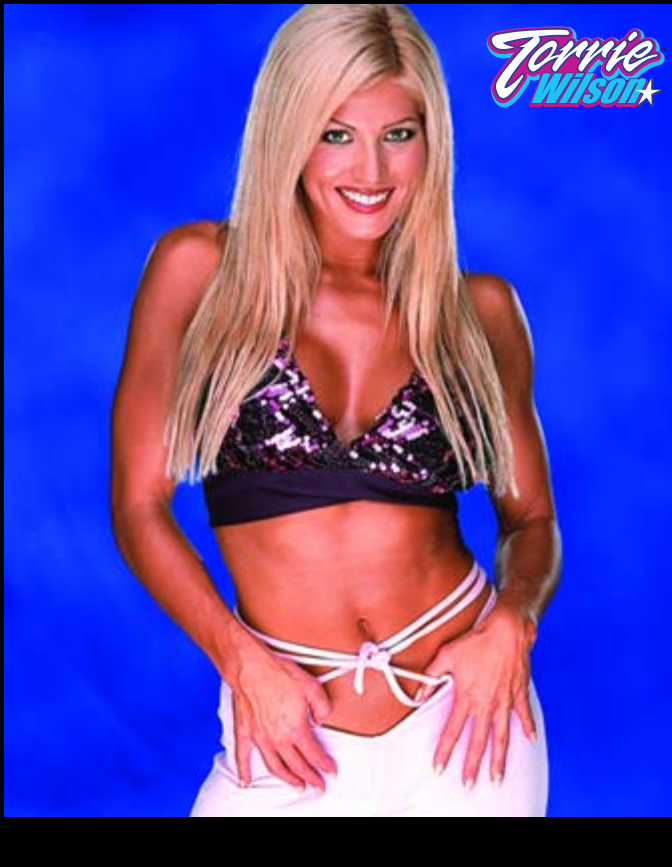


Test™ Full Nelson Slam

TEST™

TORRIE WILSON™

Moves



Bio

Blond, beautiful and brilliant—those three words sum up Torrie Wilson™. Dating back to her days in WCW®, Torrie™ has always known how to stay on top of her game. Since joining World Wrestling Entertainment™, Torrie™ has been flying higher than ever, earning the respect of her peers and the attention of fans around the world! With her unique combination of in-ring talents and stunning beauty, Torrie™ can do whatever she wants in World Wrestling Entertainment™. The only question is, what are the goals of this dazzling Diva?

Note

Torrie Wilson™ has a hidden alternate costume. To unlock it, you must win a match at *SummerSlam*® during the Season Mode.

Note

Did you know that Torrie™ appeared on episodes of the TV show *Baywatch*?

Control	Action
TAUNT (STANDING)	
L2	Taunt Torrie Wilson™ 1
L2 + ↓	Taunt Torrie Wilson™ 1
L2 + ←	Taunt Torrie Wilson™ 2
L2 + ↑	Taunt Torrie Wilson™ 1
L2 + →	Taunt Torrie Wilson™ 2
SMACKDOWN!™ (HOLDING WEAPON)	
L2	DDT
L2 + ↑, →, ↓, or ←	DDT
SMACKDOWN!™ (FINISHING MOVE)	
L2	Woman's Special Slap (facing groggy standing opponent)
L2 + ↑, →, ↓, or ←	Diving Reverse DDT (behind groggy standing opponent)
GRAPPLE (FACING STANDING OPPONENT)	
●	Irish Whip
● + ↓	Wrist and Arm Wrench
● + ←	Elbow Strike
● + ↑	Club to Neck 2
● + →	Wrist Lock
GRAPPLE (FACING STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Falling Powerbomb 1
● + ←	DDT 2
● + ↑	Shuffle Side Kick
● + →	Neckbreaker 3
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)	
● + ↓	Victory Roll Pin 2
● + ←	DDT 2
● + ↑	Queen Arm Scissors
● + →	Suplex 1
STRIKE (FACING STANDING OPPONENT)	
X	Snap Jab
X + ↓	Dropkick to Knee 2
X + ← or →	Woman's Toe Kick
X + ←	Woman's Slap 2
X + → or ↘	Elbow Smash 1
X + ↑	Shuffle Side Kick 5
X + →	Back Chop 1
GRAPPLE (BEHIND STANDING OPPONENT)	
●	Irish Whip
● + ↓	Naked Choke Drop
● + ←	Leg Breaker
● + ↑	Elbow to Back of Head 2
● + →	Forearm Smash
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Rear Naked with Stretch
● + ←	Backdrop 1
● + ↑	Sleeper Hold 3
● + →	Reverse DDT
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Oklahoma Roll Pin
● + ↑	Dropkick to Face
● + →	Camel Clutch 2
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Kick to Groin 3
● + ↑	Leg Lock 4
● + →	Single Leg Crab 1
HELL IN A CELL ROOF (FACING STANDING OPPONENT)	
●	It Thrusts Down
● + ↓, ←, ↑, or →	It Thrusts Down
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)	
●	It Thrusts Down
● + ↓, ←, ↑, or →	It Thrusts Down
MAT STRIKE (STANDING NEAR OPPONENT)	
X	Woman's Angry Stomp
X + ↑ or ↓	Leg Drop
X + ← or →	Elbow Drop 4
OPPONENT ON ROPES	
●	Irish Whip

Control	Action
TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Superplex 1
● + ←	Tornado DDT
● + ↑	Superplex 1
● + →	Tornado DDT
TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Illegal Pin
● + ←	Rolling Powerbomb
● + ↑	Super Backdrop
● + →	Beat Head 1
RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
X (while running)	Turnbuckle Dropkick
X + ↓, ←, ↑, or →	Turnbuckle Dropkick (while running)
TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
●	Raises the Opponent Up
● + ↓, ←, ↑, or →	Choke
RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
X (while running)	Turnbuckle Dropkick
DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
X	Elbow Drop 3
X + ↓	Diving Elbow
X + ←	Front Dropkick 4
X + ↑	Elbow Drop 3
X + →	Diving Cross Body Pin 2
JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
■, X (while running)	Dive Through Ropes
RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
X (while running)	Cross Body 1
RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
X (while running)	Dropkick to Knee
DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
X	Vaulting Body Press
RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
●	Huracanrana™ and Punches
● + ↓, ←, ↑, or →	School Boy Pin 1
RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
● (while running)	Huracanrana™ and Punches
● + ↓, ←, ↑, or →	School Boy Pin 1 (while running)
RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
X (while running)	Back Elbow Attack 2
X + ↓, ←, ↑, or →	Cross Body 1 (while running)
RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
X (while running)	Double Axe Handle 5
X + ↓, ←, ↑, or →	Dropkick to Knee (while running)
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↓, ←, ↑, or →	Snapmare 4 (while running)
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
● + ↓, ←, ↑, or →	School Boy Pin 2 (while running)
GRAPPLE VS. RUNNING OPPONENT	
●	Rolling Boston Crab
● + ↑ or ↓	Shoulder Back Toss 1
● + ← or →	Arm Drag 5
DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
●	Low Blow and Knee Attack
● + ↓	Dropkick and Rolling Clutch
● + ←	Double Suplex 1
● + ↑	Double Facecrusher
● + →	Double Dropkick
DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
●	Irish Whip
● + ↓	Whip and Lay Down
● + ←	Mudhole Stomping 1
● + ↑	Spike Piledriver
● + →	Body Splash and Whip
TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
● + ↓	Suplex and Cross Body

Stats

HEIGHT

5' 7"

FROM

Boise, ID



Woman's Special Slap



Diving Reverse DDT



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Snap Jab
2. Woman's Slap 2
3. Dropkick 2

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



TORRIE WILSON™



Bio

Triple H™ calls himself "The Game™," and you'd be hard-pressed to find anyone who disagrees with that assumption. Since making his debut here in the spring of 1995, 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 the *King of the Ring*® and the *Royal Rumble*®. Triple H's™ dedication to the business was never more evident than on the May 21, 2001, *Raw*®. On that night, "The Game™" teamed with Stone Cold Steve Austin™ to take on Chris Benoit™ and Chris Jericho® in a 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, *Raw*®. After winning the WWE™ Championship at *WrestleMania X8*, "The Game™" promises to continue dominating the business for years to come.

Note

Triple H™ is a hidden Superstar. To unlock him, you must win a match at the *Royal Rumble*® during Season Mode.

Note

Did you know that Triple H™ worked in WCW® as "Terra Ryzing™" before entering WWE™ as Hunter Hearst-Helmsley™, Vince McMahon™'s snooty Greenwich, CT neighbor?

Control	Action
TAUNT (STANDING)	
L2	Taunt Triple H™
L2 + ↓	Taunt Triple H™
L2 + ←	Taunt Christian™ 2
L2 + ↑	Taunt Triple H™
L2 + ↗	Taunt Christian™ 2
SMACKDOWN!™ (HOLDING WEAPON)	
L2	DDT
L2 + ↑, ↗, ↓, or ←	DDT
SMACKDOWN!™ (FINISHING MOVE)	
L2	Pedigree™ 2 (facing a groggy standing opponent)
L2 + ↑, ↗, ↓, or ←	Pedigree™ 1 (facing a groggy standing opponent)
GRAPPLE (FACING STANDING OPPONENT)	
●	Irish Whip
● + ↓	Knee Smash 1
● + ←	Triple H™ Fury Punch
● + ↑	Head Pound 1
● + ↗	Neckbreaker 2
GRAPPLE (FACING STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Triple H™ Spinebuster
● + ←	Punch and Grapple 1
● + ↑	Arm Breaker
● + ↗	Triple H™ Clothesline 2
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)	
● + ↓	Triple H™ DDT
● + ←	Knee and Grapple
● + ↑	Jumping Arm Breaker
● + ↗	Suplex 2
STRIKE (FACING STANDING OPPONENT)	
×	Triple H™ Punches 2
×	Triple H™ Punches 3
×	Toe Kick 1
×	Triple H™ Punches 1
×	Toe Kick 2
×	Triple H™ Punches 4
×	Back Chop 2
GRAPPLE (BEHIND STANDING OPPONENT)	
●	Irish Whip
● + ↓	Reverse DDT
● + ←	Triple H™ Low Kick
● + ↑	Rear Naked with Stretch
● + ↗	Leg Breaker
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Dragon Sleeper 1
● + ←	Kurt Angle™ Backdrop
● + ↑	Sleeper Hold 3
● + ↗	Inverted Suplex 2
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Fury Punch 4
● + ↑	Fury Punch 2
● + ↗	Headlock
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Death Lock
● + ↑	Knee Stomp 2
● + ↗	Leg Lock 2
HELL IN A CELL ROOF (FACING STANDING OPPONENT)	
●	It Thrusts Down
● + ↓, ←, ↑, or ↗	It Thrusts Down
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)	
●	It Thrusts Down
● + ↓, ←, ↑, or ↗	It Thrusts Down
MAT STRIKE (STANDING NEAR OPPONENT)	
×	Angry Stomp
×	Elbow Drop 4
×	Double Knee Drop
OPPONENT ON ROPES	
●	Irish Whip

Control	Action
TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Hangman Chokehold 2
● + ←	Mudhole Stomping 2
● + ↑	Superplex 1
● + ↗	Hanging in Reverse
TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Beat Head 1
● + ←	Beat Head 2
● + ↑	Turnbuckle Toe Kick
● + ↗	Hanging in Reverse
RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
×	(while running) Turnbuckle Clothesline
×	(while running) Turnbuckle Clothesline
TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
●	Raises the Opponent Up
● + ↓, ←, ↑, or ↗	Pushes Turnbuckle
RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
×	(while running) Knee Attack 1
DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
×	Diving Elbow
×	Diving Elbow
×	Flying Clothesline
×	Elbow Drop 3
×	Double Axe Handle 3
JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
■, ×	(while running) Vaulting Body Press
RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
×	(while running) Triple H™ Clothesline 1
RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
×	(while running) Running Leg Drop
DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
×	Vaulting Body Press
RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
●	Spear and Punching
● + ↓, ←, ↑, or ↗	Head Pound 1
RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
●	(while running) Spear and Punching
● + ↓, ←, ↑, or ↗	Head Point 1
RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
×	(while running) Jumping Knee Attack 2
×	(while running) Triple H™ Clothesline 1
RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
×	(while running) Benoit™ Elbow Drop
×	(while running) Running Leg Drop
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↓, ←, ↑, or ↗	Triple H™ Low Kick
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
● + ↓, ←, ↑, or ↗	Leg Breaker
GRAPPLE VS. RUNNING OPPONENT	
●	Knee Smash 1
● + ↑ or ↓	Shoulder Back Toss 3
● + ← or ↗	Triple H™ Spinebuster
DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
●	Low Blow and Knee Attack
● + ↓	Double DDT
● + ←	Double Suplex 1
● + ↑	Double Clothesline
● + ↗	Double Beat Head
DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
●	Irish Whip
● + ↓	Spike Piledriver
● + ←	Mudhole Stomping 1
● + ↑	Stomach Crusher
● + ↗	Kick to Stomach
TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
● + ↓	Suplex and Cross Body

Stats

HEIGHT

6' 4"

WEIGHT

246 lbs.

FROM

Greenwich, CT

FAVORITE QUOTE

"I am 'The Game™', and I am that DAMN good!™"

CAREER HIGHLIGHTS

WWE™ Champion; World Champion; Intercontinental Champion; Tag Team Champion; European Champion; *King of the Ring*® 1997



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Triple H™ Punches 2
2. Triple H™ Punches 1
3. Triple H™ Punches 3

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



TRIPLE H™

TRISH STRATUS™

Moves



Bio

One of the most sultry Divas in the history of sports-entertainment, Trish Stratus™ has already made quite a name for herself here. Her beauty is second to none, and her brains and brawn make her the total package. Trish™ made her first appearance just prior to *WrestleMania*®. She teamed up Test™ and Albert™, calling them "T&A™." The duo was victorious at *WrestleMania*®, which was Trish's™ pay-per-view debut. Later that summer, she would guide Val Venis™ to the Intercontinental Championship before going off on her own and getting involved with the company's owner Vince McMahon™. The two spent a lot of time together that winter, earning the ire of Vince's daughter, Stephanie™. Stephanie™ and Trish™ engaged in a memorable match at *No Way Out*® 2001, with Stephanie™ pulling out the win. A month later, at *WrestleMania*®, Trish™ would turn her back on Vince™ and Stephanie™, tired of being used. After laying low for a while, Trish™ made her next big bang at the 2001 *Survivor Series*®, capturing the Women's Championship for the first time. It seems that Trish™ is on top of her game—and she's determined not to let anyone knock her down!

Note

Trish Stratus™ has a hidden alternate costume. To unlock it, you must win a match at *Unforgiven*™ during the Season Mode.

Note

Did you know that Trish Stratus™ was an established fitness model before entering WWE™, with many magazine covers to her credit?

Control	Action
TAUNT (STANDING)	
L2	Woman Manager 2
L2 + ↓	Woman Manager 2
L2 + ←	Taunt Woman 1
L2 + ↑	Woman Manager 2
L2 + ↗	Taunt Woman 1
SMACKDOWN!™ (HOLDING WEAPON)	
L2	DDT
L2 + ↑, ↗, ↓, or ←	DDT
SMACKDOWN!™ (FINISHING MOVE)	
L2	Stratusfear™ (facing opponent standing in turnbuckle)
L2 + ↑, ↗, ↓, or ←	Stratusfaction™ (behind opponent standing in turnbuckle)
GRAPPLE (FACING STANDING OPPONENT)	
●	Irish Whip
● + ↓	Neckbreaker 3
● + ←	Wrist Lock
● + ↑	Huracanrana™ 1
● + ↗	Elbow Strike
GRAPPLE (FACING STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Headlock Takedown
● + ←	Front Dropkick 6
● + ↑	Arm Drag 3
● + ↗	Woman's Snapmare
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)	
● + ↓	Backslide Pin 1
● + ←	DDT 2
● + ↑	Woman's Jawbreaker
● + ↗	Suplex 1
STRIKE (FACING STANDING OPPONENT)	
×	Woman's Elbow Smash
×	Front Dropkick 2
×	Woman's Toe Kick
×	Back Chop 1
×	Austin™ Punches 1
×	Roundhouse Kick 2
×	Woman's Slap 2
GRAPPLE (BEHIND STANDING OPPONENT)	
●	Irish Whip
● + ↓	Mat Slam 2
● + ←	Cruiserweight Moves 4
● + ↑	Elbow to Back of Head 2
● + ↗	Forearm Smash
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)	
●	Irish Whip
● + ↓	Backslide Pin 2
● + ←	Bulldog
● + ↑	Sleeper Hold 2
● + ↗	Russian Leg Sweep 2
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Headlock
● + ↑	Head Pound 2
● + ↗	Sleeper Hold 8
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)	
●	Raise
● + ↓	Pin Fall
● + ←	Kick to Groin 3
● + ↑	Cruiserweight Moves 6
● + ↗	Side Leg Lock
HELL IN A CELL ROOF (FACING STANDING OPPONENT)	
●	It Thrusts Down
● + ↓, ←, ↑, or ↗	It Thrusts Down
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)	
●	It Thrusts Down
● + ↓, ←, ↑, or ↗	It Thrusts Down
MAT STRIKE (STANDING NEAR OPPONENT)	
×	Woman's Angry Stomp
×	Elbow Drop 4
×	Flip Leg Drop
OPPONENT ON ROPES	
●	Irish Whip

Control	Action
TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Hangman Chokehold 2
● + ←	Monkey Flip
● + ↑	Hangman Chokehold 2
● + ↗	Monkey Flip
TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
●	Irish Whip
● + ↓	Beat Head 1
● + ←	Hanging in Reverse
● + ↑	Beat Head 1
● + ↗	Turnbuckle Toe Kick
RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
×	(while running) Turnbuckle Clothesline
×	(while running) Turnbuckle Clothesline
TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
●	Raises the Opponent Up
● + ↓, ←, ↑, or ↗	Choke
RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
×	(while running) Turnbuckle Dropkick
DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
×	Elbow Drop 3
×	Elbow Drop 3
×	Double Axe Handle 3
×	Elbow Drop 3
×	Diving Cross Body Pin 2
JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
■, × (while running)	Vaulting Body Press
RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
×	(while running) Clothesline 4
RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
×	(while running) Dropkick to Knee
DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
×	Vaulting Body Press
RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
●	Facecrusher 1
● + ↓, ←, ↑, or ↗	School Boy Pin 1
RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
●	(while running) Facecrusher 1
● + ↓, ←, ↑, or ↗	School Boy Pin 1 (while running)
RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
×	(while running) Front Dropkick 3
×	(while running) Clothesline 4
RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
×	(while running) Benoit Elbow Drop
×	(while running) Dropkick to Knee
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↓, ←, ↑, or ↗	Snapmare 4 (while running)
RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
● + ↓, ←, ↑, or ↗	Spinning Huracanrana™ 1 (while running)
GRAPPLE VS. RUNNING OPPONENT	
●	Sleeper Hold 4
● + ↑ or ↓	Shoulder Back Toss 1
● + ← or ↗	Arm Drag 6
DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
●	Low Blow and Knee Attack
● + ↓	Dropkick and Rolling Clutch
● + ←	Double Suplex 1
● + ↑	Double Clothesline
● + ↗	Double Dropkick
DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
●	Irish Whip
● + ↓	Whip and Lay Down
● + ←	Mudhole Stomping 1
● + ↑	Hip Toss
● + ↗	Body Splash and Whip
TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
● + ↓	Suplex and Cross Body

Stats

HEIGHT

5' 4"

FROM

Toronto, Ontario, Canada

FAVORITE QUOTE

"Stratusfaction guaranteed!"

CAREER HIGHLIGHTS

Women's Champion



Stratusfear™



Stratusfaction™



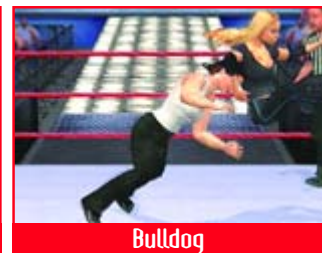
COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Woman's Elbow Smash
2. Woman's Elbow Smash
3. Roundhouse Kick 2

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



TRISH STRATUS™



UNDERTAKER®

Moves



Bio

If any one Superstar symbolizes World Wrestling Entertainment™, it's Undertaker®. For more than 11 years, Undertaker® has been a mainstay in this organization. He's feuded with all the greats—from Hulk Hogan™ to Stone Cold Steve Austin™ and The Rock®—and lived to tell about it. No other Superstar has ever had the run of success enjoyed by the American Badass™.

A three-time Champion, 'Taker™ had the privilege of performing in the main event at *WrestleMania*® 13. In fact, 'Taker™'s *WrestleMania*® record is second to none—he is an amazing 10-0 at 'Mania™ events! Undertaker® has also been at the forefront of some of the most original matches and concepts in history. He is the innovator of Inferno Matches™, Casket Matches™, and, of course, the famed Hell in the Cell™ match.

Control	Action	Control	Action
TAUNT (STANDING)		TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
L2	Taunt Undertaker® 1	●	Irish Whip
L2 + ↓	Taunt Kane™ 2	● + ↓	Chokeslam
L2 + ←	Taunt Undertaker® 3	● + ←	Old School™
L2 + ↑	Taunt Kane™ 2	● + ↑	Superplex 2
L2 + →	Taunt Undertaker® 3	● + →	Body Strikes
SMACKDOWN!™ (HOLDING WEAPON)		TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
L2	Guillotine 3	●	Irish Whip
L2 + ↑, →, ↓, or ←	Guillotine 3	● + ↓	Beat Head 1
SMACKDOWN!™ (FINISHING MOVE)		● + ←	Hanging in Reverse
L2	The Last Ride™ (facing groggy standing opponent)	● + ↑	Beat Head 1
L2 + ↑, →, ↓, or ←	Undertaker® Chokeslam 1 (facing groggy standing opponent)	● + →	Turnbuckle Toe Kick
GRAPPLE (FACING STANDING OPPONENT)		RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Turnbuckle Clothesline
● + ↓	Respect Me?™	× + ↓, ←, ↑, or →	Turnbuckle Clothesline (while running)
● + ←	Undertaker® Sideslam	TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
● + ↑	Club to Neck 2	●	Raises the Opponent Up
● + →	Suplex 2	● + ↓, ←, ↑, or →	Mudhole Strikes
GRAPPLE (FACING STANDING GROGGY OPPONENT)		RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
●	Irish Whip	× (while running)	Knee Attack 1
● + ↓	Undertaker® Chokeslam 2	DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
● + ←	Undertaker® Knee Strike	×	Elbow Drop 3
● + ↑	Super Spinebuster	× + ↓	Elbow Drop 3
● + →	Punch and Grapple 2	× + ←	Flying Clothesline
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)		× + ↑	Elbow Drop 3
● + ↓	Tombstone Piledriver 3	× + →	Double Axe Handle 3
● + ←	Undertaker® Strikes	JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
● + ↑	Undertaker® Arm Wrench	■, × (while running)	Vaulting Body Press
● + →	Undertaker® Fury Punch	RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
STRIKE (FACING STANDING OPPONENT)		× (while running)	Flying Lariat 2
×	Undertaker® Punches 2	RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
× + ↓	Undertaker® Big Boot	× (while running)	Running Leg Drop
× + ← or →	Toe Kick 1	DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
× + ←	Undertaker® Punches 1	×	Vaulting Body Press
× + ← or →	Toe Kick 2	RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
× + ↑	Undertaker® Punches 3	●	Neckbreaker 1
× + →	Undertaker® Body Punch	● + ↓, ←, ↑, or →	Running DDT
GRAPPLE (BEHIND STANDING OPPONENT)		RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
●	Irish Whip	● (while running)	Neckbreaker 1
● + ↓	Pumphandle Slam 2	● + ↓, ←, ↑, or →	Running DDT (while running)
● + ←	Reverse DDT	RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
● + ↑	Forearm Smash	× (while running)	Clothesline 7
● + →	Russian Leg Sweep 2	× + ↓, ←, ↑, or →	Flying Lariat 2 (while running)
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)		RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
●	Irish Whip	× (while running)	Benoit™ Elbow Drop
● + ↓	Dragon Sleeper 2	× + ↓, ←, ↑, or →	Running Leg Drop (while running)
● + ←	High Angle™ Backdrop 2	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↑	Pumphandle Slam 1	● + ↓, ←, ↑, or →	Mat Slam 2 (while running)
● + →	Atomic Drop	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)		● + ↓, ←, ↑, or →	Bulldog (while running)
●	Raise	GRAPPLE VS. RUNNING OPPONENT	
● + ↓	Pin Fall	●	Tilt a Whirl Sideslam
● + ←	Undertaker® Hold	● + ↑ or ↓	Shoulder Back Toss 2
● + ↑	Mounted Punching 2	● + ← or →	Hip Toss 2
● + →	Camel Clutch 2	DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)		●	Double Flapjack
●	Raise	● + ↓	Double DDT
● + ↓	Pin Fall	● + ←	Double Suplex 1
● + ←	Knee Stomp 2	● + ↑	Double Clothesline
● + ↑	Raise and Knee Strike	● + →	Double Beat Head
● + →	Boston Crab	DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
HELL IN A CELL ROOF (FACING STANDING OPPONENT)		●	Irish Whip
●	Undertaker® Chokeslam	● + ↓	Front Slam
● + ↓, ←, ↑, or →	It Thrusts Down	● + ←	Mudhole Stomping 1
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)		● + ↑	Powerbomb
●	Undertaker® Chokeslam	● + →	Kick to Stomach
● + ↓, ←, ↑, or →	It Thrusts Down	TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
MAT STRIKE (STANDING NEAR OPPONENT)		● + ↓	Suplex and Cross Body
×	Undertaker® Stomp		
× + ↑ or ↓	Leg Drop		
× + ← or →	Elbow Drop 4		
OPPONENT ON ROPES			
●	Big Boot		

Stats

HEIGHT

6' 10"

WEIGHT

328 lbs.

FROM

Death Valley, CA

CAREER HIGHLIGHTS

WWE™ Champion; Tag Team Champion; WCW® Tag Team Champion; Hardcore Champion



Note

Undertaker® has a hidden alternate costume. To unlock it, you must win a match at *Judgment Day™* during the Season Mode.



The Last Ride™

COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Undertaker® Punches 2
2. Undertaker® Body Punch
3. Undertaker® Punches 3



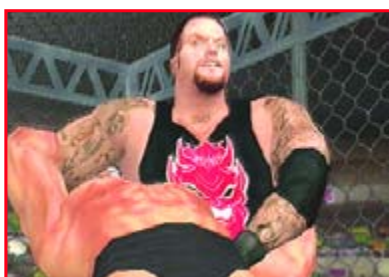
Undertaker® Chokeslam 1

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



Tombstone™ Piledriver 3



Dragon Sleeper 2



Old School

UNDERTAKER®



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 in addition to 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 the fans the entertainment value they rightfully deserve. It's the era of "Attitude™" at its finest, and the McMahon™ family is the proud catalyst.

Note

Vince McMahon™ has a hidden alternate costume. To unlock it, you must win a match at *Judgment Day™* during the Season Mode.

Note

Did you know that Vincent K. McMahon™ purchased Wacky World Wrestling Federation the company that would become WWE™, from his father, Vincent J. McMahon™, in 1983?

Control	Action	Control	Action
TAUNT (STANDING)		TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
L2	Taunt Vince McMahon™	●	Irish Whip
L2 + ↓	Taunt Vince McMahon™	● + ↓	Shoulder Thrust
L2 + ←	Taunt Fighter 2	● + ←	Hanging in Reverse
L2 + ↑	Taunt Vince McMahon™	● + ↑	Superplex 2
L2 + ↗	Taunt Fighter 2	● + ↗	Mudhole Stomping 2
SMACKDOWN!™ (HOLDING WEAPON)		TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
L2	DDT	●	Irish Whip
L2 + ↑, ↗, ↓, or ←	DDT	● + ↓	Illegal Pin
SMACKDOWN!™ (FINISHING MOVE)		TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
L2	Finishing Punch (facing groggy standing opponent)	● + ↓	Hanging in Reverse
L2 + ↑, ↗, ↓, or ←	Stunner™ (facing groggy standing opponent)	● + ↑	Beat Head 1
GRAPPLE (FACING STANDING OPPONENT)		● + ↗	Turnbuckle Toe Kick
●	Irish Whip	RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
● + ↓	Pride	× (while running)	Turnbuckle Clothesline
● + ←	Ric Flair™ Headlock	× + ↓, ←, ↑, or ↗	Turnbuckle Clothesline (while running)
● + ↑	Club to Neck 3	TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
● + ↗	Overhand Punch 2	●	Raises the Opponent Up
GRAPPLE (FACING STANDING GROGGY OPPONENT)		● + ↓, ←, ↑, or ↗	Mudhole Strikes
●	Irish Whip	RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
● + ↓	Headlock and Punch 1	× (while running)	Turnbuckle Dropkick
● + ←	Headlock Takeover	DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
● + ↑	Neckbreaker 3	×	Elbow Drop 3
● + ↗	Suplex 2	× + ↓	Elbow Drop 3
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)		× + ←	Double Axe Handle 3
● + ↓	Small Package	× + ↑	Elbow Drop 3
● + ←	Front Low Blow 2	× + ↗	Double Axe Handle 3
● + ↑	Guillotine Choke	JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
● + ↗	Trapping Headbutts	■, × (while running)	Vaulting Body Press
STRIKE (FACING STANDING OPPONENT)		RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
×	Boxing Snap Jab	× (while running)	Back Elbow Attack 3
× + ↓	Boxing Uppercut	RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
× + ↗ or ↘	Toe Kick 1	× (while running)	Benoit™ Elbow Drop
× + ←	Boxing Body Blow	DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
× + ↗ or ↘	Back Chop 1	×	Vaulting Body Press
× + ↑	Double Axe Handle 1	RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
× + ↗	Boxing Hook Punch	●	Neckbreaker 1
GRAPPLE (BEHIND STANDING OPPONENT)		● + ↓, ←, ↑, or ↗	Lou Thesz Press 1
●	Irish Whip	RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
● + ↓	Low Blow	● (while running)	Neckbreaker 1
● + ←	Forearm Smash	● + ↓, ←, ↑, or ↗	Lou Thesz Press 1 (while running)
● + ↑	Elbow to Back of Head 2	RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
● + ↗	Mat Slam 2	× (while running)	Kurti™ Shoulder Block
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)		× + ↓, ←, ↑, or ↗	Back Elbow Attack 3 (while running)
●	Irish Whip	RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
● + ↓	School Boy Pin 2	× (while running)	Double Axe Handle 5
● + ←	Russian Leg Sweep 2	× + ↓, ←, ↑, or ↗	Benoit™ Elbow Drop (while running)
● + ↑	Sleeper Hold 3	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + ↗	Pendulum Backbreaker 2	● + ↓, ←, ↑, or ↗	Mat Slam 2 (while running)
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)		RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
●	Raise	● + ↓, ←, ↑, or ↗	School Boy Pin 2 (while running)
● + ↓	Pin Fall	GRAPPLE VS. RUNNING OPPONENT	
● + ←	Headlock	●	Shoulder Back Toss 1
● + ↑	Fury Punch 1	● + ↑ or ↓	Shoulder Back Toss 2
● + ↗	Sleeper Hold 8	● + ← or ↗	Flapjack 2
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)		DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
●	Raise	●	Double Punches 1
● + ↓	Pin Fall	● + ↓	Double Punches 2
● + ←	Kick to Back	● + ←	Double Suplex 1
● + ↑	Kick to Head	● + ↑	Double Clothesline
● + ↗	Standing Leg Lock	● + ↗	Double Beat Head
HELL IN A CELL ROOF (FACING STANDING OPPONENT)		DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
●	It Thrusts Down	●	Irish Whip
● + ↓, ←, ↑, or ↗	It Thrusts Down	● + ↓	Whip and Lay Down
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)		● + ←	Mudhole Stomping 1
●	It Thrusts Down	● + ↑	Headbutt to Groin
● + ↓, ←, ↑, or ↗	It Thrusts Down	● + ↗	Kick to Stomach
MAT STRIKE (STANDING NEAR OPPONENT)		TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
×	Angry Stomp	● + ↓	Suplex and Cross Body
× + ↑ or ↓	Angry Stomp		
× + ← or ↗	Elbow Drop 4		
OPPONENT ON ROPES			
●	Throw to the Rope		

Stats

FROM
Greenwich, CT



Finishing Punch



Stunner



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

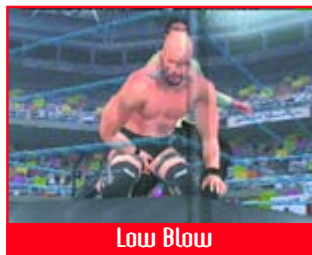
1. Boxing Snap Jab
2. Boxing Hook Punch
3. Boxing Uppercut

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



Guillotine Choke



Low Blow



Trapping Headbutts

VINCE MCMAHON™



WILLIAM REGAL™ Moves



Bio

When William Regal™ joined this company in September 2000, he came as a goodwill ambassador from his homeland of Great Britain. He wanted to show Americans how to act like upstanding citizens, and he let everyone know how appalled he was at the low level of class Americans displayed.

In March 2001, his goodwill won over Mr. McMahon™, and Regal™ was handed the title of Commissioner. For months, with his houseboy Tajiri™ as his loyal servant, Commissioner Regal™ won over the fans by being a leader against the Alliance™. However, in October 2001, Regal™ decided to turn his back on the company, and he joined the Alliance. Linda McMahon™ decided to immediately fire Regal™ as Commissioner, and, in turn, Shane™ and Stephanie™ crowned Regal™ as the first-ever commissioner of the Alliance. However, after the fall of the Alliance™ at *Survivor Series® 2001*, Regal™ did the unthinkable. He kissed Mr. McMahon™'s naked backside on national television to get his job back! Fans still laugh at recalling Regal's™ humiliation at the hands of the company owner. But Regal's™ in-ring success is no laughing matter. The U.K. native is a multi-time champion, and possesses one of the most painful maneuvers in the mat game today—the Regal stretch™.

Note

William Regal™ has a hidden alternate costume. To unlock it, you must win a match at *InsurreXtion™* during the Season Mode.

Note

Did you know that William Regal™ began his career as a tough guy at age 15, when he started taking on all comers as a brawler for a circus in Blackpool, England?

Control	Action	Control	Action
TAUNT (STANDING)		TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)	
L2	Taunt William Regal™ 2	●	Irish Whip
L2 + ↓	Taunt William Regal™ 1	● + ↓	Superplex 1
L2 + ←	Wipe Face	● + ←	Double Underhook Suplex
L2 + ↑	Taunt William Regal™ 1	● + ↑	Superplex 1
L2 + →	Wipe Face	● + →	Double Underhook Suplex
SMACKDOWN!™ (HOLDING WEAPON)		TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)	
L2	DDT	●	Irish Whip
L2 + ↑, →, ↓, or ←	DDT	● + ↓	Illegal Pin
SMACKDOWN!™ (FINISHING MOVE)		TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
L2	Power of the Punch (facing groggy standing opponent)	● + ↓	Super Backdrop
L2 + ↑, →, ↓, or ←	The Regal™ Stretch (near downed opponent's upper body)	● + ←	Beat Head 1
GRAPPLE (FACING STANDING OPPONENT)		● + ↑	Super Backdrop
●	Irish Whip	RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)	
● + ↓	European Uppercut	× (while running)	Turnbuckle Clothesline
● + ←	Snapmare 2	× + ↓, ←, ↑, or →	Turnbuckle Clothesline (while running)
● + ↑	Double Knee Attack	TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)	
● + →	Ric Flair™ Headlock	●	Raises the Opponent Up
GRAPPLE (FACING STANDING GROGGY OPPONENT)		● + ↓, ←, ↑, or →	Pushes Turnbuckle
●	Irish Whip	RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)	
● + ↓	Double Arm Suplex 1	× (while running)	Knee Attack 1
● + ←	Neckbreaker 3	DIVING ATTACK (STANDING ON TOP TURNBUCKLE)	
● + ↑	Gutbuster	×	Elbow Drop 3
● + →	Headlock Takedown	× + ↓	Elbow Drop 3
GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)		× + ←	Diving Elbow Bat
● + ↓	Regal™ Powerbomb	× + ↑	Elbow Drop 3
● + ←	Arm Drag and Armbar	× + →	Double Axe Handle 3
● + ↑	Regal™ Knee Attack	JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)	
● + →	Shin Breaker	■, × (while running)	Baseball Slide
STRIKE (FACING STANDING OPPONENT)		RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)	
×	Austin™ Punches 1	× (while running)	Jumping Knee Attack 3
× + ↓	Elbow Smash 2	RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)	
× + ← or →	Toe Kick 1	× (while running)	Dropkick to Knee
× + ←	Back Chop 1	DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)	
× + ← or →	Elbow Smash 1	×	Vaulting Body Press
× + ↑	Dropkick to Knee 1	RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)	
× + →	Body Punch	●	Neckbreaker 1
GRAPPLE (BEHIND STANDING OPPONENT)		● + ↓, ←, ↑, or →	Sunset Flip Pin
●	Irish Whip	RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)	
● + ↓	Leg Breaker	● (while running)	Neckbreaker 1
● + ←	Backdrop 1	● + ↓, ←, ↑, or →	Sunset Flip Pin (while running)
● + ↑	Elbow to Back of Head 2	RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)	
● + →	Forearm Smash	× (while running)	Kurt™ Shoulder Block
GRAPPLE (BEHIND STANDING GROGGY OPPONENT)		× + ↓, ←, ↑, or →	Jumping Knee Attack 3 (while running)
●	Irish Whip	RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)	
● + ↓	School Boy Roll Up	× (while running)	Double Axe Handle 5
● + ←	Wrist Lock Backdrop	× + ↓, ←, ↑, or →	Dropkick to Knee (while running)
● + ↑	Sleeper Hold 3	RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)	
● + →	Abdominal Stretch 2	● + ↓, ←, ↑, or →	Leg Breaker (while running)
MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)		RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)	
●	Raise	● + ↓, ←, ↑, or →	School Boy Pin 2 (while running)
● + ↓	Pin Fall	GRAPPLE VS. RUNNING OPPONENT	
● + ←	Cross Arm Stretch	●	Sleeper Hold 4
● + ↑	Regal™ Knee Drop	● + ↑ or ↓	Shoulder Back Toss 1
● + →	Rear Headlock	● + ← or →	Neckbreaker
MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)		DOUBLE-TEAM (OPPONENT HELD BY PARTNER)	
●	Raise	●	Double Suplex 1
● + ↓	Pin Fall	● + ↓	Double DDT
● + ←	Death Lock	● + ←	Double Suplex 1
● + ↑	Kick to Leg 2	● + ↑	Double Clothesline
● + →	Leg Lock 3	● + →	Double Beat Head
HELL IN A CELL ROOF (FACING STANDING OPPONENT)		DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
●	It Thrusts Down	●	Irish Whip
● + ↓, ←, ↑, or →	It Thrusts Down	● + ↓	Whip and Lay Down
HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)		● + ←	Mudhole Stomping 1
●	It Thrusts Down	● + ↑	Spike Piledriver
● + ↓, ←, ↑, or →	It Thrusts Down	● + →	Body Splash and Whip
MAT STRIKE (STANDING NEAR OPPONENT)		TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)	
×	Angry Stomp	● + ↓	Suplex and Cross Body
× + ↑ or ↓	Double Knee Drop		
× + ← or →	Jumping Elbow Drop		
OPPONENT ON ROPES			
●	Throw to the Rope		

Stats

HEIGHT

6' 2"

WEIGHT

245 lbs.

FROM

Blackpool, England

CAREER HIGHLIGHTS

Intercontinental Champion; European Champion; Commissioner



Power of the Punch™



The Regal™ Stretch



COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Austin™ Punches 1
2. Back Chop 1
3. Double Axe Handle 1

FAVORITE MOVES

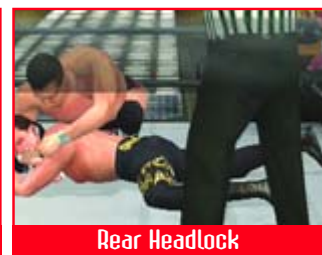
These moves do more damage to your opponents than normal moves of this sort would do:



Regal™ Powerbomb



Double Knee Attack



Rear Headlock

WILLIAM REGAL™

Moves



Bio

At just over 200 pounds, X-Pac™ is almost always giving up several pounds to his opponent. He makes up for that with lightning-fast quickness. You can only beat him if you can catch him, and his two-time reign as European Champion proves that few Superstars can. When X-Pac™ (formerly the 1-2-3 Kid™) made his return to this organization on March 30, 1998, no longer was he the fresh-faced, innocent-looking kid of years past. Unafraid to rip into someone at a moment's notice, X-Pac™ is determined to forever carve his niche in history.

Note

X-Pac™ is a hidden Superstar. To unlock him, you must win a match at *No Way Out*® during the Season Mode.

Note

Did you know that X-Pac™ has also performed under the names 1-2-3 Kid™, and Syxx™.

Control Action

TAUNT (STANDING)

- L2 Taunt X-Pac™ 4
- L2 + ↓ Taunt X-Pac™ 3
- L2 + ← Taunt X-Pac™ 1
- L2 + ↑ Taunt X-Pac™ 3
- L2 + ↗ Taunt X-Pac™ 1

SMACKDOWN!™ (HOLDING WEAPON)

- L2 DDT
- L2 + ↑, ↘, ↓, or ← DDT

SMACKDOWN!™ (FINISHING MOVE)

- L2 X-Factor™ (facing groggy standing opponent)
- L2 + ↑, ↘, ↓, or ← Edge O'Matic™ 2 (behind groggy standing opponent)

GRAPPLE (FACING STANDING OPPONENT)

- Irish Whip
- + ↓ DDT 2
- + ← Cruiserweight Moves 3
- + ↑ Eye Rake
- + ↗ Snapmare 2

GRAPPLE (FACING STANDING GROGGY OPPONENT)

- Irish Whip
- + ↓ Russian Leg Sweep 1
- + ← Spinning Backdrop
- + ↑ Neckbreaker 3
- + ↗ Huracanrana™ 3

GRAPPLE (FACING STANDING EXTREMELY GROGGY OPPONENT)

- + ↓ Falling Powerbomb 1
- + ← Jawbreaker 2
- + ↑ Rico™ Spinning Kick
- + ↗ Jumping Tornado DDT

STRIKE (FACING STANDING OPPONENT)

- × Middle Kick 1
- × + ↓ Spinning Wheel Kick 1
- × + ← or ↘ Toe Kick 1
- × + ← Spinning Back Kick 1
- × + ↖ or ↗ Snap Jab
- × + ↑ Jumping Calf Kick
- × + ↗ Spinning Kick

GRAPPLE (BEHIND STANDING OPPONENT)

- Irish Whip
- + ↓ Low Blow
- + ← Cruiserweight Moves 4
- + ↑ Elbow to Back of Head 2
- + ↗ Kurt Angle™ Backdrop

GRAPPLE (BEHIND STANDING GROGGY OPPONENT)

- Irish Whip
- + ↓ Backslide Pin 2
- + ← Rear Naked with Stretch
- + ↑ Sleeper Hold 3
- + ↗ Backdrop 2

MAT GRAPPLE (NEAR OPPONENT'S UPPER BODY)

- Raise
- + ↓ Pin Fall
- + ← Face Stretch 1
- + ↑ Fury Punch 3
- + ↗ Sleeper Hold 5

MAT GRAPPLE (NEAR OPPONENT'S LOWER BODY)

- Raise
- + ↓ Pin Fall
- + ← Kick to Groin 3
- + ↑ Cruiserweight Moves 6
- + ↗ Side Leg Lock

HELL IN A CELL ROOF (FACING STANDING OPPONENT)

- It Thrusts Down
- + ↓, ←, ↑, or ↗ It Thrusts Down

HELL IN A CELL ROOF (BEHIND STANDING OPPONENT)

- It Thrusts Down
- + ↓, ←, ↑, or ↗ It Thrusts Down

MAT STRIKE (STANDING NEAR OPPONENT)

- × Angry Stomp
- × + ↑ or ↓ Angry Stomp
- × + ← or ↗ Leg Drop

OPPONENT ON ROPES

- Irish Whip

Control Action

TURNBUCKLE GRAPPLE (FACING STANDING OPPONENT IN TURNBUCKLE)

- Irish Whip
- + ↓ Tornado DDT
- + ← X-Pac™ Multiple Kick
- + ↑ Mudhole Stomping 2
- + ↗ Big Back Chop 1

TURNBUCKLE GRAPPLE (BEHIND OPPONENT IN TURNBUCKLE)

- Irish Whip
- + ↓ Illegal Pin
- + ← Super Backdrop
- + ↑ Dropkick and School Boy Pin
- + ↗ Hanging in Reverse

RUNNING TURNBUCKLE STRIKE (STANDING OPPONENT IN TURNBUCKLE)

- × (while running) Turnbuckle Dropkick
- × + ↓, ←, ↑, or ↗ Turnbuckle Dropkick (while running)

TURNBUCKLE GRAPPLE (FACING SITTING OPPONENT IN TURNBUCKLE)

- Raises the Opponent Up
- + ↓, ←, ↑, or ↗ Foot Choke 2

RUNNING TURNBUCKLE STRIKE (SITTING OPPONENT IN TURNBUCKLE)

- × (while running) Bronco Buster™

DIVING ATTACK (STANDING ON TOP TURNBUCKLE)

- × Diving Leg Drop
- × + ↓ Diving Moonsault Pin
- × + ← Spinning Wheel Kick 6
- × + ↑ Diving Leg Drop
- × + ↗ Double Axe Handle 3

JUMP THROUGH ROPES (IN RING, RUNNING TOWARD OPPONENT OUTSIDE RING)

- , × (while running) Rope Flip 2

RUNNING STRIKE (FROM ROPES TO STANDING OPPONENT IN RING)

- × (while running) Spinning Wheel Kick 5

RUNNING STRIKE (FROM ROPES TO DOWNED OPPONENT IN RING)

- × (while running) Dropkick to Knee

DIVING ATTACK (STANDING ON TURNBUCKLE, OPPONENT OUTSIDE RING)

- × Vaulting Body Press

RUNNING GRAPPLE (RUNNING TOWARD STANDING OPPONENT)

- Neckbreaker 1

- + ↓, ←, ↑, or ↗ Sunset Flip Pin

RUNNING GRAPPLE (RUNNING TOWARD STANDING GROGGY OPPONENT)

- (while running) Neckbreaker 1

- + ↓, ←, ↑, or ↗ Sunset Flip Pin (while running)

RUNNING STRIKE (RUNNING TOWARD STANDING OPPONENT)

- × (while running) Flying Lariat 2

- × + ↓, ←, ↑, or ↗ Spinning Wheel Kick 5 (while running)

RUNNING STRIKE (RUNNING TOWARD DOWNED OPPONENT)

- × (while running) Running Flip Splash

- × + ↓, ←, ↑, or ↗ Dropkick to Knee (while running)

RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING OPPONENT)

- + ↓, ←, ↑, or ↗ German Suplex (while running)

RUNNING GRAPPLE (RUNNING TOWARD BACK OF STANDING GROGGY OPPONENT)

- + ↓, ←, ↑, or ↗ School Boy Pin 2 (while running)

GRAPPLE VS. RUNNING OPPONENT

- Belly to Belly Suplex

- + ↑ or ↓ Hip Toss 1

- + ← or → Flapjack 2

DOUBLE-TEAM (OPPONENT HELD BY PARTNER)

- Arm Wrench and Kick

- + ↓ Dropkick and Rolling Clutch

- + ← Double Suplex 1

- + ↑ Double Facerusher

- + ↗ Double Dropkick

DOUBLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)

- Irish Whip

- + ↓ Whip and Lay Down

- + ← Mudhole Stomping 1

- + ↑ Spike Piledriver

- + ↗ Kick to Stomach

TRIPLE-TEAM (OPPONENT STANDING IN YOUR TURNBUCKLE)

- + ↓ Suplex and Cross Body

Stats

HEIGHT

6'

WEIGHT

212 lbs.

FROM

Minneapolis, Minnesota

FINISHING MOVE

X-Factor™

CAREER HIGHLIGHTS

European Champion; Light Heavyweight Champion; Tag Team Champion; WCW™ Cruiserweight Champion



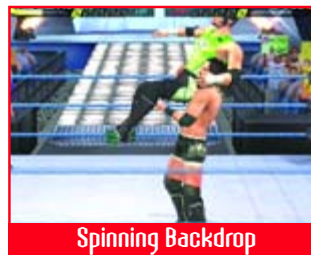
COMBO STRIKES

Press X repeatedly in front of a standing opponent to perform the following three strikes in succession:

1. Middle Kick 1
2. Spinning Back Kick 1
3. Spinning to Face

FAVORITE MOVES

These moves do more damage to your opponents than normal moves of this sort would do:



X-PAC™