



The logo for the game 'WWE SmackDown vs Raw' is prominently displayed at the top. The 'WWE' logo is at the top center. Below it, 'SMACKDOWN' is written in blue and white 3D block letters on the left, and 'VS RAW' is written in red and white 3D block letters on the right. The background of the entire cover is a close-up, high-contrast image of a person's face, split vertically. The left side of the face is dark with a blue eye, while the right side is bright red with a red eye. The person's nose and mouth are visible in the center, with sweat droplets on their skin.

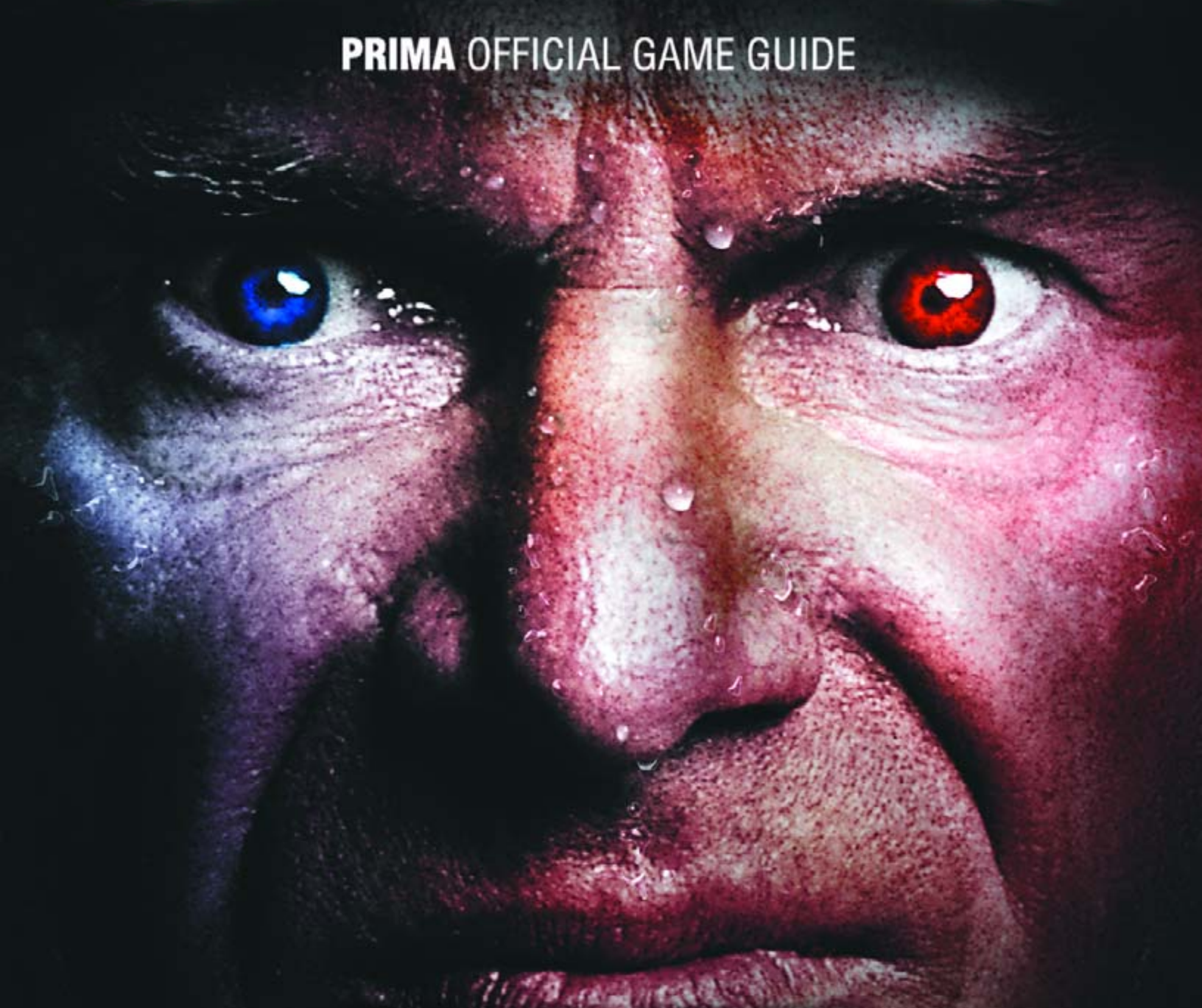


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Welcome to WWE® SmackDown!™ vs. Raw®

How to Use This Guide

Thank you for purchasing Prima's Official Strategy Guide to *WWE SmackDown! vs. Raw* for PlayStation 2. This guide is crammed with all the tips, tricks, and strategy you need to pin any opponent to the mat and rise through the WWE ranks like a true Superstar. It also gives you the lowdown on every available match type and creating the best Superstars, plus an in-depth look at this year's new open-ended Season mode. And to top it all off, we've included complete move lists and WWE.com biographies for the more than 50 WWE Superstars in the game, including the 11 hidden Legendary Superstars. So, what are you waiting for? Choose your brand and prepare to bring the pain to all comers.

Scheduled for One Fall: Match Types



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

Fabulous Moolah™: WWE® Shop



Racking up victories and championships is nice, but taking home a paycheck at the end of the day is even better. This section of the guide shows you how to earn cold, hard cash in *SmackDown! vs. Raw*, as well as what you can spend it on—from arenas to Legendary Superstars—in WWE Shop.

Body Building: Create Mode



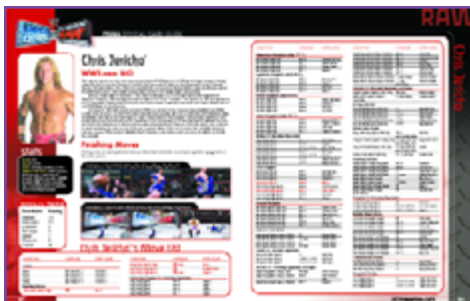
SmackDown! vs. Raw not only offers you the ability to create your own personalized Superstars, but it also lets you create your own custom Pay-Per-View (PPV) events and even new championship belts. And this section tells you everything you need to know about it.

Blood, Sweat, and Tears: Season Mode



SmackDown! vs. Raw's Season mode is brand new this year, featuring open-ended plotlines that reflect the decisions you make during the game and your performance in the ring. Check out this section of the guide for full details on Season mode.

Superstars



Knowing your opponent's strengths and weaknesses can be a deciding factor in any matchup. This section provides fact-filled biographical information, as well as comprehensive move lists, for each of the 52 Superstars in *SmackDown! vs. Raw*.

Basic Controls

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

If you're a veteran of the *SmackDown!* series, you'll be happy to note that most of the controls are unchanged (why mess with perfection, right?). But there's no such thing as too much "mat sense," so even graduates of the school of hard knocks might have a thing or two to learn.

Menu Controls

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

Basic in-Ring Controls

Button	Command
D-pad	Move Superstar
Right analog stick	Taunt opponent

Button	Command
▲	Run
▲ + D-pad (toward turnbuckle or ring)	Climb turnbuckle or enter ring quickly
▲ + ■ near ropes	Slide out of ring quickly
■	Pick up nearby weapon/object
■ + D-pad	Enter/exit ring
■ + D-pad (toward nearby turnbuckle)	Remove turnbuckle cover
X	Striking attack
●	Irish Whip
● + D-pad	Initiate grapples/perform grapple moves
▲ (while grappling opponent)	Turn behind the opponent
R1	Change focus
L1	Finishing move
L1 + L2	Steal opponent's finisher
L2	Counter a striking attack
R2	Counter a grapple move
L2 + R2	Counter a finishing move
R1	Change focus
START	Pause

Finishing Moves



Before you can perform a special finishing move, you must build up your adrenaline meter by performing other moves and taunting your opponent. When the adren-

aline meter is full, you earn a WWE finisher icon, which can be spent to perform a finishing move when your opponent is properly set up for the move. You know you can execute a special move when the "Press L1" message appears above your Superstar's status bar.



There are many situations in which finishing moves might be performed, and each Superstar's finishing moves and finisher situations are different. Press L1 at the

Superstar Select screen to find out the requirements for each Superstar's finisher, or simply check out the Superstars' sections found in this book.

NOTE

If you have accumulated at least two finisher icons, you can steal your opponent's special finishing move. This requires you to know the situation in which your opponent's finishing move must be executed. To steal your opponent's finishing move, press and hold [L2], then press [L1]. Talk about ultimate "in-your-face" humiliation.

Base Grapples and Grapple Moves



There are four specific types of base grapple lock-ups in *SmackDown! vs. Raw*: submission, signature, power, and quick. You have to lock your opponent in one of them before you can execute standing grapple moves. Once

you've locked up with your opponent in a base grapple, you may perform exciting, powerful grapple moves.



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

into a base grapple with your opponent, you can execute a devastating grapple move by pressing ●+D-pad.

Each base grapple features its own set of grapple moves. For example, pressing ●+↑ while locked up in the submission base grapple executes an entirely different move when pressed from the power



base grapple. Because of this intuitive new grappling system, you always have a wide variety of grapple moves at your disposal.

Initiating Grapples

Button	Command
●+↓	Enter submission grapple (base grapple)
●+←	Enter signature grapple (base grapple)
●+↑	Enter power grapple (base grapple)
●+→	Enter quick grapple (base grapple)
■	Break a grapple
●+D-pad (while in base grapple)	Perform grapple moves
X (while in base grapple)	Quick grapple strike
X+↓ or ↑ (while in base grapple)	Quick grapple strike
X+↓ or → (while in base grapple)	Quick grapple strike

Running



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

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



Running Moves

Opponent Situation	Button	Command
Any	▲	Run forward/toward focused opponent

Opp, Situation	Button	Command
Any	▲ +D-pad direction	Run in desired direction

While Running at Opponent

Any	▲	Stop running
Standing	×	Running strike
Standing	× +D-pad	Running strikes
Standing	■ behind opponent	Slip around
Standing, back exposed	● or ● +D-pad	Running grapple
Standing, back exposed	■	Leapfrog opponent
Leaning on a turnbuckle	■	Knock opponent down and stand by for turnbuckle diving attack
Down	■ +× or ■ +× +D-pad	Running down strike
Near ropes	■	Slide out of the ring

While Opponent is Running at You

Running	■	Lie down, opponent jumps over you
Running strike	■	Counter the strike

When the Opponent Is Down



Common sense tells us that when an opponent is down, he or she is in a highly vulnerable position. When your opponent is on the ground, you can

freely attack with little fear of retaliation. If you're feeling cocky, you can even taunt your adversary as he or she attempts to recover from your previous assault. Most important, however, is the ability to lift opponents from the ground by pressing ● or ●, ●, setting them up for your next devastating move.

Moves vs. Opponent on Mat

Your Situation	Button	Command
Standing near opponent	Hold ●, D-pad	Drag opponent

Your Situation	Button	Command
Standing near opponent	●	Make opponent sit up
Standing near opponent	●, ●	Make opponent stand up
Standing near opponent	● + ↓	Pin opponent
Standing near opponent's head	● + ←, ↑, or →	Upper body grapple moves
Standing near opponent's feet	● + ←, ↑, or →	Lower body grapple moves
Standing near opponent	×	Ground strike attack
Standing near opponent	× + ← or →	Ground strike attack
Standing near opponent	× + ↓ or 8	Ground strike attack

Using the Turnbuckles



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

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



When sent reeling into a turnbuckle, your opponent may end up in one of three different positions: facing you, back exposed, or slumped down. Your

grapple moves at the turnbuckle vary depending upon your opponent's position. For example, pressing ● + ↑ executes an entirely different move when your opponent is leaning against the turnbuckle and facing you than when his or her back is exposed. Experiment with the turnbuckle moves and maneuvers to maximize your in-ring ability.

Turnbuckle, Aerial, and Ring Rope Controls

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

Irish Whip

The Irish Whip is a highly versatile, yet widely overlooked, move that can be used in many ways to set your opponent up for a devastating attack. Becoming comfortable with the various forms of the Irish Whip allows you to control the momentum of a matchup, keeping your opponents guessing at what you'll do to them next.



Study the controls in the following table and spend some time discovering the many advantages of the Irish Whip.

Study the controls in the following table and spend some time discovering the many advantages of the Irish Whip.

Irish Whip Controls

Button	Command
●	Irish Whip
●, D-pad	Irish Whip in desired direction
●, D-pad toward nearby ropes	Irish Whip opponent over nearby ropes
●, D-pad toward distant turnbuckle	Irish Whip opponent into turnbuckle, facing
●, D-pad toward nearby turnbuckle	Irish Whip opponent into turnbuckle, back exposed
●, D-pad toward nearby object	Irish Whip opponent into/onto nearby object
●, X	Fake Irish Whip: stun the opponent
●, ■	Fake Irish Whip: pull back strike

Reversals

When you're taking a serious beating, it's nice to know that there's always a chance to turn the tables in your favor. A well-timed reversal can be a true lifesaver when the going gets rough.



When you're being assaulted by a barrage of striking attacks, press **[L2]** to attempt a reversal, then follow up with a crushing counterattack of your own. You must press **[R2]** to execute a reversal if your opponent is attempting to

catch you with grapple moves. Press **[L2]+[R2]** at the same time to counter a finisher.

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

Reversals

Button	Command
L2	Reverse striking attacks
R2	Reverse grapple moves
L2 + R2	Reverse a finishing move

Weapons



Some *SmackDown! vs. Raw* match types, such as Hardcore and Table Matches, allow the use of weapons. Just about anything you see lying around can be used as a weapon in these

types of matches—a steel chair, a ladder, or even the steps at ringside. The following table lists the basic controls for the various weapons in the game.

Weapon Moves

Button	Command
Basic Weapon Moves	
■	Pick up/drop nearby/current weapon
X	Weapon strike attack
X+↓ or ↑	Weapon grapple attack
●	Throw weapon at focused opponent
Running Toward Opponent	
X	Running weapon attack
Facing Groggy Opponent	
L2	Weapon finisher (requires one <i>SmackDown!</i> icon)

Match-Specific Controls



Some matches have unique rules that force competitors to familiarize themselves with new controls. For example, you need to

know how to set up and climb a ladder during a Ladder Match, then how to grab the title belt swinging over the center of the ring. The following table lists all the match-specific controls in *SmackDown!*

Match-Specific Controls

Situation	Button	Command
Bra & Panties™ Matches		
Standing near	●+↓	Remove clothes
Standing near downed opponent	●+↑	Spank opponent
Elimination Chamber Matches		
Standing on turnbuckle	■+D-pad	Climb onto the waiting box
Standing on the waiting box	■	Climb onto the turnbuckle
Near Chamber wall	■+D-pad	Climb Chamber wall
Hanging from Chamber wall	X	Diving attack
Facing opponent near Chamber wall	●	Rub opponent's face into wall
Under opponent hanging from Chamber wall	●	Pull opponent down
Hardcore/No DQ Matches		
Standing outside the ring, near the apron	■ (near the ring)	Look for a weapon under the ring
Hell in the Cell™		
Standing near Cell door	■+D-pad or ▲+D-pad	Open door and pass through
Standing near outside Cell wall	▲+D-pad	Climb to the top of the Cell
Ladder Matches		
Holding a ladder	■	Stand the ladder up
Holding a ladder	↓+↓ or ↑	Drop ladder and throw opponent onto it
Holding a ladder, standing near turnbuckle	■+D-pad	Set the ladder up in the corner

Situation	Button	Command
Standing near a standing ladder	■	Grab ladder
Standing near a standing ladder	■+D-pad	Climb ladder
Standing on ladder	■	Drop down to the ground
Standing on ladder	●	Reach for the title belt
Standing on ladder with an opponent	X, X+D-pad, or ⇨ or ●	Attack the opponent
Standing on ladder with a groggy opponent	●, ●+D-pad	Toss opponent off the ladder
Opponent hanging off of belt	●	Jump onto opponent and pull him or her down

Special Referee Matches

Superstar being pinned	■	Make pin count
Superstar illegally outside of ring	■	Make ring count
Superstar performing illegal move	■	DQ Superstar
Superstar giving up to a submission	■	End the match

Steel Cage Matches

Standing near	■+D-pad	Climb cage
Climbing cage wall	■	Diving elbow
Standing at the top of the cage	X+D-pad	Diving attack
Opponent climbing out of the cage	X+D-pad	Strike cage, knock opponent down

Table Matches

Standing near a table	■	Pick up table
Holding a table	■	Stand the table up
Holding a table, standing near turnbuckle	■+D-pad	Set the table up in the corner
Running toward standing table	▲	Jump onto table
Grappling opponent on top of standing table	●+D-pad	Smash the opponent through the table

Situation	Button	Command
Tag Team Matches		
Teammate awaiting tag	Right analog stick	Call for partner interference
Teammate in ring	■	Reach for a tag-in
Opponent in your corner	●+↓, ←, ↑, or →	Double team attack and tag-in partner
Teammate has opponent in a grapple	●+↓, ←, ↑, or →	Double team attack
Controlling several Superstars on a team	SELECT	Switch Superstar you're controlling

Match Tactics

New to *SmackDown! vs. Raw* is a Match Tactics system that rewards your Superstar for wrestling a Clean or Dirty style of match, depending on which style you choose. Use the Match Tactics that suit your Superstar's style to build up the tactics meter.

Clean Tactics



Clean Tactics are used by Superstars who are good sportsmen and play to the crowd. They follow the rules and entertain their fans. Clean Superstars should take the following actions in

matches in order to build up their tactics meters:

- ◆ Perform signature grappling moves.
- ◆ Perform any diving attacks.
- ◆ Perform moves that involve jumping through or over the ropes.
- ◆ Counter weapon attacks.
- ◆ Taunt your opponent.
- ◆ Win chop battles.
- ◆ Get quick rope breaks.
- ◆ Perform moves on the announcer tables and destroy the tables.
- ◆ Counter submissions that have been locked in.

- ◆ Refuse to tap out of a submission when it has been applied to a limb that is red with damage.

Clean Superstars should *not* take the following actions, as they will lower their tactics meters:

- ◆ Perform dirty moves (low blows, eye rakes, etc.).
- ◆ Attack opponents with weapons.
- ◆ Remove turnbuckle covers.
- ◆ Irish Whip opponents into turnbuckles that have had their covers removed.
- ◆ Break your own pin (with ■) at the 2-count.
- ◆ Taunt an opponent inside the ring from outside of the ring.
- ◆ Attack a taunting Superstar.
- ◆ Ignore a referee's rope-break call and hold the submission (with L1).
- ◆ Complain to the referee about a 2-count (with L1).
- ◆ Attack the referee.
- ◆ Attack your partner.

When your tactics meter is full, perform any taunt to get a boost of adrenaline that renders you temporarily invincible to your opponent's moves.

Dirty Tactics



Dirty Tactics are used by Superstars who want to win at any cost and don't care what the fans think of them.

Dirty Superstars should use the following tactics

to build up their tactics meters:

- ◆ Perform dirty moves (low blows, eye rakes, etc.).
- ◆ Attack opponents with weapons.
- ◆ Remove turnbuckle covers.
- ◆ Irish Whip opponents into turnbuckles that have had their covers removed.
- ◆ Break your own pin (with ■) at the 2-count.

- ◆ Taunt an opponent inside the ring from outside of the ring.
- ◆ Attack a taunting Superstar.
- ◆ Ignore a referee's rope-break call and hold the submission (with L1).
- ◆ Complain to the referee about a 2-count (with L1).
- ◆ Attack the referee.
- ◆ Attack your partner.
- ◆ Throw an opponent off of the top of a Hell in a Cell.
- ◆ Attack the non-legal opponent at the turnbuckle during a Tag Team Match.
- ◆ Call for interference (by pressing R3 in a Single Match or pushing the right analog stick during a Tag Team Match).
- ◆ Perform moves on the announcer tables and destroy the tables.

Dirty Superstars should *avoid* the following crowd-pleasing moves, as they will lower their tactics meters:

- ◆ Performing any diving attacks, including ones from steel cages.
- ◆ Using any moves that involve jumping over or through the ropes.

When your tactics meter is full, perform a taunt to execute a blatantly illegal maneuver that will devastate your opponent and swing the momentum of the match in your favor.

The Damage System



SmackDown! vs. Raw features an intuitive damage system that you should pay attention to. When playing a match, notice the small blue body icon next to each Superstar's status

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



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

a match, you wear that body part down, weakening your opponent's attacks and his or her resistance to your submission moves.



Not only is a heavily damaged Superstar susceptible to submission moves, but his or her offensive game is also at risk. If you execute a move that involves the use of a heavily damaged body part, you may find your Superstar

reeling in agony from the strain of the maneuver shortly afterward. If you notice this happening often, use moves that don't involve your Superstar's heavily damaged body parts.

Damage Levels

Damage Level	Damage Icon Color	What It Means
1	Blue	I feel great!
2	Yellow	I'm a bit sore...
3	Orange	OK, that's really starting to hurt...
4	Red	I quit! I quit!

Submissions



After a submission move is performed, a submission meter appears over the status bars of the Superstar who's caught in the submission move. Depending on the move, you either have to

mash any button repeatedly or time a button press carefully to break the hold.

Mini-Games and Chop Battles

New to *SmackDown! vs. Raw* are start-of-match mini-games, which start your bouts off with a bang. At the beginning of each match, you randomly participate in one of three mini-games, or none at all. The winner of the mini-game takes an early advantage over his or her opponent, knocking the opponent down immediately. There are three mini-games: shoving contest, staredown, and test of strength.

Shoving Contest



Similar to a chop battle (see following), a shoving contest is initiated by one of the two Superstars—in this case, the first one to press X when the prompt appears on the screen.

The shoving contest gauge then appears. The player must tap X while the gauge is at its highest point, then tap X again to stop it in the narrow yellow band. A successful attempt sends the player's opponent flying to the mat, while an unsuccessful attempt gives your opponent a chance to try and shove you to the canvas. After three unsuccessful tries, the mini-game ends and the match begins.



Staredown

The Superstars walk toward each other, glaring and talking trash. As soon as the prompt appears on the screen, the first player to press X

knocks his opponent for a loop and takes an early advantage in the match.



Test of Strength

In a test of strength, the first player to correctly press two of the three buttons that are shown on the screen wins the contest and

takes the advantage. An incorrect button press has the same effect as allowing your opponent a correct button press, so be accurate and fast.

Chop Battle



When your opponent is leaning on a turnbuckle, approach and press ●+↓ to start a good, old-fashioned chop battle. The controls for a chop battle

are identical to those for a shoving contest, and winning a chop battle gives you a big advantage over your foe.

Main Menu



The Main menu features the following options:

Main Menu Options

Option	Details
Exhibition	Set up and play single Exhibition Matches
Create Mode	Create a Superstar or stable
Season	Set up and play or continue a season
PPV Mode	Create or play a Pay-Per-View or make a new championship

Option	Details
Online	Take <i>SmackDown! vs. Raw</i> online and take on all comers
WWE Shop	Purchase unlockable items with WWE cash and view WWE Challenges
Options	View/modify game options, save/load game data

Options



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

Game Options Menu

Option	Details
Match Rules	View/modify global match rules
In Game Options	View/modify global in-game options
Credits	View game credits
System Data	Save/load/transfer system data
Save & Exit	Write your changes to the memory card and return to the Main menu

Match Rules



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

Match Rules Menu

Option	Details
Entrance	Turn Superstar entrances on/off
KO	Allow victory by knockout

Option	Details
Give Up	Allow victory by submission
Rope Break	Reaching the ropes breaks pinfalls or submissions
DQ	Allow disqualifications for illegal moves
Ring Out Count	Set the amount of time a Superstar can be outside of the ring before being DQ'ed
Ring Out	Decide whether or not Superstars may exit the ring
Interference	Allow other Superstars to interfere in matches
Match Length	Set the clock to 10, 15, 20, or 30 minutes, or "No Limit"
Finisher Icon	Set adrenaline meters to fill up at normal, fast, or fastest speeds
Charge Speed	Set adrenaline meters to fill up at normal, fast, or fastest speeds
Start-of-Match Mini-Games	Turn start-of-match mini-games on or off
Set to Default	Return all match rules to their default settings

In Game Options



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

In Game Options Menu

Option	Description
Difficulty	Set opponent difficulty to easy, normal, hard, or legend
Superstar Name Bar	Turn the Superstars' name bars on/off
Player Target Indicators	Decide whether or not you want a visual cue to see who each Superstar is focusing on
Targeting Controls	Set computer-controlled targeting to Auto/Manual 1/Manual 2
Camera Angles	Turn the TV broadcast-style camera angles on/off

Option	Description
Sound	Set up your sound for stereo/mono
BGM Volume	Set background music volume to Off/Min/Normal/Max
Entrance BGM Volume	Set Superstars' entrance music to Off/Min/Normal/Max
SFX Volume	Set sound effects volume to Off/Min/Normal/Max
Commentary Volume	Set the play-by-play volume to Off/Min/Normal/Max
Vibration	Turn controller vibration on/off for each individual controller
Control Type	Change the default controller setup
Menu Type	Choose between <i>SmackDown!</i> or <i>Raw</i> brand menus
Set to Default	Return all in-game options to their default settings

System Data



Here, you may save and load important system data such as your Season mode progress, created Superstars, etc. You may also copy data such as Superstars, Pay-Per-Views, and championships that you've created. This

allows you to quickly and easily transfer any important *SmackDown! vs. Raw* system data onto another memory card for use as a backup.

Save and Load



Any time you make a significant change to the system data in *SmackDown! vs. Raw*, you're asked if you'd like to save your game. Follow the on-screen prompts to save your *SmackDown! vs. Raw* system data. You may also

save your game or load a previously saved game from the System Data menu.

Scheduled for One Fall: Match Types

There are more match types in *SmackDown! vs. Raw* than you can shake a sledgehammer at, and knowing the particulars of each one is vital to victory. You encounter all match types in Season mode, and you can jump directly into one in Exhibition mode.

Setting up a Match



Select “Exhibition” from the Main menu to begin an Exhibition Match, then choose from the wide variety of available match types. Once you’ve selected a match type,

choose how many players will join in the match and the Superstars they will control from the Superstar Select screen. Any non-player Superstars are automatically controlled by the computer.

Now choose the arena you’d like to compete in from the Arenas menu. The first menu features television broadcast arenas such as *Raw*, *SmackDown!*, *Velocity™*, and *Heat™*.



Press \leftarrow or \rightarrow to flip to the PPV Arenas menu, where you find arenas for Pay-Per-View events such as the *Royal Rumble®* or *Survivor Series®*.

NOTE

Some arenas are locked at the beginning of the game. You must unlock these hidden PPV arenas by earning money in Season mode or WWE Challenge mode and using it to purchase the arenas in WWE Shop.



After you choose an arena to compete in, you can select “Play” to start the match or “Match Rules” to view/modify the regulations for the matchup.

NOTE

Any changes you make to the match rules from this screen affect only the upcoming bout. To make global changes to match rules, select “Options” from the Main menu, then select “Match Rules.”

Match Rules Menu

Option	Details
Entrance	Turn Superstar entrances on/off
KO	Allow victories by knockout
Give Up	Allow victories by submission
Rope Break	Referee forces a hold or pinfall to be broken if a Superstar is touching the ropes
DQ	Referee ends the match if he catches a Superstar cheating
Ring Out Count	The number of seconds a Superstar can remain outside the ring without being disqualified
Ring Out	Decide whether or not Superstars may exit the ring
Match Length	Set the clock to 10, 15, 20, 30, or No Limit
Finish Move Icon Charge Speed	Set finish move meters to fill up at normal, fast, or fastest speeds.
Start of Match Mini Games	Decide if you want to start matches with mini games
Set To Default	Return all match rules to their default settings

Single Match



Players: 1 to 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 pinfall or submission, however.

Match Variations

- ◆ **No Manager:** Two Superstars compete head-to-head, with no interference aside from potential run-ins.
- ◆ **With Manager vs. No Manager:** One Superstar has another Superstar accompany him to the ring; the other competitor doesn't.
- ◆ **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 to 6

Win Condition: Pinfall, submission, opponent DQ

A Tag Match consists of two teams of two Superstars who battle against each

other until one Superstar is pinned, taps out, or is disqualified. Make full use of your tag team partner in every Tag Match—your opponents certainly will.

Match Variations

- ◆ **Normal Tag:** 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 the match. Superstars can tag their partners with **[R1]** or by performing a double-team move in their own corner.

- ◆ **Tornado Tag:** Both members of both tag teams can be in the ring simultaneously, and pinning or getting either of your rivals to submit wins the match for your team.
- ◆ **Tag vs. Tag W/Manager:** This is the same as Normal Tag, except one team has an additional unofficial member who can interfere in the match when the ref is distracted.
- ◆ **Tag W/Manager vs. Tag W/Manager:** Each tag team has a manager who can only interfere in the match when the ref is distracted.

tip

In a Tag Match, try to Irish Whip your opponent into your corner and use **●+↓, ↵, ↑** or **⇒** to execute a double-team move, which automatically tags in your partner. For extra viciousness, remove the turnbuckle cover at your team's corner (by pressing **[R1]** while standing in the corner) so that any opponent whipped into it suffers additional damage.

6-Man Tag Match



Players: 1 to 6

Win Condition: Pinfall, submission, opponent DQ

The 6-Man Tag Match is similar to a standard two-on-two Tag Match, but it has an

additional Superstar on each team. Referees are not allowed in 6-Man Tag Matches.

Match Variations

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

Handicap Match



Players: 1 to 4

Win Condition: Pinfall, submission, opponent DQ

Every Superstar's worst nightmare, a Handicap Match pits one

Superstar against two or even three opponents at once. This is great for putting your *SmackDown!* vs. *Raw* skills to the ultimate test, but don't be surprised if you find them lacking.

Match Variations

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

tip

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

Hardcore Match



Players: 1 to 6

Win Condition: Pinfall or submission

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

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

Match Variations

- ♦ **Single:** This is a one-on-one, no-holds-barred brawl.
- ♦ **Tornado Tag:** This is identical to a normal Tornado Tag Match, except there are no disqualifications or countouts.
- ♦ **Tornado 6-Man Tag:** Add another Superstar to each team in the Hardcore Tornado Tag Match and you have a Hardcore Tornado 6-Man Tag Match.
- ♦ **Triple-Threat™ Tornado Tag:** Three teams of two Superstars simultaneously battle it out until the first pinfall or submission is scored.
- ♦ **Triple-Threat™:** In this one-on-one-on-one matchup where anything goes, the first Superstar to score a pinfall or submission wins the bout.
- ♦ **Fatal 4-Way™:** Add another Superstar to the Hardcore Triple Threat Match and you have a Hardcore Fatal 4-Way Match.

Royal Rumble®



Players: 1 to 6

Win Condition: Be the last Superstar in the ring after all others have been eliminated over the top rope

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

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

NOTE

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

tip

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

It's also wise to be very familiar with your moves. Some moves can send opponents flying out of the ring almost automatically. This is a great way to eliminate your opponents, because it takes quite a while to soften them up enough to send them over the top rope by other means.

Survival Match



Players: 1 to 6

Win Condition: Pinfall, submission

Survival Matches test the mettle of every competing Superstar. There are no

teams, partners, or allies—it's survival of the fittest, and only one Superstar emerges victorious. There are no disqualifications in a Survival Match, so feel free to win by any means necessary.

Match Variations

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

tip

In the Triple-Threat and Fatal 4-Way Survival Matches, you not only have to worry about getting pinned or stuck in a submission hold, you also need to make sure that your fellow Superstars don't score pinfalls or submissions. If they do, they win the match, and you lose by default. Focus on one opponent and wear him down, but break up any potential pinfalls too.

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

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

Main Events

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

Three Stages of Hell



Players: 1 or 2
Win Condition: Win two of the Three Stages of Hell matches

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

NOTE

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

NOTE

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

Bra and Panties Match



Players: 1 or 2
Win Condition: Strip your opponent down to her "unmentionables"

The Bra and Panties Match pits two WWE divas against each other in single competition. The first diva to strip her opponent down to her bra and panties wins the matchup.

NOTE

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

NOTE

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

Elimination Chamber



Players: 1 to 6
Win Condition: Pinfall or submission

The Elimination Chamber is a six-Superstar elimination event. Two Superstars begin the match, and another Superstar is released from his or her chamber every 60 seconds. The Superstar who remains after all others have been eliminated is the winner.

NOTE

There are no match variations for the Elimination Chamber.

tip

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

Elimination Match



Players: 1 to 6
Win Condition: Varies—eliminate opposing team/captain by pinfall/submission/opponent DQ or by putting them through a table

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

Match Variations

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

tip

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

First Blood Match



Players: 1 or 2

Win Condition: Make your opponent bleed

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

NOTE

There are no match variations for the First Blood Match.

NOTE

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

tip

Use moves and attacks that target an opponent's head. Be aggressive and use environmental objects, powerful grapple moves, and finishing moves to soften up your opponent. Once he can't take much more, use powerful weapons and striking attacks to cause your opponent to bleed.

Hell in a Cell™



Players: 1 to 6

Win Condition: Pinfall or submission

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

Match Variations

- ♦ **Single:** This is a one-on-one Hell in a Cell Match.
- ♦ **Tornado Tag:** Two teams of two Superstars under go Hell in a Cell.
- ♦ **Triple-Threat™:** Three Superstars fight against each other inside the unforgiving Cell. The first Superstar to score a pinfall or submission on an opponent inside the ring wins the match.
- ♦ **Fatal 4-Way™:** Four Superstars fight against each other in Hell in a Cell. The first Superstar to score a pinfall or submission on an opponent inside the ring wins the match.
- ♦ **Armageddon® Hell in a Cell:** In the most dangerous Hell in a Cell Match, six Superstars collide. The first to score a pinfall or submission on an opponent wins.

tip

The Cell itself is one of the most dangerous weapons in Hell in a Cell. Irish Whip opponents into a wall of the Cell to smash them through it, dealing severe damage to them and giving you access to the area outside of the Cell in one simple maneuver. Once you're outside the Cell, you can climb its outer walls and bring the action to new heights. When you tire of slugging it out on the roof, use a powerful grapple move to slam opponents onto the weak spot at the center of the Cell's roof and send them crashing into the ring again. Now, that's sports-entertainment.

Iron Man Match



Players: 1 or 2

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

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

NOTE

There are no match variations for an Iron Man Match.

tip

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

Ladder Match



Players: 1 to 6

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

Ladder Matches are thrilling bouts, where

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

Match Variations

- ♦ **Single:** This is a one-on-one Ladder Match.
- ♦ **Tornado Tag:** Two teams of two Superstars duke it out simultaneously in a Ladder Match.
- ♦ **Triple-Threat™ Tornado Tag:** Three teams of two Superstars battle simultaneously in a career-shortening Ladder Match.
- ♦ **Triple-Threat™:** Three Superstars fight against each other in a Ladder Match.
- ♦ **Fatal 4-Way:** Four Superstars fight against each other in a Ladder Match.

tip

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

Last Man Standing Match



Players: 1 or 2

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

There's no question who the winner is of a Last Man

Standing Match. Instead of scoring a pinfall or submission on opponents, you must beat them until they're unable to stand up as the referee counts to 10.

NOTE

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

tip

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

Parking Lot Brawl



Players: 1 or 2

Win Condition: Pinfall or submission

A Parking Lot Brawl is just what it sounds like—a no-holds-barred fight in a parking garage. There are no disqualifications, so go ahead and bounce opponents' heads off of a hood or two before pinning them or making them tap out.

NOTE

There are no match variations for a Parking Lot Brawl.

tip

Your best weapons in a Parking Lot Brawl are the nearby cars themselves. Irish Whip your opponent into them by pressing **●** and then pushing the d-pad in the direction of the nearest car. In addition to causing pain, it also stuns your opponent for a crucial couple of seconds.

Slobber Knocker™

Players: 1

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

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

Match Variations

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

tip

Be sure to use a finishing move early on in a Slobber Knocker because you can't start building up another one if you already have five saved up. Make good use of reversals throughout the match as well because being hit with a finishing move will likely KO you.

Special Referee Match



Players: 1 to 6

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

A Special Referee Match is no different from a regular Single, Normal Tag, or Iron Man Match, with one exception. Instead of having an impartial referee in the ring, a Superstar dons the striped shirt and makes the calls. This is great if the special referee is a buddy of yours; otherwise, you're in for a rough night. Special referees may attack competing Superstars, and they make all their own calls—including pin counts, DQs, and countouts.

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

Match Variations

- ♦ **One Referee Single:** This Single Match has one special referee.

- ♦ **One Referee Normal Tag:** This Normal Tag Match has one special referee.
- ♦ **One Referee Iron Man:** This Iron Man Match has one special referee.
- ♦ **Two Referees Single:** This Single Match has two special referees.
- ♦ **Two Referees Normal Tag:** This Normal Tag Match has two special referees.
- ♦ **Two Referees Iron Man:** This Iron Man Match has two special referees.

tip

If you're playing with CPU-controlled special referees, don't hit them. If you do, you provoke them, possibly get attacked, and almost certainly find yourself on the wrong side of their calls.

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

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

Submission Match



Players: 1 or 2

Win Condition: Submission, opponent DQ

This match's name says it all—the only way to win a Submission

Match is to force your opponent to tap out to a submission hold. Disqualifications may still occur, so don't push your luck with the ref.

Match Variations

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

tip

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

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

Tables Match



Players: 1 to 6

Win Condition: Smash your opponent through a table

To win a Tables Match, you must smash your opponent through a wooden

table—there are no pinfalls, submissions, or disqualifications. Needless to say, most Superstars think twice before signing up for a brutal Tables Match—and at least three times if it's against the Dudley Boyz.

Match Variations

- ◆ **Single:** This is a one-on-one Tables Match.
- ◆ **Tornado Tag:** Two teams of two Superstars compete in a Tables Match. All four Superstars are considered legal and are allowed to be in the ring simultaneously.
- ◆ **Triple-Threat™:** Three Superstars wreak havoc against each other until one of them smashes another through a table.
- ◆ **Fatal 4-Way™:** Four Superstars compete in a Tables Match until one of them smashes another through a table.
- ◆ **Tornado 6-Man Tag:** Two teams of three Superstars compete in a Tables Match. All six Superstars are considered legal and are allowed to be in the ring simultaneously.

tip

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

But there's an even better method. Set a table up in a turnbuckle and Irish Whip your opponent into it (press **●** and quickly push the d-pad in the direction of the table). If the table doesn't break with the initial impact, run at the opponent and perform striking attacks until you smash him or her through the wood. Keep in mind that a table set up in a turnbuckle is very dangerous. One Reversal of an Irish Whip can send you through a table that was originally meant for your opponent.

TLC™ Match



Players: 1 to 4

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

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

Match Variations

- ◆ **Single:** This one-on-one TLC Match can only be won by an in-ring pinfall.
- ◆ **Tornado Tag:** Two teams of two Superstars compete in a TLC Match that can only be won by an in-ring pinfall.
- ◆ **Triple-Threat™:** Three Superstars face off against each other in a TLC Match that can only be won by an in-ring pinfall.
- ◆ **Fatal 4-Way™:** Four Superstars must battle against one another in a TLC Match that can only be won by an in-ring pinfall.

tip

Your best bet in any TLC Match is to use the abundant tables, ladders, and chairs as weapons to wear your opponents down. These foreign objects can knock your opponents for a loop and allow you to score the pin.

After the Match

Rematch



After a match is over, you have the option of a rematch. Choose “Rematch” to start the same match again or “Exit” to return to the Main menu.

Challenges Cleared



If you clear any WWE Challenge mode challenges during your match—like defeating an opponent within three minutes or winning the match without

using a finishing move—you earn WWE Shop cash for use after the match.

NOTE

You can only win the WWE Shop cash for fulfilling each challenge once.

Fabulous Moolah™: WWE® Shop

Here Comes the Money

The Superstars of WWE don’t just compete for belts, fame, and the attention of Divas—they’re also in it for the huge paydays that come with Superstardom. In *WWE SmackDown vs. Raw*, you can earn money by winning matches in Season mode and fulfilling WWE Challenges in Exhibition Matches. That money can then be used in the WWE Shop to unlock a variety of hidden game features.



Season Mode

Every time you win a match in Season mode, you earn some cash. The bigger the match, the bigger the payday.

For instance, a low-level feud on the Raw mid-card early in your career doesn’t carry nearly the payoff that headlining *WrestleMania* does. Once you’ve earned cash in Season mode, you can either spend it on WWE Shop items from the locker room interface, or you can save your game data and spend your hard-earned scratch later by choosing “WWE Shop” from the Main menu.



WWE Challenge Mode

The other way to earn money is to fulfill the requirements of the WWE Challenge mode in Exhibition Matches.

You can view a full list of the four categories of



WWE Challenges by selecting “WWE Shop” from the Main menu, then choosing “WWE Challenge Mode.” Each time you complete one of the challenges in an Exhibition Match, you automatically earn the cash reward that comes along with it—even if you weren’t trying to earn it. You can only earn each bonus once per saved game.

tip

If you, like Eddie Guerrero, prefer to cheat to win, you can complete these challenges by choosing to play “against” a human opponent who is willing to cooperate and let you win according to the terms of the challenges.

Amateur Challenges

No.	Name	Match Type	Players	Condition	Difficulty	Match Rule	Set Finisher Icons	Bonus
<input type="checkbox"/> 1	Two Finisher Challenge	Single, No Manager	Anyone vs. WWE Superstar	Execute two finishers in a Single Match	Any	Default	0	\$1,000
<input type="checkbox"/> 2	Bra & Panty Challenge	Bra & Panties	Diva vs. Diva	Win a Bra & Panties Match	Any	Default	0	\$1,000
<input type="checkbox"/> 3	Elimination Chamber Challenge	Elimination Chamber, Normal 6-Man	Anyone vs. 5 WWE Superstars	Win an Elimination Chamber Match	Any	Default	0	\$1,000
<input type="checkbox"/> 4	No Finishers Challenge	Single, No Manager	Anyone vs. WWE Superstar	Win a Single Match without using any finishers	Any	Default	0	\$1,000
<input type="checkbox"/> 5	Ladder Dive Attack Challenge	Ladder (Single)	Anyone vs. WWE Superstar	Perform a successful diving attack from the ladder; you don't need to win the match	Any	Default	0	\$1,000
<input type="checkbox"/> 6	Get the Tables!!	TLC (Single)	Anyone vs. WWE Superstar	Break 2 tables in a match; you don't need to win the match	Any	Default	0	\$1,000
<input type="checkbox"/> 7	2 Pins in One Match	Survival, 4-Man Battle Royal	Anyone vs. 3 WWE Superstars	Pin 2 Superstars in one match; you don't need to win the match	Any	Default	0	\$1,000
<input type="checkbox"/> 8	Tap Out! Tap Out!	Survival, 4-Man Battle Royal	Anyone vs. 3 WWE Superstars	Make 2 Superstars tap out in one match; you don't need to win the match	Any	Default	0	\$1,000
<input type="checkbox"/> 9	Reverse 10 Strikes Challenge	Single, No Manager	Anyone vs. WWE Superstar	Reverse 10 striking attacks in one match	Any	Default	0	\$1,000
<input type="checkbox"/> 10	Reverse 10 Grapples Challenge	Single, No Manager	Anyone vs. WWE Superstar	Reverse 10 grappling attacks in one match	Any	Default	0	\$1,000
<input type="checkbox"/> 11	3 Minute Challenge	Single, No Manager	Anyone vs. WWE Superstar	Defeat a WWE Superstar within 3 minutes	Any	Default	0	\$1,000
<input type="checkbox"/> 12	Steal a Finisher Challenge	Single, No Manager	Anyone vs. WWE Superstar	Steal a Superstar's finisher in a match; you don't need to win the match	Any	Default	0	\$1,000
<input type="checkbox"/> 13	Dirty Tactics Challenge	Single, No Manager	Anyone vs. WWE Superstar	Perform a Dirty Tactics move in a Single Match; you don't need to win the match	Any	Default	0	\$1,000
<input type="checkbox"/> 14	Clean Tactics Challenge	Single, No Manager	Anyone vs. WWE Superstar	Perform a Clean Tactics move in a Single Match; you don't need to win the match	Any	Default	0	\$1,000
<input type="checkbox"/> 15	Running Dive Attack Challenge	Single, No Manager	Anyone vs. WWE Superstar	Perform a running dive attack outside of the ring; you don't need to win the match	Any	Default	0	\$1,000

Rising Star Challenges

No.	Name	Match Type	Players	Condition	Difficulty	Match Rule	Set Finisher Icons	Bonus
<input type="checkbox"/> 1	Steal 2 Finishers Challenge	Single, No Manager	Anyone vs. WWE Superstar	Steal 2 finishers in a match; you don't need to win the match	Normal	Default	0	\$1,400
<input type="checkbox"/> 2	Take Out Evolution!	Handicap (One on Two)	Anyone vs. 2 Evolution stable members	Defeat 2 Evolution members (HHH, Orton, Batista, Flair) in a Handicap Match	Normal	Default	0	\$1,400
<input type="checkbox"/> 3	Double-Team Challenge	Normal Tag	Anyone & Anyone vs. 2 WWE Superstars	Perform 3 double-team moves in a Tag Team Match	Normal	Default	0	\$1,400
<input type="checkbox"/> 4	Cheat 2 Win Challenge	Single, No Manager	Anyone vs. WWE Superstar	With the DQ option on, take out the ref, hit your opponent with a weapon, and win the match	Normal	Default	0	\$1,400
<input type="checkbox"/> 5	No Limb Damage Challenge	Single, No Manager	Anyone vs. WWE Superstar	Win a Single Match with all four limbs remaining blue on the limb damage meter	Normal	Default	0	\$1,400
<input type="checkbox"/> 6	Overcome the Odds	Single, No Manager	Anyone vs. WWE Superstar	Win a Single Match after receiving 3 finishers	Normal	Default	0	\$1,400
<input type="checkbox"/> 7	A Dive From the Cell	Hell in a Cell (Single)	Anyone vs. WWE Superstar	Perform a successful diving attack from the top of the cell; you don't need to win the match	Normal	Default	0	\$1,400
<input type="checkbox"/> 8	3 Pins in One Match Challenge	Elimination Chamber (Normal, 6-Man)	Anyone vs. 5 WWE Superstars	Pin 3 Superstars in the match	Any	Default	0	\$1,400
<input type="checkbox"/> 9	Make Them Tap!	Elimination Chamber (Normal, 6-Man)	Anyone vs. 5 WWE Superstars	Make 3 Superstars tap out in the match	Any	Default	0	\$1,400

No.	Name	Match Type	Players	Condition	Difficulty	Match Rule	Set Finisher Icons	Bonus
<input type="checkbox"/> 10	Crippler Crossface Challenge	Single, No Manager	Anyone vs. Chris Benoit	Steal Benoit's Crippler Crossface and make him tap out to it	Normal	Default	0	\$1,400
<input type="checkbox"/> 11	4 Minute Challenge	Single, No Manager	Anyone vs. Edge	Defeat Edge within 4 minutes	Normal	Default	0	\$1,400
<input type="checkbox"/> 12	No X Button Challenge	Single, No Manager	Anyone vs. WWE Superstar	Win a match without pressing X once	Normal	Default	0	\$1,400
<input type="checkbox"/> 13	Heartbreak Kid Challenge	Ladder, Single	Anyone vs. Shawn Michaels	Defeat Shawn Michaels in a Ladder Match without using any finishing moves	Normal	Default	0	\$1,400
<input type="checkbox"/> 14	Hot Diva Action (One on Three)	Handicap	Anyone vs. 3 Divas	Defeat 3 Divas in a One on Three Handicap Match	Normal	Default	0	\$1,400
<input type="checkbox"/> 15	Finisher Reversal Challenge	Single, No Manager	Anyone vs. WWE Superstar	Reverse a finisher in a Single Match; you don't need to win the match	Normal	Default	0	\$1,400

WWE Superstar Challenges

No.	Name	Match Type	Players	Condition	Difficulty	Match Rule	Set Finisher Icons	Bonus
<input type="checkbox"/> 1	No L2 Button Challenge	Steel Cage (Single)	Anyone vs. John Cena	Defeat John Cena in a Cage Match without pressing L2 once	Normal	Default	0	\$2,400
<input type="checkbox"/> 2	Slobber Knocker Challenge	Slobber Knocker (Time Limit)	Anyone	Earn the high score in a Slobber Knocker Match	Normal	Default	0	\$2,400
<input type="checkbox"/> 3	Big Red Monster Challenge	Single, No Manager	Anyone vs. Kane	Defeat Kane in a Single Match, but only once his entire body is red with damage	Normal	Default	0	\$2,400
<input type="checkbox"/> 4	Royal Rumble	Royal Rumble	Anyone vs. WWE Superstars	Win the Royal Rumble match as the #1 entrant	Normal	Default	n/a	\$2,400
<input type="checkbox"/> 5	5 Minute Challenge	Single, No Manager	Anyone vs. Big Show	Defeat Big Show within 5 minutes	Normal	Default	0	\$1,400
<input type="checkbox"/> 6	Dudley Boyz Challenge	Elimination Tag, Table Tornado	Bubba Ray & D-Von vs. 2 WWE Superstars	Using Bubba Ray and D-Von, put your opponents through 2 tables in a Table Tornado Tag Match	Normal	Default	0	\$2,400
<input type="checkbox"/> 7	Poison Mist Challenge	Handicap (One on Three)	Tajiri vs. 3 WWE Superstars	Perform Tajiri's Poison Mist attack against three different Superstars; you don't need to win the match	Normal	Default	0	\$2,400
<input type="checkbox"/> 8	TLC With E&C	TLC (Tornado Tag)	Anyone & Anyone vs. Edge & Christian	Defeat Edge and Christian in a TLC Match	Normal	Default	0	\$2,400
<input type="checkbox"/> 9	Spin-a-roony Challenge	Single, No Manager	Booker T vs. WWE Superstar	As Booker T, perform 10 uninterrupted Spin-a-roonies and win a Single Match	Normal	Default	0	\$2,400
<input type="checkbox"/> 10	Parking Lot Brawl Challenge	Parking Lot Brawl	Anyone vs. Eddie Guerrero	Defeat Eddie Guerrero in a Parking Lot Brawl	Normal	Default	0	\$2,400
<input type="checkbox"/> 11	Nature Boy Challenge	Hardcore (Single)	Anyone vs. Ric Flair	Make Ric Flair bleed and beat him in a Single Match	Normal	Default	0	\$2,400
<input type="checkbox"/> 12	Triple H Challenge	Single, No Manager	Anyone vs. Triple H	Put Triple H through an announcer's table; you don't need to win the match	Normal	Default	0	\$2,400
<input type="checkbox"/> 13	Five-Star Challenge	Ladder (Single)	Rob Van Dam vs. WWE Superstar	As RVD, perform a successful Five-Star Frog Splash finisher from the top of the ladder; you don't need to win the match	Normal	Default	0	\$2,400
<input type="checkbox"/> 14	Submission Challenge	Ultimate Submission	Chris Jericho vs. Chris Benoit	As Chris Jericho, defeat Benoit by 2 or more points in an Ultimate Submission Match	Normal	Default	0	\$2,400
<input type="checkbox"/> 15	Dead Man Challenge	First Blood	Anyone vs. Undertaker	Defeat Undertaker in less than 4 minutes in a First Blood Match	Normal	Default	0	\$2,400

NOTE

All WWE Legend Challenges are locked until you unlock the Legendary Superstars involved in them. For example, unlocking Andre the Giant opens up challenges 8 and 14.

WWE Legend Challenges

No.	Name	Match Type	Players	Condition	Difficulty	Match Rule	Set Finisher Icons	Bonus
<input type="checkbox"/> 1	Mankind Challenge	Hardcore (Single)	Anyone vs. Mankind	Defeat Mankind in a Hardcore Match	Hard	Default	0	\$3,200
<input type="checkbox"/> 2	Classic Hell in a Cell	Hell in a Cell (Single)	Legend Undertaker vs. Mankind	As Legend Undertaker, throw Mankind through or off of the Hell in a Cell and win the match	Hard	Default	0	\$3,200
<input type="checkbox"/> 3	Superfly Challenge	Steel Cage (Single)	Jimmy Snuka vs. WWE Superstar	As Snuka, perform a successful diving attack from the top of the steel cage; you don't have to win the match	Hard	Default	0	\$3,200



No.	Name	Match Type	Players	Condition	Difficulty	Match Rule	Set Finisher Icons	Bonus
<input type="checkbox"/> 4	Classic Iron Man Match	Iron Man	Bret Hart vs. Shawn Michaels	As Hart, defeat Shawn Michaels by 3 points in an Iron Man Match	Hard	Default	0	\$3,200
<input type="checkbox"/> 5	Superfly Challenge Part 2	Table (Single)	Jimmy Snuka vs. Mankind	As Snuka, perform a Superfly finisher on Mankind through a table to win the match	Hard	Default	0	\$3,200
<input type="checkbox"/> 6	The Legend Killer Challenge	Elimination Chamber (Normal 6-Man)	Randy Orton vs. 5 WWE Legendary Superstars	As Orton, defeat 5 WWE Legends in an Elimination Chamber match	Hard	Default	0	\$3,200
<input type="checkbox"/> 7	Rock n' Sock Challenge	Tornado Tag	Anyone & Anyone vs. The Rock & Mankind	Defeat the Rock n' Sock Connection in a Tornado Tag Match	Hard	Default	0	\$3,200
<input type="checkbox"/> 8	Super Heavyweights	Single, No Manager	Big Show vs. Andre the Giant	As Big Show, defeat Andre the Giant in a Single Match	Hard	Default	0	\$3,200
<input type="checkbox"/> 9	The Legion of Doom Challenge	Hardcore (Tornado Tag)	Bubba Ray and D-Von Dudley vs. Animal & Hawk	As the Dudley Boyz, defeat the Legion of Doom in a Hardcore Tornado Tag Match	Hard	Default	0	\$3,200
<input type="checkbox"/> 10	Brothers of Destruction	Handicap (One on Tag)	Anyone vs. Masked Kane & Legend Undertaker	Steal and perform a finisher from both Masked Kane and Legend Undertaker and win the One on Tag Handicap Match	Hard	Default	Any	\$3,200
<input type="checkbox"/> 11	The Barber Challenge	Steel Cage (Single)	Brutus Beefcake vs. Bret Hart	As Brutus Beefcake, defeat Bret Hart in a Steel Cage Match	Hard	Default	0	\$3,200
<input type="checkbox"/> 12	Hollywood Challenge	Single, No Manager	Anyone vs. The Rock	Steal and perform both the People's Elbow and the Rock Bottom on The Rock and win the match	Hard	Default	Any	\$3200
<input type="checkbox"/> 13	Piper Challenge	First Blood	Anyone vs. Roddy Piper	Defeat Roddy Piper in under 4 minutes in a First Blood Match	Hard	Default	0	\$3,200
<input type="checkbox"/> 14	David vs. Goliath	Single, No Manager	Rey Mysterio vs. Andre the Giant	As Rey Mysterio, defeat Andre the Giant in a Singles Match	Hard	Default	Any	\$3,200
<input type="checkbox"/> 15	Sharpshooter Challenge	Single, No Manager	Anyone vs. Bret Hart	Steal Hart's Sharpshooter finisher and make him tap out to it	Hard	Default	0	\$3,200

caution

If a challenge requires you to steal a Superstar's finisher, but that Superstar's finisher is no longer available because it has been changed, you cannot complete the challenge.

There Goes the Money



Spend your cash in the WWE Shop by selecting "WWE Shop" from the Main menu or by entering the WWE Shop through the Season mode locker room interface.

caution

Be sure to save your game data after purchasing an item from WWE Shop, or you'll lose it when you turn the power off.

Experience Points

Unlike other unlockable WWE Shop items, experience points can be purchased over and over again. Each time you purchase experience points, you can enhance the attributes of your created Superstars in Create mode (see the "Body Building: Create Mode" section of this guide for more information on experience points).

tip

Buy in bulk. Larger denominations of experience points cost less per point than smaller amounts.

WWE Shop Experience Points





Experience Points	Cost
150	\$1,200
1,500	\$11,000

Experience Points	Cost
3,000	\$20,000
5,000	\$32,000
10,000	\$60,000

Move Sets

Purchasing move sets gives you additional moves that can be used to customize created Superstars in Create mode (see the “Body Building: Create Mode” section of this guide for more information on customizing moves). Take a good look at the illustrations—you might see some familiar techniques.

WWE Shop Move Sets

Image	Move Set	Cost
<input type="checkbox"/> 	WWE Move Sets 1	\$3,000
<input type="checkbox"/> 	WWE Move Sets 2	\$3,000
<input type="checkbox"/> 	WWE Move Sets 3	\$3,000
<input type="checkbox"/> 	WWE Move Sets 4	\$3,000

Legendary Superstars

Spending your cash to unlock Legendary Superstars is probably the best investment you can make because doing so allows you to use the Legendary Superstars in Exhibition Matches and complete lucrative WWE Legend Challenges.

WWE Shop Legendary Superstars




Image	Superstar	Cost
<input type="checkbox"/> 	Bret “Hit Man” Hart	\$20,000
<input type="checkbox"/> 	Andre the Giant	\$20,000

Image	Superstar	Cost
<input type="checkbox"/> 	Legion of Doom (Animal & Hawk)	\$35,000
<input type="checkbox"/> 	Brutus Beefcake	\$20,000
<input type="checkbox"/> 	Mankind™	\$20,000
<input type="checkbox"/> 	The Rock®	\$20,000
<input type="checkbox"/> 	Masked Kane®	\$18,000
<input type="checkbox"/> 	Legend Undertaker®	\$18,000

Arenas

Unlocking the hidden arenas lets you choose them as venues in Exhibition Matches and created Pay-Per-Views.

WWE Shop Arenas

Image	Name	Cost
<input type="checkbox"/> 	WrestleMania® XX	\$8,000
<input type="checkbox"/> 	Survivor Series®	\$8,000
<input type="checkbox"/> 	Armageddon®	\$8,000

Alternate Attire

When you unlock a Superstar’s alternate attire, you have the option of having him or her wear it to the ring for each subsequent match.

WWE Shop Attire

Image	Attire	Cost
<input type="checkbox"/>	John Cena's Attire	\$6,000
<input type="checkbox"/>	Bra and Panties™ I (Molly)	\$8,000
<input type="checkbox"/>	Bra and Panties™ 2 (Sable)	\$8,000
<input type="checkbox"/>	Bra and Panties™ I (Stacy)	\$8,000
<input type="checkbox"/>	Bra and Panties™ I (Torrie)	\$8,000
<input type="checkbox"/>	Bra and Panties™ I (Trish)	\$8,000
<input type="checkbox"/>	Bra and Panties™ I (Victoria)	\$8,000

Loading and Menu Screens

Spice up your *WWE SmackDown vs. Raw* experience with some sexy Diva loading and menu screens.

WWE Loading and Menu Screens

Image	Screen	Cost
<input type="checkbox"/>	Diva's Loading Screen 1 (Torrie)	\$4,000
<input type="checkbox"/>	Diva's Loading Screen 2 (Sable)	\$4,000
<input type="checkbox"/>	Diva's Loading Screen 3 (Stacy)	\$4,000
<input type="checkbox"/>	Diva's Loading Screen 4 (Trish)	\$4,000
<input type="checkbox"/>	Diva's Loading Screen 5 (Victoria)	\$4,000
<input type="checkbox"/>	Diva's Loading Screen 6 (Molly)	\$4,000
<input type="checkbox"/>	Diva's Menu Model 1 (Torrie)	\$4,000
<input type="checkbox"/>	Diva's Menu Model 2 (Sable)	\$4,000
<input type="checkbox"/>	Diva's Menu Model 3 (Stacy)	\$4,000
<input type="checkbox"/>	Diva's Menu Model 4 (Trish)	\$4,000

Body Building: Create Mode

Creating a Superstar



The *SmackDown!* series' Superstar creation system has earned a reputation for letting players create virtually any Superstar they want, and *SmackDown! vs. Raw* features

the ultimate evolution of a tried-and-true formula. If you've created Superstars in previous *SmackDown!* games, you can jump straight into making one in *SmackDown! vs. Raw*. If not, read on.

Choosing "Create Mode" from the Main menu takes you to the Create mode Main menu, where you have four choices.

- ◆ **Create a WWE Superstar:** Start creating a Superstar here by defining his or her look and style.
- ◆ **Assign Attributes:** Determine your Superstar's strengths and weaknesses by assigning experience points to the different attributes.
- ◆ **Create a Move Set:** Complete your created Superstar by choosing moves.
- ◆ **Create a Stable:** Group several Superstars together into a stable to form an unstoppable force in sports-entertainment.

Create a Superstar

To begin creating a Superstar, select "Create a Superstar" from the Create mode Main menu. Choose from the following four options:

- ◆ **New:** Create a brand-new Superstar.
- ◆ **Edit:** Make changes to a previously created Superstar.
- ◆ **Copy:** Make a copy of a created Superstar (if you want to make changes to it but keep a copy of the original, for instance).
- ◆ **Delete:** Erase a created Superstar from your memory card.

The first three options take you into a series of menus that allow you to customize every aspect of your Superstar's appearance and style.



Profile

The first thing you must do when creating a Superstar is define his or her profile, which gives a general overview of the type of Superstar he or she is. Set the following options, and choose "Decision" from the bottom of the screen to continue.

- ◆ **Name:** This is your Superstar's full name (ex.: "Ric Flair").
- ◆ **Ring Name:** This nickname appears with your Superstar's name when he or she is introduced (ex.: "The Nature Boy").

- ◆ **Call Name:** This name or nickname is how the announcers refer to the Superstar during their match commentary.
- ◆ **Classification:** Your Superstar's weight class—this determines the maximum values for some of the attributes.
- ◆ **Gender:** Is your Superstar male, female, or Bico?
- ◆ **Match Tactics:** Does your Superstar use Clean or Dirty Tactics during matches?
- ◆ **Brand:** Select your Superstar's brand, *SmackDown!* or *Raw*.
- ◆ **Crowd Signs:** Choose two signs that audience members hold up when your Superstar performs.



Logic

Sometimes your Superstars are computer controlled, and the Logic menu is where you tell the game how to use them when they're out of your hands. Set the following values, then choose "Decision" to continue.

- ◆ **Logic 1:** This is your Superstar's main fighting style.
- ◆ **Logic 2:** Your Superstar uses this style if Logic 1 doesn't seem to be working.
- ◆ **Move:** An "aggressive" Superstar takes risks for big rewards while a "clever" Superstar sometimes misses opportunities, but is extremely cautious.
- ◆ **Irish Whip:** This is how often your Superstar uses Irish whip moves.
- ◆ **Diving Moves:** This is how often your Superstar uses diving attacks.
- ◆ **Taunt:** This is how often your Superstar taunts opponents.



Creation Type

With the basics of your Superstar's character fleshed out, it's time to start figuring out what he or she is going to look like. At the Creation

Type menu, choose “Create Original” to define your Superstar’s look from scratch or “Use Samples” to start from an existing sample.

NOTE

If you use “Create Original,” you go straight to the Body Toning menu. If you choose “Use Samples,” you go to the Use Samples menu.



Use Samples

At the Use Samples menu, choose “Sample Figure” to pick a body type for your Superstar and “Sample Parts” to choose an outfit. Select “Decision” when you’re done to continue to the Body Toning menu.

NOTE

Pressing **SELECT** toggles between your Superstar’s match, entrance, and cut-scene attire. You must choose attire for all three situations.



Body Toning

Use the left analog stick to move the Body Toning slider left to give your Superstar a “ripped” look (well-defined muscles) or right for a “thick” appearance (less exaggerated muscles). Choose “Decision” when you’re satisfied to move to the next step.



Body Parts

The Body Parts menu is where you get to play Dr. Frankenstein and pick and choose your Superstar’s body parts. The choices on this menu only affect the size and

shape of your Superstar’s body parts, not the clothing worn over them.

- ◆ **Face Skin:** This is the type and texture of skin on your Superstar’s face.
- ◆ **Body Skin:** Choose your Superstar’s body muscle tone.
- ◆ **Skin Color:** This is the universal skin color of your Superstar.
- ◆ **Hair:** Pick your Superstar’s hair style and color.
- ◆ **Body Hair:** If you want to make your Superstar into A-Train’s hairy-backed cousin, here’s where you do it.
- ◆ **Eyebrows:** Select the size, shape, and color of your Superstar’s eyebrows.
- ◆ **Eyes:** Choose the shape and color of your Superstar’s eyes.
- ◆ **Facial Hair:** Five o’clock shadow, clean shaven, or mountain man—the choice is yours.
- ◆ **Sideburns:** The Rock used to have them; now your Superstar can, too.
- ◆ **Lips:** Pick the shape and color of your Superstar’s lips.
- ◆ **Teeth:** Does your Superstar have movie star choppers like Edge, or toothless aggression like Chris Benoit?



Face Morphing

You can change every aspect of your Superstar’s facial features in the Face Morphing menu by using **↑** and **↓** to pick a feature and the two analog sticks to alter its appearance.

Experiment for a while and see what you come up with; you can always choose “Default” to return to your Superstar’s original appearance.

- ◆ **Head:** This is the overall size and shape of your Superstar’s cranium.
- ◆ **Eyebrows:** Define the shape of your Superstar’s brow.
- ◆ **Eyes:** Reshape and reposition your Superstar’s eyes.
- ◆ **Nose:** Choose your Superstar’s nose.
- ◆ **Cheek:** Set your Superstar’s cheekbones.

- ◆ **Mouth:** Select the size and shape of your Superstar's mouth.
- ◆ **Jaw:** Give your Superstar a heroic jaw or a weak chin.
- ◆ **Ear:** Modify the shape of your Superstar's ears.
- ◆ **Age:** Give your Superstar a youthful appearance or the look of a grizzled veteran.



Full Body Scaling

The Full Body Scaling menu is where you can adjust the proportions of your Superstar's body parts. Highlight a body part, press X to select it,

and use the analog sticks to change its size and shape, just as you did at the Face Morphing menu.



Height

The Height menu is where you determine how tall your Superstar is going to be—from Big Show's height of 7-foot to Rey Mysterio's 5'6" frame.



Dress Up Menus

The next several menus are Dress Up menus, which allow you to complete your Superstar's appearance by adding attire, jewelry, pads, tattoos, and more options than you can shake a steel chair at.

NOTE

Remember that **[SELECT]** cycles through your Superstar's ring, entrance, and cut-scene appearances. So if you want to have your Superstar wearing something other than ring gear during entrances and backstage cut-scenes, be sure to define the looks here.

- ◆ **Dress Up Head:** Choose accessories for everything above your Superstar's shoulders.
- ◆ **Dress Up Upper:** Pick your Superstar's upper body gear; this doesn't include arms.
- ◆ **Dress Up Arms:** Set the look of your Superstar's arms and hands.
- ◆ **Dress Up Lower:** Put some pants on your Superstar.
- ◆ **Dress Up Feet:** Choose your Superstar's footwear.



Photography

Using the D-pad and **[L1]**, **[R1]**, **[L2]**, and **[R2]**, position your Superstar's head in front of the silhouette in the box behind him or her. Press X to take the picture that will be used for your Superstar's head shot in the game.

After you take your Superstar's photograph, you are prompted to save your game data. Do so immediately because if you don't, you'll lose your created Superstar as soon as you turn off the power. Once the data is saved, you return to the Create a Superstar menu. Press **▲** to back up to the Create mode Main menu and continue creating your Superstar.

Assign Attributes



Now that you have determined your Superstar's look, you have to determine his or her physical abilities. Select "Assign Attributes" from the Create mode

Main menu, load your created Superstar from the list that appears, and assign attributes to the following six categories:

- ◆ **Strength:** This determines the damage that your Superstar's moves deal. A high Strength rating causes greater limb damage.
- ◆ **Submission:** A high Submission rating lets you



hold submission moves longer and escape from them more quickly. It affects your submission meters during your matches.

- ♦ **Durability:** This sets the level of punishment your Superstar can withstand in a match. A high Durability rating means less limb damage for you.
- ♦ **Technique:** Superstars with high Technique ratings counter moves more easily. A rating of 8 or higher lets you counter Irish Whips at the ropes, improving your *Royal Rumble* odds dramatically.
- ♦ **Speed:** This determines the speed at which your Superstar walks, runs, and climbs. A Speed rating of 9 or higher lets you jump onto turnbuckles, rather than having to climb them.
- ♦ **Charisma:** Higher Charisma ratings let you fill up your adrenaline and match tactics meters more quickly.

NOTE

Although each attribute ranges from a low of 1 to a high of 10, your Superstar's body type may prevent him or her from ever attaining a 10 in certain attributes. For example, bulky heavyweights might not be able to build up to a Speed rating of 10 while little luchadores probably can't earn a Strength rating of 10.

tip

If you're not happy with your Superstar's attributes, don't worry. You earn experience points in matches, which can be used to further increase your Superstar's attributes during Season mode. You can also purchase additional experience in the WWE Shop.

Once you set your Superstar's attributes, choose "Decision." You're prompted to save your game, then you return to the Create mode Main menu.

Create a Move Set

Now that you've created an appearance for your Superstar, it's time to give your Superstar some moves. Select "Create a Move Set" from the Create mode Main menu to go to the Create a Move Set menu. Select your

created Superstar (or any WWE Superstar) to change his or her moves.

Once you've selected a Superstar, you're taken to the Moves sub-menu, where you view and edit all the moves for the selected Superstar. Along the left side of the screen is a menu of the following sets of moves:

- ♦ **Bases:** Ring-in move, ring-out move, taunt, fighting style, walking style, running style, and entrance—these are your Superstar's "personality" moves and have little effect on the in-ring performance.
- ♦ **Ready Moves:** Attack, grapple, back attack, and edge of the Cell—these are the moves your Superstar executes when facing or behind a standing opponent.
- ♦ **Ground:** Attack and grapple—this is what your Superstar does when standing near a downed opponent.
- ♦ **Turnbuckle:** Attack, grapple, and back attack—your Superstar performs these moves against an opponent at the turnbuckle.
- ♦ **Rope Opponent:** Rope down, rebound attack, and jump down over—these describe how your Superstar attacks an opponent at or near the ropes.
- ♦ **Aerial:** Stand and down—your Superstar executes these moves from a ladder, turnbuckle, or other elevated surface, depending on whether your opponent is standing or down.
- ♦ **Running:** Attack, grapple, back attack, squatting attack, and counter—these are your Superstar's running moves.
- ♦ **Double Team:** Stand and turnbuckle—these are the double-team moves your Superstar pulls off with a partner.
- ♦ **Special:** Finisher, favorites, weapon finisher, and combination moves—these are your Superstar's best moves, including combo strikes, favorite moves, and finishing moves.
- ♦ **Auto Setting:** This assigns a generic average, powerful, speedy, technical, or roughneck move list to your Superstar. You may also assign another Superstar's move list to the current Superstar.
- ♦ **Default:** This resets the entire move list to its default state.

NOTE

WWE Superstars' finishers and favorite moves are highlighted in their moves lists at the end of this guide. Be sure to use these moves as often as possible when playing as these Superstars.

tip

Keeping track of the dozens and dozens of moves Superstars have at their disposal is tricky. To make it easier on yourself, match certain categories of moves to directions on your D-pad. For instance, assign pins to any move that involves ↓, or upper-body submissions to any move that uses ↑. You might not remember exactly which move you've assigned, but you'll know what type of move it is.

Create a Stable



A stable is a group of Superstars who work together to achieve their goals in WWE. It can be a large group, like Evolution, or a tag team, like the Dudley Boyz. If

you've created more than one Superstar and would like to put them together on the same team, or if you'd like to team your Superstar up with other WWE Superstars, this is the place for you. Select "Create a Stable" from the Create mode Main menu to go to the Create a Stable menu, where you can add new stables or edit existing ones.

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

- ◆ **Name:** Give your stable a name.
- ◆ **Member:** Select the Superstars for the stable.
- ◆ **Entrance:** Give your stable its own entrance movie, moves, and music.
- ◆ **Load Sample:** Copy an existing stable into the slot for quick editing.

- ◆ **Break Stable:** Disbands the stable.
- ◆ **Decision:** Saves the current stable and returns you to the Create a Stable menu.

tip

Pressing **R3** (straight down on the right analog stick until it clicks) calls one of your stable mates in to your current match if interference is allowed. But be careful—although this can be a big help, it can also get you DQ'ed if the ref catches you.

PPV Mode



PPV mode is where you can create a Pay-Per-View of your own or relive some of WWE's greatest events. Think of it as an extended version of Exhibition mode.

Select "PPV Mode" from the Main menu to go to the PPV mode menu, where you have four options.

- ◆ **Play Your PPV:** Start a PPV you created (must have created a PPV first).
- ◆ **Play Sample PPV:** Play an existing precreated PPV and perform in classic events like *WrestleMania XX*.
- ◆ **Create a PPV:** Set up your own PPV and save it to your memory card.
- ◆ **Create a Championship:** Add a belt of your own creation to your PPV.

Create a PPV



The Create a PPV menu has five options that you must define before you can continue:

- ◆ **Show Name:** Name your PPV.
- ◆ **Arena:** Pick the arena it will take place in.

- ◆ **Brand:** Is this a *Smackdown!*, *Raw*, or cross-brand event?
- ◆ **Number of Matches:** You must have at least three and no more than eight matches on the card.
- ◆ **Commentary:** Select your announce team for the PPV.



Once you select “Decision,” you must then set up the matches on the card. Although the interface is slightly different, setting up each match is exactly the same as it is in Exhibition mode.

NOTE

You select the players (human or computer) when you play the PPV, not when you set up the matches.

Create a Championship



To create a championship, you have to be able to purchase the belt you create with WWE cash earned in Season mode and by completing WWE Challenges (see “Fabulous Moolah: WWE Shop” for more

information). Select “New” from the Create a Championship menu to design a new belt.

Once you customize the belt to your liking, buy it and save it to your memory card. You can now put the belt on the line in Pay-Per-Views that you create.

If you decide that you no longer want the belt, or if you’re just strapped for cash, choose “Cash In” from the Create a Championship menu to delete the belt and get back the money you spent on it.



To see the belt up close, or to view the list of Superstars who have held it, choose “Championship Data” from the Create a Championship menu.

Blood, Sweat, and Tears: Season Mode

Season mode is where you get to live the in-ring and backstage drama of a WWE Superstar. Each season runs for eight months of four shows each. And because the story flow is affected by your choice of Superstar, your wins and losses, and the decisions you make, no two seasons are the same. You can play through a season with a created Superstar or an existing WWE Superstar.

Starting a New Season



To begin a new season, choose “Season” from the Main menu and select “New” from the menu following (to continue an existing season, choose “Continue”). Only male Superstars can play through Season mode.

NOTE

You can only have one active season at a time. If you choose to begin a new season while you still have an old season in progress, the new one will overwrite the old one on the memory card when you save your data.

Selecting a Superstar



After choosing to start a new season, select the Superstar you want to play as. You cannot change your Superstar once you begin the season without starting the

season over, so choose wisely.

Story Flow

Most four-week months in the season are composed of three TV matches (*Raw* or *SmackDown!*, depending on your Superstar's brand), followed by a Pay-Per-View match or main event TV match that resolves the storyline—or takes it to the next level. And in *SmackDown! vs. Raw*, you're not being led through the season "on rails"—the following events affect the flow of the story.

PPV Performance

The most obvious factor that affects the Season mode story flow is whether or not you win your match at the Pay-Per-View (or final TV show of the month, if your brand doesn't have a PPV that month). For example, if you have a title match at the PPV and win it, you will probably proceed into a title defense storyline next month. But if you lose the match, you'll wind up in a completely different storyline.

Match Types

There are four main types of monthly storylines: normal, title challenge, title defense, and Diva collection.

Normal Storylines

Normal storylines don't involve winning or defending title belts or trying to seduce Divas with your rugged charms. That doesn't mean that they're unimportant, however. Winning matches in normal storylines earns you Superstar Points, which secures you the right to contend for title belts (see following).

Title Challenges

Once you have earned enough Superstar Points to be considered worthy of a title shot, you are given the option to compete for a title. View the memo in the locker room at the start of the next month and accept Vince McMahon's offer of a title shot to begin a title challenge storyline. You can always decline a title challenge storyline if you wish.

Title Defenses

When you wear gold around your waist, you can expect every Superstar in the locker room to try and take it from you. Being a champion means that most of your storylines will be title defense storylines until you lose the belt.

Diva Collection

Where would sports-entertainment be without a good love triangle storyline? Whether it's Triple H and Kurt Angle vying for Stephanie McMahon's attention, or Christian and Chris Jericho brawling over Trish Stratus, men fighting over women has been a WWE staple from the time the first ring bell was struck. In Diva collection storylines, it's your job to win the contract of a WWE Diva by any means necessary.

After the Match

After each match is over, you see a rewards screen that tells you what you earned for competing in the match. Then you go to the locker room, where you have a variety of options to choose from.

Rewards



Winning matches earns the cash, experience, and Superstar Point rewards that improve your Superstar and help him rise to the top of the WWE ranks.

Cash

Each match you win earns you a paycheck. Bigger matches, such as Pay-Per-View title matches, come with bigger payoffs than mid-card matches on your brand's TV show. This cash can be spent in WWE Shop to unlock hidden items and experience points (see "Fabulous Moolah: WWE Shop") or put toward the purchase of a new championship belt in the Create a Championship menu of Create mode (see "Body Building: Create Mode").

Experience

Experience is used to upgrade your Superstar's attribute scores. As you increase each of the six attributes (Strength, Submission, Durability, Technique, Speed, and Charisma), the next increases cost more and more experience points. That means that anyone can be a decent grappler, but only the best of the best will ever truly rise to WWE Superstardom.

Superstar Points

Your Superstar Points determine whether or not you're ready for a title shot in Vince McMahon's eyes. Superstars with few Superstar Points are limited to normal and Diva collection storylines until they earn enough points to be considered worthy to challenge for a title.

NOTE

Created Superstars generally don't have many Superstar Points when they start out. However, you can play through Season mode a **second** time after completing it and carry your titles and Superstar Points with you into the second season, putting you at the top of the pack from the start of the season.

Locker Room



After you see your match rewards, you go to the locker room, where you can choose from the following options.

Memo

If a memo appears in the upper-right corner of your locker, it means that you've been offered a title shot. View the memo and accept the challenge to begin a title challenge storyline.

Title Information

Look at the *WWE Magazine* cover to see a list of the two singles title holders for your brand (WWE Champion and U.S. Champion for *SmackDown!*, World Heavyweight Champion and Intercontinental Champion for *Raw*), as well as your current Superstar Points. Each championship also shows the minimum number of Superstar Points required to challenge for the title.

WWE Shop

The big wad of cash indicates the WWE Shop, where you can spend your hard-earned dollars on unlockable items. This is identical to selecting "WWE Shop" from the Main menu (see "Fabulous Moolah: WWE Shop" for more information).

Attributes

Select the T-shirt with your brand's logo on it to adjust your Superstar's attributes. Spend the experience you've earned in matches to improve your Superstar's abilities up to his maximum potential.

NOTE

If you are playing as an existing WWE Superstar, you can only improve a secondary set of attributes, called the Season attributes. Although you start from scratch, you can eventually improve your Superstar so that he's even more impressive than usual.

Caption

Highlight and select the headphones to turn subtitles on or off during the season.

Save

The laptop computer is where you can save your Season mode progress. It's recommended that you do this every time you accomplish something positive, such as winning a tough match or improving your attributes.

Start Program

Choose the boots to start the next week's program. Once you start a program, you can't return to the locker room until your next match is over, so be sure to save your data beforehand.

Plotlines

The following table lists the eight months of Season mode plotlines and shows how each month's story leads into the next month's.

Season Mode Plotlines

Month	Story Type	Conditions for Reaching	PPV Win Leads Into	PPV Loss Leads Into
1A	Title Defense	Start Season mode with a champion	2A (another title defense)	2B if you lose the title but have enough Superstar Points for a title challenge; 2C if you don't
1B	Title Challenge	Start Season mode with a Superstar	2A (a title defense) with at least 80 Superstar Points and accept the title challenge story	2B if you lose the title match but have enough Superstar Points for another title challenge; 2C if you don't
1C	Diva Collection (Torie Wilson)	Start Season mode with a Superstar with fewer than 80 Superstar Points or refuse a title challenge	2B if you have enough Superstar Points for a title challenge; 2C if you don't	2B if you have enough Superstar Points for a title challenge; 2C if you don't
2A	Title Defense	Win or retain a championship from month 1A or 1B	3A (another title defense)	3B if you lose the title but have enough Superstar Points for a title challenge; 3C if you don't
2B	Title Challenge	Have at least 80 Superstar Points and accept the title challenge story	3A (a title defense)	3B if you lose the title match but have enough Superstar Points for another title challenge; 3C if you don't



Month	Story Type	Conditions for Reaching	PPV Win Leads Into	PPV Loss Leads Into
2C	Normal Storyline	Have fewer than 80 Superstar Points or refuse a title challenge	3B if you have enough Superstar Points for a title challenge; 3C if you don't	3B if you have enough Superstar Points for a title challenge; 3C if you don't
3A	Title Defense	Win or retain a championship from month 2A or 2B	4A (another title defense)	4B if you lose the title but have enough Superstar Points for a title challenge; 4C if you don't
3B	Title Challenge	Have at least 80 Superstar Points and accept the title challenge story challenge; 4C if you don't	4A (a title defense)	4B if you lose the title match but enough Superstar Points for another title challenge; 4C if you don't
3C	Diva Collection (Sable)	Have fewer than 80 Superstar Points or refuse a title challenge	4B if you have enough Superstar Points for a title challenge, 4C if you don't	4B if you have enough Superstar Points for a title challenge, 4C if you don't
4B	Title Challenge	Have at least 80 Superstar Points and accept the title challenge story	5A (a title defense)	5B (a normal storyline; there is no month 5 title challenge)
4C	Normal Storyline	Have fewer than 80 Superstar Points or refuse a title challenge	5B (a normal storyline; there is no month 5 title challenge)	5B (a normal storyline)
5A	Title Defense	Win or retain a championship from month 4A or 4B	6A if your title is your brand's top title; 6B if it isn't	6B (<i>Royal Rumble</i> entry)
5B	Diva Collection (Stacy Keibler)	Have fewer than 80 Superstar Points or refuse a title challenge	6B (<i>Royal Rumble</i> entry)	(<i>Royal Rumble</i> entry)
6A	Title Defense	Retain your brand's top championship from month 5A	6A (title defense)	6C (normal storyline)
6B	Normal Storyline (<i>Royal Rumble</i> participant)	Enter month 6 without your brand's top title	7B (WWE/World Heavyweight Title challenge)	7D if you accept a shot at the U.S./Intercontinental Title, 7C if you do not (or are already the U.S./IC Champ)
7A	Title Defense	Retain your brand's top championship from month 6A	8A (cross-brand title unification at <i>WrestleMania</i>)	8B (Diva collection)
7B	Title Challenge (WWE/World Heavyweight Title)	Win the <i>Royal Rumble</i> in month 6B	8A (cross-brand title unification at <i>WrestleMania</i>)	8B (Diva collection)
7C	Normal Storyline (Feud with Vince McMahon)	Lose the <i>Royal Rumble</i> in month 6B and refuse a shot at the US/Intercontinental Title (or already hold the belt)	8C (Feud with Vince II)	8C (Feud with Vince II)

Month	Story Type	Conditions for Reaching	PPV Win Leads Into	PPV Loss Leads Into
7D	Title Challenge (U.S./Intercontinental Title)	Lose the <i>Royal Rumble</i> in week 6B and accept a shot at the U.S./Intercontinental Title	8D (cross-brand title unification at <i>WrestleMania</i>)	8B (Diva collection)
8A	Title Defense/Challenge (WWE/World Heavyweight Title Unification at <i>WrestleMania</i>)	Win or retain the title from 7A or 7B	End season as unified champion	End season without a championship
8B	Diva Collection (Trish Stratus)	Lose in months 7A, 7B, or 7D	End season having collected Trish	End season without Trish
8C	Normal Storyline (Feud with Vince McMahon II)	Win or lose in month 7C	End season having beaten Vince McMahon	End season being beaten by Vince McMahon
8D	Title Defense/Challenge (U.S./Intercontinental Title Unification at <i>WrestleMania</i>)	Win the title in month 7D	End season as unified champion	End season without a championship



Big Show[®]

WWE.com 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 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.

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

stats

HEIGHT: 7-foot
WEIGHT: 470 lbs.
FROM: Tampa, Florida
CAREER HIGHLIGHTS: World Champion, WWE Champion, World Tag Team Champion, Hardcore Champion

Attribute Points

Attribute	Rating
Strength	10
Submission	7.5
Durability	9.5
Technique	7.5
Speed	5
Charisma	7.5
Overall	84

Showstopper (L1 while facing groggy opponent)



Final Cut (L1+D-pad while facing groggy opponent)



Big Show's Move List

CONDITION	COMMAND	MOVE NAME
Taunts		
Standing	Right analog stick ↓	Sweat is wiped
Standing	Right analog stick ←	Big Show I
Standing	Right analog stick ↑	Sweat is wiped
Standing	Right analog stick →	Big Show I
Finishing Moves		
Holding Weapon, Opponent Groggy	(L1)	DDT 29

CONDITION	COMMAND	MOVE NAME
Holding Weapon, Opponent Groggy	(L1) +D-pad	DDT 29
Facing Standing, Groggy Opponent	(L1)	Show Stopper
Facing Standing, Groggy Opponent	(L1) +D-pad	Final Cut
Initiating Grapples vs. Standing Opponent		
Facing Standing Opponent	● + ↓	Grapple 4
Facing Standing Opponent	● + ←	Grapple 8
Facing Standing Opponent	● + ↑	Grapple 9
Facing Standing Opponent	● + →	Grapple 7

CONDITION	COMMAND	MOVE NAME
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Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Bearhug 3
After Submission Grapple Setup	●+←	Snapmare & Neck Lock 2
After Submission Grapple Setup	●+↑	Big Shoulder Claw 1
After Submission Grapple Setup	●+→	Headlock 1

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	Sidewalk Slam 1
After Signature Grapple Setup	●+←	Scoop Slam 4
After Signature Grapple Setup	●+↑	Chokeslam 2
After Signature Grapple Setup	●+→	Choke Toss

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	Hog Lock
After Power Grapple Setup	●+←	Headbutt 3
After Power Grapple Setup	●+↑	Batista Lifting & Toss
After Power Grapple Setup	●+→	Full Nelson Slam 2

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	Russian Leg Sweep 1
After Quick Grapple Setup	●+←	Big Punch 3
After Quick Grapple Setup	●+↑	Club to Neck
After Quick Grapple Setup	●+→	Neckbreaker 12

Strikes vs. Standing Opponent

Facing Standing Opponent	×	Back Chop 1
Facing Standing Opponent	×+↓	Big Boot 1
Facing Standing Opponent	×+← or ×+→	Toe Kick 1
Facing Standing Opponent	×+←	Slap 2
Facing Standing Opponent	×+↖ or ×+↗	Clothesline 2
Facing Standing Opponent	×+↑	Clothesline 4
Facing Standing Opponent	×+→	Body Punch

Rear Grapples

Behind Standing Opponent	●+↓	Pumphandle Slam
Behind Standing Opponent	●+←	Backbreaker 6
Behind Standing Opponent	●+↑	Cobra Clutch 1
Behind Standing Opponent	●+→	Sidewalk Slam 5
Behind Standing, Groggy Opponent	●+↓	Full Nelson
Behind Standing, Groggy Opponent	●+←	Back Suplex 9
Behind Standing, Groggy Opponent	●+↑	Abdominal Stretch 1
Behind Standing, Groggy Opponent	●+→	Forearm Smash

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Big Stomp
Near Downed Opponent's Upper Body	●+↑	Finishing Leg Drop
Near Downed Opponent's Upper Body	●+→	Reverse Chin Lock 2
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Leg Lock 10

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent

Standing near Downed Opponent	×	Angry Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Leg Drop
Standing near Downed Opponent	×+← or ×+→	Elbow Drop 2

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Big Thump
Grapple Facing Opponent Leaning on Turnbuckle	●+2	Big Chop
Grapple Facing Opponent Leaning on Turnbuckle	●+4	Choke 1
Grapple Facing Opponent Leaning on Turnbuckle	●+8	Knee Strikes

CONDITION	COMMAND	MOVE NAME
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Grapple Facing Opponent Leaning on Turnbuckle	●+→	Irish Whip
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+←	Hanging in Reverse
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+→	Hanging in Reverse
Running Strike vs. Opponent Leaning on Turnbuckle	↓ (while running)	Turnbuckle Clothesline
Running Strike vs. Opponent Leaning on Turnbuckle	↓+D-pad (while running)	Turnbuckle Clothesline

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Foot Choke 2
Running Strike vs. Opponent Slumped in Corner of Ring	↓ (while running)	Knee Attack 1

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Front Dropkick 3
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Double Axe Handle 3

Moves near Ropes

Running toward Rope, Opponent outside Ring	■, × (near rope while running)	Vaulting Body Press 1
Coming off of Ropes vs. Opponent Standing in Ring	↓+D-pad toward rope (just after hitting ropes)	Shoulder Block 2
Coming off of Ropes vs. Opponent down in Ring	↓+D-pad toward rope (just after hitting ropes)	Running Leg Drop
Standing at Rope, Opponent outside Ring	▲, × (near rope)	Vaulting Body Press 2

Running Attacks

Running Grapple vs. Standing, Facing Opponent	●+↓	Neckbreaker 1
Running Grapple vs. Standing, Facing Opponent	●+↑	Neckbreaker 1
Running Strike vs. Standing, Facing Opponent	×	Clothesline 18
Running Strike vs. Standing, Facing Opponent	×+D-pad	Shoulder Block 2
Running Strike vs. Downed Opponent	×	Double Axe Handle 4
Running Strike vs. Downed Opponent	×+D-pad	Running Leg Drop
Running Grapple vs. Back of Standing Opponent	●	Mat Slam 2
Running Grapple vs. Back of Groggy, Standing Opponent	●	Bulldog 2

Grapples vs. Running Opponent

Standing Facing Running Opponent	●	Hip Toss 2
Standing Facing Running Opponent	●+↑ or ●+↓	Flapjack 3
Standing Facing Running Opponent	●+← or ●+→	Back Body Drop 1

Double Team Moves

When Partner Has Opponent Grappled	●	Double Elbow Drop 3
When Partner Has Opponent Grappled	●+↓	Double DDT
When Partner Has Opponent Grappled	●+←	Double Flapjack
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Beat Head
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Gut Crusher
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	Powerbomb 1
When Opponent Is Leaning on Your Turnbuckle	●+→	Kick to Gut

Combination Strikes

First Strike, Facing Standing Opponent	×	Back Chop 1
Second Strike, Facing Standing Opponent	×	Body Punch
Third Strike, Facing Standing Opponent	×	Big Boot 1

Grappled Strikes

When Grappling Opponent	×	Grapple Body Attack 1
When Grappling Opponent	×+↑ or ×+↓	Grapple Body Attack 1
When Grappling Opponent	×+← or ×+→	Grapple Body Attack 2



Booker T[®]

WWE.com BIO

Booker T came into WWE and quickly established himself as one of its top Superstars. The Bookerman continues to pride himself on his past success in WCW, where he held the WCW Championship on five occasions. In fact, Booker is the most decorated man in WCW history—altogether, he held 22 WCW titles. Altogether, the man has captured more than 27 championships in the sport. That's an accomplishment that may never be equaled.

In tag teams alone, Booker T has reigned at least 14 times, which is an amazing record. He is also a five-time WCW Champion, which he takes great pleasure in reminding everyone of. For the past three years, since coming to WWE as part of the Alliance, he has been on the hunt for a World Championship reign in WWE.

Until recently, he had been part of *Raw*, but since coming to *SmackDown!*, Booker has shown a new side of himself. Once a darling of the fans, he now courts their disdain and derives joy from punishing their heroes. Along with the likes of Rob Van Dam, Kurt Angle, Eddie Guerrero, and Undertaker, he is one of *SmackDown!*'s top title contenders, and it should come as no surprise if he one day snags the ultimate prize: The WWE Championship.

stats

HEIGHT: 6'3"
WEIGHT: 256 lbs.
FROM: Houston, Texas
CAREER HIGHLIGHTS: WCW Champion, WCW Television Champion, WCW Tag Team Champion, Intercontinental Champion, World Tag Team Champion, WWE United States Champion

Attribute Points

Attribute	Rating
Strength	7.5
Submission	7
Durability	8
Technique	7.5
Speed	7
Charisma	8.5
Overall	81

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

Booker T Special (L1 while facing groggy opponent)



Book End (L1+D-pad while facing groggy opponent)



Booker T's Move List

CONDITION	COMMAND	MOVE NAME
Taunts		
Standing	Right analog stick ↓	Spin-a-roony 2
Standing	Right analog stick ←	Booker T
Standing	Right analog stick ↑	Spin-a-roony 1
Standing	Right analog stick →	Booker T
Finishing Moves		
Holding Weapon, Opponent Groggy	(L1)	DDT 29

CONDITION	COMMAND	MOVE NAME
Holding Weapon, Opponent Groggy	(L1)+D-pad	DDT 29
Facing Standing, Groggy Opponent	(L1)	Booker T Special
Facing Standing, Groggy Opponent	(L1)+D-pad	Book End
Initiating Grapples vs. Standing Opponent		
Facing Standing Opponent	●+↓	Grapple 4
Facing Standing Opponent	●+←	Grapple 8
Facing Standing Opponent	●+↑	Grapple 9
Facing Standing Opponent	●+→	Grapple 7

CONDITION COMMAND MOVE NAME

Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Armbar 3
After Submission Grapple Setup	●+←	Headlock 1
After Submission Grapple Setup	●+↑	Wrist & Arm Wrench
After Submission Grapple Setup	●+→	Snapmare & Neck Lock 2

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	Fireman Carry 1
After Signature Grapple Setup	●+←	Scoop Slam 3
After Signature Grapple Setup	●+↑	Double Arm Suplex 2
After Signature Grapple Setup	●+→	Sidewalk Slam 1

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	Spinebuster 3
After Power Grapple Setup	●+←	Arm Wrench & Hook Kick
After Power Grapple Setup	●+↑	Clothesline 23
After Power Grapple Setup	●+→	Powerful Knee Strike 2

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	Russian Leg Sweep 1
After Quick Grapple Setup	●+←	Scoop Slam & Knee
After Quick Grapple Setup	●+↑	Neckbreaker 7
After Quick Grapple Setup	●+→	Back Chop 5

Strikes vs. Standing Opponent

Facing Standing Opponent	X	Snap Jab
Facing Standing Opponent	X+↓	Booker T Spinning Kick
Facing Standing Opponent	X+← or X+→	Toe Kick 1
Facing Standing Opponent	X+←	Back Chop 4
Facing Standing Opponent	X+↖ or X+↗	Snap Jab
Facing Standing Opponent	X+↑	Outside Crescent Kick 1
Facing Standing Opponent	X+→	Body Punch

Rear Grapples

Behind Standing Opponent	●+↓	Pumphandle Slam
Behind Standing Opponent	●+←	Bulldog 4
Behind Standing Opponent	●+↑	Forearm Smash
Behind Standing Opponent	●+→	Russian Leg Sweep 2
Behind Standing, Groggy Opponent	●+↓	School Boy Roll Up
Behind Standing, Groggy Opponent	●+←	Half Nelson Suplex 1
Behind Standing, Groggy Opponent	●+↑	Cobra Clutch 1
Behind Standing, Groggy Opponent	●+→	Backbreaker 8

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Booker T Knee Drop 2
Near Downed Opponent's Upper Body	●+↑	Fury Punch 9
Near Downed Opponent's Upper Body	●+→	Surfboard
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Leg Lock 9

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent

Standing near Downed Opponent	X	Booker T Stomp
Standing near Downed Opponent	X+↑ or X+↓	Leg Drop
Standing near Downed Opponent	X+← or X+→	Booker T Knee Drop 1

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Fury Strikes 2
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Sunset Flip Pin 4
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Superplex 1
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Shoulder Thrust

CONDITION COMMAND MOVE NAME

Grapple Facing Opponent Leaning on Turnbuckle	●+→	Superplex 1
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Super Back Suplex
Grapple behind Opponent Leaning on Turnbuckle	●+←	Shoulder Strike
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Hanging in Reverse
Grapple behind Opponent Leaning on Turnbuckle	●+→	Shoulder Strike
Running Strike vs. Opponent Leaning on Turnbuckle	↓ (while running)	Turnbuckle Clothesline
Running Strike vs. Opponent Leaning on Turnbuckle	↓+D-pad (while running)	Turnbuckle Clothesline

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Foot Choke 2
Running Strike vs. Opponent Slumped in Corner of Ring	↓ (while running)	Knee Attack 1

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	X	Houston Hang Over
From Top Turnbuckle, Ladder, Cell Roof, Etc.	X+↓	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	X+←	Diving Cross Body Pin
From Top Turnbuckle, Ladder, Cell Roof, Etc.	X+↑	Rolling Thunder 1
From Top Turnbuckle, Ladder, Cell Roof, Etc.	X+→	Missile Dropkick

Moves near Ropes

Running toward Rope, Opponent outside Ring	■, X (near rope while running)	Dive through Ropes
Coming off of Ropes vs. Opponent Standing in Ring	↓+D-pad toward rope (just after hitting ropes)	Outside Crescent Kick 2
Coming off of Ropes vs. Opponent down in Ring	↓+D-pad toward rope (just after hitting ropes)	Running Leg Drop
Standing at Rope, Opponent outside Ring	▲, X (near rope)	Vaulting Body Press 2

Running Attacks

Running Grapple vs. Standing, Facing Opponent	●+↓	Neckbreaker 1
Running Grapple vs. Standing, Facing Opponent	●+↑	School Boy Pin 1
Running Strike vs. Standing, Facing Opponent	X	Outside Crescent Kick 2
Running Strike vs. Standing, Facing Opponent	X+D-pad	Elbow Attack 4
Running Strike vs. Downed Opponent	X	Double Axe Handle 4
Running Strike vs. Downed Opponent	X+D-pad	Running Leg Drop
Running Grapple vs. Back of Standing Opponent	●	Mat Slam 2
Running Grapple vs. Back of Groggy, Standing Opponent	●	School Boy Pin 2

Grapples vs. Running Opponent

Standing Facing Running Opponent	●	Flapjack 4
Standing Facing Running Opponent	●+↑ or ●+↓	Back Body Drop 2
Standing Facing Running Opponent	●+← or ●+→	Spinebuster 7

Double Team Moves

When Partner Has Opponent Grappled	●	Low Blow & Knee Attack
When Partner Has Opponent Grappled	●+↓	Double DDT
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Facecrusher
When Partner Has Opponent Grappled	●+→	Double Beat Head
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Facebuster 1
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	Gut Crusher
When Opponent Is Leaning on Your Turnbuckle	●+→	Body Splash & Whip

Combination Strikes

First Strike, Facing Standing Opponent	X	Snap Jab
Second Strike, Facing Standing Opponent	X	Snap Jab
Third Strike, Facing Standing Opponent	X	Booker T Spinning Kick

Grappled Strikes

When Grappling Opponent	X	Grapple Elbow Strike 1
When Grappling Opponent	X+↑ or X+↓	Grapple Elbow Strike 1
When Grappling Opponent	X+← or X+→	Grapple Punch 1?



Bubba Ray Dudley™

WWE.com BIO

Bubba Ray got his start in ECW as a member of the bizarre Dudley family. After a brief rivalry with his brother D-Von, he joined forces with him, forming what would be perhaps the game's greatest tag team ever. After years of plying their trade in ECW, and winning eight titles there, they came to WWE in 2000. Together, the Dudleys are the only tandem to have held WWE, WCW, and ECW Tag Team Championships. Over the past four years alone, Bubba and D-Von have not only won numerous Tag Team Championships in WWE, but they have also won the WCW Tag Team Championship. That's a tag team resumé that sets Bubba and his brother apart from any other tandem to ever lace up the boots.

The Dudleys briefly disbanded in favor of an attempt in singles action, and the run proved to be successful for Bubba Ray, as he held the Hardcore Championship eight times during a two-month span in the spring of 2002. However, the two reunited at *Survivor Series 2002* and are seemingly inseparable now.

Bubba Ray is best known for his love of crashing opponents through tables. His scream of, "D-Von...get the tables!" is one of the most popular phrases among WWE fans everywhere and has made his wood-splitting antic a legendary maneuver.

stats

HEIGHT: 6'4"
WEIGHT: 310 lbs.
FROM: New York, New York
CAREER HIGHLIGHTS: Hardcore Champion, World Tag Team Champion, WWE Tag Team Champion, WCW Tag Team Champion, ECW Tag Team Champion

Attribute Points

Attribute	Rating
Strength	7
Submission	6.5
Durability	8
Technique	7.5
Speed	6.5
Charisma	7.5
Overall	77

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

Bubba Cutter (L1 facing groggy opponent)



Bubba Bomb (L1+D-pad facing groggy opponent)



Bubba Ray Dudley™'s Move List

CONDITION	COMMAND	MOVE NAME
Taunts		
Standing	Right analog stick ↓	Bubba Ray Dudley 3
Standing	Right analog stick ←	Bubba Ray Dudley 2
Standing	Right analog stick ↑	Wake Up
Standing	Right analog stick →	Bubba Ray Dudley 1
Finishing Moves		
Holding Weapon, Opponent Groggy	L1	DDT 29

CONDITION	COMMAND	MOVE NAME
Holding Weapon, Opponent Groggy	L1 + D-pad	DDT 29
Facing Standing, Groggy Opponent	L1	Bubba Cutter
Facing Standing, Groggy Opponent	L1 + D-pad	Bubba Bomb
Initiating Grapples vs. Standing Opponent		
Facing Standing Opponent	● + ↓	Grapple 4
Facing Standing Opponent	● + ←	Grapple 8
Facing Standing Opponent	● + ↑	Grapple 9
Facing Standing Opponent	● + →	Grapple 7

CONDITION	COMMAND	MOVE NAME
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Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Bearhug 2
After Submission Grapple Setup	●+←	Headlock 1
After Submission Grapple Setup	●+↑	Headlock 3
After Submission Grapple Setup	●+→	Headlock Takedown

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	Sidewalk Slam 1
After Signature Grapple Setup	●+←	Scoop Slam 4
After Signature Grapple Setup	●+↑	Belly to Belly 1
After Signature Grapple Setup	●+→	Suplex 6

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	Powerbomb 11
After Power Grapple Setup	●+←	DDT 18
After Power Grapple Setup	●+↑	Powerbomb 12
After Power Grapple Setup	●+→	Full Nelson Slam 1

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	Club to Neck
After Quick Grapple Setup	●+←	Neckbreaker 12
After Quick Grapple Setup	●+↑	Elbow to Back of Head 1
After Quick Grapple Setup	●+→	Wrist Clutch & Elbow 1

Strikes vs. Standing Opponent

Facing Standing Opponent	×	Bubba Ray Punches 1
Facing Standing Opponent	×+↓	Bubba Ray Punches 2
Facing Standing Opponent	×+↖ or ×+↗	Toe Kick 1
Facing Standing Opponent	×+←	Body Punch
Facing Standing Opponent	×+↖ or ×+↗	Double Axe Handle 1
Facing Standing Opponent	×+↑	Clothesline 2
Facing Standing Opponent	×+→	Slap 2

Rear Grapples

Behind Standing Opponent	●+↓	Atomic Drop
Behind Standing Opponent	●+←	Full Nelson Face Buster
Behind Standing Opponent	●+↑	Elbow to Back of Head 2
Behind Standing Opponent	●+→	Sidewalk Slam 5
Behind Standing, Groggy Opponent	●+↓	Mat Slam 2
Behind Standing, Groggy Opponent	●+←	Back Suplex 3
Behind Standing, Groggy Opponent	●+↑	Sleeper Hold
Behind Standing, Groggy Opponent	●+→	Backbreaker 6

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Reverse Chin Lock 2
Near Downed Opponent's Upper Body	●+↑	Mounted Punching 5
Near Downed Opponent's Upper Body	●+→	Camel Clutch 1
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Kick to Leg

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent

Standing near Downed Opponent	×	Angry Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Double Axe Handle 3
Standing near Downed Opponent	×+← or ×+→	Elbow Drop 9

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Outlaw Attack 2
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Superplex 1
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Hanging in Reverse
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Toss to Turnbuckle

CONDITION	COMMAND	MOVE NAME
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Grapple Facing Opponent Leaning on Turnbuckle	●+→	Choke 1
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+←	Hanging in Reverse
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+→	Hanging in Reverse
Running Strike vs. Opponent Leaning on Turnbuckle	↕ (while running)	Turnbuckle Clothesline
Running Strike vs. Opponent Leaning on Turnbuckle	↕+D-pad (while running)	Turnbuckle Clothesline

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Mudhole Strikes
Running Strike vs. Opponent Slumped in Corner of Ring	↕ (while running)	Knee Attack 1

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Leg Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Front Dropkick 3
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Diving Elbow
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Double Axe Handle 3

Moves near Ropes

Running toward Rope, Opponent outside Ring	■, × (near rope while running)	Vaulting Body Press 1
Coming off of Ropes vs. Opponent Standing in Ring	↕+D-pad toward rope (just after hitting ropes)	Clothesline 13
Coming off of Ropes vs. Opponent down in Ring	↕+D-pad toward rope (just after hitting ropes)	Double Axe Handle 4
Standing at Rope, Opponent outside Ring	▲, × (near rope)	Vaulting Body Press 2

Running Attacks

Running Grapple vs. Standing, Facing Opponent	●+↓	Spear 3
Running Grapple vs. Standing, Facing Opponent	●+↑	Neckbreaker 1
Running Strike vs. Standing, Facing Opponent	×	Clothesline 18
Running Strike vs. Standing, Facing Opponent	×+D-pad	Clothesline 13
Running Strike vs. Downed Opponent	×	Elbow Drop 10
Running Strike vs. Downed Opponent	×+D-pad	Double Axe Handle 4
Running Grapple vs. Back of Standing Opponent	●	Bulldog 2
Running Grapple vs. Back of Groggy, Standing Opponent	●	School Boy Pin 2

Grapples vs. Running Opponent

Standing Facing Running Opponent	●	Sidewalk Slam 9
Standing Facing Running Opponent	●+↑ or ●+↓	Back Body Drop 1
Standing Facing Running Opponent	●+← or ●+→	Samoan Drop 4

Double Team Moves

When Partner Has Opponent Grappled	●	Dudley Death Drop
When Partner Has Opponent Grappled	●+↓	Double DDT
When Partner Has Opponent Grappled	●+←	Dudley Death Drop
When Partner Has Opponent Grappled	●+↑	Double Facecrusher
When Partner Has Opponent Grappled	●+→	Double Suplex
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Headbutt to Groin
When Opponent Is Leaning on Your Turnbuckle	●+←	Dudley Device
When Opponent Is Leaning on Your Turnbuckle	●+↑	Body Splash & Whip
When Opponent Is Leaning on Your Turnbuckle	●+→	Dudley Device

Combination Strikes

First Strike, Facing Standing Opponent	×	Bubba Ray Punches 1
Second Strike, Facing Standing Opponent	×	Bubba Ray Punches 1
Third Strike, Facing Standing Opponent	×	Bubba Ray Punches 2

Grappled Strikes

When Grappling Opponent	×	Grapple Punch 1
When Grappling Opponent	×+↑ or ×+↓	Grapple Body Attack 1
When Grappling Opponent	×+← or ×+→	Grapple Elbow Strike 3

Charlie Haas™

WWE.com BIO



Like many other WWE Superstars, Charlie Haas worked his way through the amateur ranks and the independent circuit to reach his dream of making it to WWE, but along the way he hit a bump in the road that drives him more and more every day.

After a stellar career at Seton Hall University where he was a two-time Big East Champion, Haas at first ventured into the corporate world when he accepted a job as a Goldman-Sachs stockbroker. Unable to purge his itch for wrestling excitement, Haas quickly left that career for WWE and, along with brother Russ, wrestled on the independent scene as the Haas Brothers. Russ's untimely death in November 2001 did not deter him from the dream he shared with his brother. Today, as a tribute to his brother, Charlie wears the name Russ on his wristbands.

When WWE Superstars Kurt Angle and Paul Heyman formed "Team Angle," Haas was given his shot at the big-time and he did not disappoint. Teamed with a new partner, Shelton Benjamin, the duo not only developed into an up-and-coming tag team, but it was not long after their union that they captured the WWE Tag Team Championship. In an attempt to jump away from Angle's shadow, Haas and Benjamin left Team Angle to form the self-proclaimed World's Greatest Tag Team.

Benjamin has since jumped to Raw. The move forced Haas to look elsewhere for a partner. Nobody could have predicted who he ended up with. In April 2004, he became one half of an unlikely pairing when he and the flamboyant Rico joined forces to capture the WWE Tag Team Championship.

Haas is known as a man of very few words but instead lets his actions do the talking. And if this remains the case and he continues his development as a SmackDown! Superstar, Haas very quietly should be at the top of the SmackDown! roster for a long time to come.

stats

HEIGHT: 6'2"
WEIGHT: 240 lbs.
FROM: Edmond, Oklahoma
 Career Highlights: WWE Tag Team Champion

Attribute Points

Attribute	Rating
Strength	6.5
Submission	8.5
Durability	7.5
Technique	8.5
Speed	7
Charisma	7
Overall	81

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

Haas of Pain (L1) near downed opponent's lower body)



German Suplex Pin O2 (L1 + D-pad behind groggy opponent)



Charlie Haas™'s Move List

CONDITION	COMMAND	MOVE NAME
Taunts		
Standing	Right analog stick ↓	Charlie Haas 1
Standing	Right analog stick ←	Charlie Haas 2
Standing	Right analog stick ↑	Charlie Haas 1
Standing	Right analog stick →	Charlie Haas 2
Finishing Moves		
Holding Weapon, Opponent Groggy	(L1)	DDT 29

CONDITION	COMMAND	MOVE NAME
Holding Weapon, Opponent Groggy	(L1) + D-pad	DDT 29
Facing Standing, Groggy Opponent	(L1)	Haas of Pain
Facing Standing, Groggy Opponent	(L1) + D-pad	German Suplex Pin 2
Initiating Grapples vs. Standing Opponent		
Facing Standing Opponent	● + ↓	Grapple 4
Facing Standing Opponent	● + ←	Grapple 8
Facing Standing Opponent	● + ↑	Grapple 9
Facing Standing Opponent	● + →	Grapple 7

CONDITION	COMMAND	MOVE NAME
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Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Snapmare & Neck Lock 2
After Submission Grapple Setup	●+←	Headlock 1
After Submission Grapple Setup	●+↑	Leg Lock 1
After Submission Grapple Setup	●+→	Armbar 7

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	Fireman Carry 2
After Signature Grapple Setup	●+←	Scoop Slam 7
After Signature Grapple Setup	●+↑	Gutwrench Suplex
After Signature Grapple Setup	●+→	Suplex 10

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	Northern Lights Suplex 2
After Power Grapple Setup	●+←	Shin Breaker
After Power Grapple Setup	●+↑	Gutbuster 2
After Power Grapple Setup	●+→	Backbreaker 1

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	Arm Wrench 2
After Quick Grapple Setup	●+←	Side Slam
After Quick Grapple Setup	●+↑	Elbow to Back of Head 1
After Quick Grapple Setup	●+→	Leg Trip 2

Strikes vs. Standing Opponent

Facing Standing Opponent	×	Snap Jab
Facing Standing Opponent	×+↓	Dropkick 4
Facing Standing Opponent	×+← or ×+→	Toe Kick 1
Facing Standing Opponent	×+←	Back Chop 1
Facing Standing Opponent	×+↖ or ×+↗	Body Punch
Facing Standing Opponent	×+↑	Dropkick 2
Facing Standing Opponent	×+→	Elbow Smash 2

Rear Grapples

Behind Standing Opponent	●+↓	German Suplex 4
Behind Standing Opponent	●+←	Knee Clip
Behind Standing Opponent	●+↑	DDT 21
Behind Standing Opponent	●+→	Russian Leg Sweep 2
Behind Standing, Groggy Opponent	●+↓	School Boy Roll Up
Behind Standing, Groggy Opponent	●+←	Backbreaker 6
Behind Standing, Groggy Opponent	●+↑	Abdominal Stretch 1
Behind Standing, Groggy Opponent	●+→	Back Suplex 5

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Headlock 5
Near Downed Opponent's Upper Body	●+↑	Mounted Punching 2
Near Downed Opponent's Upper Body	●+→	Sleeper Hold 6
Near Downed Opponent's Lower Body	●+←	Stomp on Leg
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Single Leg Crab 3

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent

Standing near Downed Opponent	×	Angry Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Leg Drop
Standing near Downed Opponent	×+← or ×+→	Elbow Drop 1

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Elbow & Irish Whip
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Double Underhook Suplex
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Monkey Flip

CONDITION	COMMAND	MOVE NAME
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Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Superplex 1
Grapple Facing Opponent Leaning on Turnbuckle	●+→	Monkey Flip
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Illegal Pin
Grapple behind Opponent Leaning on Turnbuckle	●+←	Rolling Powerbomb
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Super Back Suplex
Grapple behind Opponent Leaning on Turnbuckle	●+→	Super Back Suplex
Running Strike vs. Opponent Leaning on Turnbuckle	⇩ (while running)	Turnbuckle Dropkick 1
Running Strike vs. Opponent Leaning on Turnbuckle	⇩+D-pad (while running)	Turnbuckle Dropkick 1

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Foot Choke 2
Running Strike vs. Opponent Slumped in Corner of Ring	⇩ (while running)	Turnbuckle Dropkick 2

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Moonsault 1
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Moonsault 1
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Front Dropkick 3
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Diving Spear

Moves near Ropes

Running toward Rope, Opponent outside Ring	■, × (near rope while running)	Fake Diving Attack 1
Coming off of Ropes vs. Opponent Standing in Ring	⇩+D-pad toward rope (just after hitting ropes)	Clothesline 13
Coming off of Ropes vs. Opponent down in Ring	⇩+D-pad toward rope (just after hitting ropes)	Dropkick to Knee 3

Standing at Rope, Opponent outside Ring	▲, × (near rope)	Moonsault Attack
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Running Attacks

Running Grapple vs. Standing, Facing Opponent	●+↓	Neckbreaker Drop
Running Grapple vs. Standing, Facing Opponent	●+↑	Running Backslide Pin
Running Strike vs. Standing, Facing Opponent	×	Clothesline 13
Running Strike vs. Standing, Facing Opponent	×+D-pad	Spinning Wheel Kick 4
Running Strike vs. Downed Opponent	×	Elbow Drop 10
Running Strike vs. Downed Opponent	×+D-pad	Dropkick to Knee 3
Running Grapple vs. Back of Standing Opponent	●	Mat Slam 2
Running Grapple vs. Back of Groggy, Standing Opponent	●	School Boy Pin 2

Grapples vs. Running Opponent

Standing Facing Running Opponent	●	Belly to Belly 6
Standing Facing Running Opponent	●+↑ or ●+↓	Back Body Drop 3
Standing Facing Running Opponent	●+← or ●+→	Flapjack 4

Double Team Moves

When Partner Has Opponent Grappled	●	Kick & German Suplex Pin
When Partner Has Opponent Grappled	●+↓	Double DDT
When Partner Has Opponent Grappled	●+←	Kick & German Suplex Pin
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Beat Head
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Gut Crusher
When Opponent Is Leaning on Your Turnbuckle	●+←	Play Leapfrog Attack
When Opponent Is Leaning on Your Turnbuckle	●+↑	Facebuster 1
When Opponent Is Leaning on Your Turnbuckle	●+→	Double Stomping

Combination Strikes

First Strike, Facing Standing Opponent	×	Snap Jab
Second Strike, Facing Standing Opponent	×	Body Punch
Third Strike, Facing Standing Opponent	×	Dropkick 4

Grappled Strikes

When Grappling Opponent	×	Grapple Body Attack 1
When Grappling Opponent	×+↑ or ×+↓	Grapple Body Attack 1
When Grappling Opponent	×+← or ×+→	Grapple Elbow Strike 1



Chavo Guerrero™

WWE.com BIO

A member of the proud Guerrero family, Chavo Guerrero is a third-generation competitor, the son of Chavo Guerrero Sr. (a.k.a. Chavo Classic) and grandson of Mexican legend Gory Guerrero. In the past few years, he has certainly created his own legacy, marking his territory in both WCW and WWE.

In both companies, Chavo's path has often crossed with that of his uncle, Eddie. The two were Tag Team Champions on *SmackDown!* and enjoyed a lengthy partnership before it all came crashing down. Nevertheless, Chavo was able to pick up the pieces and currently enjoys a successful singles career.

The Cruiserweight Championship has been his on more than one occasion, and he has been one of the cornerstones of the division in both WWE and WCW. Superstars like Rey Mysterio and Jamie Noble have learned the hard way that growing up in the business has given him a unique edge that few can boast.

stats

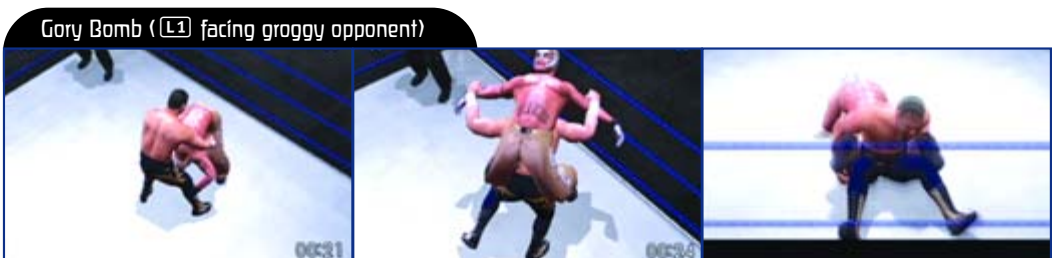
HEIGHT: 5'9"
WEIGHT: 213 lbs.
FROM: El Paso, Texas
CAREER HIGHLIGHTS: WWE Cruiserweight Champion, WWE Tag Team Champion, WCW Tag Team Champion

Attribute Points

Attribute	Rating
Strength	6
Submission	8
Durability	7
Technique	8
Speed	8.5
Charisma	7
Overall	80

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.



Chavo Guerrero™'s Move List

CONDITION	COMMAND	MOVE NAME	CONDITION	COMMAND	MOVE NAME
Taunts					
Standing	Right analog stick ↓	Cut the Air I	Holding Weapon, Opponent Groggy	(L1) +D-pad	DDT 29
Standing	Right analog stick ←	Chavo Guerrero	Facing Standing, Groggy Opponent	(L1)	Gory Bomb
Standing	Right analog stick ↑	Cut the Air I	Facing Standing, Groggy Opponent	(L1) +D-pad	Train Wreck
Standing	Right analog stick →	Chavo Guerrero	Initiating Grapples vs. Standing Opponent		
Finishing Moves					
Holding Weapon, Opponent Groggy	(L1)	DDT 29	Facing Standing Opponent	● + ↓	Grapple 4
			Facing Standing Opponent	● + ←	Grapple 8
			Facing Standing Opponent	● + ↑	Grapple 9
			Facing Standing Opponent	● + →	Grapple 7

CONDITION COMMAND MOVE NAME

Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Gory Special 2
After Submission Grapple Setup	●+←	Snapmare & Neck Lock 2
After Submission Grapple Setup	●+↑	Queen Arm Scissors
After Submission Grapple Setup	●+→	Leg Lock 5

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	Snapmare & Dropkick 1
After Signature Grapple Setup	●+←	Neckbreaker 12
After Signature Grapple Setup	●+↑	Snapmare & Dropkick 3
After Signature Grapple Setup	●+→	Suplex 9

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	DDT 17
After Power Grapple Setup	●+←	Suplex 15
After Power Grapple Setup	●+↑	Gutbuster 2
After Power Grapple Setup	●+→	Clothesline 28

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	Hopping Sunset Flip
After Quick Grapple Setup	●+←	Arm Drag 5
After Quick Grapple Setup	●+↑	Huracanrana 5
After Quick Grapple Setup	●+→	Jawbreaker 1

Strikes vs. Standing Opponent

Facing Standing Opponent	×	Snap Jab
Facing Standing Opponent	×+↓	Dropkick 2
Facing Standing Opponent	×+↖ or ×+↗	Toe Kick 1
Facing Standing Opponent	×+←	Back Chop 1
Facing Standing Opponent	×+↖ or ×+↗	Dropkick to Knee 1
Facing Standing Opponent	×+↑	Enzuigiri 2
Facing Standing Opponent	×+→	Elbow Smash 2

Rear Grapples

Behind Standing Opponent	●+↓	Backslide Pin 2
Behind Standing Opponent	●+←	Russian Leg Sweep 2
Behind Standing Opponent	●+↑	Backbreaker 8
Behind Standing Opponent	●+→	Sidewalk Slam 5
Behind Standing, Groggy Opponent	●+↓	School Boy Roll Up
Behind Standing, Groggy Opponent	●+←	Back Suplex 2
Behind Standing, Groggy Opponent	●+↑	Abdominal Stretch 1
Behind Standing, Groggy Opponent	●+→	Bulldog 2

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Knee to Arm
Near Downed Opponent's Upper Body	●+↑	Fury Punch 9
Near Downed Opponent's Upper Body	●+→	Camel Clutch 1
Near Downed Opponent's Lower Body	●+←	Stomp on Leg
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	STF 1

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent

Standing near Downed Opponent	×	Angry Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Flip Splash
Standing near Downed Opponent	×+← or ×+→	Elbow Drop 2

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Acrobatic Clothesline
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Choke 1
Grapple Facing Opponent Leaning on Turnbuckle	●+←	DDT 26
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Hanging in Reverse

CONDITION COMMAND MOVE NAME

Grapple Facing Opponent Leaning on Turnbuckle	●+→	Superplex 1
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Illegal Pin
Grapple behind Opponent Leaning on Turnbuckle	●+←	Hanging in Reverse
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Super Back Suplex
Grapple behind Opponent Leaning on Turnbuckle	●+→	Hanging in Reverse
Running Strike vs. Opponent Leaning on Turnbuckle	↓ (while running)	Turnbuckle Clothesline
Running Strike vs. Opponent Leaning on Turnbuckle	↓+D-pad (while running)	Turnbuckle Clothesline

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Pushes Turnbuckle
Running Strike vs. Opponent Slumped in Corner of Ring	↓ (while running)	Turnbuckle Dropkick 2

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Moonsault 1
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Front Dropkick 3
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Flying Clothesline 2

Moves near Ropes

Running toward Rope, Opponent outside Ring	■, × (near rope while running)	Baseball Slide 1
Coming off of Ropes vs. Opponent Standing in Ring	↓+D-pad toward rope (just after hitting ropes)	Kitchen Sink 1
Coming off of Ropes vs. Opponent down in Ring	↓+D-pad toward rope (just after hitting ropes)	Dropkick to Knee 3
Standing at Rope, Opponent outside Ring	▲, × (near rope)	Vaulting Body Press 2

Running Attacks

Running Grapple vs. Standing, Facing Opponent	●+↓	Arm Drag 2
Running Grapple vs. Standing, Facing Opponent	●+↑	DDT 3
Running Strike vs. Standing, Facing Opponent	×	Clothesline 10
Running Strike vs. Standing, Facing Opponent	×+D-pad	Kitchen Sink 1
Running Strike vs. Downed Opponent	×	Elbow Drop 10
Running Strike vs. Downed Opponent	×+D-pad	Dropkick to Knee 3
Running Grapple vs. Back of Standing Opponent	●	Mat Slam 2
Running Grapple vs. Back of Groggy, Standing Opponent	●	School Boy Pin 2

Grapples vs. Running Opponent

Standing Facing Running Opponent	●	Tilt-A-Whirl Sideslam 2
Standing Facing Running Opponent	●+↑ or ●+↓	Hip Toss 1
Standing Facing Running Opponent	●+← or ●+→	Samoan Drop 3

Double Team Moves

When Partner Has Opponent Grappled	●	Double Flapjack
When Partner Has Opponent Grappled	●+↓	Double Punches 2
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Beat Head
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Whip & Lay Down
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Side Leg Kick
When Opponent Is Leaning on Your Turnbuckle	●+↑	Hip Toss
When Opponent Is Leaning on Your Turnbuckle	●+→	Kick to Gut

Combination Strikes

First Strike, Facing Standing Opponent	×	Snap Jab
Second Strike, Facing Standing Opponent	×	Back Chop 1
Third Strike, Facing Standing Opponent	×	Shuffle Side Kick 1

Grappled Strikes

When Grappling Opponent	×	Grapple Elbow Strike 1
When Grappling Opponent	×+↑ or ×+↓	Grapple Elbow Strike 1
When Grappling Opponent	×+← or ×+→	



D-Von Dudley™

WWE.com BIO

“D-Von, get the tables!” That’s the phrase that Bubba Ray Dudley has shouted at his brother for almost 10 years now. D-Von Dudley has been one-half of one of the sport’s most enduring tag teams ever, and it doesn’t look like that’s going to end anytime soon.

Back in the ECW days, D-Von started as the antagonist of the Dudley clan, pushing around his brother Bubba Ray until the two men formed a unit that would endure through the ages. Backed up by the power of Bubba Ray, D-Von is the faster, more compact member of the team, capable of dishing out the punishment both on the mat and from the air.

With an unprecedented number of Tag Team Championship reigns to his credit, D-Von can claim to be one of the finest tag team specialists the game has ever known.

stats

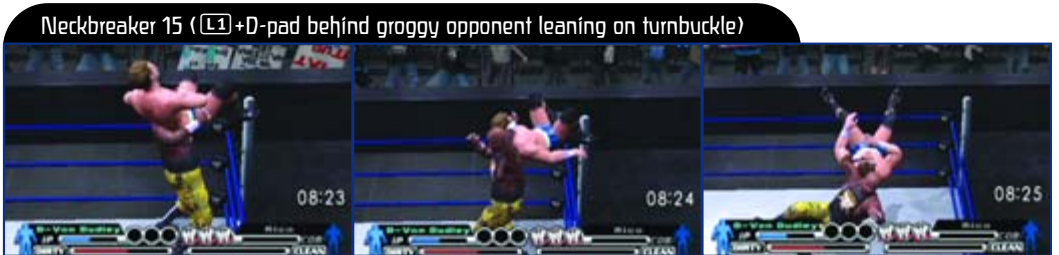
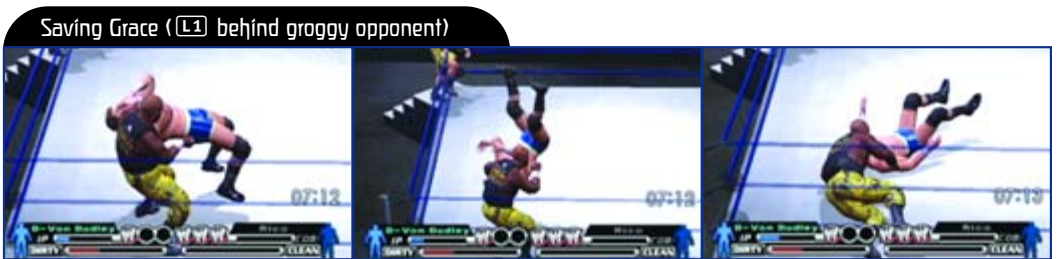
HEIGHT: 6'2"
WEIGHT: 235 lbs.
FROM: New York, New York
CAREER HIGHLIGHTS: World Tag Team Champion, WWE Tag Team Champion, WCW Tag Team Champion, ECW Tag Team Champion

Attribute Points

Attribute	Rating
Strength	7
Submission	6.5
Durability	8
Technique	7.5
Speed	7
Charisma	7.5
Overall	78

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.



D-Von Dudley™'s Move List

CONDITION	COMMAND	MOVE NAME	CONDITION	COMMAND	MOVE NAME
Taunts					
Standing	Right analog stick ↓	Bubba Ray Dudley 3	Holding Weapon, Opponent Groggy	L1 + D-pad	DDT 29
Standing	Right analog stick ←	D-Von Dudley	Facing Standing, Groggy Opponent	L1	Saving Grace
Standing	Right analog stick ↑	Bubba Ray Dudley 3	Facing Standing, Groggy Opponent	L1 + D-pad	Neckbreaker 15
Standing	Right analog stick →	D-Von Dudley	Initiating Grapples vs. Standing Opponent		
Finishing Moves					
Holding Weapon, Opponent Groggy	L1	DDT 29	Facing Standing Opponent	● + ↓	Grapple 4
			Facing Standing Opponent	● + ←	Grapple 8
			Facing Standing Opponent	● + ↑	Grapple 9
			Facing Standing Opponent	● + →	Grapple 7

CONDITION COMMAND MOVE NAME

Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Snapmare & Neck Lock 2
After Submission Grapple Setup	●+←	Headlock 1
After Submission Grapple Setup	●+↑	Big Shoulder Claw 1
After Submission Grapple Setup	●+→	Armbar 2

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	Russian Leg Sweep 1
After Signature Grapple Setup	●+←	Neckbreaker 11
After Signature Grapple Setup	●+↑	Jawbreaker 1
After Signature Grapple Setup	●+→	Suplex 7

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	Low Blow 3
After Power Grapple Setup	●+←	Headbutt 3
After Power Grapple Setup	●+↑	Backbreaker 1
After Power Grapple Setup	●+→	Headbutt 1

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	Jumping Armbreaker 2
After Quick Grapple Setup	●+←	Neckbreaker 6
After Quick Grapple Setup	●+↑	Wrist Clutch & Elbow 1
After Quick Grapple Setup	●+→	Body Knee Strike

Strikes vs. Standing Opponent

Facing Standing Opponent	×	Snap Jab
Facing Standing Opponent	×+↓	Shuffle Side Kick 1
Facing Standing Opponent	×+↖ or ×+↗	Toe Kick 1
Facing Standing Opponent	×+←	Throat Thrust 1
Facing Standing Opponent	×+↖ or ×+↗	Back Chop 1
Facing Standing Opponent	×+↑	Snap Jab
Facing Standing Opponent	×+→	Elbow Smash 1

Rear Grapples

Behind Standing Opponent	●+↓	Atomic Drop
Behind Standing Opponent	●+←	Back Suplex 2
Behind Standing Opponent	●+↑	Elbow to Back of Head 2
Behind Standing Opponent	●+→	Forearm Smash
Behind Standing, Groggy Opponent	●+↓	DDT 22
Behind Standing, Groggy Opponent	●+←	Back Suplex 4
Behind Standing, Groggy Opponent	●+↑	Sleeper Hold
Behind Standing, Groggy Opponent	●+→	Bulldog 2

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Reverse Chin Lock 2
Near Downed Opponent's Upper Body	●+↑	Fury Punch 9
Near Downed Opponent's Upper Body	●+→	Camel Clutch 1
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Leg Lock 9

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent

Standing near Downed Opponent	×	Angry Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Leg Drop
Standing near Downed Opponent	×+← or ×+→	Elbow Drop 4

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Choke 2
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Superplex 1
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Hanging in Reverse
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Superplex 1

CONDITION COMMAND MOVE NAME

Grapple Facing Opponent Leaning on Turnbuckle	●+→	Foot Choke 1
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Hanging in Reverse
Grapple behind Opponent Leaning on Turnbuckle	●+←	Hanging in Reverse
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Super Back Suplex
Grapple behind Opponent Leaning on Turnbuckle	●+→	Turnbuckle Smash
Running Strike vs. Opponent Leaning on Turnbuckle	↓ (while running)	Turnbuckle Clothesline
Running Strike vs. Opponent Leaning on Turnbuckle	↓+D-pad (while running)	Turnbuckle Clothesline

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Mudhole Stomping 2
Running Strike vs. Opponent Slumped in Corner of Ring	↓ (while running)	Knee Attack 1

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Leg Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Shoulder Block 3
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Double Axe Handle 3

Moves near Ropes

Running toward Rope, Opponent outside Ring	■, × (near rope while running)	Dive through Ropes
Coming off of Ropes vs. Opponent Standing in Ring	↓+D-pad toward rope (just after hitting ropes)	Running Shoulder Attack 2
Coming off of Ropes vs. Opponent down in Ring	↓+D-pad toward rope (just after hitting ropes)	Running Leg Drop
Standing at Rope, Opponent outside Ring	▲, × (near rope)	Vaulting Body Press 2

Running Attacks

Running Grapple vs. Standing, Facing Opponent	●+↓	Neckbreaker 1
Running Grapple vs. Standing, Facing Opponent	●+↑	Sunset Flip Pin 1
Running Strike vs. Standing, Facing Opponent	×	Elbow Attack 3
Running Strike vs. Standing, Facing Opponent	×+D-pad	Running Shoulder Attack 2
Running Strike vs. Downed Opponent	×	Double Axe Handle 4
Running Strike vs. Downed Opponent	×+D-pad	Running Leg Drop
Running Grapple vs. Back of Standing Opponent	●	Mat Slam 2
Running Grapple vs. Back of Groggy, Standing Opponent	●	School Boy Pin 2

Grapples vs. Running Opponent

Standing Facing Running Opponent	●	Powerslam 1
Standing Facing Running Opponent	●+↑ or ●+↓	Back Body Drop 2
Standing Facing Running Opponent	●+← or ●+→	Flapjack 4

Double Team Moves

When Partner Has Opponent Grappled	●	Dudley Death Drop
When Partner Has Opponent Grappled	●+↓	Double DDT
When Partner Has Opponent Grappled	●+←	Dudley Death Drop
When Partner Has Opponent Grappled	●+↑	Double Facecrusher
When Partner Has Opponent Grappled	●+→	Double Suplex
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Super Double Powerbomb 2
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	Dudley Death Drop 1
When Opponent Is Leaning on Your Turnbuckle	●+→	Kick to Gut

Combination Strikes

First Strike, Facing Standing Opponent	×	Snap Jab
Second Strike, Facing Standing Opponent	×	Throat Thrust 1
Third Strike, Facing Standing Opponent	×	Shuffle Side Kick 1

Grappled Strikes

When Grappling Opponent	×	Grapple Body Attack 1
When Grappling Opponent	×+↑ or ×+↓	Grapple Body Attack 1
When Grappling Opponent	×+← or ×+→	Grapple Elbow Strike 1



Eddie Guerrero™

WWE.com BIO

Every WWE Superstar dreams to hear their name chanted by thousands of WWE fans. But only the truly special ones get to hear this. On *SmackDown!*, the names Kurt, Show, and 'Taker are equated with the best in the business. Now, Eddie Guerrero can share that distinction as well. Guerrero has been around for a while, but never has the name "Eddie" been chanted with the fervor and intensity that it is every time he enters the arena in his trademark "low-rider" now.

Guerrero's career choice was a natural one stemming from his upbringing in the renowned Guerrero family, which produced many greats in the ring. His exposure to many different styles of wrestling allowed Guerrero to develop into a versatile competitor who can handle any type of match or opponent. Guerrero can grapple on the mat, sail off the top rope, or simply brawl with the best. Very few competitors can use brute strength to finish an opponent or choose a frog splash off the turnbuckle—Eddie can. His versatility allowed him to hold more than one championship at a time, including several runs as a WWE Tag Team Champion with nephew Chavo Guerrero.

Equally as important, Guerrero is as skilled with the microphone as he is in the ring, and his charisma and style have brought him legions of fans. He may lie, cheat, and steal...but Eddie Guerrero is still as popular as they come.

A man once haunted by the demons of addiction, Guerrero proudly displays his new addiction—succeeding in the ring and the passion and drive that is known as Latino Heat.

stats

HEIGHT: 5'8"
WEIGHT: 228 lbs.
FROM: El Paso, Texas
CAREER HIGHLIGHTS: WWE Champion, European Champion, Intercontinental Champion, WWE Tag Team Champion, WCVW Cruiserweight Champion, WCVW U.S. Champion, U.S. Champion

Attribute Points

Attribute	Rating
Strength	7.5
Submission	8
Durability	8
Technique	9
Speed	7
Charisma	9
Overall	86

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

Frog Splash Pin O2 (L1) from top turnbuckle when opponent is down



El Paso O2 (L1)+D-pad near downed opponent's lower body



Eddie Guerrero™'s Move List

CONDITION	COMMAND	MOVE NAME
Taunts		
Standing	Right analog stick ↓	Eddie Guerrero 1
Standing	Right analog stick ←	Eddie Guerrero 3
Standing	Right analog stick ↑	Eddie Guerrero 2
Standing	Right analog stick →	Eddie Guerrero 3
Finishing Moves		
Holding Weapon, Opponent Groggy	(L1)	DDT 29

CONDITION	COMMAND	MOVE NAME
Holding Weapon, Opponent Groggy	(L1) +D-pad	DDT 29
Facing Standing, Groggy Opponent	(L1)	Frog Splash Pin 2
Facing Standing, Groggy Opponent	(L1) +D-pad	El Paso 2
Initiating Grapples vs. Standing Opponent		
Facing Standing Opponent	● + ↓	Grapple 4
Facing Standing Opponent	● + ←	Grapple 8
Facing Standing Opponent	● + ↑	Grapple 9
Facing Standing Opponent	● + →	Grapple 7

CONDITION COMMAND MOVE NAME

Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Armar 2
After Submission Grapple Setup	●+←	Gory Special 2
After Submission Grapple Setup	●+↑	Armar 7
After Submission Grapple Setup	●+→	Leg Lock 5

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	Small Package 3
After Signature Grapple Setup	●+←	Snapmare & Dropkick 1
After Signature Grapple Setup	●+↑	Wrist & Arm Wrench
After Signature Grapple Setup	●+→	Suplex 9

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	DDT 11
After Power Grapple Setup	●+←	Clothesline 26
After Power Grapple Setup	●+↑	Huracanrana 4
After Power Grapple Setup	●+→	Suplex 15

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	School Boy Pin 1
After Quick Grapple Setup	●+←	Flapjack & Dropkick
After Quick Grapple Setup	●+↑	Huracanrana 5
After Quick Grapple Setup	●+→	Body Knee Strike

Strikes vs. Standing Opponent

Facing Standing Opponent	×	Benoit Punches
Facing Standing Opponent	×+↓	Dropkick to Knee 2
Facing Standing Opponent	×+↖ or ×+↗	Toe Kick 1
Facing Standing Opponent	×+←	Back Chop 4
Facing Standing Opponent	×+↖ or ×+↗	Snap Jab
Facing Standing Opponent	×+↑	Dropkick 3
Facing Standing Opponent	×+→	Triple H Punches 3

Rear Grapples

Behind Standing Opponent	●+↓	Eddie Cradle Pin
Behind Standing Opponent	●+←	Back Suplex 7
Behind Standing Opponent	●+↑	Cruiserweight Moves 4
Behind Standing Opponent	●+→	Triple H Low Kick
Behind Standing, Groggy Opponent	●+↓	School Boy Roll Up
Behind Standing, Groggy Opponent	●+←	Back Suplex 7
Behind Standing, Groggy Opponent	●+↑	Sleeper Hold
Behind Standing, Groggy Opponent	●+→	Back Suplex 8

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Sleeper Hold & Scissors 2
Near Downed Opponent's Upper Body	●+↑	Face Stretch 3
Near Downed Opponent's Upper Body	●+→	Wrist Lock With Bridge
Near Downed Opponent's Lower Body	●+←	Stomp on Leg
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	STF 1

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent

Standing near Downed Opponent	×	Rock Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Dropkick 6
Standing near Downed Opponent	×+← or ×+→	Flip Senton Attack 1

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Elbow & Irish Whip
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Monkey Flip
Grapple Facing Opponent Leaning on Turnbuckle	●+←	DDT 25
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Frankensteiner

CONDITION COMMAND MOVE NAME

Grapple Facing Opponent Leaning on Turnbuckle	●+→	Monkey Flip
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Illegal Pin
Grapple behind Opponent Leaning on Turnbuckle	●+←	Rolling Powerbomb
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Cross Powerbomb
Grapple behind Opponent Leaning on Turnbuckle	●+→	Super Back Suplex
Running Strike vs. Opponent Leaning on Turnbuckle	↓ (while running)	Turnbuckle Dropkick 1
Running Strike vs. Opponent Leaning on Turnbuckle	↓+D-pad (while running)	On the Top Rope

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Mudhole Stomping 2
Running Strike vs. Opponent Slumped in Corner of Ring	↓ (while running)	Turnbuckle Dropkick 2

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Rolling Thunder 1
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Missile Dropkick
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Headscissor Takedown 1

Moves near Ropes

Running toward Rope, Opponent outside Ring	■, × (near rope while running)	Rope Flip 2
Coming off of Ropes vs. Opponent Standing in Ring	↓+D-pad toward rope (just after hitting ropes)	Slingshot Body Splash 2
Coming off of Ropes vs. Opponent down in Ring	↓+D-pad toward rope (just after hitting ropes)	Slingshot Body Splash 1
Standing at Rope, Opponent outside Ring	▲, × (near rope)	Vaulting Body Press 2

Running Attacks

Running Grapple vs. Standing, Facing Opponent	●+↓	Headscissor Takedown 2
Running Grapple vs. Standing, Facing Opponent	●+↑	Mysterio Rolling
Running Strike vs. Standing, Facing Opponent	×	Running Calf Kick
Running Strike vs. Standing, Facing Opponent	×+D-pad	Clothesline 16
Running Strike vs. Downed Opponent	×	Elbow Drop 10
Running Strike vs. Downed Opponent	×+D-pad	Running Flip Splash
Running Grapple vs. Back of Standing Opponent	●	Triple H Low Kick
Running Grapple vs. Back of Groggy, Standing Opponent	●	Bulldog 3

Grapples vs. Running Opponent

Standing Facing Running Opponent	●	Tilt-A-Whirl Sideslam 2
Standing Facing Running Opponent	●+↑ or ●+↓	Flapjack 4
Standing Facing Running Opponent	●+← or ●+→	Back Body Drop 3

Double Team Moves

When Partner Has Opponent Grappled	●	Low Blow & Knee Attack
When Partner Has Opponent Grappled	●+↓	Dropkick & Rolling Clutch
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Dropkick
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Whip & Lay Down
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Side Leg Kick
When Opponent Is Leaning on Your Turnbuckle	●+↑	Calf Kick & Sweep
When Opponent Is Leaning on Your Turnbuckle	●+→	Double Stomping

Combination Strikes

First Strike, Facing Standing Opponent	×	Benoit Punches
Second Strike, Facing Standing Opponent	×	Back Chop 1
Third Strike, Facing Standing Opponent	×	Dropkick 3

Grappled Strikes

When Grappling Opponent	×	Grapple Elbow Strike 1
When Grappling Opponent	×+↑ or ×+↓	Grapple Elbow Strike 1
When Grappling Opponent	×+← or ×+→	Grapple Body Attack 1



Hardcore Holly™

WWE.com BIO

Hardcore Holly is an angry man. A former Hardcore and World Tag Team Champion, Holly missed more than a year of action after breaking his neck in the ring. Now Holly is back and has never been as angry or as intent on living up to his nickname as he is now. There is no opponent too big or too tough for Hardcore Holly to face—all he needs is a time and place and he is willing to fight anybody.

Hardcore earned his moniker by dominating the now defunct Hardcore Division, winning the Hardcore Championship six times from early 1999 until early 2001. Now he is renowned as a man who will not shy away from a fight. Whether he is defending the honor of *SmackDown!* from the criticism of Superstars such as Booker T, or challenging for the WWE Championship, Hardcore Holly is on a mission to prove to everybody exactly how mean he can be...and thus far nobody has been able to prove otherwise.

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

stats

HEIGHT: 6'0"
WEIGHT: 234 lbs.
FROM: Mobile, Alabama
CAREER HIGHLIGHTS: Hardcore Champion, World Tag Team Champion

Attribute Points

Attribute	Rating
Strength	8
Submission	6.5
Durability	8.5
Technique	7.5
Speed	7
Charisma	6
Overall	78

The Alabamaslam (L1) while facing groggy opponent)



Full Nelson (L1+D-pad while facing groggy opponent)



Hardcore Holly™'s Move List

CONDITION	COMMAND	MOVE NAME
Taunts		
Standing	Right analog stick ↓	Come On!
Standing	Right analog stick ←	Hardcore Holly
Standing	Right analog stick ↑	Come On!
Standing	Right analog stick →	Hardcore Holly
Finishing Moves		
Holding Weapon, Opponent Groggy	[L1]	DDT 29

CONDITION	COMMAND	MOVE NAME
Holding Weapon, Opponent Groggy	[L1] +D-pad	DDT 29
Facing Standing, Groggy Opponent	[L1]	The Alabamaslam
Facing Standing, Groggy Opponent	[L1] +D-pad	Full Nelson
Initiating Grapples vs. Standing Opponent		
Facing Standing Opponent	● + ↓	Grapple 4
Facing Standing Opponent	● + ←	Grapple 8
Facing Standing Opponent	● + ↑	Grapple 9
Facing Standing Opponent	● + →	Grapple 7

CONDITION COMMAND MOVE NAME

Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Snapmare & Neck Lock 1
After Submission Grapple Setup	●+←	Headlock 2
After Submission Grapple Setup	●+↑	Wrist & Arm Wrench
After Submission Grapple Setup	●+→	Standing Crossface

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	Mat Slam 1
After Signature Grapple Setup	●+←	Scoop Slam 7
After Signature Grapple Setup	●+↑	Neckbreaker 12
After Signature Grapple Setup	●+→	DDT 10

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	Powerbomb 13
After Power Grapple Setup	●+←	Falcon Arrow
After Power Grapple Setup	●+↑	Spinebuster 7
After Power Grapple Setup	●+→	Flip Suplex

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	Fireman Carry 2
After Quick Grapple Setup	●+←	Body Knee Strike
After Quick Grapple Setup	●+↑	Club to Neck
After Quick Grapple Setup	●+→	Huracanrana 5

Strikes vs. Standing Opponent

Facing Standing Opponent	X	Benoit Punches
Facing Standing Opponent	X+↓	Dropkick 1
Facing Standing Opponent	X+↖ or X+↗	Toe Kick 1
Facing Standing Opponent	X+←	Body Punch
Facing Standing Opponent	X+↖ or X+↗	Back Chop 1
Facing Standing Opponent	X+↑	Snap Jab
Facing Standing Opponent	X+→	Snap Jab

Rear Grapples

Behind Standing Opponent	●+↓	Mat Slam 2
Behind Standing Opponent	●+←	Knee Clip
Behind Standing Opponent	●+↑	DDT 22
Behind Standing Opponent	●+→	Bulldog 2
Behind Standing, Groggy Opponent	●+↓	Bubba Bomb
Behind Standing, Groggy Opponent	●+←	Back Suplex 5
Behind Standing, Groggy Opponent	●+↑	Back Side Slam 2
Behind Standing, Groggy Opponent	●+→	Pumphandle Slam

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Headlock 5
Near Downed Opponent's Upper Body	●+↑	Fury Punch 9
Near Downed Opponent's Upper Body	●+→	Camel Clutch 1
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Boston Crab

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent

Standing near Downed Opponent	X	Angry Stomp
Standing near Downed Opponent	X+↑ or X+↓	Elbow Drop 1
Standing near Downed Opponent	X+← or X+→	Elbow Drop 2

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Back Low Blow
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Shoulder Thrust
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Shoulder Thrust
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Frankensteiner

CONDITION COMMAND MOVE NAME

Grapple Facing Opponent Leaning on Turnbuckle	●+→	Big Chop
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+←	Hanging in Reverse
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+→	Super Back Suplex
Running Strike vs. Opponent Leaning on Turnbuckle	↓ (while running)	Turnbuckle Clothesline
Running Strike vs. Opponent Leaning on Turnbuckle	↓+D-pad (while running)	Turnbuckle Clothesline

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Mudhole Strikes
Running Strike vs. Opponent Slumped in Corner of Ring	↓ (while running)	Knee Attack 1

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	X	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	X+↓	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	X+←	Front Dropkick 3
From Top Turnbuckle, Ladder, Cell Roof, Etc.	X+↑	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	X+→	Double Axe Handle 3

Moves near Ropes

Running toward Rope, Opponent outside Ring	■, X (near rope while running)	Dive through Ropes
Coming off of Ropes vs. Opponent Standing in Ring	↓+D-pad toward rope (just after hitting ropes)	Flying Forearm Smash 2
Coming off of Ropes vs. Opponent down in Ring	↓+D-pad toward rope (just after hitting ropes)	Elbow Drop 10
Standing at Rope, Opponent outside Ring	▲, X (near rope)	Vaulting Body Press 2

Running Attacks

Running Grapple vs. Standing, Facing Opponent	●+↓	Neckbreaker 1
Running Grapple vs. Standing, Facing Opponent	●+↑	Crucifix Pin
Running Strike vs. Standing, Facing Opponent	X	Clothesline 12
Running Strike vs. Standing, Facing Opponent	X+D-pad	Flying Forearm Smash 2
Running Strike vs. Downed Opponent	X	Double Axe Handle 4
Running Strike vs. Downed Opponent	X+D-pad	Elbow Drop 10
Running Grapple vs. Back of Standing Opponent	●	Mat Slam 2
Running Grapple vs. Back of Groggy, Standing Opponent	●	Bulldog 3

Grapples vs. Running Opponent

Standing Facing Running Opponent	●	Powerslam Pin 2
Standing Facing Running Opponent	●+↑ or ●+↓	Back Body Drop 1
Standing Facing Running Opponent	●+← or ●+→	Flapjack 3

Double Team Moves

When Partner Has Opponent Grappled	●	Double Facecrusher
When Partner Has Opponent Grappled	●+↓	Double Punches 2
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Beat Head
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Spine & Neckbreaker
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	Gut Crusher
When Opponent Is Leaning on Your Turnbuckle	●+→	Kick to Gut

Combination Strikes

First Strike, Facing Standing Opponent	X	Benoit Punches
Second Strike, Facing Standing Opponent	X	Back Chop 1
Third Strike, Facing Standing Opponent	X	Dropkick 1

Grappled Strikes

When Grappling Opponent	X	Grapple Body Attack 1
When Grappling Opponent	X+↑ or X+↓	Grapple Body Attack 1
When Grappling Opponent	X+← or X+→	Grapple Elbow Strike 1



John "Bradshaw" Layfield™

WWE.com BIO

With the motto, "Work harder, work smarter" as his creed, John "Bradshaw" Layfield is out to prove that his formula for success in the arena of financial planning is every bit as useful in the ring.

The Abilene Christian University alumnus starred on the football team, where he also studied ancient history. After injuries ended his football career, he found himself with no job and little money. He told himself that if he ever made money again, he'd know what to do with it. Sure enough, since becoming a WWE Superstar, his success in the ring has been matched by his stock-picking acumen. Even when the "bull market" subsided, and so-called experts were losing their proverbial shirts, Bradshaw's portfolio was increasing. In the summer of 2003, JBL's book, *Have More Money Now*, a common-sense, straight-talk financial advice book, was released. He also writes a column for WWE.com.

Once known as the beer-drinking, cigar-smoking brawler who helped the APA rise to the top of the WWE tag team division, JBL now has a new attitude, and he even relocated out of his native Texas and into a posh penthouse in New York City. He has traded in his muscle shirts for \$3,000 suits and \$1,000 hats, and now sports a custom limo to take him from place to place. In addition to accumulating an amazing amount of cash from the stock market, and a top-notch wardrobe, the mighty JBL was also able to add the title of WWE Champion to his portfolio after defeating Eddie Guerrero at *The Great American Bash* in June 2004.

stats

HEIGHT: 6'6"
WEIGHT: 297 lbs.
FROM: New York, New York
CAREER HIGHLIGHTS: WWE Champion, World Tag Team Champion, Hardcore Champion

Attribute Points

Attribute	Rating
Strength	9
Submission	7
Durability	9
Technique	8
Speed	6
Charisma	7.5
Overall	83

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

Powerbomb 14 (L1 facing groggy opponent)



Clothesline From Hell 02 (L1)+D-pad while running at opponent)



JBL's Move List

CONDITION	COMMAND	MOVE NAME
Taunts		
Standing	Right analog stick ↓	Rolling Arms
Standing	Right analog stick ←	Undertaker I
Standing	Right analog stick ↑	Rolling Arms
Standing	Right analog stick →	Undertaker I
Finishing Moves		
Holding Weapon, Opponent Groggy	L1	DDT 29

CONDITION	COMMAND	MOVE NAME
Holding Weapon, Opponent Groggy	L1 + D-pad	DDT 29
Facing Standing, Groggy Opponent	L1	Powerbomb 14
Facing Standing, Groggy Opponent	L1 + D-pad	Clothesline From Hell 2
Initiating Grapples vs. Standing Opponent		
Facing Standing Opponent	● + ↓	Grapple 4
Facing Standing Opponent	● + ←	Grapple 8
Facing Standing Opponent	● + ↑	Grapple 9
Facing Standing Opponent	● + →	Grapple 7

CONDITION COMMAND MOVE NAME

Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Hangman Chokehold 1
After Submission Grapple Setup	●+←	Snapmare & Neck Lock 2
After Submission Grapple Setup	●+↑	Torture Rack
After Submission Grapple Setup	●+→	Headlock 1

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	DDT 10
After Signature Grapple Setup	●+←	Scoop Slam 4
After Signature Grapple Setup	●+↑	Neckbreaker 6
After Signature Grapple Setup	●+→	Suplex 5

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	Powerbomb 13
After Power Grapple Setup	●+←	Last Call
After Power Grapple Setup	●+↑	Spinebuster 3
After Power Grapple Setup	●+→	Shoulder Breaker

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	DDT 10
After Quick Grapple Setup	●+←	Russian Leg Sweep 1
After Quick Grapple Setup	●+↑	Club to Neck
After Quick Grapple Setup	●+→	Shoulder Thrusts

Strikes vs. Standing Opponent

Facing Standing Opponent	×	Benoit Punches
Facing Standing Opponent	×+↓	Big Boot 2
Facing Standing Opponent	×+← or ×+→	Toe Kick 1
Facing Standing Opponent	×+←	Toe Kick 2
Facing Standing Opponent	×+↖ or ×+↗	Snap Jab
Facing Standing Opponent	×+↑	Big Boot 1
Facing Standing Opponent	×+→	Body Punch

Rear Grapples

Behind Standing Opponent	●+↓	DDT 22
Behind Standing Opponent	●+←	Backbreaker 6
Behind Standing Opponent	●+↑	Elbow to Back of Head 2
Behind Standing Opponent	●+→	Forearm Smash
Behind Standing, Groggy Opponent	●+↓	Pumphandle Drop
Behind Standing, Groggy Opponent	●+←	Back Suplex 3
Behind Standing, Groggy Opponent	●+↑	Pumphandle Slam
Behind Standing, Groggy Opponent	●+→	Bulldog 2

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Reverse Chin Lock 2
Near Downed Opponent's Upper Body	●+↑	Fury Punch 9
Near Downed Opponent's Upper Body	●+→	Camel Clutch 1
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Single Leg Crab 1

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent

Standing near Downed Opponent	×	Angry Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Angry Stomp
Standing near Downed Opponent	×+← or ×+→	Elbow Drop 2

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Big Boot 4
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Super Last Call
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Super Last Call
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Toss to Turnbuckle
Grapple Facing Opponent Leaning on Turnbuckle	●+→	Back Elbow Strike 2

CONDITION COMMAND MOVE NAME

Grapple behind Opponent Leaning on Turnbuckle	●+↓	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+←	Super Back Suplex
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+→	Super Back Suplex
Running Strike vs. Opponent Leaning on Turnbuckle	↓ (while running)	Turnbuckle Clothesline
Running Strike vs. Opponent Leaning on Turnbuckle	↓+D-pad (while running)	Turnbuckle Clothesline

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Mudhole Stomping 2
Running Strike vs. Opponent Slumped in Corner of Ring	↓ (while running)	Knee Attack 1

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Shoulder Block 3
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Flying Clothesline 2

Moves near Ropes

Running toward Rope, Opponent outside Ring (near rope while running)	■, ×	Dive through Ropes
Coming off of Ropes vs. Opponent Standing in Ring (just after hitting ropes)	↓+D-pad toward rope	Running Shoulder Attack 2
Coming off of Ropes vs. Opponent down in Ring (just after hitting ropes)	↓+D-pad toward rope	Double Axe Handle 4
Standing at Rope, Opponent outside Ring	▲, × (near rope)	Vaulting Body Press 2

Running Attacks

Running Grapple vs. Standing, Facing Opponent	●+↓	Spear 1
Running Grapple vs. Standing, Facing Opponent	●+↑	Neckbreaker 1
Running Strike vs. Standing, Facing Opponent	×	Running Shoulder Attack 2
Running Strike vs. Standing, Facing Opponent	×+D-pad	Shoulder Block 2
Running Strike vs. Downed Opponent	×	Elbow Drop 10
Running Strike vs. Downed Opponent	×+D-pad	Double Axe Handle 4
Running Grapple vs. Back of Standing Opponent	●	Mat Slam 2
Running Grapple vs. Back of Groggy, Standing Opponent	●	Bulldog 2

Grapples vs. Running Opponent

Standing Facing Running Opponent	●	Powerslam Pin 2
Standing Facing Running Opponent	●+↑ or ●+↓	Back Body Drop 1
Standing Facing Running Opponent	●+← or ●+→	Tilt-A-Whirl Sideslam 3

Double Team Moves

When Partner Has Opponent Grappled	●	Double Flapjack
When Partner Has Opponent Grappled	●+↓	Double Punches 2
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Beat Head
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Front Slam
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	Gut Crusher
When Opponent Is Leaning on Your Turnbuckle	●+→	Body Splash & Whip

Combination Strikes

First Strike, Facing Standing Opponent	×	Benoit Punches
Second Strike, Facing Standing Opponent	×	Snap Jab
Third Strike, Facing Standing Opponent	×	Big Boot 2

Grappled Strikes

When Grappling Opponent	×	Grapple Punch 2
When Grappling Opponent	×+↑ or ×+↓	Grapple Body Attack 1
When Grappling Opponent	×+← or ×+→	Grapple Elbow Strike 1



John Cena™

WWE.com BIO

Very rarely has an athlete entered the ring who can walk the walk and talk the talk immediately. John Cena is one of those athletes. Using an uncanny ability to perform in the ring and at the microphone in his own unique way, Cena spent his rookie year in WWE challenging the best in the business for in-ring supremacy.

A former football star at Springfield College, Cena spent his college career developing two activities that would prove to define him—training and rapping. Now he is doing both in front of millions on a weekly basis and is one of the most popular young Superstars on *SmackDown!*

Cena claims to already be a legend. While that issue may be in doubt, there is no denying that he has the talent to be a legend one day. He has faced some of the very best to ever compete in WWE and has held his own. And like most legends, Cena used the biggest possible stage to have one of the greatest moments of his career when he defeated Big Show at *WrestleMania XX* to earn his first Championship—the United States Championship!

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

stats

HEIGHT: 6'1"
WEIGHT: 248 lbs.
FROM: West Newbury, Massachusetts
CAREER HIGHLIGHTS: United States Champion

Attribute Points

Attribute	Rating
Strength	8.5
Submission	7.5
Durability	8.5
Technique	8.5
Speed	7
Charisma	9.5
Overall	88



John Cena™'s Move List

CONDITION	COMMAND	MOVE NAME	CONDITION	COMMAND	MOVE NAME
Taunts					
Standing	Right analog stick ↓	John Cena 5	Holding Weapon, Opponent Groggy	(L1) + D-pad	DDT 29
Standing	Right analog stick ←	John Cena 4	Facing Standing, Groggy Opponent	(L1)	F-U 2
Standing	Right analog stick ↑	John Cena 1	Facing Standing, Groggy Opponent	(L1) + D-pad	F-U 1
Standing	Right analog stick →	John Cena 3	Initiating Grapples vs. Standing Opponent		
Finishing Moves					
Holding Weapon, Opponent Groggy	(L1)	DDT 29	Facing Standing Opponent	● + ↓	Grapple 4
			Facing Standing Opponent	● + ←	Grapple 7
			Facing Standing Opponent	● + ↑	Grapple 9
			Facing Standing Opponent	● + →	Grapple 7

CONDITION	COMMAND	MOVE NAME
Submission Grapples (after ●+↓)		
After Submission Grapple Setup	●+↓	Snapmare & Neck Lock 2
After Submission Grapple Setup	●+←	Headlock 1
After Submission Grapple Setup	●+↑	Standing Crossface
After Submission Grapple Setup	●+→	Headlock Takedown
Signature Grapples (after ●+←)		
After Signature Grapple Setup	●+↓	Sidewalk Slam 1
After Signature Grapple Setup	●+←	Suplex 10
After Signature Grapple Setup	●+↑	Suplex 5
After Signature Grapple Setup	●+→	Scoop Slam 7
Power Grapples (after ●+↑)		
After Power Grapple Setup	●+↓	Spinebuster 7
After Power Grapple Setup	●+←	Spinning Fisherman Suplex
After Power Grapple Setup	●+↑	DDT 18
After Power Grapple Setup	●+→	Full Nelson Slam 1
Quick Grapples (after ●+→)		
After Quick Grapple Setup	●+↓	Facecrusher 3
After Quick Grapple Setup	●+←	Snapmare & Dropkick 1
After Quick Grapple Setup	●+↑	Headlock & Punch
After Quick Grapple Setup	●+→	Back Chop 6
Strikes vs. Standing Opponent		
Facing Standing Opponent	×	Benoit Punches
Facing Standing Opponent	×+↓	Dropkick 4
Facing Standing Opponent	×+← or ×+→	Toe Kick 1
Facing Standing Opponent	×+←	Back Chop 1
Facing Standing Opponent	×+↖ or ×+↗	Snap Jab
Facing Standing Opponent	×+↑	Cena Punch 2
Facing Standing Opponent	×+→	Low Kick 1
Rear Grapples		
Behind Standing Opponent	●+↓	Spinning out Powerbomb 2
Behind Standing Opponent	●+←	Throw Back
Behind Standing Opponent	●+↑	Sleeper Hold & Scissors 1
Behind Standing Opponent	●+→	Back Suplex 8
Behind Standing, Groggy Opponent	●+↓	Rolling Clutch Pin
Behind Standing, Groggy Opponent	●+←	Throw Back
Behind Standing, Groggy Opponent	●+↑	German Suplex 4
Behind Standing, Groggy Opponent	●+→	Back Suplex 5
Ground Grapples		
Near Downed Opponent's Upper Body	●+←	Choke 3
Near Downed Opponent's Upper Body	●+↑	5-Knuckle Shuffle
Near Downed Opponent's Upper Body	●+→	Surfboard
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Boston Crab
Hell in a Cell Moves		
Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Strikes vs. Downed Opponent		
Standing near Downed Opponent	×	Angry Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Elbow Drop 1
Standing near Downed Opponent	×+← or ×+→	Elbow Drop 2
Attacks vs. Standing Opponent on Ropes		
Grapple Facing Opponent Leaning on Ropes	●+D-pad	Choke 2
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	10 Punch
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Turnbuckle Powerbomb

CONDITION	COMMAND	MOVE NAME
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	10 Punch
Grapple Facing Opponent Leaning on Turnbuckle	●+→	Superplex 1
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Illegal Pin
Grapple behind Opponent Leaning on Turnbuckle	●+←	Hanging in Reverse
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Super Back Suplex
Grapple behind Opponent Leaning on Turnbuckle	●+→	Hanging in Reverse
Running Strike vs. Opponent Leaning on Turnbuckle	↕ (while running)	Turnbuckle Dropkick 1
Running Strike vs. Opponent Leaning on Turnbuckle	↕+D-pad (while running)	Turnbuckle Dropkick 1
Attacks vs. Downed Opponent on Ropes		
Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Foot Choke 2
Running Strike vs. Opponent Slumped in Corner of Ring	↕ (while running)	Turnbuckle Dropkick 2
Diving Attacks		
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Elbow
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Diving Elbow Bat
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Diving Elbow
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Missile Dropkick
Moves near Ropes		
Running toward Rope, Opponent outside Ring	■, × (near rope while running)	Dive through Ropes
Coming off of Ropes vs. Opponent Standing in Ring	↕+D-pad toward rope (just after hitting ropes)	Clothesline 13
Coming off of Ropes vs. Opponent down in Ring	↕+D-pad toward rope (just after hitting ropes)	Dropkick to Knee 3
Standing at Rope, Opponent outside Ring	▲, × (near rope)	Vaulting Body Press 2
Running Attacks		
Running Grapple vs. Standing, Facing Opponent	●+↓	Neckbreaker 1
Running Grapple vs. Standing, Facing Opponent	●+↑	Lou Thesz Press
Running Strike vs. Standing, Facing Opponent	×	Running Shoulder Attack 2
Running Strike vs. Standing, Facing Opponent	×+D-pad	Clothesline 13
Running Strike vs. Downed Opponent	×	Elbow Drop 10
Running Strike vs. Downed Opponent	×+D-pad	Dropkick to Knee 3
Running Grapple vs. Back of Standing Opponent	●	Throw Back
Running Grapple vs. Back of Groggy, Standing Opponent	●	School Boy Pin 2
Grapples vs. Running Opponent		
Standing Facing Running Opponent	●	Hip Toss 1
Standing Facing Running Opponent	●+↑ or ●+↓	Back Body Drop 2
Standing Facing Running Opponent	●+← or ●+→	Spinebuster 7
Double Team Moves		
When Partner Has Opponent Grappled	●	Double Suplex
When Partner Has Opponent Grappled	●+↓	Dropkick & Rolling Clutch
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Dropkick
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Whip & Lay Down
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	Hip Toss
When Opponent Is Leaning on Your Turnbuckle	●+→	Body Splash & Whip
Combination Strikes		
First Strike, Facing Standing Opponent	×	Benoit Punches
Second Strike, Facing Standing Opponent	×	Snap Jab
Third Strike, Facing Standing Opponent	×	Clothesline 2
Grappled Strikes		
When Grappling Opponent	×	Grapple Body Attack 1
When Grappling Opponent	×+↑ or ×+↓	Grapple Body Attack 1
When Grappling Opponent	×+← or ×+→	Grapple Elbow Strike 1



Kurt Angle®

WWE.com BIO

Kurt Angle captured national attention in 1996 when he won the 220-pound freestyle wrestling gold medal at the Olympic Games in Atlanta. To say the least, that was only the beginning of the greatness that is Kurt Angle.

Four years after earning gold, Angle entered WWE for the first time and earned professional gold. And then he did it again...and again...and again. Just weeks after entering WWE, Angle won the European Championship. A short time later he earned the Intercontinental Championship and also won the 2000 *King of the Ring*. Shortly after, Angle defeated The Rock at *No Mercy* to win the WWE Championship. Not bad for a rookie!

But perhaps Angle's most memorable accomplishment came in 2003 when he was shelved with a broken neck after a memorable *WrestleMania* encounter with Brock Lesnar. Just a few months later, Angle not only stepped back in the ring, but did so to one of the most thundering ovations in WWE history and soon won back the WWE Championship from Lesnar.

Kurt Angle is coming off a stint as general manager of *SmackDown!*, where he managed to anger just about everybody on the roster, especially John Cena and Eddie Guerrero. With Angle back on the active roster, it will be interesting to see how he does going up against the same people he bossed around not too long ago.

stats

HEIGHT: 6'2"
WEIGHT: 237 lbs.
FROM: Pittsburgh, Pennsylvania
CAREER HIGHLIGHTS: WWE Champion, WWE Tag Team Champion, Intercontinental Champion, European Champion, Hardcore Champion, 2000 *King of the Ring*, *SmackDown!* General Manager

Attribute Points

Attribute	Rating
Strength	8
Submission	10
Durability	8
Technique	10
Speed	7
Charisma	10
Overall	94

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.



Kurt Angle's Move List

CONDITION	COMMAND	MOVE NAME	CONDITION	COMMAND	MOVE NAME
Taunts					
Standing	Right analog stick ↓	Kurt Angle 5	Holding Weapon, Opponent Groggy	(L1) +D-pad	Guillotine 3
Standing	Right analog stick ←	Kurt Angle 4	Facing Standing, Groggy Opponent	(L1)	Angle Lock 2
Standing	Right analog stick ↑	Kurt Angle 3	Facing Standing, Groggy Opponent	(L1) +D-pad	Angle Slam
Standing	Right analog stick →	Kurt Angle 2	Initiating Grapples vs. Standing Opponent		
Finishing Moves					
Holding Weapon, Opponent Groggy	(L1)	Guillotine 3	Facing Standing Opponent	● + ↓	Grapple 4
			Facing Standing Opponent	● + ←	Grapple 8
			Facing Standing Opponent	● + ↑	Grapple 9
			Facing Standing Opponent	● + →	Grapple 7

CONDITION	COMMAND	MOVE NAME
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Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Leg Lock 5
After Submission Grapple Setup	●+←	Leg Lock 3
After Submission Grapple Setup	●+↑	Armbar 7
After Submission Grapple Setup	●+→	Headlock 3

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	Fireman Carry 2
After Signature Grapple Setup	●+←	Suplex 10
After Signature Grapple Setup	●+↑	Belly to Belly 6
After Signature Grapple Setup	●+→	Scoop Slam 7

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	Powerslam Pin 1
After Power Grapple Setup	●+←	German Suplex 2
After Power Grapple Setup	●+↑	Gutbuster 2
After Power Grapple Setup	●+→	Spinebuster 1

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	Eye Rake 2
After Quick Grapple Setup	●+←	Leg Trip 2
After Quick Grapple Setup	●+↑	Kurt Angle Moves
After Quick Grapple Setup	●+→	Side Slam

Strikes vs. Standing Opponent

Facing Standing Opponent	×	Angle Punches
Facing Standing Opponent	×+↓	Dropkick 2
Facing Standing Opponent	×+← or ×+→	Toe Kick 1
Facing Standing Opponent	×+←	Back Chop 1
Facing Standing Opponent	×+↖ or ×+↗	Elbow Smash 1
Facing Standing Opponent	×+↑	Toe Kick 2
Facing Standing Opponent	×+→	Body Punch

Rear Grapples

Behind Standing Opponent	●+↓	Knee Clip
Behind Standing Opponent	●+←	Back Suplex 5
Behind Standing Opponent	●+↑	Sleeper Hold
Behind Standing Opponent	●+→	German Suplex 4
Behind Standing, Groggy Opponent	●+↓	German Suplex 9
Behind Standing, Groggy Opponent	●+←	Back Suplex 4
Behind Standing, Groggy Opponent	●+↑	Sleeper Hold & Scissors 1
Behind Standing, Groggy Opponent	●+→	German Suplex 5

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Headlock 5
Near Downed Opponent's Upper Body	●+↑	Sleeper Hold & Scissors 2
Near Downed Opponent's Upper Body	●+→	Crossface Chicken Wing
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Leg & Neck Lock

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent

Standing near Downed Opponent	×	Kurt Angle Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Double Axe Handle 3
Standing near Downed Opponent	×+← or ×+→	Elbow Drop 2

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Choke 2
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Shoulder Thrust
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Arm Drag 9
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Superplex 1

CONDITION	COMMAND	MOVE NAME
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Grapple Facing Opponent Leaning on Turnbuckle	●+→	Arm Drag 9
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Illegal Pin
Grapple behind Opponent Leaning on Turnbuckle	●+←	Shoulder Strike
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+→	Super Back Suplex
Running Strike vs. Opponent Leaning on Turnbuckle	↓ (while running)	Turnbuckle Clothesline
Running Strike vs. Opponent Leaning on Turnbuckle	↓+D-pad (while running)	Turnbuckle Clothesline

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Pushes Turnbuckle
Running Strike vs. Opponent Slumped in Corner of Ring	↓ (while running)	Knee Attack 1

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Moonsault 2
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Missile Dropkick
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Diving Cross Body Pin

Moves near Ropes

Running toward Rope, Opponent outside Ring	■, × (near rope while running)	Vaulting Body Press 1
Coming off of Ropes vs. Opponent Standing in Ring	↓+D-pad toward rope (just after hitting ropes)	Clothesline 12
Coming off of Ropes vs. Opponent down in Ring	↓+D-pad toward rope (just after hitting ropes)	Double Axe Handle 4
Standing at Rope, Opponent outside Ring	▲, × (near rope)	Moonsault Attack

Running Attacks

Running Grapple vs. Standing, Facing Opponent	●+↓	German Suplex 1
Running Grapple vs. Standing, Facing Opponent	●+↑	School Boy Pin 1
Running Strike vs. Standing, Facing Opponent	×	Shoulder Block 2
Running Strike vs. Standing, Facing Opponent	×+D-pad	Clothesline 12
Running Strike vs. Downed Opponent	×	Elbow Drop 10
Running Strike vs. Downed Opponent	×+D-pad	Double Axe Handle 4
Running Grapple vs. Back of Standing Opponent	●	German Suplex 7
Running Grapple vs. Back of Groggy, Standing Opponent	●	School Boy Pin 2

Grapples vs. Running Opponent

Standing Facing Running Opponent	●	Belly to Belly 7
Standing Facing Running Opponent	●+↑ or ●+↓	Back Body Drop 1
Standing Facing Running Opponent	●+← or ●+→	German Suplex 1

Double Team Moves

When Partner Has Opponent Grappled	●	Double Suplex
When Partner Has Opponent Grappled	●+↓	Double DDT
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Beat Head
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Whip & Lay Down
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	Hip Toss
When Opponent Is Leaning on Your Turnbuckle	●+→	Body Splash & Whip

Combination Strikes

First Strike, Facing Standing Opponent	×	Angle Punches
Second Strike, Facing Standing Opponent	×	Elbow Smash 1
Third Strike, Facing Standing Opponent	×	Clothesline 2

Grappled Strikes

When Grappling Opponent	×	Grapple Elbow Strike 1
When Grappling Opponent	×+↑ or ×+↓	Grapple Body Attack 1
When Grappling Opponent	×+← or ×+→	Grapple Elbow Strike 1



Mark Jindrak™

WWE.com BIO

For Mark Jindrak, his move to *SmackDown!* could prove to be the opportunity he has been waiting for. Jindrak is considered one of the best young talents in WWE, and now that he is on *SmackDown!*, he may get to demonstrate just that!

While Jindrak may be a newer face in WWE, he is certainly not new, as his accomplishments in the tag team division of the old WCW speak for themselves. Along with former WWE Superstar Sean O'Haire, Jindrak was a member of the WCW Tag Team Champions on several occasions in 2000 and 2001, and there was a time when Jindrak and O'Haire were considered one of the best young tag teams in the business.

When WWE purchased WCW, Jindrak was part of the package, but he spent time in Ohio Valley Wrestling developing his talent even further so he could be ready for the big stage at WWE. Only time will tell if Jindrak will live up to the unlimited potential that has been noticed in him, but if his success thus far is a sign of things to come, Jindrak is ready to climb to the next level and become a major force as a singles competitor.

stats

HEIGHT: 6'6"
WEIGHT: 263 lbs.
FROM: Auburn, New York
CAREER HIGHLIGHTS: WCW Tag Team Champion

Attribute Points

Attribute	Rating
Strength	8
Submission	7
Durability	7.5
Technique	7
Speed	7
Charisma	6.5
Overall	77

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.



Mark Jindrak™'s Move List

CONDITION	COMMAND	MOVE NAME	CONDITION	COMMAND	MOVE NAME
Taunts					
Standing	Right analog stick ↓	Swing Hips	Holding Weapon, Opponent Groggy	(L1) +D-pad	DDT 29
Standing	Right analog stick ←	Mark Jindrak	Facing Standing Groggy Opponent	(L1)	Mark of Excellence
Standing	Right analog stick ↑	Swing Hips	Facing Standing, Groggy Opponent	(L1) +D-pad	Flying Clothesline 3
Standing	Right analog stick →	Mark Jindrak	Initiating Grapples vs. Standing Opponent		
Finishing Moves					
Holding Weapon, Opponent Groggy	(L1)	DDT 29	Facing Standing Opponent	● + ↓	Grapple 4
			Facing Standing Opponent	● + ←	Grapple 8
			Facing Standing Opponent	● + ↑	Grapple 9
			Facing Standing Opponent	● + →	Grapple 7

CONDITION COMMAND MOVE NAME

Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Bearhug 2
After Submission Grapple Setup	●+←	Headlock 1
After Submission Grapple Setup	●+↑	Standing Crossface
After Submission Grapple Setup	●+→	Wrist Clutch & Elbow 1

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	Jumping Armbreaker 2
After Signature Grapple Setup	●+←	Belly to Belly 1
After Signature Grapple Setup	●+↑	Jumping Axe Handle
After Signature Grapple Setup	●+→	Suplex 5

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	Backbreaker 9
After Power Grapple Setup	●+←	Backbreaker 1
After Power Grapple Setup	●+↑	Batista Lifting & Toss
After Power Grapple Setup	●+→	Kitchen Sink 2

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	Headlock Takeover
After Quick Grapple Setup	●+←	Body Knee Strike
After Quick Grapple Setup	●+↑	Club to Neck
After Quick Grapple Setup	●+→	Arm Drag 5

Strikes vs. Standing Opponent

Facing Standing Opponent	×	Benoit Punches
Facing Standing Opponent	×+↓	Dropkick 1
Facing Standing Opponent	×+↖ or ×+↗	Toe Kick 1
Facing Standing Opponent	×+←	Back Chop 1
Facing Standing Opponent	×+↖ or ×+↗	Clothesline 2
Facing Standing Opponent	×+↑	Dropkick 4
Facing Standing Opponent	×+→	Snap Jab

Rear Grapples

Behind Standing Opponent	●+↓	Backbreaker 6
Behind Standing Opponent	●+←	Back Suplex 9
Behind Standing Opponent	●+↑	Elbow to Back of Head 2
Behind Standing Opponent	●+→	Forearm Smash
Behind Standing, Groggy Opponent	●+↓	School Boy Roll Up
Behind Standing, Groggy Opponent	●+←	Back Suplex 5
Behind Standing, Groggy Opponent	●+↑	Sleeper Hold
Behind Standing, Groggy Opponent	●+→	Sidewalk Slam 5

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Oklahoma Roll Pin 2
Near Downed Opponent's Upper Body	●+↑	Mounted Punching 2
Near Downed Opponent's Upper Body	●+→	Surfboard
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Leg Lock 6

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent

Standing near Downed Opponent	×	Angry Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Elbow Drop 2
Standing near Downed Opponent	×+← or ×+→	Elbow Drop 3

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Elbow & Irish Whip
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	10 Punch
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Suplex 1
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Frankensteiner

CONDITION COMMAND MOVE NAME

Grapple Facing Opponent Leaning on Turnbuckle	●+→	Shoulder Thrust
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Super Back Suplex
Grapple behind Opponent Leaning on Turnbuckle	●+←	Dropkick & School Boy Pin
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+→	Hanging in Reverse
Running Strike vs. Opponent Leaning on Turnbuckle	↕ (while running)	On the Top Rope
Running Strike vs. Opponent Leaning on Turnbuckle	↕+D-pad (while running)	On the Top Rope

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Foot Choke 2
Running Strike vs. Opponent Slumped in Corner of Ring	↕ (while running)	Turnbuckle Dropkick 2

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Missile Dropkick
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Double Axe Handle 3

Moves near Ropes

Running toward Rope, Opponent outside Ring	■, × (near rope while running)	Baseball Slide 1
Coming off of Ropes vs. Opponent Standing in Ring	↕+D-pad toward rope (just after hitting ropes)	Flying Forearm Smash 2
Coming off of Ropes vs. Opponent down in Ring	↕+D-pad toward rope (just after hitting ropes)	Dropkick to Knee 3
Standing at Rope, Opponent outside Ring	▲, × (near rope)	Vaulting Body Press 2

Running Attacks

Running Grapple vs. Standing, Facing Opponent	●+↓	Neckbreaker 1
Running Grapple vs. Standing, Facing Opponent	●+↑	Running Backslide Pin
Running Strike vs. Standing, Facing Opponent	×	Clothesline 9
Running Strike vs. Standing, Facing Opponent	×+D-pad	Flying Forearm Smash 2
Running Strike vs. Downed Opponent	×	Elbow Drop 10
Running Strike vs. Downed Opponent	×+D-pad	Dropkick to Knee 3
Running Grapple vs. Back of Standing Opponent	●	German Suplex 7
Running Grapple vs. Back of Groggy, Standing Opponent	●	School Boy Pin 2

Grapples vs. Running Opponent

Standing Facing Running Opponent	●	Tilt-A-Whirl Sideslam 3
Standing Facing Running Opponent	●+↑ or ●+↓	Flapjack 3
Standing Facing Running Opponent	●+← or ●+→	Back Body Drop 1

Double Team Moves

When Partner Has Opponent Grappled	●	Double Suplex
When Partner Has Opponent Grappled	●+↓	Dropkick & Rolling Clutch
When Partner Has Opponent Grappled	●+←	Double Dropkick
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Suplex
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Whip & Lay Down
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	Hip Toss
When Opponent Is Leaning on Your Turnbuckle	●+→	Kick to Gut

Combination Strikes

First Strike, Facing Standing Opponent	×	Benoit Punches
Second Strike, Facing Standing Opponent	×	Snap Jab
Third Strike, Facing Standing Opponent	×	Dropkick 4

Grappled Strikes

When Grappling Opponent	×	Grapple Punch 2
When Grappling Opponent	×+↑ or ×+↓	Grapple Punch 2
When Grappling Opponent	×+← or ×+→	Grapple Elbow Strike 3



René Duprée™

WWE.com BIO

During a stretch as one-half of one of the best young tag teams in WWE, La Resistance, René Duprée focused on two things—tag team gold and his hatred of the United States. While many doubt his character because Duprée is French, few doubted that he has the attributes to be a top Superstar for a long time to come...and now that he is on *SmackDown!*, he may receive his opportunity to shine as a singles competitor.

Duprée, the youngest WWE Superstar to ever win the World Tag Team Championship, is the son of a wrestling promoter and wrestled his first professional match at the age of 14. He also has competed as a bodybuilder, winning a prestigious national tournament to qualify for competition against the best in the world. But Duprée shelved his bodybuilding career to come to WWE, and he made an immediate impact when La Resistance captured the World Tag Team Championship at *Bad Blood 2003*.

While he may not be popular because of his political views and actions against the U.S., make no mistake that Duprée has earned his meteoric rise in WWE and has the potential to stay near the top for a long time to come.

stats

HEIGHT: 6'3"
WEIGHT: 263 lbs.
FROM: France
CAREER HIGHLIGHTS: World Tag Team Champion

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

Duprée Bomb (L1 facing groggy opponent)



Death Valley Driver 02 (L1+D-pad facing groggy opponent)



Attribute Points

Attribute	Rating
Strength	7.5
Submission	7.5
Durability	7.5
Technique	8.5
Speed	7
Charisma	8
Overall	82

René Duprée™'s Move List

CONDITION	COMMAND	MOVE NAME
Taunts		
Standing	Right analog stick ↓	Mark Jindrak
Standing	Right analog stick ←	René Duprée
Standing	Right analog stick ↑	Mark Jindrak
Standing	Right analog stick →	René Duprée
Finishing Moves		
Holding Weapon, Opponent Groggy	L1	DDT 29

CONDITION	COMMAND	MOVE NAME
Holding Weapon, Opponent Groggy	L1 +D-pad	DDT 29
Facing Standing, Groggy Opponent	L1	Duprée Bomb
Facing Standing, Groggy Opponent	L1 +D-pad	Death Valley Driver 2
Initiating Grapples vs. Standing Opponent		
Facing Standing Opponent	● + ↓	Grapple 4
Facing Standing Opponent	● + ←	Grapple 8
Facing Standing Opponent	● + ↑	Grapple 9
Facing Standing Opponent	● + →	Grapple 7

CONDITION	COMMAND	MOVE NAME
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Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Snapmare & Neck Lock 2
After Submission Grapple Setup	●+←	Headlock 1
After Submission Grapple Setup	●+↑	Bearhug 2
After Submission Grapple Setup	●+→	Wrist Lock

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	Fireman Carry 2
After Signature Grapple Setup	●+←	Neckbreaker 11
After Signature Grapple Setup	●+↑	Fisherman Suplex Pin
After Signature Grapple Setup	●+→	Headlock Takedown

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	Northern Lights Suplex 2
After Power Grapple Setup	●+←	DDT 14
After Power Grapple Setup	●+↑	Spinebuster 3
After Power Grapple Setup	●+→	Kitchen Sink 2

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	Eye Poke 2
After Quick Grapple Setup	●+←	DDT 10
After Quick Grapple Setup	●+↑	Club to Neck
After Quick Grapple Setup	●+→	Body Knee Strike

Strikes vs. Standing Opponent

Facing Standing Opponent	×	René Duprée Punches
Facing Standing Opponent	×+↓	Dropkick 1
Facing Standing Opponent	×+↖ or ×+↗	Toe Kick 1
Facing Standing Opponent	×+←	Back Chop 1
Facing Standing Opponent	×+↖ or ×+↗	Angle Punches
Facing Standing Opponent	×+↑	Clothesline 2
Facing Standing Opponent	×+→	Snap Jab

Rear Grapples

Behind Standing Opponent	●+↓	Backbreaker 6
Behind Standing Opponent	●+←	Neckbreaker 14
Behind Standing Opponent	●+↑	Sleeper Hold
Behind Standing Opponent	●+→	Forearm Smash
Behind Standing, Groggy Opponent	●+↓	School Boy Roll Up
Behind Standing, Groggy Opponent	●+←	Back Suplex 5
Behind Standing, Groggy Opponent	●+↑	Abdominal Stretch 1
Behind Standing, Groggy Opponent	●+→	German Suplex 4

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Duprée Dance & Attack
Near Downed Opponent's Upper Body	●+↑	Dropkick to Face
Near Downed Opponent's Upper Body	●+→	Reverse Chin Lock 2
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Boston Crab

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent

Standing near Downed Opponent	×	Angry Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Double Axe Handle 3
Standing near Downed Opponent	×+← or ×+→	Elbow Drop 2

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Choke 2
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	DDT 28
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Knee Strikes
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Superplex 1
Grapple Facing Opponent Leaning on Turnbuckle	●+→	Hanging in Reverse

CONDITION	COMMAND	MOVE NAME
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Grapple behind Opponent Leaning on Turnbuckle	●+↓	Illegal Pin
Grapple behind Opponent Leaning on Turnbuckle	●+←	Super Back Suplex
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+→	Hanging in Reverse
Running Strike vs. Opponent Leaning on Turnbuckle	↕ (while running)	On the Top Rope
Running Strike vs. Opponent Leaning on Turnbuckle	↕+D-pad (while running)	On the Top Rope

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Foot Choke 2
Running Strike vs. Opponent Slumped in Corner of Ring	↕ (while running)	Turnbuckle Dropkick 2

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Missile Dropkick
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Double Axe Handle 3

Moves near Ropes

Running toward Rope, Opponent outside Ring	■, × (near rope while running)	Dive through Ropes
Coming off of Ropes vs. Opponent Standing in Ring	↕+D-pad toward rope (just after hitting ropes)	Kitchen Sink 1
Coming off of Ropes vs. Opponent down in Ring	↕+D-pad toward rope (just after hitting ropes)	Dropkick to Knee 3
Standing at Rope, Opponent outside Ring	▲, × (near rope)	Vaulting Body Press 2

Running Attacks

Running Grapple vs. Standing, Facing Opponent	●+↓	Neckbreaker 1
Running Grapple vs. Standing, Facing Opponent	●+↑	Running Backslide Pin
Running Strike vs. Standing, Facing Opponent	×	Clothesline 16
Running Strike vs. Standing, Facing Opponent	×+D-pad	Kitchen Sink 1
Running Strike vs. Downed Opponent	×	Elbow Drop 10
Running Strike vs. Downed Opponent	×+D-pad	Dropkick to Knee 3
Running Grapple vs. Back of Standing Opponent	●	Neckbreaker 14
Running Grapple vs. Back of Groggy, Standing Opponent	●	School Boy Pin 2

Grapples vs. Running Opponent

Standing Facing Running Opponent	●	Back Body Drop 1
Standing Facing Running Opponent	●+↑ or ●+↓	Sidewalk Slam 9
Standing Facing Running Opponent	●+← or ●+→	Powerslam 1

Double Team Moves

When Partner Has Opponent Grappled	●	Double Suplex
When Partner Has Opponent Grappled	●+↓	Double Clothesline
When Partner Has Opponent Grappled	●+←	Bonsoir
When Partner Has Opponent Grappled	●+↑	Double Flapjack
When Partner Has Opponent Grappled	●+→	Low Blow & Knee Attack
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Double Chokeslam
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	Hip Toss
When Opponent Is Leaning on Your Turnbuckle	●+→	Front Slam

Combination Strikes

First Strike, Facing Standing Opponent	×	René Duprée Punches
Second Strike, Facing Standing Opponent	×	Back Chop 1
Third Strike, Facing Standing Opponent	×	Clothesline 2

Grappled Strikes

When Grappling Opponent	×	Grapple Punch 2
When Grappling Opponent	×+↑ or ×+↓	Grapple Punch 2
When Grappling Opponent	×+← or ×+→	Grapple Elbow Strike 1



Rey Mysterio™

WWE.com Bio

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

Originally a star in Mexico, Mysterio gained notoriety for his innovative high-flying maneuvers and lightning-fast style. In fact, his unique style helped open the doors to lighter wrestlers over the course of the 1990s. Mysterio's fame has allowed him to take his trade everywhere from Japan, to ECW, to WCW. In July 2002, Mysterio finally arrived in WWE, wearing his trademark mask, and his ability to innovate and bring the crowd to its feet has never been better.

Simply put, Rey Mysterio is lightning in a bottle and has proven time and time again that he can strike at any time against any opponent, regardless of size.

stats

HEIGHT: 5'6"
WEIGHT: 175 lbs.
FROM: San Diego, California
CAREER HIGHLIGHTS: Cruiserweight Champion, WWE Tag Team Champion, WCW Cruiserweight Champion, WCW Tag Team Champion, WCW World Cruiserweight Tag Team Champion

Attribute Points

Attribute	Rating
Strength	6
Submission	7.5
Durability	6
Technique	9
Speed	10
Charisma	8
Overall	83

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.



Rey Mysterio™'s Move List

CONDITION	COMMAND	MOVE NAME	CONDITION	COMMAND	MOVE NAME
Taunts					
Standing	Right analog stick ↓	Rey Mysterio 1	Holding Weapon, Opponent Groggy	[L1] +D-pad	DDT 29
Standing	Right analog stick ←	Rey Mysterio 2	Facing Standing, Groggy Opponent	[L1]	The 619
Standing	Right analog stick ↑	Rey Mysterio 1	Facing Standing, Groggy Opponent	[L1] +D-pad	The 619
Standing	Right analog stick →	Rey Mysterio 2	Initiating Grapples vs. Standing Opponent		
Finishing Moves					
Holding Weapon, Opponent Groggy	[L1]	DDT 29	Facing Standing Opponent	● + ↓	Grapple 4
			Facing Standing Opponent	● + ←	Grapple 8
			Facing Standing Opponent	● + ↑	Grapple 9
			Facing Standing Opponent	● + →	Grapple 7

CONDITION	COMMAND	MOVE NAME
Submission Grapples (after ●+↓)		
After Submission Grapple Setup	●+↓	Armar 3
After Submission Grapple Setup	●+←	Headlock 1
After Submission Grapple Setup	●+↑	Wrist & Arm Wrench
After Submission Grapple Setup	●+→	Arm Wrench 1
Signature Grapples (after ●+←)		
After Signature Grapple Setup	●+↓	Sunset Flip Pin 3
After Signature Grapple Setup	●+←	Snapmare & Dropkick 3
After Signature Grapple Setup	●+↑	Huracanrana 8
After Signature Grapple Setup	●+→	Mysterio Moves 2
Power Grapples (after ●+↑)		
After Power Grapple Setup	●+↓	DDT 16
After Power Grapple Setup	●+←	Huracanrana 4
After Power Grapple Setup	●+↑	Powerbomb 11
After Power Grapple Setup	●+→	DDT 15
Quick Grapples (after ●+→)		
After Quick Grapple Setup	●+↓	Jumping Armbreaker 2
After Quick Grapple Setup	●+←	Victory Roll Pin 4
After Quick Grapple Setup	●+↑	Huracanrana Pin 3
After Quick Grapple Setup	●+→	Snapmare 2
Strikes vs. Standing Opponent		
Facing Standing Opponent	×	Snap Jab
Facing Standing Opponent	×+↓	Jump Spin Back Kick
Facing Standing Opponent	×+↖ or ×+↗	Toe Kick 1
Facing Standing Opponent	×+←	Elbow Smash 1
Facing Standing Opponent	×+↖ or ×+↗	Front Dropkick 1
Facing Standing Opponent	×+↑	Spinning Wheel Kick 2
Facing Standing Opponent	×+→	Spinning Back Kick 1
Rear Grapples		
Behind Standing Opponent	●+↓	Edge O'Matic 2
Behind Standing Opponent	●+←	Huracanrana 7
Behind Standing Opponent	●+↑	Spinning Huracanrana 2
Behind Standing Opponent	●+→	Neckbreaker 14
Behind Standing, Groggy Opponent	●+↓	DDT 23
Behind Standing, Groggy Opponent	●+←	DDT 24
Behind Standing, Groggy Opponent	●+↑	Huracanrana 6
Behind Standing, Groggy Opponent	●+→	Bulldog 6
Ground Grapples		
Near Downed Opponent's Upper Body	●+←	Oklahoma Roll Pin 1
Near Downed Opponent's Upper Body	●+↑	Cruiserweight Moves 5
Near Downed Opponent's Upper Body	●+→	Surfboard
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Moonsault Splash 3
Near Downed Opponent's Lower Body	●+→	Mexican Stretch 2
Hell in a Cell Moves		
Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Strikes vs. Downed Opponent		
Standing near Downed Opponent	×	Angry Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Flip Splash
Standing near Downed Opponent	×+← or ×+→	Flip Leg Drop
Attacks vs. Standing Opponent on Ropes		
Grapple Facing Opponent Leaning on Ropes	●+D-pad	Elbow & Irish Whip
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Flipping Slam
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Flipping Slam
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Frankensteiner

CONDITION	COMMAND	MOVE NAME
Grapple Facing Opponent Leaning on Turnbuckle	●+→	Arm Drag 8
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Dropkick & School Boy Pin
Grapple behind Opponent Leaning on Turnbuckle	●+←	Cross Powerbomb
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+→	Super Back Suplex
Running Strike vs. Opponent Leaning on Turnbuckle	↕ (while running)	Handspring to Kick
Running Strike vs. Opponent Leaning on Turnbuckle	↕+D-pad (while running)	Handspring to Kick
Attacks vs. Downed Opponent on Ropes		
Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Mudhole Stomping 2
Running Strike vs. Opponent Slumped in Corner of Ring	↕ (while running)	Bronco Buster 1
Diving Attacks		
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Whisper in the Wind 1
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Moonsault 1
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Dragonrana Pin
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Houston Hang Over
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Over Castle
Moves near Ropes		
Running toward Rope, Opponent outside Ring	■, × (near rope while running)	Fake Diving Attack 2
Coming off of Ropes vs. Opponent Standing in Ring	↕+D-pad toward rope (just after hitting ropes)	Spinning Wheel Kick 4
Coming off of Ropes vs. Opponent down in Ring	↕+D-pad toward rope (just after hitting ropes)	Springboard Leg Drop
Standing at Rope, Opponent outside Ring	▲, × (near rope)	Moonsault Attack
Running Attacks		
Running Grapple vs. Standing, Facing Opponent	●+↓	Headscissor Takedown 2
Running Grapple vs. Standing, Facing Opponent	●+↑	Bulldog 1
Running Strike vs. Standing, Facing Opponent	×	Extreme Forearm Smash
Running Strike vs. Standing, Facing Opponent	×+D-pad	Spinning Wheel Kick 4
Running Strike vs. Downed Opponent	×	Running Flip Splash
Running Strike vs. Downed Opponent	×+D-pad	Dropkick to Knee 3
Running Grapple vs. Back of Standing Opponent	●	Huracanrana 6
Running Grapple vs. Back of Groggy, Standing Opponent	●	Rolling Clutch Pin
Grapples vs. Running Opponent		
Standing Facing Running Opponent	●	Huracanrana Pin 3
Standing Facing Running Opponent	●+↑ or ●+↓	Arm Drag 7
Standing Facing Running Opponent	●+← or ●+→	Flapjack & Dropkick
Double Team Moves		
When Partner Has Opponent Grappled	●	Double Suplex
When Partner Has Opponent Grappled	●+↓	Dropkick & Rolling Clutch
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Dropkick
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Whip & On all fours
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	Hip Toss
When Opponent Is Leaning on Your Turnbuckle	●+→	Body Splash & Whip
Combination Strikes		
First Strike, Facing Standing Opponent	×	Snap Jab
Second Strike, Facing Standing Opponent	×	Spinning Back Kick 1
Third Strike, Facing Standing Opponent	×	Dropkick 1
Grappled Strikes		
When Grappling Opponent	×	Grapple Elbow Strike 1
When Grappling Opponent	×+↑ or ×+↓	Grapple Elbow Strike 1
When Grappling Opponent	×+← or ×+→	Grapple Elbow Strike 1



Rico™

WWE.com BIO

One look at Rico and there is no doubt that this man has roots in Las Vegas. With his enormous sideburns, his flamboyant attire, and his outrageous antics, Rico used the Las Vegas lifestyle to develop into one of most colorful characters in WWE history. But don't let Rico's looks deceive you. If you take him lightly, he will find a way to hurt you...or get into your head. He'll use his fast-paced offense that features swift, deadly kicks to defeat you.

Rico's in-ring claims to fame included a Raw debut in which he defeated the legendary Ric Flair and a successful managerial stint with the former 3-Minute Warning. Now he has teamed with the sultry Miss Jackie and joined the SmackDown! roster. This can only mean one thing: continued in-ring success, in Rico's own flamboyant way!

stats

HEIGHT: 6'0"
WEIGHT: 228 lbs.
FROM: Las Vegas, Nevada
CAREER HIGHLIGHTS: World Tag Team Champion, WWE Tag Team Champion

Attribute Points

Attribute	Rating
Strength	6
Submission	7
Durability	7
Technique	7.5
Speed	8
Charisma	8
Overall	78

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

Rico Spinning Kick (L1) facing groggy opponent)



Roundhouse Dropkick (L1)+D-pad facing groggy opponent)



Rico™'s Move List

CONDITION	COMMAND	MOVE NAME
Taunts		
Standing	Right analog stick ↓	Rico 3
Standing	Right analog stick ←	Rico 2
Standing	Right analog stick ↑	Rico 3
Standing	Right analog stick →	Rico 2
Finishing Moves		
Holding Weapon, Opponent Groggy	(L1)	DDT 29

CONDITION	COMMAND	MOVE NAME
Holding Weapon, Opponent Groggy	(L1) +D-pad	DDT 29
Facing Standing, Groggy Opponent	(L1)	Rico Spinning Kick
Facing Standing, Groggy Opponent	(L1) +D-pad	Roundhouse Dropkick
Initiating Grapples vs. Standing Opponent		
Facing Standing Opponent	● + ↓	Grapple 4
Facing Standing Opponent	● + ←	Grapple 8
Facing Standing Opponent	● + ↑	Grapple 9
Facing Standing Opponent	● + →	Grapple 7

CONDITION COMMAND MOVE NAME

Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Armbars 3
After Submission Grapple Setup	●+←	Headlock Takedown
After Submission Grapple Setup	●+↑	Armbars 4
After Submission Grapple Setup	●+→	Armbars 7

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	Throat Thrust 4
After Signature Grapple Setup	●+←	Rico Back Kick
After Signature Grapple Setup	●+↑	Victory Roll Pin 3
After Signature Grapple Setup	●+→	Neckbreaker 6

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	Manhattan Drop
After Power Grapple Setup	●+←	DDT 17
After Power Grapple Setup	●+↑	Gutbuster 2
After Power Grapple Setup	●+→	Double Knee Attack

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	Backslide Pin 1
After Quick Grapple Setup	●+←	Shuffle Side Kick
After Quick Grapple Setup	●+↑	Jawbreaker 1
After Quick Grapple Setup	●+→	Martial Arts Kick 2

Strikes vs. Standing Opponent

Facing Standing Opponent	×	Snap Jab
Facing Standing Opponent	×+↓	Spinning Back Kick 3
Facing Standing Opponent	×+↖ or ×+↗	Toe Kick 1
Facing Standing Opponent	×+←	Middle Kick 3
Facing Standing Opponent	×+↖ or ×+↗	High Roundhouse Kick
Facing Standing Opponent	×+↑	Dropkick 4
Facing Standing Opponent	×+→	Quick Kick

Rear Grapples

Behind Standing Opponent	●+↓	Backbreaker 6
Behind Standing Opponent	●+←	Cruiserweight Moves 4
Behind Standing Opponent	●+↑	Elbow to Back of Head 2
Behind Standing Opponent	●+→	Forearm Smash
Behind Standing, Groggy Opponent	●+↓	Russian Leg Sweep 2
Behind Standing, Groggy Opponent	●+←	Mat Slam 2
Behind Standing, Groggy Opponent	●+↑	Sleeper Hold
Behind Standing, Groggy Opponent	●+→	Sleeper with Scissors

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Triangle Hold
Near Downed Opponent's Upper Body	●+↑	Neck Twist 2
Near Downed Opponent's Upper Body	●+→	Reverse Chin Lock 2
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Bow & Arrow Lock

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent

Standing near Downed Opponent	×	Angry Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Flip Splash
Standing near Downed Opponent	×+← or ×+→	Karate Punch

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Elbow & Irish Whip
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Hanging in Reverse
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Rico Karate Kick 2
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Moonsault Kick

CONDITION COMMAND MOVE NAME

Grapple Facing Opponent Leaning on Turnbuckle	●+→	Rico Karate Kick 1
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Illegal Pin
Grapple behind Opponent Leaning on Turnbuckle	●+←	Hanging in Reverse
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Neckbreaker 15
Grapple behind Opponent Leaning on Turnbuckle	●+→	Hanging in Reverse
Running Strike vs. Opponent Leaning on Turnbuckle	↓ (while running)	Turnbuckle Dropkick 1
Running Strike vs. Opponent Leaning on Turnbuckle	↓+D-pad (while running)	Turnbuckle Dropkick 1

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Mudhole Stomping 2
Running Strike vs. Opponent Slumped in Corner of Ring	↓ (while running)	Bronco Buster 1

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Whisper in the Wind 1
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Moonsault 1
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Martial Arts Kick 1
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Whisper in the Wind 1
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Diving Elbow Bat

Moves near Ropes

Running toward Rope, Opponent outside Ring	■, × (near rope while running)	Baseball Slide 1
Coming off of Ropes vs. Opponent Standing in Ring	↓+D-pad toward rope (just after hitting ropes)	Spinning Wheel Kick 4
Coming off of Ropes vs. Opponent down in Ring	↓+D-pad toward rope (just after hitting ropes)	Dropkick to Knee 3
Standing at Rope, Opponent outside Ring	▲, × (near rope)	Vaulting Body Press 2

Running Attacks

Running Grapple vs. Standing, Facing Opponent	●+↓	School Boy Pin 1
Running Grapple vs. Standing, Facing Opponent	●+↑	Crucifix Pin
Running Strike vs. Standing, Facing Opponent	×	Karate Kick 1
Running Strike vs. Standing, Facing Opponent	×+D-pad	Spinning Wheel Kick 4
Running Strike vs. Downed Opponent	×	Running Flip Splash
Running Strike vs. Downed Opponent	×+D-pad	Dropkick to Knee 3
Running Grapple vs. Back of Standing Opponent	●	Neckbreaker 14
Running Grapple vs. Back of Groggy, Standing Opponent	●	School Boy Pin 2

Grapples vs. Running Opponent

Standing Facing Running Opponent	●	Rolling Boston Crab
Standing Facing Running Opponent	●+↑ or ●+↓	Neckbreaker 11
Standing Facing Running Opponent	●+← or ●+→	Arm Drag 7

Double Team Moves

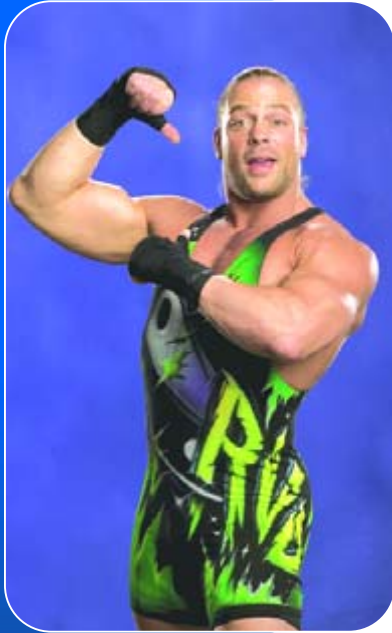
When Partner Has Opponent Grappled	●	Double Flapjack
When Partner Has Opponent Grappled	●+↓	Dropkick & Rolling Clutch
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Dropkick
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Whip & Lay Down
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	High Angle Back Suplex 1
When Opponent Is Leaning on Your Turnbuckle	●+→	Body Splash & Whip

Combination Strikes

First Strike, Facing Standing Opponent	×	Snap Jab
Second Strike, Facing Standing Opponent	×	Quick Kick
Third Strike, Facing Standing Opponent	×	Spinning Back Kick 3

Grappled Strikes

When Grappling Opponent	×	Grapple Body Attack 1
When Grappling Opponent	×+↑ or ×+↓	Grapple Body Attack 1
When Grappling Opponent	×+← or ×+→	Grapple Elbow Strike 1



Rob Van Dam®

WWE.com BIO

Many consider Rob Van Dam to be the finest WWE athlete to never hold the World Heavyweight or WWE Championship. But because of his incredible talent and work ethic, RVD's reign at the top may not be far away.

While competing for ECW, RVD combined his scintillating martial-arts skills and eye-popping maneuvers to develop a huge following that made his move to WWE enormously successful.

At 6-foot, 230 pounds, RVD may not be the largest man in the ring, but he regularly brings the largest fight with him, and as a result, has excelled against Superstars nearly twice his size. When his alliance with Kane ended with a Chokeslam from the monster, RVD was not deterred to step into the ring with his former partner and hold his own. His quickness, strength, and ability to counter just about any move, combined with an incredible offensive arsenal from inside or above the ring make RVD not only dangerous, but very popular as well.

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

stats

HEIGHT: 6'0"
WEIGHT: 230 lbs
FROM: Battle Creek, Michigan
CAREER HIGHLIGHTS: Intercontinental Champion, World Tag Team Champion, Hardcore Champion, ECW Television Champion, ECW Tag Team Champion

Attribute Points

Attribute	Rating
Strength	7
Submission	7.5
Durability	8
Technique	8
Speed	9.5
Charisma	8
Overall	86

Five-Star Frog Splash (L1) or (L1)+D-pad from top turnbuckle vs. downed opponent)



Rob Van Dam's Move List

CONDITION	COMMAND	MOVE NAME
Taunts		
Standing	Right analog stick ↓	RVD 3
Standing	Right analog stick ←	RVD 2
Standing	Right analog stick ↑	RVD 4
Standing	Right analog stick →	RVD 1
Finishing Moves		
Holding Weapon, Opponent Groggy	(L1)	Vandaminator

CONDITION	COMMAND	MOVE NAME
Holding Weapon, Opponent Groggy	(L1)+D-pad	Vandaminator
Facing Standing, Groggy Opponent	(L1)	Five-Star Frog Splash
Facing Standing, Groggy Opponent	(L1)+D-pad	Five-Star Frog Splash
Initiating Grapples vs. Standing Opponent		
Facing Standing Opponent	●+↓	Grapple 4
Facing Standing Opponent	●+←	Grapple 8
Facing Standing Opponent	●+↑	Grapple 9
Facing Standing Opponent	●+→	Grapple 7

CONDITION	COMMAND	MOVE NAME
Submission Grapples (after ●+↓)		
After Submission Grapple Setup	●+↓	Armbar 1
After Submission Grapple Setup	●+←	Headlock 1
After Submission Grapple Setup	●+↑	Rolling Butterfly Lock
After Submission Grapple Setup	●+→	Headlock Takedown
Signature Grapples (after ●+←)		
After Signature Grapple Setup	●+↓	Swinging Neckbomb
After Signature Grapple Setup	●+←	Shuffle Side Kick
After Signature Grapple Setup	●+↑	Suplex 11
After Signature Grapple Setup	●+→	Steam Roller
Power Grapples (after ●+↑)		
After Power Grapple Setup	●+↓	Northern Lights Suplex 2
After Power Grapple Setup	●+←	Combination 5
After Power Grapple Setup	●+↑	Facebuster 2
After Power Grapple Setup	●+→	RVD Wrist Clutch Kick
Quick Grapples (after ●+→)		
After Quick Grapple Setup	●+↓	Flapjack & Dropkick
After Quick Grapple Setup	●+←	Sweep 3
After Quick Grapple Setup	●+↑	Huracanrana 5
After Quick Grapple Setup	●+→	RVD Feint Wheel Kick 3
Strikes vs. Standing Opponent		
Facing Standing Opponent	×	Roundhouse Kick 3
Facing Standing Opponent	×+↓	RVD Roll
Facing Standing Opponent	×+↖ or ×+↗	Toe Kick 1
Facing Standing Opponent	×+←	RVD Feint Wheel Kick 2
Facing Standing Opponent	×+↖ or ×+↗	Feint Kick & Sweep
Facing Standing Opponent	×+↑	RVD Feint Wheel Kick 1
Facing Standing Opponent	×+→	Spinning Back Kick 4
Rear Grapples		
Behind Standing Opponent	●+↓	Backbreaker 8
Behind Standing Opponent	●+←	Snapmare 5
Behind Standing Opponent	●+↑	Elbow to Back of Head 2
Behind Standing Opponent	●+→	Bulldog 4
Behind Standing, Groggy Opponent	●+↓	Backslide Pin 2
Behind Standing, Groggy Opponent	●+←	Back Suplex 3
Behind Standing, Groggy Opponent	●+↑	Sleeper Hold
Behind Standing, Groggy Opponent	●+→	German Suplex 4
Ground Grapples		
Near Downed Opponent's Upper Body	●+←	Handspring Splash
Near Downed Opponent's Upper Body	●+↑	Mounted Punching 2
Near Downed Opponent's Upper Body	●+→	Oklahoma Roll Pin 1
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Kick to Leg
Near Downed Opponent's Lower Body	●+→	Mexican Stretch 2
Hell in a Cell Moves		
Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Strikes vs. Downed Opponent		
Standing near Downed Opponent	×	Angry Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Rolling Thunder 2
Standing near Downed Opponent	×+← or ×+→	Spiral Leg Drop
Attacks vs. Standing Opponent on Ropes		
Grapple Facing Opponent Leaning on Ropes	●+D-pad	RVD Monkey Flip
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Monkey Flip
Grapple Facing Opponent Leaning on Turnbuckle	●+←	RVD Shoulder Thrusts 2
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Super Last Call

CONDITION	COMMAND	MOVE NAME
Grapple Facing Opponent Leaning on Turnbuckle	●+→	RVD Shoulder Thrusts 2
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Super Back Suplex
Grapple behind Opponent Leaning on Turnbuckle	●+←	Hanging in Reverse
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Super Back Suplex
Grapple behind Opponent Leaning on Turnbuckle	●+→	Shoulder Strike
Running Strike vs. Opponent Leaning on Turnbuckle	↓ (while running)	RVD Shoulder Thrusts 1
Running Strike vs. Opponent Leaning on Turnbuckle	↓+D-pad (while running)	RVD Shoulder Thrusts 1
Attacks vs. Downed Opponent on Ropes		
Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Pushes Turnbuckle
Running Strike vs. Opponent Slumped in Corner of Ring	↓ (while running)	Turnbuckle Dropkick 2
Diving Attacks		
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Rolling Thunder 1
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Super Star Press Pin
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	RVD Diving Kick
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Rolling Thunder 1
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Diving Cross Body Pin
Moves near Ropes		
Running toward Rope, Opponent outside Ring	■, × (near rope while running)	Rope Flip 2
Coming off of Ropes vs. Opponent Standing in Ring	↓+D-pad toward rope (just after hitting ropes)	Spinning Back Kick 7
Coming off of Ropes vs. Opponent down in Ring	↓+D-pad toward rope (just after hitting ropes)	Flip Senton Attack 2
Standing at Rope, Opponent outside Ring	▲, × (near rope)	Moonsault Attack
Running Attacks		
Running Grapple vs. Standing, Facing Opponent	●+↓	Back Rolling 1
Running Grapple vs. Standing, Facing Opponent	●+↑	Flapjack & Dropkick
Running Strike vs. Standing, Facing Opponent	×	Spinning Wheel Kick 4
Running Strike vs. Standing, Facing Opponent	×+D-pad	Cross Body 1
Running Strike vs. Downed Opponent	×	Flip Senton Attack 2
Running Strike vs. Downed Opponent	×+D-pad	Running Flip Splash
Running Grapple vs. Back of Standing Opponent	●	Snapmare 5
Running Grapple vs. Back of Groggy, Standing Opponent	●	School Boy Pin 2
Grapples vs. Running Opponent		
Standing Facing Running Opponent	●	Tilt-A-Whirl Sideslam 2
Standing Facing Running Opponent	●+↑ or ●+↓	Rolling Boston Crab
Standing Facing Running Opponent	●+← or ●+→	Back Body Drop 1
Double Team Moves		
When Partner Has Opponent Grappled	●	Double Suplex
When Partner Has Opponent Grappled	●+↓	Double DDT
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Facecrusher
When Partner Has Opponent Grappled	●+→	Double Beat Head
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Whip & Lay Down
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	Calf Kick & Sweep
When Opponent Is Leaning on Your Turnbuckle	●+→	Kick to Gut
Combination Strikes		
First Strike, Facing Standing Opponent	×	Roundhouse Kick 3
Second Strike, Facing Standing Opponent	×	Spinning Back Kick 4
Third Strike, Facing Standing Opponent	×	Feint Kick & Sweep
Grappled Strikes		
When Grappling Opponent	×	Grapple Elbow Strike 1
When Grappling Opponent	×+↑ or ×+↓	Grapple Elbow Strike 1
When Grappling Opponent	×+← or ×+→	Grapple Elbow Strike 1



Scotty 2 Hotty™

WWE.com BIO

The neck has healed, the man is back, and the Worm has never looked better. Scotty 2 Hotty is on *SmackDown!*

Scotty 2 Hotty grew up a WWE die-hard. A native of Maine, Scotty regularly attended WWE events at the Cumberland County Civic Center in Portland and dreamed of the day when he would enter a WWE arena as a Superstar. As a junior in high school, Scotty joined WWE and has not looked back since.

Known for his success in tag team competition, Scotty can also mix it up on his own, as he proved during his rivalry with Dean Malenko. Their match at *Backlash 2000* was considered among the best of that event.

The only bump in the road Scotty 2 Hotty has come across was in May 2002 when he had spinal fusion surgery in San Antonio—a procedure that forced him to miss a year and a half. Upon returning to WWE, Scotty joked that he was inclined to start a stable of wrestlers who all had the same procedure (a group that includes Lita, Rhyno, and Chris Benoit) and name that stable, “D-Generated Necks.”

Now that he is back, Scotty 2 Hotty is stronger than ever, and always entertaining. Whether he is dancing, performing the Worm, or scoring victories, Scotty 2 Hotty has a unique style that has made him a fan favorite.

stats

HEIGHT: 5'9"
WEIGHT: 217 lbs.
FROM: Westbrook, Maine
CAREER HIGHLIGHTS: Light Heavyweight Champion, WWE Tag Team Champion, World Tag Team Champion

Attribute Points

Attribute	Rating
Strength	6.5
Submission	6.5
Durability	6
Technique	7
Speed	8.5
Charisma	7
Overall	75

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

The Worm (L1) near upper body of downed opponent)



DDT 16 (L1)+D-pad facing groggy opponent)



Scotty 2 Hotty™'s Move List

CONDITION	COMMAND	MOVE NAME	CONDITION	COMMAND	MOVE NAME
Taunts					
Standing	Right analog stick ↓	Moon Walk 1	Holding Weapon, Opponent Groggy	(L1) +D-pad	DDT 29
Standing	Right analog stick ←	Moon Walk 2	Facing Standing, Groggy Opponent	(L1)	The Worm
Standing	Right analog stick ↑	Taunt Right & Left 2	Facing Standing, Groggy Opponent	(L1) +D-pad	DDT 16
Standing	Right analog stick →	Moon Walk 2	Initiating Grapples vs. Standing Opponent		
Finishing Moves					
Holding Weapon, Opponent Groggy	(L1)	DDT 29	Facing Standing Opponent	● + ↓	Grapple 4
			Facing Standing Opponent	● + ←	Grapple 8
			Facing Standing Opponent	● + ↑	Grapple 9
			Facing Standing Opponent	● + →	Grapple 7

CONDITION	COMMAND	MOVE NAME
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Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Armar 2
After Submission Grapple Setup	●+←	Headlock 3
After Submission Grapple Setup	●+↑	Queen Arm Scissors
After Submission Grapple Setup	●+→	Headlock 1

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	Jawbreaker 1
After Signature Grapple Setup	●+←	Back Suplex 1
After Signature Grapple Setup	●+↑	Shuffle Side Kick
After Signature Grapple Setup	●+→	Suplex 6

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	Manhattan Drop
After Power Grapple Setup	●+←	DDT 17
After Power Grapple Setup	●+↑	Powerbomb 11
After Power Grapple Setup	●+→	Complete Shot

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	Backslide Pin 1
After Quick Grapple Setup	●+←	DDT 10
After Quick Grapple Setup	●+↑	Baseball Slide 2
After Quick Grapple Setup	●+→	Russian Leg Sweep 1

Strikes vs. Standing Opponent

Facing Standing Opponent	×	Snap Jab
Facing Standing Opponent	×+↓	Dropkick 2
Facing Standing Opponent	×+↖ or ×+↗	Toe Kick 1
Facing Standing Opponent	×+←	Elbow Smash 1
Facing Standing Opponent	×+↖ or ×+↗	Enzuigiri 2
Facing Standing Opponent	×+↑	Shuffle Side Kick 1
Facing Standing Opponent	×+→	Body Punch

Rear Grapples

Behind Standing Opponent	●+↓	Russian Leg Sweep 2
Behind Standing Opponent	●+←	Back Suplex 5
Behind Standing Opponent	●+↑	Forearm Smash
Behind Standing Opponent	●+→	Bulldog 5
Behind Standing, Groggy Opponent	●+↓	Rolling Clutch Pin
Behind Standing, Groggy Opponent	●+←	Pumphandle Suplex
Behind Standing, Groggy Opponent	●+↑	Sleeper Hold
Behind Standing, Groggy Opponent	●+→	Bulldog 5

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Head Scissor Roll Over
Near Downed Opponent's Upper Body	●+↑	Fury Punch 9
Near Downed Opponent's Upper Body	●+→	Surfboard
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Bow & Arrow Lock

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent

Standing near Downed Opponent	×	Angry Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Flip Splash
Standing near Downed Opponent	×+← or ×+→	Elbow Drop 2

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Elbow & Irish Whip
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Superplex 1
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Big Chop
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	10 Punch

CONDITION	COMMAND	MOVE NAME
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Grapple Facing Opponent Leaning on Turnbuckle	●+→	DDT 25
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Illegal Pin
Grapple behind Opponent Leaning on Turnbuckle	●+←	Super Back Suplex
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+→	Neckbreaker 15
Running Strike vs. Opponent Leaning on Turnbuckle	↓ (while running)	Turnbuckle Dropkick 1
Running Strike vs. Opponent Leaning on Turnbuckle	↓+D-pad (while running)	Turnbuckle Dropkick 1

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Foot Choke 2
Running Strike vs. Opponent Slumped in Corner of Ring	↓ (while running)	Turnbuckle Dropkick 2

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Diving Hurricanrana
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Front Dropkick 3

Moves near Ropes

Running toward Rope, Opponent outside Ring (near rope while running)	■, ×	Baseball Slide 1
Coming off of Ropes vs. Opponent Standing in Ring (just after hitting ropes)	↓+D-pad toward rope	Thump 1
Coming off of Ropes vs. Opponent down in Ring (just after hitting ropes)	↓+D-pad toward rope (just after hitting ropes)	Dropkick to Knee 3
Standing at Rope, Opponent outside Ring	▲, × (near rope)	Vaulting Body Press 2

Running Attacks

Running Grapple vs. Standing, Facing Opponent	●+↓	Neckbreaker 1
Running Grapple vs. Standing, Facing Opponent	●+↑	Running Backslide Pin
Running Strike vs. Standing, Facing Opponent	×	Elbow Attack 1
Running Strike vs. Standing, Facing Opponent	×+D-pad	Thump 1
Running Strike vs. Downed Opponent	×	Running Flip Splash
Running Strike vs. Downed Opponent	×+D-pad	Dropkick to Knee 3
Running Grapple vs. Back of Standing Opponent	●	Bulldog 5
Running Grapple vs. Back of Groggy, Standing Opponent	●	School Boy Pin 2

Grapples vs. Running Opponent

Standing Facing Running Opponent	●	Hip Toss 1
Standing Facing Running Opponent	●+↑ or ●+↓	Drop Toehold
Standing Facing Running Opponent	●+← or ●+→	Samoan Drop 3

Double Team Moves

When Partner Has Opponent Grappled	●	Double Suplex
When Partner Has Opponent Grappled	●+↓	Double DDT
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Beat Head
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Cool Leg Drop
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	Falling Powerbomb
When Opponent Is Leaning on Your Turnbuckle	●+→	Body Splash & Whip

Combination Strikes

First Strike, Facing Standing Opponent	×	Snap Jab
Second Strike, Facing Standing Opponent	×	Elbow Smash 1
Third Strike, Facing Standing Opponent	×	Dropkick 2

Grappled Strikes

When Grappling Opponent	×	Grapple Body Attack 1
When Grappling Opponent	×+↑ or ×+↓	Grapple Body Attack 1
When Grappling Opponent	×+← or ×+→	Grapple Elbow Strike 1



The Undertaker®

WWE.com BIO

If any one Superstar symbolizes WWE, it's the Undertaker.

For more than a dozen years, the Undertaker has been a WWE mainstay. He's battled all the greats—from Hollywood Hogan and the Ultimate Warrior to Stone Cold and The Rock—and lived to tell about it. No other Superstar has ever had the run of success enjoyed by the Deadman—no one.

A multiple-time WWE Champion, 'Taker has had the privilege of performing in main events all over the U.S., North America, and the world. In fact, 'Taker's *WrestleMania* record is second to none—he is an amazing 12-0 at *WrestleMania*.

The Undertaker has also been at the forefront of some of the most original matches and concepts in WWE history. He is the innovator of Inferno Matches, Casket Matches, and, of course, the famed Hell in a Cell. He is also constantly in the hunt for the WWE Championship.

stats

HEIGHT: 6'10"
WEIGHT: 328 lbs.
FROM: Houston, Texas
CAREER HIGHLIGHTS: WWE Champion, World Tag Team Champion, WCW Tag Team Champion, Hardcore Champion

Attribute Points

Attribute	Rating
Strength	9.5
Submission	8.5
Durability	10
Technique	8.5
Speed	6
Charisma	9.5
Overall	92

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

Tombstone Piledriver Pin (L1 facing groggy opponent)



The Last Ride (L1 + D-pad facing groggy opponent)



The Undertaker's Move List

CONDITION	COMMAND	MOVE NAME
Taunts		
Standing	Right analog stick ↓	Kane 2
Standing	Right analog stick ←	Undertaker 6
Standing	Right analog stick ↑	Undertaker 1
Standing	Right analog stick →	Undertaker 6
Finishing Moves		
Holding Weapon, Opponent Groggy	(L1)	Guillotine 3

CONDITION	COMMAND	MOVE NAME
Holding Weapon, Opponent Groggy	(L1) + D-pad	Guillotine 3
Facing Standing, Groggy Opponent	(L1)	Tombstone Piledriver Pin
Facing Standing, Groggy Opponent	(L1) + D-pad	The Last Ride
Initiating Grapples vs. Standing Opponent		
Facing Standing Opponent	● + ↓	Grapple 4
Facing Standing Opponent	● + ←	Grapple 8
Facing Standing Opponent	● + ↑	Grapple 9
Facing Standing Opponent	● + →	Grapple 6

CONDITION	COMMAND	MOVE NAME
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Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Guillotine 1
After Submission Grapple Setup	●+←	Headlock 1
After Submission Grapple Setup	●+↑	Big Shoulder Claw 1
After Submission Grapple Setup	●+→	Armbar 2

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	Sidewalk Slam 3
After Signature Grapple Setup	●+←	Throat Thrust 6
After Signature Grapple Setup	●+↑	Respect Me?
After Signature Grapple Setup	●+→	Suplex 13

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	Undertaker Arm Wrench
After Power Grapple Setup	●+←	Chokeslam 7
After Power Grapple Setup	●+↑	Spinebuster 7
After Power Grapple Setup	●+→	Shoulder Breaker

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	Russian Leg Sweep 1
After Quick Grapple Setup	●+←	Throat Thrust 5
After Quick Grapple Setup	●+↑	Club to Neck
After Quick Grapple Setup	●+→	Undertaker Strikes

Strikes vs. Standing Opponent

Facing Standing Opponent	×	Body Punch
Facing Standing Opponent	×+↓	Big Boot 1
Facing Standing Opponent	×+← or ×+→	Toe Kick 1
Facing Standing Opponent	×+←	Throat Thrust 3
Facing Standing Opponent	×+↖ or ×+↗	Toe Kick 2
Facing Standing Opponent	×+↑	Undertaker Punches 2
Facing Standing Opponent	×+→	Undertaker Body Punch

Rear Grapples

Behind Standing Opponent	●+↓	Pumphandle Slam
Behind Standing Opponent	●+←	DDT 21
Behind Standing Opponent	●+↑	Forearm Smash
Behind Standing Opponent	●+→	Russian Leg Sweep 2
Behind Standing, Groggy Opponent	●+↓	Sidewalk Slam 6
Behind Standing, Groggy Opponent	●+←	Back Suplex 5
Behind Standing, Groggy Opponent	●+↑	Dragon Sleeper 2
Behind Standing, Groggy Opponent	●+→	Atomic Drop

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Undertaker Hold
Near Downed Opponent's Upper Body	●+↑	Finishing Leg Drop
Near Downed Opponent's Upper Body	●+→	Darkness Choke
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Boston Crab

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Chokeslam 1
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Chokeslam 1
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent

Standing near Downed Opponent	×	Undertaker Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Leg Drop
Standing near Downed Opponent	×+← or ×+→	Elbow Drop 2

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Big Boot 4
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Chokeslam 10
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Old School
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Suplex 2
Grapple Facing Opponent Leaning on Turnbuckle	●+→	Body Strikes

CONDITION	COMMAND	MOVE NAME
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Grapple behind Opponent Leaning on Turnbuckle	●+↓	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+←	Hanging in Reverse
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+→	Hanging in Reverse
Running Strike vs. Opponent Leaning on Turnbuckle	↕ (while running)	Turnbuckle Clothesline
Running Strike vs. Opponent Leaning on Turnbuckle	↕+D-pad (while running)	Turnbuckle Clothesline

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Mudhole Strikes
Running Strike vs. Opponent Slumped in Corner of Ring	↕ (while running)	Knee Attack 1

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Flying Clothesline 2
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Double Axe Handle 3

Moves near Ropes

Running toward Rope, Opponent outside Ring	■, × (near rope while running)	Vaulting Body Press 1
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Coming off of Ropes vs. Opponent Standing in Ring	↕+D-pad toward rope (just after hitting ropes)	Flying Clothesline 1
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Coming off of Ropes vs. Opponent down in Ring	↕+D-pad toward rope (just after hitting ropes)	Running Leg Drop
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Standing at Rope, Opponent outside Ring	▲, × (near rope)	Vaulting Body Press 2
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Running Attacks

Running Grapple vs. Standing, Facing Opponent	●+↓	Neckbreaker 1
Running Grapple vs. Standing, Facing Opponent	●+↑	DDT 1
Running Strike vs. Standing, Facing Opponent	×	Clothesline 9
Running Strike vs. Standing, Facing Opponent	×+D-pad	Flying Clothesline 1
Running Strike vs. Downed Opponent	×	Elbow Drop 10
Running Strike vs. Downed Opponent	×+D-pad	Running Leg Drop
Running Grapple vs. Back of Standing Opponent	●	Mat Slam 2
Running Grapple vs. Back of Groggy, Standing Opponent	●	Bulldog 2

Grapples vs. Running Opponent

Standing Facing Running Opponent	●	Tilt-A-Whirl Sideslam 3
Standing Facing Running Opponent	●+↑ or ●+↓	Back Body Drop 1
Standing Facing Running Opponent	●+← or ●+→	Hip Toss 2

Double Team Moves

When Partner Has Opponent Grappled	●	Double Flapjack
When Partner Has Opponent Grappled	●+↓	Double DDT
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Beat Head
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Front Slam
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	Powerbomb 1
When Opponent Is Leaning on Your Turnbuckle	●+→	Kick to Gut

Combination Strikes

First Strike, Facing Standing Opponent	×	Body Punch
Second Strike, Facing Standing Opponent	×	Undertaker Body Punch
Third Strike, Facing Standing Opponent	×	Throat Thrust 3

Grappled Strikes

When Grappling Opponent	×	Grapple Body Attack 1
When Grappling Opponent	×+↑ or ×+↓	Grapple Body Attack 2
When Grappling Opponent	×+← or ×+→	Grapple Punch 4



A-Train™

WWE.com BIO

As physical a Superstar as you'll ever see, A-Train is a world-class athlete that likes to hurt people. A standout football player at the University of Pittsburgh, he signed to play with the San Diego Chargers before turning his focus to sports-entertainment. He learned the fundamentals at Killer Kowalski's training camp and began competing in 1997 in the New England area. He made his WWE debut as Prince Albert in 1999, teaming with Darren "Droz" Drozdov. For a time, he competed mainly in tag-team competition, pairing with several different partners. In April 2001, he decided to go solo for a while, simply being called Albert. His decision paid off two months later, when he took a major step forward by defeating Kane for the Intercontinental Championship. After losing the title, he returned to tag-team competition as a favorite of the fans for a few months, but in April 2002, he again decided to focus on singles competition. His mean streak soon returned, and the behemoth let his rage do his talking. He has stormed through challengers like Chris Benoit, the Undertaker, Brock Lesnar, and John Cena.

After competing on *SmackDown!* for the better part of his career, he now plies his trade on *Monday Night Raw*. The Raw Superstars will now get to see exactly why it is appropriate that he is called the A-Train. For their sake, they better not stand too close to the track when this runaway locomotive makes a run toward championship gold.

stats

HEIGHT: 6' 7"
WEIGHT: 350 lbs.
FROM: Boston, Massachusetts
CAREER HIGHLIGHTS: Intercontinental Champion

Attribute Points

Attribute	Rating
Strength	9
Submission	7
Durability	7.5
Technique	7.5
Speed	6
Charisma	6
Overall	77

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

Derailer (L1 facing groggy opponent)



Train Wreck (L1 + D-pad facing groggy opponent)



A-Train™'s Move List

CONDITION	COMMAND	MOVE NAME
Taunts		
Standing	Right analog stick ↓	Hold up 2
Standing	Right analog stick ←	Cut Throat
Standing	Right analog stick ↑	Hold up 2
Standing	Right analog stick →	Cut Throat
Finishing Moves		
Holding Weapon, Opponent Groggy	(L1)	DDT 29

CONDITION	COMMAND	MOVE NAME
Holding Weapon, Opponent Groggy	(L1) + D-pad	DDT 29
Facing Standing, Groggy Opponent	(L1)	Derailer
Facing Standing, Groggy Opponent	(L1) + D-pad	Train Wreck
Initiating Grapples vs. Standing Opponent		
Facing Standing Opponent	● + ↓	Grapple 4
Facing Standing Opponent	● + ←	Grapple 8
Facing Standing Opponent	● + ↑	Grapple 9
Facing Standing Opponent	● + →	Grapple 7

CONDITION COMMAND MOVE NAME

Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Bearhug 3
After Submission Grapple Setup	●+←	Headlock 1
After Submission Grapple Setup	●+↑	Big Shoulder Claw 1
After Submission Grapple Setup	●+→	Snapmare & Neck Lock 2

Signature Grapples (after ○+4)

After Signature Grapple Setup	●+↓	Sidewalk Slam 3
After Signature Grapple Setup	●+←	Scoop Slam 4
After Signature Grapple Setup	●+↑	Choke Toss
After Signature Grapple Setup	●+→	Suplex 13

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	Powerbomb 4
After Power Grapple Setup	●+←	Neckbreaker 5
After Power Grapple Setup	●+↑	Powerbomb 14
After Power Grapple Setup	●+→	Flapjack 1

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	DDT 10
After Quick Grapple Setup	●+←	Clothesline 30
After Quick Grapple Setup	●+↑	Club to Neck
After Quick Grapple Setup	●+→	Mat Slam 1

Strikes vs. Standing Opponent

Facing Standing Opponent	×	Snap Jab
Facing Standing Opponent	×+↓	Bicycle Kick 1
Facing Standing Opponent	×+↖ or ×+↗	Toe Kick 1
Facing Standing Opponent	×+←	Throat Thrust 1
Facing Standing Opponent	×+↖ or ×+↗	Toe Kick 2
Facing Standing Opponent	×+↑	Clothesline 2
Facing Standing Opponent	×+→	Big Boot 1

Rear Grapples

Behind Standing Opponent	●+↓	Super Atomic Drop
Behind Standing Opponent	●+←	Sidewalk Slam 5
Behind Standing Opponent	●+↑	Elbow to Back of Head 2

Behind Standing Opponent	●+→	Forearm Smash
Behind Standing, Groggy Opponent	●+↓	Reverse Full Nelson
Behind Standing, Groggy Opponent	●+←	Backbreaker 6
Behind Standing, Groggy Opponent	●+↑	Gutbuster 3
Behind Standing, Groggy Opponent	●+→	Bulldog 2

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Reverse Chin Lock 2
Near Downed Opponent's Upper Body	●+↑	Mounted Punching 3
Near Downed Opponent's Upper Body	●+→	Sleeper Hold 8
Near Downed Opponent's Lower Body	●+4	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Stretch Muffler

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent

Standing near Downed Opponent	×	Angry Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Double Axe Handle 3
Standing near Downed Opponent	×+← or ×+→	Elbow Drop 2

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Choke 2
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Mudhole Stomping
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Hanging in Reverse

CONDITION COMMAND MOVE NAME

Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Toss to Turnbuckle
Grapple Facing Opponent Leaning on Turnbuckle	●+→	Big Chop
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+←	Hanging in Reverse
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+→	Hanging in Reverse
Running Strike vs. Opponent Leaning on Turnbuckle	↕ (while running)	Turnbuckle Clothesline
Running Strike vs. Opponent Leaning on Turnbuckle	↕+D-pad (while running)	Turnbuckle Clothesline

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Pushes Turnbuckle
Running Strike vs. Opponent Slumped in Corner of Ring	↕ (while running)	Knee Attack 1

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Flying Clothesline 2
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Double Axe Handle 3

Moves near Ropes

Coming off of Ropes vs. Opponent down in Ring	■, × (near rope while running)	Vaulting Body Press 1
Coming off of Ropes vs. Opponent down in Ring	↕+D-pad toward rope (just after hitting ropes)	Ho Train Attack
Coming off of Ropes vs. Opponent down in Ring	↕+D-pad toward rope (just after hitting ropes)	Running Leg Drop
Standing at Rope, Opponent outside Ring	Lu (near rope)	Vaulting Body Press 2

Running Attacks

Running Grapple vs. Standing, Facing Opponent	●+↓	Neckbreaker 1
Running Grapple vs. Standing, Facing Opponent	●+↑	Reverse Mat Slam
Running Strike vs. Standing, Facing Opponent	×	Bicycle Kick 2
Running Strike vs. Standing, Facing Opponent	×+D-pad	Ho Train Attack
Running Strike vs. Downed Opponent	×	Double Axe Handle 4
Running Strike vs. Downed Opponent	×+D-pad	Running Leg Drop
Running Grapple vs. Back of Standing Opponent	●	Mat Slam 2
Running Grapple vs. Back of Groggy, Standing Opponent	●	School Boy Pin 2

Grapples vs. Running Opponent

Standing Facing Running Opponent	●	Flapjack 4
Standing Facing Running Opponent	●+↑ or ●+↓	Flapjack 3
Standing Facing Running Opponent	●+← or ●+→	Spinebuster 7

Double Team Moves

When Partner Has Opponent Grappled	●	Double Suplex
When Partner Has Opponent Grappled	●+↓	Double DDT
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Beat Head
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Backbreaker & Leg Drop
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	Gut Crusher
When Opponent Is Leaning on Your Turnbuckle	●+→	Body Splash & Whip

Combination Strikes

First Strike, Facing Standing Opponent	×	Snap Jab
Second Strike, Facing Standing Opponent	×	Throat Thrust 1
Third Strike, Facing Standing Opponent	×	Big Boot 1

Grappled Strikes

When Grappling Opponent	×	Grapple Body Attack 1
When Grappling Opponent	×+↑ or ×+↓	Grapple Body Attack 1
When Grappling Opponent	×+← or ×+→	Grapple Body Attack 2



Batista™

WWE.com BIO

When Triple H and Ric Flair went looking for a muscular enforcer for Evolution, they didn't have to look far. They chose the massive Batista, a fierce-looking gladiator whose muscles look as though they were chiseled from granite.

During his short time in WWE, Batista has made great strides and shows tremendous promise for future domination. A relative newcomer who was trained by the legendary Wild Samoan and former World Tag Team Champion, Afa, Batista has quickly established himself as a World title contender.

Originally an enforcer for D-Von Dudley, this massive man plays second fiddle to no one. He has scored victories over Kane, and left Chris Benoit unconscious in the ring.

Having learned from the best, Ric Flair and Triple H, he now displays the smarts to go along with his overwhelming power. Batista won his first championship when he teamed with Flair to defeat the Dudleys—the most decorated tag champs of all time—for the World Tag Team Championship at *Armageddon* 2003. As one of the most promising Superstars on *Raw*, and one of the most impressive physical specimens in the sport's history, Batista clearly has the potential to dominate like few before him.

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

stats

HEIGHT: 6'5"
WEIGHT: 318 lbs.
FROM: Washington, D.C.
CAREER HIGHLIGHTS:
 Tag Team Champion

Attribute Points

Attribute	Rating
Strength	9.5
Submission	7
Durability	10
Technique	7.5
Speed	6
Charisma	6.5
Overall	83

Powerbomb 15 (L1 facing groggy opponent)



Powerbomb 14 (L1 +D-pad facing groggy opponent)



Batista™'s Move List

CONDITION	COMMAND	MOVE NAME
Taunts		
Standing	Right analog stick ↓	Hold up 2
Standing	Right analog stick ←	Batista
Standing	Right analog stick ↑	Hold up 2
Standing	Right analog stick →	Batista
Finishing Moves		
Holding Weapon, Opponent Groggy	(L1)	DDT 29

CONDITION	COMMAND	MOVE NAME
Holding Weapon, Opponent Groggy	(L1) +D-pad	DDT 29
Facing Standing, Groggy Opponent	(L1)	Powerbomb 15
Facing Standing, Groggy Opponent	(L1) +D-pad	Powerbomb 14
Initiating Grapples vs. Standing Opponent		
Facing Standing Opponent	● + ↓	Grapple 4
Facing Standing Opponent	● + ←	Grapple 8
Facing Standing Opponent	● + ↑	Grapple 9
Facing Standing Opponent	● + →	Grapple 7

CONDITION COMMAND MOVE NAME

Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Bearhug 3
After Submission Grapple Setup	●+←	Headlock 1
After Submission Grapple Setup	●+↑	Standing Crossface
After Submission Grapple Setup	●+→	Snapmare & Neck Lock 1

Signature Grapples (after ○+4)

After Signature Grapple Setup	●+↓	Sidewalk Slam 1
After Signature Grapple Setup	●+←	Scoop Slam 4
After Signature Grapple Setup	●+↑	Reverse Mat Slam
After Signature Grapple Setup	●+→	Suplex 7

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	Backbreaker 7
After Power Grapple Setup	●+←	Clothesline 23
After Power Grapple Setup	●+↑	Batista Lifting & Toss
After Power Grapple Setup	●+→	Powerful Knee Strike 3

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	Choke Toss
After Quick Grapple Setup	●+←	Side Slam
After Quick Grapple Setup	●+↑	Club to Neck
After Quick Grapple Setup	●+→	Powerful Knee Strike 1

Strikes vs. Standing Opponent

Facing Standing Opponent	×	Snap Jab
Facing Standing Opponent	×+↓	Clothesline 3
Facing Standing Opponent	×+↖ or ×+↗	Toe Kick 1
Facing Standing Opponent	×+←	Back Chop 1
Facing Standing Opponent	×+↖ or ×+↗	Snap Jab
Facing Standing Opponent	×+↑	Shuffle Side Kick 1
Facing Standing Opponent	×+→	Body Punch

Rear Grapples

Behind Standing Opponent	●+↓	Atomic Drop
Behind Standing Opponent	●+←	Knee Clip
Behind Standing Opponent	●+↑	Elbow to Back of Head 2
Behind Standing Opponent	●+→	Forearm Smash
Behind Standing, Groggy Opponent	●+↓	Full Nelson Slam 3
Behind Standing, Groggy Opponent	●+←	Backbreaker 6
Behind Standing, Groggy Opponent	●+↑	Sleeper Hold
Behind Standing, Groggy Opponent	●+→	Back Suplex 4

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Elbow & Sleeper Hold
Near Downed Opponent's Upper Body	●+↑	Mounted Punching 3
Near Downed Opponent's Upper Body	●+→	Reverse Chin Lock 2
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Single Leg Crab 1

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent

Standing near Downed Opponent	×	Angry Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Elbow Drop 9
Standing near Downed Opponent	×+← or ×+→	Elbow Drop 2

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Choke 2
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Mudhole Stomping 1
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Shoulder Thrust
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Body Strikes

CONDITION COMMAND MOVE NAME

Grapple Facing Opponent Leaning on Turnbuckle	●+→	Knee Strikes
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+←	Hanging in Reverse
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+→	Hanging in Reverse
Running Strike vs. Opponent Leaning on Turnbuckle	↓ (while running)	Turnbuckle Clothesline
Running Strike vs. Opponent Leaning on Turnbuckle	↓+D-pad (while running)	Turnbuckle Clothesline

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Mudhole Stomping 2
Running Strike vs. Opponent Slumped in Corner of Ring	↓ (while running)	Knee Attack 1

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Knee Drop 1
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Diving Spear
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Double Axe Handle 3

Moves near Ropes

Running toward Rope, Opponent outside Ring	■, × (near rope while running)	Dive through Ropes
Coming off of Ropes vs. Opponent Standing in Ring	↓+D-pad toward rope (just after hitting ropes)	Clothesline 19
Coming off of Ropes vs. Opponent down in Ring	↓+D-pad toward rope (just after hitting ropes)	Running Leg Drop
Standing at Rope, Opponent outside Ring	▲, × (near rope)	Vaulting Body Press 2

Running Attacks

Running Grapple vs. Standing, Facing Opponent	●+↓	Spear 3
Running Grapple vs. Standing, Facing Opponent	●+↑	Reverse Mat Slam
Running Strike vs. Standing, Facing Opponent	×	Clothesline 21
Running Strike vs. Standing, Facing Opponent	×+D-pad	Shoulder Block 2
Running Strike vs. Downed Opponent	×	Elbow Drop 10
Running Strike vs. Downed Opponent	×+D-pad	Running Leg Drop
Running Grapple vs. Back of Standing Opponent	●	Bulldog 2
Running Grapple vs. Back of Groggy, Standing Opponent	●	Bulldog 3

Grapples vs. Running Opponent

Standing Facing Running Opponent	●	Spinebuster 7
Standing Facing Running Opponent	●+↑ or ●+↓	Tilt-A-Whirl Sideslam 1
Standing Facing Running Opponent	●+← or ●+→	Powerslam Pin 2

Double Team Moves

When Partner Has Opponent Grappled	●	Double Punches 1
When Partner Has Opponent Grappled	●+↓	Double Punches 2
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Beat Head
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Super Double Powerbomb 2
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	Spine & Neckbreaker
When Opponent Is Leaning on Your Turnbuckle	●+→	Body Splash & Whip

Combination Strikes

First Strike, Facing Standing Opponent	×	Snap Jab
Second Strike, Facing Standing Opponent	×	Body Punch
Third Strike, Facing Standing Opponent	×	Clothesline 3

Grappled Strikes

When Grappling Opponent	×	Grapple Body Attack 1
When Grappling Opponent	×+↑ or ×+↓	Grapple Body Attack 1
When Grappling Opponent	×+← or ×+→	Grapple Elbow Strike 1



Chris Benoit®

WWE.com BIO

Since entering WWE in January 2000, Chris Benoit's skill in the ring has led to much success. His first taste of gold came when he defeated both Chris Jericho and Kurt Angle for the Intercontinental Championship on April 2, 2000 at *WrestleMania XVI*. He eventually went on to capture the Intercontinental Championship two more times (defeating Jericho and Billy Gunn), and tag team gold with Y2J (World Tag Team Championship) in 2001 and Kurt Angle (WWE Tag Team Championship) in 2002.

It seemed like only a matter of time before Benoit would be at the top of the sports-entertainment mountain. At the 2004 *Royal Rumble*, he entered the ring as the No. 1 participant, outlasted 29 other WWE Superstars, and went on to win the event. Only one other man in history was able to go wire to wire (Shawn Michaels). With the *Rumble* victory in his back pocket, Benoit was cemented to take on the champion on the biggest stage of them all, *WrestleMania XX*.

March 14, 2004 proved to be the biggest night of Chris Benoit's career. It was on this night that Benoit became immortalized, forcing Triple H to tap out to the Crippler Crossface, en route to capturing the World Heavyweight Championship at *WrestleMania XX*.

stats

HEIGHT: 5'10"
WEIGHT: 229 lbs.
RESIDES IN: Atlanta, Georgia
CAREER HIGHLIGHTS: WWCW Champion, Intercontinental Champion, World Tag Team Champion, WWE Tag Team Champion, *Royal Rumble* winner (2004), World Heavyweight Champion

Attribute Points

Attribute	Rating
Strength	8
Submission	10
Durability	8.5
Technique	9.5
Speed	7
Charisma	8
Overall	91

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

Crossface (L1 facing groggy opponent)



Sharpshooter O1 (L1 D-pad near legs of downed opponent)



Chris Benoit™'s Move List

CONDITION	COMMAND	MOVE NAME
Taunts		
Standing	Right analog stick ↓	Cut the Air 1
Standing	Right analog stick ←	Chris Benoit 2
Standing	Right analog stick ↑	Chris Benoit 1
Standing	Right analog stick →	Chris Benoit 2
Finishing Moves		
Holding Weapon, Opponent Groggy	(L1)	DDT 29

CONDITION	COMMAND	MOVE NAME
Holding Weapon, Opponent Groggy	(L1) +D-pad	DDT 29
Facing Standing, Groggy Opponent	(L1)	Crippler Crossface
Facing Standing, Groggy Opponent	(L1) +D-pad	Sharpshooter
Initiating Grapples vs. Standing Opponent		
Facing Standing Opponent	● + ↓	Grapple 4
Facing Standing Opponent	● + ←	Grapple 8
Facing Standing Opponent	● + ↑	Grapple 9
Facing Standing Opponent	● + →	Grapple 7

CONDITION	COMMAND	MOVE NAME
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Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Armbar 4
After Submission Grapple Setup	●+←	Headlock 1
After Submission Grapple Setup	●+↑	Standing Crossface
After Submission Grapple Setup	●+→	Armbar 7

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	Dragon Screw 2
After Signature Grapple Setup	●+←	Suplex 10
After Signature Grapple Setup	●+↑	Neckbreaker 7
After Signature Grapple Setup	●+→	Jumping Armbreaker 2

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	Northern Lights Suplex 2
After Power Grapple Setup	●+←	Backbreaker 1
After Power Grapple Setup	●+↑	German Suplex 8
After Power Grapple Setup	●+→	German Suplex 3

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	Leg Trip 2
After Quick Grapple Setup	●+←	Back Chop 8
After Quick Grapple Setup	●+↑	Leg to Arm
After Quick Grapple Setup	●+→	Snapmare & Dropkick 1

Strikes vs. Standing Opponent

Facing Standing Opponent	X	Benoit Punches
Facing Standing Opponent	X+↓	Dropkick 2
Facing Standing Opponent	X+↖ or X+↗	Toe Kick 1
Facing Standing Opponent	X+←	Snap Jab
Facing Standing Opponent	X+↖ or X+↗	Snap Jab
Facing Standing Opponent	X+↑	Clothesline 2
Facing Standing Opponent	X+→	Back Chop 4

Rear Grapples

Behind Standing Opponent	●+↓	Backbreaker 6
Behind Standing Opponent	●+←	Back Suplex 4
Behind Standing Opponent	●+↑	German Suplex 4
Behind Standing Opponent	●+→	German Suplex 4
Behind Standing, Groggy Opponent	●+↓	German Suplex Pin 2
Behind Standing, Groggy Opponent	●+←	Back Suplex 8
Behind Standing, Groggy Opponent	●+↑	Abdominal Stretch 1
Behind Standing, Groggy Opponent	●+→	German Suplex 9

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Cross Armbreaker 1
Near Downed Opponent's Upper Body	●+↑	Abdominal Stretch 2
Near Downed Opponent's Upper Body	●+→	Cross Armbreaker 2
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	STF 1

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent

Standing near Downed Opponent	X	Angry Stomp
Standing near Downed Opponent	X+↑ or X+↓	Elbow Drop 1
Standing near Downed Opponent	X+← or X+→	Elbow Drop 2

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Throw to the Rope
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Mudhole Stomping 1
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Suplex 1
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Turnbuckle Powerbomb

CONDITION	COMMAND	MOVE NAME
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Grapple Facing Opponent Leaning on Turnbuckle	●+→	Mudhole Stomping 1
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Super Back Suplex
Grapple behind Opponent Leaning on Turnbuckle	●+←	Shoulder Strike
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Super Back Suplex
Grapple behind Opponent Leaning on Turnbuckle	●+→	Hanging in Reverse
Running Strike vs. Opponent Leaning on Turnbuckle	↕ (while running)	Turnbuckle Clothesline
Running Strike vs. Opponent Leaning on Turnbuckle	↕ +D-pad (while running)	Turnbuckle Clothesline

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Pushes Turnbuckle
Running Strike vs. Opponent Slumped in Corner of Ring	↕ (while running)	Knee Attack 1

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	X	Diving Headbutt
From Top Turnbuckle, Ladder, Cell Roof, Etc.	X+↓	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	X+←	Front Dropkick 3
From Top Turnbuckle, Ladder, Cell Roof, Etc.	X+↑	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	X+→	Double Axe Handle 3

Moves near Ropes

Running toward Rope, Opponent outside Ring	■, X (near rope while running)	Dive through Ropes
Coming off of Ropes vs. Opponent Standing in Ring	↕ +D-pad toward rope (just after hitting ropes)	Clothesline 12
Coming off of Ropes vs. Opponent down in Ring	↕ +D-pad toward rope (just after hitting ropes)	Dropkick to Knee 3
Standing at Rope, Opponent outside Ring	▲, X (near rope)	Vaulting Body Press 2

Running Attacks

Running Grapple vs. Standing, Facing Opponent	●+↓	Neckbreaker 1
Running Grapple vs. Standing, Facing Opponent	●+↑	Sunset Flip Pin 1
Running Strike vs. Standing, Facing Opponent	X	Benoit Attack
Running Strike vs. Standing, Facing Opponent	X+D-pad	Clothesline 12
Running Strike vs. Downed Opponent	X	Elbow Drop 10
Running Strike vs. Downed Opponent	X+D-pad	Dropkick to Knee 3
Running Grapple vs. Back of Standing Opponent	●	German Suplex 7
Running Grapple vs. Back of Groggy, Standing Opponent	●	School Boy Pin 2

Grapples vs. Running Opponent

Standing Facing Running Opponent	●	Back Body Drop 3
Standing Facing Running Opponent	●+↑ or ●+↓	Flapjack 3
Standing Facing Running Opponent	●+← or ●+→	Tilt-A-Whirl Sideslam 2

Double Team Moves

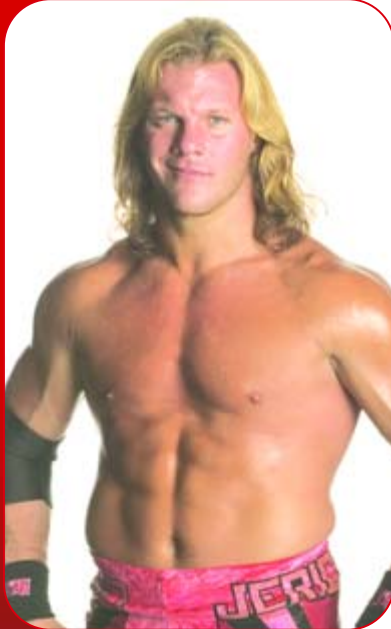
When Partner Has Opponent Grappled	●	Double Suplex
When Partner Has Opponent Grappled	●+↓	Dropkick & Rolling Clutch
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Dropkick
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Backbreaker & Leg Drop
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	Powerbomb 1
When Opponent Is Leaning on Your Turnbuckle	●+→	Body Splash & Whip

Combination Strikes

First Strike, Facing Standing Opponent	X	Benoit Punches
Second Strike, Facing Standing Opponent	X	Back Chop 1
Third Strike, Facing Standing Opponent	X	Clothesline 2

Grappled Strikes

When Grappling Opponent	X	Grapple Elbow Strike 1
When Grappling Opponent	X+↑ or X+↓	Grapple Elbow Strike 1
When Grappling Opponent	X+← or X+→	Grapple Elbow Strike 1



Chris Jericho[®]

WWE.com BIO

Chris Jericho was born to be a star—more importantly, a WWE Superstar. In 1990, Jericho began training at the legendary Stu Hart's notorious "Dungeon," and later that year, made his debut on the independent circuit in Canada, teaming with Lance Storm. From there, he competed and won numerous championships in Japan and Mexico, such as the International Junior Heavyweight Championship and the NWA Middleweight Championship.

Jericho's career began to escalate in 1996, when he debuted in ECW and later became that organization's Television Champion. Later that year, he made his debut in WCW as "Lionheart" Chris Jericho. In 1997, he captured his first Cruiserweight Championship. During that time, he flourished in legendary title battles with Dean Malenko and current WWE Superstar Rey Mysterio.

On August 9, 1999, Chris Jericho arrived in WWE on a mission: to be a one-man, human-highlight reel. Within months of his arrival, he won the WWE Intercontinental Championship. Just a few months later, at *WrestleMania 2000*, he defeated Chris Benoit and Kurt Angle in a Triple-Threat Match for the European Championship. Despite all of his success, Jericho had one final goal, and on December 9, 2001, he achieved it. On that night, Jericho defeated The Rock and Stone Cold to become the first-ever undisputed World Champion. Since then, Jericho has continued to excel, maintaining his status as one of the sport's greatest talents. If he is not in action, he is probably hosting his interview segment, *Chris Jericho's Highlight Reel*, instigating confrontations and controversy.

stats

HEIGHT: 6'0"
WEIGHT: 230 lbs.
FROM: Manhasset, New York
CAREER HIGHLIGHTS: WWE Champion, WCW Champion, Intercontinental Champion, European Champion, Hardcore Champion, World Tag Team Champion, ECW TV Champion, WCW TV Champion, WCW Cruiserweight Champion

Attribute Points

Attribute	Rating
Strength	7.5
Submission	9.5
Durability	8
Technique	8
Speed	7
Charisma	8
Overall	86

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.



Chris Jericho's Move List

CONDITION	COMMAND	MOVE NAME	CONDITION	COMMAND	MOVE NAME
Taunts					
Standing	Right analog stick ↓	Chris Jericho 3	Holding Weapon, Opponent Groggy	(L1) +D-pad	DDT 29
Standing	Right analog stick ←	Chris Jericho 1	Facing Standing, Groggy Opponent	(L1)	The Walls Of Jericho
Standing	Right analog stick ↑	Chris Jericho 3	Facing Standing, Groggy Opponent	(L1) +D-pad	Enzuigiri 4
Standing	Right analog stick →	Chris Jericho 2	Initiating Grapples vs. Standing Opponent		
Finishing Moves					
Holding Weapon, Opponent Groggy	(L1)	DDT 29	Facing Standing Opponent	● + ↓	Grapple 4
			Facing Standing Opponent	● + ←	Grapple 7
			Facing Standing Opponent	● + ↑	Grapple 9
			Facing Standing Opponent	● + →	Grapple 7

CONDITION COMMAND MOVE NAME

Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Snapmare & Neck Lock 2
After Submission Grapple Setup	●+←	Headlock Takedown
After Submission Grapple Setup	●+↑	Standing Crossface
After Submission Grapple Setup	●+→	Headlock 2

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	Huracanrana 5
After Signature Grapple Setup	●+←	Snapmare 3
After Signature Grapple Setup	●+↑	Back Chop 8
After Signature Grapple Setup	●+→	Suplex 13

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	Northern Lights Suplex 2
After Power Grapple Setup	●+←	Backbreaker 2
After Power Grapple Setup	●+↑	Flash Back 1
After Power Grapple Setup	●+→	Shin Breaker

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	Jumping Armbreaker 2
After Quick Grapple Setup	●+←	Snapmare & Dropkick 2
After Quick Grapple Setup	●+↑	Steam Roller
After Quick Grapple Setup	●+→	Snapmare & Dropkick 1

Strikes vs. Standing Opponent

Facing Standing Opponent	×	Benoit Punches
Facing Standing Opponent	×+↓	Dropkick 2
Facing Standing Opponent	×+↖ or ×+↗	Jericho Toe Kick
Facing Standing Opponent	×+←	Back Chop 4
Facing Standing Opponent	×+↖ or ×+↗	Snap Jab
Facing Standing Opponent	×+↑	Spinning Wheel Kick 2
Facing Standing Opponent	×+→	Spinning Back Kick 1

Rear Grapples

Behind Standing Opponent	●+↓	Back Suplex Pin 2
Behind Standing Opponent	●+←	Back Suplex 3
Behind Standing Opponent	●+↑	Backbreaker 8
Behind Standing Opponent	●+→	Bulldog 6
Behind Standing, Groggy Opponent	●+↓	School Boy Roll Up
Behind Standing, Groggy Opponent	●+←	German Suplex 6
Behind Standing, Groggy Opponent	●+↑	Flash Back 2
Behind Standing, Groggy Opponent	●+→	Bulldog 6

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Dropkick to Face
Near Downed Opponent's Upper Body	●+↑	Slap Head & Raise
Near Downed Opponent's Upper Body	●+→	Reverse Chin Lock 2
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	The Walls of Jericho 3

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent

Standing near Downed Opponent	×	Angry Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Angry Stomp
Standing near Downed Opponent	×+← or ×+→	Elbow Drop 1

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Elbow & Irish Whip
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Double Underhook Suplex
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Dropkick 8

CONDITION COMMAND MOVE NAME

Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Frankenstein
Grapple Facing Opponent Leaning on Turnbuckle	●+→	Double Underhook Suplex
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Irish Whip
Grapple behind Opponent Leaning on Turnbuckle	●+←	Shoulder Strike
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Super Back Suplex
Grapple behind Opponent Leaning on Turnbuckle	●+→	Turnbuckle Smash
Running Strike vs. Opponent Leaning on Turnbuckle	↕ (while running)	Turnbuckle Clothesline
Running Strike vs. Opponent Leaning on Turnbuckle	↕+D-pad (while running)	Turnbuckle Clothesline

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Mudhole Stomping 2
Running Strike vs. Opponent Slumped in Corner of Ring	↕ (while running)	Turnbuckle Dropkick 2

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Moonsault 1
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Missile Dropkick
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Diving Elbow Bat

Moves near Ropes

Running Toward Rope, Opponent Outside Ring	■, × (near rope while running)	Rope Flip 2
Coming off of Ropes vs. Opponent Standing in Ring	↕+D-pad toward rope (just after hitting ropes)	Flying Forearm Smash 2
Coming off of Ropes vs. Opponent down in Ring	↕+D-pad toward rope (just after hitting ropes)	Lionsault
Standing at Rope, Opponent outside Ring	▲, × (near rope)	Moonsault Attack

Running Attacks

Running Grapple vs. Standing, Facing Opponent	●+↓	Neckbreaker 2
Running Grapple vs. Standing, Facing Opponent	●+↑	School Boy Pin 1
Running Strike vs. Standing, Facing Opponent	×	Flying Forearm Smash 2
Running Strike vs. Standing, Facing Opponent	×+D-pad	Spinning Wheel Kick 4
Running Strike vs. Downed Opponent	×	Elbow Drop 10
Running Strike vs. Downed Opponent	×+D-pad	Dropkick To Knee 3
Running Grapple vs. Back of Standing Opponent	●	Bulldog 6
Running Grapple vs. Back of Groggy, Standing Opponent	●	School Boy Pin 2

Grapples vs. Running Opponent

Standing Facing Running Opponent	●	Flash Back 1
Standing Facing Running Opponent	●+↑ or ●+↓	Tilt-A-Whirl Sideslam 2
Standing Facing Running Opponent	●+← or ●+→	Flapjack 4

Double Team Moves

When Partner Has Opponent Grappled	●	Double Suplex
When Partner Has Opponent Grappled	●+↓	Dropkick & Rolling Clutch
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Facecrusher
When Partner Has Opponent Grappled	●+→	Double Dropkick
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Whip & Lay Down
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	Backbreaker & Leg Drop
When Opponent Is Leaning on Your Turnbuckle	●+→	Kick to Gut

Combination Strikes

First Strike, Facing Standing Opponent	×	Benoit Punches
Second Strike, Facing Standing Opponent	×	Spinning Back Kick 1
Third Strike, Facing Standing Opponent	×	Spinning Wheel Kick 2

Grappled Strikes

When Grappling Opponent	×	Grapple Elbow Strike 1
When Grappling Opponent	×+↑ or ×+↓	Grapple Elbow Strike 1
When Grappling Opponent	×+← or ×+→	Grapple Body Attack 1



Christian®

WWE.com BIO

Christian made his WWE debut in 1997. His first match set the tone for his remarkable career, as he won the WWE Light Heavyweight Championship.

Originally part of the Brood, Christian soon decided to partner with Edge and compete in the tag team division. At *WrestleMania 2000*, the two etched their place in history by defeating the Hardy Boyz and Dudleys in a thrilling Ladder Match for the World Tag Team Championship. This would not be their last, as they went on to win the tag team titles a remarkable seven times. When he joined the Un-Americans in 2002, he won it twice more, once with Lance Storm, and later with Chris Jericho.

In addition to his tag team success, Christian has flourished as a single performer. At *WrestleMania X8*, he captured the Hardcore Championship. On September 23, 2001, he defeated Edge for his first Intercontinental Championship. Christian's second Intercontinental Championship reign came on May 18, 2003, at *Judgment Day*, when he won a Battle Royal featuring past Intercontinental Champions. The third time was when he took it from Booker T in August 2003, a month after Booker had won it from him.

In early 2004, Christian stole Chris Jericho's love interest, Trish Stratus, and secured bodyguard Tyson Tomko to serve as an enforcer. Although neither move endeared him to the fans, Christian could care less. As his opponents have found out, underestimating his talent and will to win can be costly. Surely, it's only a matter of time before he can claim the one championship he wants most: The World Heavyweight Championship.

stats

HEIGHT: 6'2"
WEIGHT: 224 lbs.
FROM: Toronto, Ontario, Canada
CAREER HIGHLIGHTS: Intercontinental Champion, World Tag Team Champion, Light Heavyweight Champion, Hardcore Champion, European Champion

Attribute Points

Attribute	Rating
Strength	6.5
Submission	7
Durability	7.5
Technique	8
Speed	8
Charisma	8.5
Overall	81

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

Unprettier (L1 behind groggy opponent)



DDT 26 (L1)+D-pad facing opponent leaning on turnbuckle)



Christian's Move List

CONDITION	COMMAND	MOVE NAME
Taunts		
Standing	Right analog stick ↓	Christian 1
Standing	Right analog stick ←	Christian 3
Standing	Right analog stick ↑	Christian 2
Standing	Right analog stick →	Christian 3
Finishing Moves		
Holding Weapon, Opponent Groggy	(L1)	DDT 29

CONDITION	COMMAND	MOVE NAME
Holding Weapon, Opponent Groggy	(L1) +D-pad	DDT 29
Facing Standing, Groggy Opponent	(L1)	Unprettier
Facing Standing, Groggy Opponent	(L1) +D-pad	DDT 26
Initiating Grapples vs. Standing Opponent		
Facing Standing Opponent	● + ↓	Grapple 4
Facing Standing Opponent	● + ←	Grapple 8
Facing Standing Opponent	● + ↑	Grapple 9
Facing Standing Opponent	● + →	Grapple 7

CONDITION	COMMAND	MOVE NAME
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Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Snapmare & Neck Lock 2
After Submission Grapple Setup	●+←	Headlock 1
After Submission Grapple Setup	●+↑	Wrist & Arm Wrench
After Submission Grapple Setup	●+→	Headlock 3

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	Neckbreaker 12
After Signature Grapple Setup	●+←	Snapmare 2
After Signature Grapple Setup	●+↑	Trapping Suplex
After Signature Grapple Setup	●+→	Suplex 6

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	Low Blow 5
After Power Grapple Setup	●+←	Low Blow 3
After Power Grapple Setup	●+↑	Gutbuster 2
After Power Grapple Setup	●+→	DDT 17

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	Eye Poke 3
After Quick Grapple Setup	●+←	Snapmare 4
After Quick Grapple Setup	●+↑	Headlock Takeover
After Quick Grapple Setup	●+→	Eye Rake 2

Strikes vs. Standing Opponent

Facing Standing Opponent	×	Muscular Punches
Facing Standing Opponent	×+↓	Dropkick 2
Facing Standing Opponent	×+↖ or ×+↗	Toe Kick 1
Facing Standing Opponent	×+←	Toe Kick 2
Facing Standing Opponent	×+↖ or ×+↗	Body Punch
Facing Standing Opponent	×+↑	Spinning Wheel Kick 2
Facing Standing Opponent	×+→	Body Punch

Rear Grapples

Behind Standing Opponent	●+↓	Rolling Clutch Pin
Behind Standing Opponent	●+←	Back Suplex 9
Behind Standing Opponent	●+↑	Atomic Drop
Behind Standing Opponent	●+→	Backbreaker 8
Behind Standing, Groggy Opponent	●+↓	School Boy Roll Up
Behind Standing, Groggy Opponent	●+←	Back Suplex 3
Behind Standing, Groggy Opponent	●+↑	Sleeper Hold
Behind Standing, Groggy Opponent	●+→	Russian Leg Sweep 2

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Choke 3
Near Downed Opponent's Upper Body	●+↑	Slap Head & Raise
Near Downed Opponent's Upper Body	●+→	Reverse Chin Lock 2
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Texas Cloverleaf 2

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent

Standing near Downed Opponent	×	Angry Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Leg Drop
Standing near Downed Opponent	×+← or ×+→	Elbow Drop 2

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Choke 2
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Frankensteiner
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Choke 1
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Superplex 1

CONDITION	COMMAND	MOVE NAME
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Grapple Facing Opponent Leaning on Turnbuckle	●+→	Monkey Flip
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Illegal Pin
Grapple behind Opponent Leaning on Turnbuckle	●+←	Hanging in Reverse
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Super Back Suplex
Grapple behind Opponent Leaning on Turnbuckle	●+→	Hanging in Reverse
Running Strike vs. Opponent Leaning on Turnbuckle	↓ (while running)	Turnbuckle Clothesline
Running Strike vs. Opponent Leaning on Turnbuckle	↓+D-pad (while running)	Turnbuckle Clothesline

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Pushes Turnbuckle
Running Strike vs. Opponent Slumped in Corner of Ring	↓ (while running)	Turnbuckle Dropkick 2

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Elbow Drop Pin 1
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Front Dropkick 3
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Diving Cross Body Pin

Moves near Ropes

Running toward Rope, Opponent outside Ring	■, × (near rope while running)	Dive through Ropes
Coming off of Ropes vs. Opponent Standing in Ring	↓+D-pad toward rope (just after hitting ropes)	Spinning Wheel Kick 4
Coming off of Ropes vs. Opponent down in Ring	↓+D-pad toward rope (just after hitting ropes)	Dropkick to Knee 3
Standing at Rope, Opponent outside Ring	▲, × (near rope)	Vaulting Body Press 2

Running Attacks

Running Grapple vs. Standing, Facing Opponent	●+↓	DDT 3
Running Grapple vs. Standing, Facing Opponent	●+↑	Running Backslide Pin
Running Strike vs. Standing, Facing Opponent	×	Shoulder Block 2
Running Strike vs. Standing, Facing Opponent	×+D-pad	Kitchen Sink 1
Running Strike vs. Downed Opponent	×	Double Axe Handle 4
Running Strike vs. Downed Opponent	×+D-pad	Dropkick to Knee 3
Running Grapple vs. Back of Standing Opponent	●	Snapmare 5
Running Grapple vs. Back of Groggy Standing Opponent	●	Huracanrana 6

Grapples vs. Running Opponent

Standing Facing Running Opponent	●	Arm Drag 7
Standing Facing Running Opponent	●+↑ or ●+↓	Back Body Drop 2
Standing Facing Running Opponent	●+← or ●+→	Sleeper Hold 4

Double Team Moves

When Partner Has Opponent Grappled	●	Double Suplex
When Partner Has Opponent Grappled	●+↓	Double DDT
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Beat Head
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Hip Toss
When Opponent Is Leaning on Your Turnbuckle	●+←	Kick to Gut
When Opponent Is Leaning on Your Turnbuckle	●+↑	High Angle Superplex
When Opponent Is Leaning on Your Turnbuckle	●+→	Kick to Gut

Combination Strikes

First Strike, Facing Standing Opponent	×	Muscular Punches
Second Strike, Facing Standing Opponent	×	Back Chop 1
Third Strike, Facing Standing Opponent	×	Dropkick 2

Grappled Strikes

When Grappling Opponent	×	Grapple Punch 1
When Grappling Opponent	×+↑ or ×+↓	Grapple Punch 1
When Grappling Opponent	×+← or ×+→	Grapple Elbow Strike 1

Chuck Palumbo™

WWE.com BIO

Chuck Palumbo is no stranger to wrestling with champions. Best known as a tag team specialist, he won the WCW Tag Team Championship on four occasions, as well as capturing the World Tag Team Championship.

Palumbo first made a name for himself by “invading” WCW with a faction called the New Blood, a group of young stars looking to make WCW their playground. Palumbo and his cohorts formed a team known as the Natural Born Thrillers and went on to establish themselves as serious players in the industry. Upon joining World Wrestling Entertainment, Palumbo became part of the WCW-ECW Alliance that tore through the ranks of WWE. When the forces of WWE vanquished the upstart invaders, Palumbo quickly seized an opening by teaming with Billy Gunn and enlisting the “fashionable services” of Rico. Together, they pulled off the publicity stunt of the decade with their “commitment ceremony.” Gunn & Palumbo eventually won the World Tag Team Championship on two occasions. Before coming to Raw in the draft lottery of 2004, he was a member of the ruthless and cunning FBI.

Palumbo is a phenomenal athlete and great things are expected of him. In the past, he found success teaming with others, but don't be surprised if this thoroughbred sets off on his own and establishes himself as one of the top Superstars in the sport.

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.



stats

HEIGHT: 6'5"
WEIGHT: 280 lbs.
FROM: San Diego, California
CAREER HIGHLIGHTS: World Tag Team Champion, WCW Tag Team Champion

Attribute Points

Attribute	Rating
Strength	8.5
Submission	6.5
Durability	7.5
Technique	7
Speed	6.5
Charisma	5.5
Overall	75

Super Kick (L1) facing groggy opponent)



Torture Rack (L1)+D-pad facing groggy opponent)



Chuck Palumbo™'s Move List

CONDITION	COMMAND	MOVE NAME	CONDITION	COMMAND	MOVE NAME
Taunts					
Standing	Right analog stick ↓	Undertaker 5			
Standing	Right analog stick ←	Taunt Powerful 5			
Standing	Right analog stick ↑	Undertaker 5			
Standing	Right analog stick →	Taunt Powerful 5			
Finishing Moves					
Holding Weapon, Opponent Groggy	(L1)	DDT 29	Holding Weapon, Opponent Groggy	(L1) +D-pad	DDT 29
Facing Standing, Groggy Opponent	(L1)	Super Kick	Facing Standing, Groggy Opponent	(L1)	Super Kick
Facing Standing, Groggy Opponent	(L1) +D-pad	Torture Rack	Facing Standing, Groggy Opponent	(L1) +D-pad	Torture Rack
Initiating Grapples vs. Standing Opponent					
Facing Standing Opponent	● + ↓	Grapple 4	Facing Standing Opponent	● + ↓	Grapple 4
Facing Standing Opponent	● + ←	Grapple 8	Facing Standing Opponent	● + ←	Grapple 8
Facing Standing Opponent	● + ↑	Grapple 9	Facing Standing Opponent	● + ↑	Grapple 9

CONDITION	COMMAND	MOVE NAME
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Facing Standing Opponent	●+→	Grapple 7
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Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Bearhug 2
After Submission Grapple Setup	●+←	Headlock 1
After Submission Grapple Setup	●+↑	Wrist Clutch & Elbow 1
After Submission Grapple Setup	●+→	Snapmare & Neck Lock 1

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	DDT 10
After Signature Grapple Setup	●+←	Body Knee Strike
After Signature Grapple Setup	●+↑	Club to Neck
After Signature Grapple Setup	●+→	Belly to Belly 6

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	DDT 19
After Power Grapple Setup	●+←	Samoan Drop 2
After Power Grapple Setup	●+↑	Spinebuster 7
After Power Grapple Setup	●+→	Full Nelson Slam 1

Quick Grapples (after ○+6)

After Quick Grapple Setup	●+↓	Drop Toehold
After Quick Grapple Setup	●+←	Powerful Knee Strike 1
After Quick Grapple Setup	●+↑	Shoulder Thrusts
After Quick Grapple Setup	●+→	Neckbreaker 12

Strikes vs. Standing Opponent

Facing Standing Opponent	X	Triple H Punches 2
Facing Standing Opponent	X+↓	Chuck Right Punch
Facing Standing Opponent	X+↖ or X+↗	Toe Kick 1
Facing Standing Opponent	X+←	Back Chop 4
Facing Standing Opponent	X+↖ or X+↗	Triple H Punches 3
Facing Standing Opponent	X+↑	Spinning Punches
Facing Standing Opponent	X+→	Elbow Smash 1

Rear Grapples

Behind Standing Opponent	●+↓	Gurbuster 3
Behind Standing Opponent	●+←	Back Suplex 9
Behind Standing Opponent	●+↑	Elbow to Back of Head 2
Behind Standing Opponent	●+→	Forearm Smash
Behind Standing, Groggy Opponent	●+←	Full Nelson Slam 3
Behind Standing, Groggy Opponent	●+↓	Sidewalk Slam 5
Behind Standing, Groggy Opponent	●+↑	Sleeper Hold
Behind Standing, Groggy Opponent	●+→	Russian Leg Sweep 2

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Sleeper Hold 5
Near Downed Opponent's Upper Body	●+↑	Fury Punch 9
Near Downed Opponent's Upper Body	●+→	Reverse Chin Lock 2
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Stretch Muffler

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Ro	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent

Standing near Downed Opponent	X	Angry Stomp
Standing near Downed Opponent	X+↑ or X+↓	Elbow Drop 2
Standing near Downed Opponent	X+← or X+→	Elbow Drop 3

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Big Boot 4
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Turnbuckle Powerbomb
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Knee Strikes

CONDITION	COMMAND	MOVE NAME
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Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Toss to Turnbuckle
Grapple Facing Opponent Leaning on Turnbuckle	●+→	Shoulder Thrust
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Illegal Pin
Grapple behind Opponent Leaning on Turnbuckle	●+←	Hanging in Reverse
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Super Back Suplex
Grapple behind Opponent Leaning on Turnbuckle	●+→	Hanging in Reverse
Running Strike vs. Opponent Leaning on Turnbuckle	↕ (while running)	Turnbuckle Clothesline
Running Strike vs. Opponent Leaning on Turnbuckle	↕ +D-pad (while running)	Turnbuckle Clothesline

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Mudhole Stomping 2
Running Strike vs. Opponent Slumped in Corner of Ring	↕ (while running)	Knee Attack 1

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	X	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	X+↓	Diving Elbow Drop Pin 1
From Top Turnbuckle, Ladder, Cell Roof, Etc.	X+←	Flying Clothesline 2
From Top Turnbuckle, Ladder, Cell Roof, Etc.	X+↑	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	X+→	Double Axe Handle 3

Moves near Ropes

Running toward Rope, Opponent outside Ring	■, X (near rope while running)	Vaulting Body Press 1
Coming off of Ropes vs. Opponent Standing in Ring	↕ +D-pad toward rope (just after hitting ropes)	Jumping Knee Attack 2
Coming off of Ropes vs. Opponent down in Ring	↕ +D-pad toward rope (just after hitting ropes)	Elbow Drop 10
Standing at Rope, Opponent outside Ring	▲, X (near rope)	Vaulting Body Press 2

Running Attacks

Running Grapple vs. Standing, Facing Opponent	●+↓	Neckbreaker 1
Running Grapple vs. Standing, Facing Opponent	●+↑	Sunset Flip Pin 1
Running Strike vs. Standing, Facing Opponent	X	Yakuza Kick
Running Strike vs. Standing, Facing Opponent	X+D-pad	Jumping Knee Attack 2
Running Strike vs. Downed Opponent	X	Double Axe Handle 4
Running Strike vs. Downed Opponent	X+D-pad	Elbow Drop 10
Running Grapple vs. Back of Standing Opponent	●	German Suplex 7
Running Grapple vs. Back of Groggy, Standing Opponent	●	School Boy Pin 2

Grapples vs. Running Opponent

Standing Facing Running Opponent	●	Samoan Drop 4
Standing Facing Running Opponent	●+↑ or ●+↓	Tilt-A-Whirl Sidestam 1
Standing Facing Running Opponent	●+← or ●+→	Belly to Belly 5

Double Team Moves

When Partner Has Opponent Grappled	●	Double Facecrusher
When Partner Has Opponent Grappled	●+↓	Double DDT
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Beat Head
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Whip & Lay Down
When Opponent Is Leaning on Your Turnbuckle	●+←	Accident 1
When Opponent Is Leaning on Your Turnbuckle	●+↑	Kick to Gut
When Opponent Is Leaning on Your Turnbuckle	●+→	Accident 1

Combination Strikes

First Strike, Facing Standing Opponent	X	Triple H Punches 2
Second Strike, Facing Standing Opponent	X	Triple H Punches 2
Third Strike, Facing Standing Opponent	X	Spinning Punches

Grappled Strikes

When Grappling Opponent	X	Grapple Elbow Strike 1
When Grappling Opponent	X+↑ or X+↓	Grapple Elbow Strike 1
When Grappling Opponent	X+← or X+→	Grapple Elbow Strike 3



Edge®

WWE.com BIO

How many of us can say that we accomplished our lifelong dream? How many of us can say that we're doing exactly what we wanted to do when we were children? Edge can. One of the brightest young stars in WWE, Edge sat on the floor for *WrestleMania VI* at SkyDome in Toronto, watching Hollywood Hogan battle Ultimate Warrior. Although he was only 16 at the time, Edge already knew that he wanted to follow in the footsteps of Hogan and Warrior; he wanted to be a WWE Superstar. Twelve years later, almost 70,000 fans watched Edge defeat Booker T at *WrestleMania X8* at SkyDome. Edge had already accomplished a career highlight at SkyDome—in July 1999, he won the Intercontinental Championship there.

After a hiatus of more than a year due to neck surgery, Edge returned to WWE action and was immediately drafted by Raw. His vision is set on achieving his dream of winning the World Heavyweight Championship. The Canadian Superstar has excelled in both singles and tag team action. Along with his brother, Christian, he won the World Tag Team Championship seven times, a record for a duo that stood for some time. Edge & Christian were also part of some of the most memorable tag matches in history—including the Ladder Match at *WrestleMania 2000*; the Tables, Ladders, and Chairs (TLC) Match at *SummerSlam* in 2000; TLC II at *WrestleMania X-Seven*; and TLC III on the May 24, 2001 episode of *SmackDown!*

Edge officially became a force in the singles division when he won the 2001 *King of the Ring* Tournament. A few months later, he defeated Christian in an epic Ladder Match at *No Mercy 2001* to become the Intercontinental Champion. In fact, he has already won the Intercontinental Championship on multiple occasions, including his victory over Randy Orton at *Vengeance 2004*.

stats

HEIGHT: 6'5"
WEIGHT: 250 lbs.
FROM: Tampa, Florida
CAREER HIGHLIGHTS: World Tag Team Champion, WWE Tag Team Champion, Intercontinental Champion, WCW U.S. Champion

Attribute Points

Attribute	Rating
Strength	7.5
Submission	8
Durability	8
Technique	8.5
Speed	7
Charisma	7.5
Overall	83

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

Edgecution 02 (L1) facing groggy opponent



Edgecution 01 (L1)+D-pad facing groggy opponent



Edge's Move List

CONDITION	COMMAND	MOVE NAME
Taunts		
Standing	Right analog stick ↓	Edge
Standing	Right analog stick ←	Wake Up
Standing	Right analog stick ↑	Edge
Standing	Right analog stick →	Wake Up
Finishing Moves		
Holding Weapon, Opponent Groggy	(L1)	DDT 29

CONDITION	COMMAND	MOVE NAME
Holding Weapon, Opponent Groggy	(L1) +D-pad	DDT 29
Facing Standing, Groggy Opponent	(L1)	Edgecution 2
Facing Standing, Groggy Opponent	(L1) +D-pad	Edgecution 1
Initiating Grapples vs. Standing Opponent		
Facing Standing Opponent	● + ↓	Grapple 4
Facing Standing Opponent	● + ←	Grapple 8
Facing Standing Opponent	● + ↑	Grapple 9
Facing Standing Opponent	● + →	Grapple 7

CONDITION	COMMAND	MOVE NAME
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Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Leg Lock 5
After Submission Grapple Setup	●+←	Headlock Takedown
After Submission Grapple Setup	●+↑	Standing Crossface
After Submission Grapple Setup	●+→	Headlock 2

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	DDT 10
After Signature Grapple Setup	●+←	Snapmare 4
After Signature Grapple Setup	●+↑	Back Suplex 1
After Signature Grapple Setup	●+→	Suplex 6

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	Edge O'Matic 1
After Power Grapple Setup	●+←	Gutbuster 2
After Power Grapple Setup	●+↑	Downward Spiral
After Power Grapple Setup	●+→	Half Nelson Face Buster

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	Russian Leg Sweep 1
After Quick Grapple Setup	●+←	Jumping Armbreaker 2
After Quick Grapple Setup	●+↑	Front Dropkick 5
After Quick Grapple Setup	●+→	Arm Drag 5

Strikes vs. Standing Opponent

Facing Standing Opponent	×	Snap Jab
Facing Standing Opponent	×+↓	Dropkick 2
Facing Standing Opponent	×+← or ×+→	Toe Kick 1
Facing Standing Opponent	×+←	Snap Jab
Facing Standing Opponent	×+↖ or ×+↗	Elbow Smash 1
Facing Standing Opponent	×+↑	Spinning Wheel Kick 2
Facing Standing Opponent	×+→	Back Chop 1

Rear Grapples

Behind Standing Opponent	●+↓	Edge O'Matic 2
Behind Standing Opponent	●+←	Bulldog 4
Behind Standing Opponent	●+↑	Electric Chair Drop
Behind Standing Opponent	●+→	Forearm Smash
Behind Standing, Groggy Opponent	●+↓	DDT 22
Behind Standing, Groggy Opponent	●+←	Bulldog 4
Behind Standing, Groggy Opponent	●+↑	Sleeper Hold
Behind Standing, Groggy Opponent	●+→	Back Side Slam 2

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Headlock 4
Near Downed Opponent's Upper Body	●+↑	Fury Punch 9
Near Downed Opponent's Upper Body	●+→	Surfboard
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Edgecator

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent

Standing near Downed Opponent	×	Angry Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Leg Drop
Standing near Downed Opponent	×+← or ×+→	Elbow Drop 2

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Elbow & Irish Whip
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Frankensteiner
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Arm Drag 9
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Superplex 1

CONDITION	COMMAND	MOVE NAME
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Grapple Facing Opponent Leaning on Turnbuckle	●+→	Arm Drag 9
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+←	Rolling Powerbomb
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Super Back Suplex
Grapple behind Opponent Leaning on Turnbuckle	●+→	Hanging in Reverse
Running Strike vs. Opponent Leaning on Turnbuckle	↓ (while running)	Turnbuckle Dropkick 1
Running Strike vs. Opponent Leaning on Turnbuckle	↓+D-pad (while running)	Turnbuckle Dropkick 1

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Foot Choke 2
Running Strike vs. Opponent Slumped in Corner of Ring	↓ (while running)	Turnbuckle Dropkick 2

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Diving Spear
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Missile Dropkick

Moves near Ropes

Running toward Rope, Opponent outside Ring (near rope while running)	■, ×	Dive through Ropes
Coming off of Ropes vs. Opponent Standing in Ring (just after hitting ropes)	↓+D-pad toward rope	Spinning Wheel Kick 4
Coming off of Ropes vs. Opponent down in Ring (just after hitting ropes)	↓+D-pad toward rope	Dropkick to Knee 3
Standing at Rope, Opponent outside Ring (near rope)	▲, ×	Vaulting Body Press 2

Running Attacks

Running Grapple vs. Standing Facing Opponent	●+↓	Spear 2
Running Grapple vs. Standing, Facing Opponent	●+↑	Spear 1
Running Strike vs. Standing, Facing Opponent	×	Clothesline 16
Running Strike vs. Standing, Facing Opponent	×+D-pad	Spinning Wheel Kick 4
Running Strike vs. Downed Opponent	×	Elbow Drop 10
Running Strike vs. Downed Opponent	×+D-pad	Dropkick to Knee 3
Running Grapple vs. Back of Standing Opponent	●	Bulldog 4
Running Grapple vs. Back of Groggy	●	School Boy Pin 2

Grapples vs. Running Opponent

Standing Facing Running Opponent	●	Powerslam Pin 2
Standing Facing Running Opponent	●+↑ or ●+↓	Back Body Drop 3
Standing Facing Running Opponent	●+← or ●+→	Flapjack 4

Double Team Moves

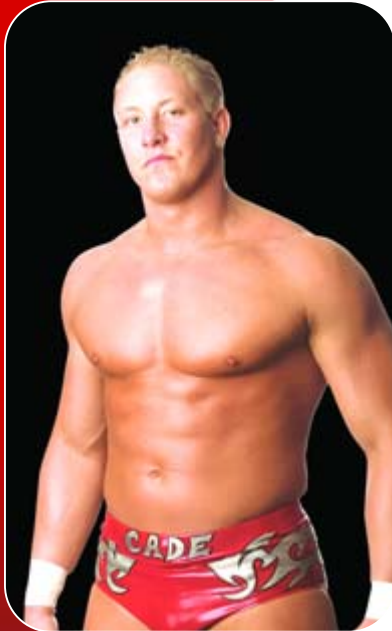
When Partner Has Opponent Grappled	●	Double Suplex
When Partner Has Opponent Grappled	●+↓	Dropkick & Rolling Clutch
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Facecrusher
When Partner Has Opponent Grappled	●+→	Double Dropkick
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Body Attack
When Opponent Is Leaning on Your Turnbuckle	●+←	Powerbomb 2
When Opponent Is Leaning on Your Turnbuckle	●+↑	Side Walk & Reverse DDT
When Opponent Is Leaning on Your Turnbuckle	●+→	Groin Press

Combination Strikes

First Strike, Facing Standing Opponent	×	Snap Jab
Second Strike, Facing Standing Opponent	×	Back Chop 1
Third Strike, Facing Standing Opponent	×	Spinning Wheel Kick 2

Grappled Strikes

When Grappling Opponent	×	Grapple Elbow Strike 1
When Grappling Opponent	×+↑ or ×+↓	Grapple Elbow Strike 1
When Grappling Opponent	×+← or ×+→	Grapple Body Attack 1



Garrison Cade™

WWE.com BIO

Garrison Cade is a throwback. His in-ring style reminds many fans of Barry Windham, Jack Brisco, and Shawn Michaels all rolled into one. And there's a reason why the young Nebraskan is so eclectic; he was trained by one of the best—HBK.

After graduating high school, Cade moved to San Antonio, TX, and trained at Shawn Michaels' Wrestling Academy. Almost immediately, his instructors believed that he had all the physical and mental skills it would take to make it in WWE. They were right.

In June 2003, the 6-foot-5 rookie made a good first impression by defeating Lance Storm on *Raw*. Soon thereafter, he formed a tag team with Mark Jindrak, and came close to winning the World Tag Team Championship on several occasions. At *WrestleMania XX*, the pair vied for the titles in a Fatal 4-Way Match, but came up short. Just two weeks later, Jindrak was drafted to *SmackDown!*, and Cade found himself alone, once again.

At *Backlash*, Cade took on the arrogant Coach as his personal confidant, and the two began making life awful tough for various *Raw* Superstars, until an injury sidelined the hot prospect. And while there's no doubt that Cade has a bright future ahead of him as a singles competitor, following in his mentor's path may prove to be an unenviable task.

stats

HEIGHT: 6'5"
WEIGHT: 263 lbs.
FROM: Omaha, Nebraska

Attribute Points

Attribute	Rating
Strength	7.5
Submission	6.5
Durability	7.5
Technique	7
Speed	7
Charisma	6.5
Overall	76

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

Diving Elbow Drop Pin O2 (L1) from top turnbuckle vs. downed opponent)



Bulldog O8 (L1)+D-pad facing opponent leaning on turnbuckle)



Garrison Cade™'s Move List

CONDITION	COMMAND	MOVE NAME
Taunts		
Standing	Right analog stick ↓	Wake Up
Standing	Right analog stick ←	Undertaker 5
Standing	Right analog stick ↑	Wake Up
Standing	Right analog stick →	Undertaker 5
Finishing Moves		
Holding Weapon, Opponent Groggy	(L1)	DDT 29

CONDITION	COMMAND	MOVE NAME
Holding Weapon, Opponent Groggy	(L1) +D-pad	DDT 29
Facing Standing, Groggy Opponent	(L1)	Diving Elbow Drop Pin 2
Facing Standing, Groggy Opponent	(L1) +D-pad	Bulldog 8
Initiating Grapples Vs. Standing Opponent		
Facing Standing Opponent	●+↓	Grapple 4
Facing Standing Opponent	●+←	Grapple 8
Facing Standing Opponent	●+↑	Grapple 9
Facing Standing Opponent	●+→	Grapple 7

CONDITION COMMAND MOVE NAME

Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Snapmare & Neck Lock 2
After Submission Grapple Setup	●+←	Headlock 1
After Submission Grapple Setup	●+↑	Bearhug 2
After Submission Grapple Setup	●+→	Headlock 2

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	Jumping Armbreaker 2
After Signature Grapple Setup	●+←	Scoop Slam 2
After Signature Grapple Setup	●+↑	Facecrusher 3
After Signature Grapple Setup	●+→	Snapmare 4

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	Complete Shot
After Power Grapple Setup	●+←	Backbreaker 1
After Power Grapple Setup	●+↑	Backbreaker 9
After Power Grapple Setup	●+→	Suplex 12

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	Jawbreaker 1
After Quick Grapple Setup	●+←	Body Knee Strike
After Quick Grapple Setup	●+↑	Club to Neck
After Quick Grapple Setup	●+→	Headlock Takeover

Strikes Vs. Standing Opponent

Facing Standing Opponent	X	Snap Jab
Facing Standing Opponent	X+↓	Dropkick 2
Facing Standing Opponent	X+↖ or X+↗	Toe Kick 1
Facing Standing Opponent	X+←	Back Chop 1
Facing Standing Opponent	X+↖ or X+↗	Double Axe Handle 1
Facing Standing Opponent	X+↑	Clothesline 2
Facing Standing Opponent	X+→	Snap Jab

Rear Grapples

Behind Standing Opponent	●+↓	Super Atomic Drop
Behind Standing Opponent	●+←	Sidewalk Slam 5
Behind Standing Opponent	●+↑	Forearm Smash
Behind Standing Opponent	●+→	Backbreaker 5
Behind Standing, Groggy Opponent	●+↓	School Boy Pin 2
Behind Standing, Groggy Opponent	●+←	Back Suplex 5
Behind Standing, Groggy Opponent	●+↑	Rolling Clutch Pin
Behind Standing, Groggy Opponent	●+→	Bulldog 2

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Sleeper Hold 7
Near Downed Opponent's Upper Body	●+↑	Mounted Punching 2
Near Downed Opponent's Upper Body	●+→	Camel Clutch 1
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Boston Crab

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes Vs. Downed Opponent

Standing near Downed Opponent	X	Angry Stomp
Standing near Downed Opponent	X+↑ or X+↓	Elbow Drop 7
Standing near Downed Opponent	X+← or X+→	Elbow Drop 2

Attacks Vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Choke 2
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	10 Punch
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Knee Strikes
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Superplex 1

CONDITION COMMAND MOVE NAME

Grapple Facing Opponent Leaning on Turnbuckle	●+→	Shoulder Thrust
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Illegal Pin
Grapple behind Opponent Leaning on Turnbuckle	●+←	Super Back Suplex
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+→	Hanging in Reverse
Running Strike Vs. Opponent Leaning on Turnbuckle	↓ (while running)	On the Top Rope
Running Strike Vs. Opponent Leaning on Turnbuckle	↓+D-pad (while running)	On the Top Rope

Attacks Vs. Downed Opponent on Ropes

Grapple Vs. Opponent Slumped in Corner of Ring	●+D-pad	Mudhole Stomping 2
Running Strike Vs. Opponent Slumped in Corner of Ring	↓ (while running)	Knee Attack 1

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	X	Knee Drop 1
From Top Turnbuckle, Ladder, Cell Roof, Etc.	X+↓	Knee Drop 1
From Top Turnbuckle, Ladder, Cell Roof, Etc.	X+←	Diving Elbow Bat
From Top Turnbuckle, Ladder, Cell Roof, Etc.	X+↑	Knee Drop 1
From Top Turnbuckle, Ladder, Cell Roof, Etc.	X+→	Double Axe Handle 3

Moves near Ropes

Running toward Rope, Opponent outside Ring	■, X (near rope while running)	Baseball Slide 1
Coming off of Ropes Vs. Opponent Standing in Ring	↓+D-pad toward rope (just after hitting ropes)	Clothesline 13
Coming off of Ropes Vs. Opponent down in Ring	↓+D-pad toward rope (just after hitting ropes)	Dropkick to Knee 3
Standing at Rope, Opponent outside Ring	▲, X (near rope)	Vaulting Body Press 2

Running Attacks

Running Grapple Vs. Standing, Facing Opponent	●+↓	Head Pound 1
Running Grapple Vs. Standing, Facing Opponent	●+↑	Neckbreaker 1
Running Strike Vs. Standing, Facing Opponent	X	Elbow Attack 4
Running Strike Vs. Standing, Facing Opponent	X+D-pad	Clothesline 13
Running Strike Vs. Downed Opponent	X	Elbow Drop 10
Running Strike Vs. Downed Opponent	X+D-pad	Dropkick to Knee 3
Running Grapple Vs. Back of Standing Opponent	●	Bulldog 2
Running Grapple Vs. Back of Groggy Standing Opponent	●	School Boy Pin 2

Grapples Vs. Running Opponent

Standing Facing Running Opponent	●	Belly to Belly 5
Standing Facing Running Opponent	●+↑ or ●+↓	Back Body Drop 2
Standing Facing Running Opponent	●+← or ●+→	Hip Toss 1

Double Team Moves

When Partner Has Opponent Grappled	●	Double Suplex
When Partner Has Opponent Grappled	●+↓	Dropkick & Rolling Clutch
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Dropkick
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Whip & Lay Down
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	Hip Toss
When Opponent Is Leaning on Your Turnbuckle	●+→	Body Splash & Whip

Combination Strikes

First Strike, Facing Standing Opponent	X	Snap Jab
Second Strike, Facing Standing Opponent	X	Snap Jab
Third Strike, Facing Standing Opponent	X	Clothesline 2

Grappled Strikes

When Grappling Opponent	X	Grapple Elbow Strike 1
When Grappling Opponent	X+↑ or X+↓	Grapple Elbow Strike 1
When Grappling Opponent	X+← or X+→	Grapple Elbow Strike 1



Kane®

WWE.com BIO

Aside from a WWE Championship, Kane has enjoyed several reigns as the Intercontinental, Hardcore, and World Tag Team Champion—that he held with RVD. And it was during his pairing with RVD that Kane experienced one of the most emotional nights of his career. After being egged on for weeks about becoming “soft,” Kane agreed to a match, where if he didn’t win, he would remove his trademark mask. Despite a valiant effort, Kane was unsuccessful, and as Raw came to a close, the 7-footer untied and removed his veil, revealing his hideous mug to the world.

Once the mask was removed, Kane turned on his five-star friend and began a violent trail of destruction. Shortly after his epiphany, Kane assaulted WWE CEO Linda McMahon, and set Raw announcer Jim Ross on fire. These actions forced Shane McMahon to return to action, to defend his family’s honor, but even the risk-taking young McMahon couldn’t stop the Big Red Monster’s rage.

At *Survivor Series* in 2003, Kane attacked Undertaker once again, and buried him alive with a bulldozer. For the following months, the Deadman haunted his younger sibling, before announcing that at *WrestleMania XX* the two would meet one more time. Since then, Kane has been randomly attacking anyone who crosses his path. He violently assaulted Shawn Michaels, putting him out of action, and he’s recently made life miserable for Lita & Matt Hardy. Perhaps no one on the roster, male or female, is safe from Kane’s wrath, and only time will tell who his next victim will be.

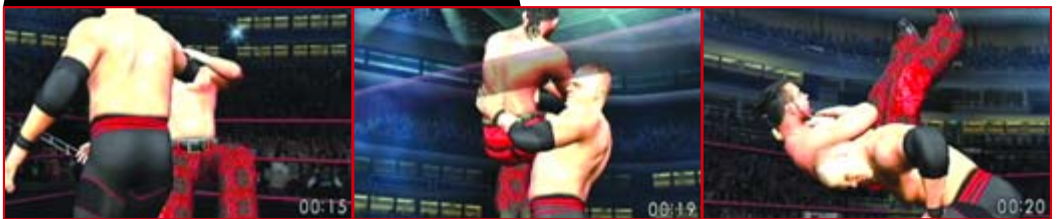
stats

HEIGHT: 7'0"
WEIGHT: 320 lbs.
FROM: Parts Unknown
CAREER HIGHLIGHTS: WWE Champion, Intercontinental Champion, World Tag Team Champion, WCW Tag Team Champion, Hardcore Champion

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

Chokeslam 05 (L1 facing groggy opponent)



Powerbomb 10 (L1+D-pad facing groggy opponent)



Attribute Points

Attribute	Rating
Strength	7.5
Submission	8
Durability	8
Technique	8.5
Speed	7
Charisma	7.5
Overall	83

Kane's Move List

CONDITION	COMMAND	MOVE NAME
Taunts		
Standing	Right analog stick ↓	Kane 2
Standing	Right analog stick ←	Kane 4
Standing	Right analog stick ↑	Kane 3
Standing	Right analog stick →	Cut the Air 1
Finishing Moves		
Holding Weapon, Opponent Groggy	L1	DDT 29

CONDITION	COMMAND	MOVE NAME
Holding Weapon, Opponent Groggy	L1 +D-pad	DDT 29
Facing Standing, Groggy Opponent	L1	Chokeslam 5
Facing Standing, Groggy Opponent	L1 +D-pad	Powerbomb 10
Initiating Grapples Vs. Standing Opponent		
Facing Standing Opponent	● + ↓	Grapple 4
Facing Standing Opponent	● + ←	Grapple 8
Facing Standing Opponent	● + ↑	Grapple 9
Facing Standing Opponent	● + →	Grapple 6

CONDITION COMMAND MOVE NAME

Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Bearhug 3
After Submission Grapple Setup	●+←	Snapmare & Neck Lock 2
After Submission Grapple Setup	●+↑	Hangman Chokehold 1
After Submission Grapple Setup	●+→	Headlock 1

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	Sidewalk Slam 3
After Signature Grapple Setup	●+←	Scoop Slam 5
After Signature Grapple Setup	●+↑	Throat Thrust 5
After Signature Grapple Setup	●+→	Suplex 6

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	Kane Lifting & Toss
After Power Grapple Setup	●+←	Shoulder Breaker
After Power Grapple Setup	●+↑	Batista Lifting & Toss
After Power Grapple Setup	●+→	Full Nelson Slam 2

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	DDT 10
After Quick Grapple Setup	●+←	Throat Thrust 6
After Quick Grapple Setup	●+↑	Club to Neck
After Quick Grapple Setup	●+→	Shoulder Thrusts

Strikes Vs. Standing Opponent

Facing Standing Opponent	×	Body Punch
Facing Standing Opponent	×+↓	Big Boot 2
Facing Standing Opponent	×+← or ×+→	Toe Kick 1
Facing Standing Opponent	×+←	Throat Thrust 3
Facing Standing Opponent	×+↖ or ×+↗	Clothesline 2
Facing Standing Opponent	×+↑	Kane Uppercut
Facing Standing Opponent	×+→	Body Punch

Rear Grapples

Behind Standing Opponent	●+↓	DDT 21
Behind Standing Opponent	●+←	Sidewalk Slam 6
Behind Standing Opponent	●+↑	Elbow to Back of Head 2
Behind Standing Opponent	●+→	Forearm Smash
Behind Standing, Groggy Opponent	●+↓	Full Nelson Slam 3
Behind Standing, Groggy Opponent	●+←	Backbreaker 6
Behind Standing, Groggy Opponent	●+↑	Pumphandle Slam
Behind Standing, Groggy Opponent	●+→	Inverted Suplex

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Choke 3
Near Downed Opponent's Upper Body	●+↑	Fury Punch 8
Near Downed Opponent's Upper Body	●+→	Camel Clutch 1
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Kick to Leg

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes Vs. Downed Opponent

Standing near Downed Opponent	×	Angry Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Angry Stomp
Standing near Downed Opponent	×+← or ×+→	Elbow Drop 2

Attacks Vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Big Boot 4
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Mudhole Stomping 1
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Kane Strikes
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Toss to Turnbuckle

CONDITION COMMAND MOVE NAME

Grapple Facing Opponent Leaning on Turnbuckle	●+→	Big Chop
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+←	Shoulder Strike
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+→	Hanging in Reverse
Running Strike Vs. Opponent Leaning on Turnbuckle	↓ (while running)	Turnbuckle Clothesline
Running Strike Vs. Opponent Leaning on Turnbuckle	↓+D-pad (while running)	Turnbuckle Clothesline

Attacks Vs. Downed Opponent on Ropes

Grapple Vs. Opponent Slumped in Corner of Ring	●+D-pad	Throat Thrust 9
Running Strike Vs. Opponent Slumped in Corner of Ring	↓ (while running)	Knee Attack 1

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Elbow Dro
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Flying Clothesline 2
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Double Axe Handle 3

Moves near Ropes

Running toward Rope, Opponent outside Ring	■, × (near rope while running)	Vaulting Body Press 1
Coming off of Ropes Vs. Opponent Standing in Ring	↓+D-pad toward rope (just after hitting ropes)	Clothesline 12
Coming off of Ropes Vs. Opponent down in Ring	↓+D-pad toward rope (just after hitting ropes)	Running Leg Drop
Standing at Rope, Opponent outside Ring	▲, × (near rope)	Vaulting Body Press 2

Running Attacks

Running Grapple Vs. Standing, Facing Opponent	●+↓	Neckbreaker 1
Running Grapple Vs. Standing, Facing Opponent	●+↑	Reverse Mat Slam
Running Strike Vs. Standing, Facing Opponent	×	Clothesline 9
Running Strike Vs. Standing, Facing Opponent	×+D-pad	Clothesline 12
Running Strike Vs. Downed Opponent	×	Elbow Drop 10
Running Strike Vs. Downed Opponent	×+D-pad	Running Leg Drop
Running Grapple Vs. Back of Standing Opponent	●	Mat Slam 2
Running Grapple Vs. Back of Groggy, Standing Opponent	●	School Boy Pin 2

Grapples Vs. Running Opponent

Standing Facing Running Opponent	●	Powerslam Pin 3
Standing Facing Running Opponent	●+↑ or ●+↓	Hip Toss 2
Standing Facing Running Opponent	●+← or ●+→	Tilt-A-Whirl Sideslam 1

Double Team Moves

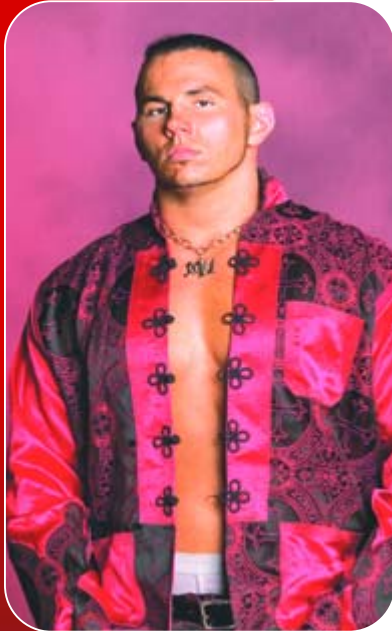
When Partner Has Opponent Grappled	●	Double Flapjack
When Partner Has Opponent Grappled	●+↓	Double DDT
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Beat Head
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Double Chokeslam
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	Gut Crusher
When Opponent Is Leaning on Your Turnbuckle	●+→	Body Splash & Whip

Combination Strikes

First Strike, Facing Standing Opponent	×	Body Punch
Second Strike, Facing Standing Opponent	×	Kane Uppercut
Third Strike, Facing Standing Opponent	×	Throat Thrust 3

Grappled Strikes

When Grappling Opponent	×	Grapple Body Attack 1
When Grappling Opponent	×+↑ or ×+↓	Grapple Body Attack 1
When Grappling Opponent	×+← or ×+→	Grapple Body Attack 2



Matt Hardy™

WWE.com BIO

Matt Hardy began his career on the independent scene with his brother, Jeff. The Hardys quickly earned their way to WWE. Upon arriving, Matt displayed impressive aerial and ground techniques that immediately made him one of the most versatile competitors on Raw. Along with Jeff, Matt Hardy has claimed five World Tag Team Championships. Matt has participated in all of the high-profile TLC (Tables, Ladders, and Chairs) Matches, and is known for performing high-risk moves without thought or regard for his body. In 2000, Matt Hardy enjoyed a reign as Hardcore Champion, and in 2001, defeated Eddie Guerrero for the European Championship.

Alongside Jeff & Lita, Matt helped form the faction, Team Extreme. Matt & Lita remain together, although their on-and-off relationship has taken a tumultuous turn, after Lita was pregnant with Kane's child.

Now that Matt is etching his place in the stone of singles competition, he continues to entertain fans with his amazing, high-flying ability and his technical mastery of the mat. His trademark hand signal of the V-1 has garnered a fan following for the "Sensei of *Mattitude*," and fans all over respond to his shout before the Twist of Fate neck breaker and the cheer of "Veeeeee-Onnnnnnaaaaaah!"

stats

HEIGHT: 6'2"
WEIGHT: 229 lbs.
FROM: Cameron, North Carolina
CAREER HIGHLIGHTS: European Champion, Hardcore Champion, World Tag Team Champion, Cruiserweight Champion, WCW Tag Team Champion

Attribute Points

Attribute	Rating
Strength	6.5
Submission	7
Durability	7.5
Technique	8
Speed	8
Charisma	8.5
Overall	81

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.



Matt Hardy™'s Move List

CONDITION	COMMAND	MOVE NAME	CONDITION	COMMAND	MOVE NAME
Taunts					
Standing	Right analog stick ↓	Matt Hardy 2	Holding Weapon, Opponent Groggy	(L1) +D-pad	DDT 29
Standing	Right analog stick ←	Matt Hardy VI	Facing Standing, Groggy Opponent	(L1)	Twist of Fate 2
Standing	Right analog stick ↑	Matt Hardy 2	Facing Standing, Groggy Opponent	(L1) +D-pad	Twist of Fate 1
Standing	Right analog stick →	Matt Hardy VI	Initiating Grapples vs. Standing Opponent		
Finishing Moves					
Holding Weapon, Opponent Groggy	(L1)	DDT 29	Facing Standing Opponent	● + ↓	Grapple 4
			Facing Standing Opponent	● + ←	Grapple 8
			Facing Standing Opponent	● + ↑	Grapple 9
			Facing Standing Opponent	● + →	Grapple 7

CONDITION COMMAND MOVE NAME

Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Armbar 2
After Submission Grapple Setup	●+←	Headlock 1
After Submission Grapple Setup	●+↑	Wrist & Arm Wrench
After Submission Grapple Setup	●+→	Snapmare & Neck Lock 2

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	Gutwrench Suplex
After Signature Grapple Setup	●+←	Suplex 6
After Signature Grapple Setup	●+↑	Jumping Armbreaker 2
After Signature Grapple Setup	●+→	Double Arm Suplex 2

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	Manhattan Drop
After Power Grapple Setup	●+←	Side Effect 1
After Power Grapple Setup	●+↑	Gutbuster 2
After Power Grapple Setup	●+→	Backbreaker 1

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	Russian Leg Sweep 1
After Quick Grapple Setup	●+←	Neckbreaker 12
After Quick Grapple Setup	●+↑	Leg to Arm
After Quick Grapple Setup	●+→	Snapmare & Dropkick 1

Strikes vs. Standing Opponent

Facing Standing Opponent	×	Snap Jab
Facing Standing Opponent	×+↓	Dropkick 2
Facing Standing Opponent	×+↖ or ×+↗	Toe Kick 1
Facing Standing Opponent	×+←	Toe Kick 2
Facing Standing Opponent	×+↖ or ×+↗	Spinning Punches
Facing Standing Opponent	×+↑	Rolling Wheel Kick
Facing Standing Opponent	×+→	Back Chop 1

Rear Grapples

Behind Standing Opponent	●+↓	School Boy Roll Up
Behind Standing Opponent	●+←	Full Nelson Face Buster
Behind Standing Opponent	●+↑	Elbow to Back of Head 2
Behind Standing Opponent	●+→	Forearm Smash
Behind Standing, Groggy Opponent	●+↓	Rolling Clutch Pin
Behind Standing, Groggy Opponent	●+←	Side Effect 2
Behind Standing, Groggy Opponent	●+↑	DDT 22
Behind Standing, Groggy Opponent	●+→	Back Suplex 2

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Headlock 5
Near Downed Opponent's Upper Body	●+↑	Fury Punch 9
Near Downed Opponent's Upper Body	●+→	Cross Arm Stretch
Near Downed Opponent's Lower Body	●+←	Stomp on Leg
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Leg Lock 10

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent

Standing near Downed Opponent	×	Angry Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Leg Drop
Standing near Downed Opponent	×+← or ×+→	Fist Drop 1

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Choke 2
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	DDT 25
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Hanging in Reverse

CONDITION COMMAND MOVE NAME

Grapple Facing Opponent Leaning on Turnbuckle	●+↑	DDT 25
Grapple Facing Opponent Leaning on Turnbuckle	●+→	Mudhole Stomping 1
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Illegal Pin
Grapple behind Opponent Leaning on Turnbuckle	●+←	Super Back Suplex
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Cross Powerbomb
Grapple behind Opponent Leaning on Turnbuckle	●+→	Super Back Suplex
Running Strike vs. Opponent Leaning on Turnbuckle	↕ (while running)	Turnbuckle Clothesline
Running Strike vs. Opponent Leaning on Turnbuckle	↕+D-pad (while running)	Turnbuckle Clothesline

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Pushes Turnbuckle
Running Strike vs. Opponent Slumped in Corner of Ring	↕ (while running)	Turnbuckle Dropkick 2

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Matt Hardy Leg Drop 3
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Diving Cross Body Pin
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Rolling Thunder 1
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Headscissor Takedown 1

Moves near Ropes

Running toward Rope, Opponent outside Ring	■, × (near rope while running)	Rope Flip 2
Coming off of Ropes vs. Opponent Standing in Ring	↕+D-pad toward rope (just after hitting ropes)	Cross Body 1
Coming off of Ropes vs. Opponent down in Ring	↕+D-pad toward rope (just after hitting ropes)	Double Axe Handle 4
Standing at Rope, Opponent outside Ring	▲, × (near rope)	Moonsault Attack

Running Attacks

Running Grapple vs. Standing, Facing Opponent	●+↓	DDT 3
Running Grapple vs. Standing, Facing Opponent	●+↑	Neckbreaker Drop
Running Strike vs. Standing, Facing Opponent	×	Elbow Attack 3
Running Strike vs. Standing, Facing Opponent	×+D-pad	Cross Body 1
Running Strike vs. Downed Opponent	×	Elbow Drop 10
Running Strike vs. Downed Opponent	×+D-pad	Double Axe Handle 4
Running Grapple vs. Back of Standing Opponent	●	Snapmare 5
Running Grapple vs. Back of Groggy, Standing Opponent	●	School Boy Pin 2

Grapples vs. Running Opponent

Standing Facing Running Opponent	●	Arm Drag 7
Standing Facing Running Opponent	●+↑ or ●+↓	Samoan Drop 3
Standing Facing Running Opponent	●+← or ●+→	Back Body Drop 1

Double Team Moves

When Partner Has Opponent Grappled	●	Double Suplex
When Partner Has Opponent Grappled	●+↓	Dropkick & Rolling Clutch
When Partner Has Opponent Grappled	●+←	Matt Hardy Leg Drop 2
When Partner Has Opponent Grappled	●+↑	Double Facecrusher
When Partner Has Opponent Grappled	●+→	Double Suplex
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Whip & On All Fours
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	Facebuster 1
When Opponent Is Leaning on Your Turnbuckle	●+→	Kick to Gut

Combination Strikes

First Strike, Facing Standing Opponent	×	Snap Jab
Second Strike, Facing Standing Opponent	×	Body Punch
Third Strike, Facing Standing Opponent	×	Rolling Wheel Kick

Grappled Strikes

When Grappling Opponent	×	Grapple Punch 2
When Grappling Opponent	×+↑ or ×+↓	Grapple Punch 2
When Grappling Opponent	×+← or ×+→	Grapple Punch 2

Randy Orton™ **WWE.com 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. It's no wonder he has quickly ascended to the higher echelons of the Raw roster.

In April 2002, he began his WWE career with an appearance on *SmackDown!* A few months into his rookie run, an unfortunate injury put him out of action. Refusing to sit idly on the sidelines, Orton continued making appearances on WWE television, going as far as attacking targeted Superstars with his crutches and giving fans constant updates on his medical progress...whether they wanted them or not.

Upon returning to active competition in May 2003, Orton was instantly recruited by Triple H to join with the legendary "Nature Boy" Ric Flair, and the animal Batista as part of Evolution. Orton captured his first major championship on Dec. 14, 2003, defeating Rob Van Dam for the Intercontinental Championship at *Armageddon*. He held on to the championship for about seven months, defeating challengers such as Shelton Benjamin, Val Venis, Chris Jericho, and Mick Foley. Priding himself as "The Legend Killer," Orton has decisions over the likes of Sgt. Slaughter, Shawn Michaels, and Chris Jericho. Orton also displays no fear and no respect when confronting legends such as Harley Race, asserting his claim that he is a true legend of sports-entertainment.

At *WrestleMania XX*, Orton teamed with Flair & Batista to take on the reunited Rock 'n Sock Connection (The Rock & Mick Foley). Orton delivered the RKO to Foley, enabling his team to emerge victorious. At *Backlash*, Orton added Foley to his list of legends he has defeated, pinning Mick in a Hardcore Rules Match.

At the tender age of 24, Orton became the youngest man to ever capture a World Championship in WWE when he defeated Chris Benoit for the World Heavyweight Championship at *SummerSlam* 2004. Orton was so impressive during this match that even his opponent, Benoit, congratulated him after his victory. Evolution, however, did not. The absence of Orton's faction mates was a precursor to what was about to come, as on the following night's *Raw*, Triple H, Batista, and Ric Flair turned their backs on Orton, leaving him a bloody mess in the middle of the ring.

stats

HEIGHT: 6'4"
WEIGHT: 255 lbs.
FROM: St. Louis, Missouri
CAREER HIGHLIGHTS: Career Highlights:
 Intercontinental Champion, World Heavyweight Champion

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.



Attribute Points

Attribute	Rating
Strength	8.5
Submission	7.5
Durability	8.5
Technique	8.5
Speed	7
Charisma	8.5
Overall	86

Randy Orton™'s Move List

CONDITION	COMMAND	MOVE NAME	CONDITION	COMMAND	MOVE NAME
Taunts					
Standing	Right analog stick ↓	Randy Orton 1	Holding Weapon, Opponent Groggy	(L1) +D-pad	DDT 29
Standing	Right analog stick ←	Randy Orton 2	Facing Standing, Groggy Opponent	(L1)	RKO
Standing	Right analog stick ↑	Randy Orton 1	Facing Standing, Groggy Opponent	(L1) +D-pad	Super RKO
Standing	Right analog stick →	Randy Orton 2	Initiating Grapples Vs. Standing Opponent		
Finishing Moves					
Holding Weapon, Opponent Groggy	(L1)	DDT 29	Facing Standing Opponent	● + ↓	Grapple 4
			Facing Standing Opponent	● + ←	Grapple 8
			Facing Standing Opponent	● + ↑	Grapple 9
			Facing Standing Opponent	● + →	Grapple 7

CONDITION COMMAND MOVE NAME

Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Snapmare & Neck Lock 2
After Submission Grapple Setup	●+←	Headlock 1
After Submission Grapple Setup	●+↑	Wrist Clutch & Elbow 1
After Submission Grapple Setup	●+→	Headlock Takedown

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	Jumping Armbreaker 2
After Signature Grapple Setup	●+←	European Uppercut
After Signature Grapple Setup	●+↑	Fireman Carry 2
After Signature Grapple Setup	●+→	Suplex 6

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	Overdrive
After Power Grapple Setup	●+←	Backbreaker 4
After Power Grapple Setup	●+↑	Neckbreaker 9
After Power Grapple Setup	●+→	DDT 13

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	Arm Drag 5
After Quick Grapple Setup	●+←	Snapmare & Dropkick 1
After Quick Grapple Setup	●+↑	Wrist Clutch & Elbow 1
After Quick Grapple Setup	●+→	Neckbreaker 12

Strikes Vs. Standing Opponent

Facing Standing Opponent	X	Snap Jab
Facing Standing Opponent	X+↓	Dropkick 2
Facing Standing Opponent	X+↖ or X+↗	Toe Kick 1
Facing Standing Opponent	X+←	Elbow Smash 2
Facing Standing Opponent	X+↖ or X+↗	Snap Jab
Facing Standing Opponent	X+↑	Shuffle Side Kick 1
Facing Standing Opponent	X+→	Back Chop 1

Rear Grapples

Behind Standing Opponent	●+↓	Sidewalk Slam 5
Behind Standing Opponent	●+←	Russian Leg Sweep 2
Behind Standing Opponent	●+↑	Backbreaker 8
Behind Standing Opponent	●+→	Bulldog 2
Behind Standing, Groggy Opponent	●+↓	School Boy Roll Up
Behind Standing, Groggy Opponent	●+←	DDT 22
Behind Standing, Groggy Opponent	●+↑	Sleeper Hold
Behind Standing, Groggy Opponent	●+→	Inverted Suplex

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Armlock 2
Near Downed Opponent's Upper Body	●+↑	Forearm Drop
Near Downed Opponent's Upper Body	●+→	Sleeper Hold & Scissors 2
Near Downed Opponent's Lower Body	●+←	Leg Lock 13
Near Downed Opponent's Lower Body	●+↑	Stomp on Leg
Near Downed Opponent's Lower Body	●+→	Bow & Arrow Lock

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes Vs. Downed Opponent

Standing near Downed Opponent	X	Angry Stomp
Standing near Downed Opponent	X+↑ or X+↓	Double Axe Handle 3
Standing near Downed Opponent	X+← or X+→	Elbow Drop 2

Attacks Vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Elbow & Irish Whip
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CONDITION COMMAND MOVE NAME

Grapple Facing Opponent Leaning on Turnbuckle	●+↓	10 Punch
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Back Elbow Strike 2
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	DDT 28
Grapple Facing Opponent Leaning on Turnbuckle	●+→	Toss to Turnbuckle
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Illegal Pin
Grapple behind Opponent Leaning on Turnbuckle	●+←	Hanging in Reverse
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Super Back Suplex
Grapple behind Opponent Leaning on Turnbuckle	●+→	Hanging in Reverse
Running Strike Vs. Opponent Leaning on Turnbuckle	↕ (while running)	On the Top Rope
Running Strike Vs. Opponent Leaning on Turnbuckle	↕+D-pad (while running)	On the Top Rope

Attacks Vs. Downed Opponent on Ropes

Grapple Vs. Opponent Slumped in Corner of Ring	●+D-pad	Pushes Turnbuckle
Running Strike Vs. Opponent Slumped in	↕ (while running)	Turnbuckle Dropkick 2

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	X	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	X+↓	Diving Elbow Drop Pin 1
From Top Turnbuckle, Ladder, Cell Roof, Etc.	X+←	Diving Cross Body Pin
From Top Turnbuckle, Ladder, Cell Roof, Etc.	X+↑	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	X+→	Front Dropkick 3

Moves near Ropes

Running toward Rope, Opponent outside Ring	■, X (near rope while running)	Vaulting Body Press 1
Coming off of Ropes Vs. Opponent Standing in Ring	↕+D-pad toward rope (just after hitting ropes)	Clothesline 13
Coming off of Ropes Vs. Opponent down in Ring	↕+D-pad toward rope (just after hitting ropes)	Dropkick to Knee 3
Standing at Rope, Opponent outside Ring	▲, X (near rope)	Vaulting Body Press 2

Running Attacks

Running Grapple Vs. Standing, Facing Opponent	●+↓	Neckbreaker 1
Running Grapple Vs. Standing, Facing Opponent	●+↑	School Boy Pin 1
Running Strike Vs. Standing, Facing Opponent	X	Flying Forearm Smash 1
Running Strike Vs. Standing, Facing Opponent	X+D-pad	Clothesline 13
Running Strike Vs. Downed Opponent	X	Elbow Drop 10
Running Strike Vs. Downed Opponent	X+D-pad	Dropkick to Knee 3
Running Grapple Vs. Back of Standing Opponent	●	Neckbreaker 14
Running Grapple Vs. Back of Groggy, Standing Opponent	●	School Boy Pin 2

Grapples Vs. Running Opponent

Standing Facing Running Opponent	●	Powerslam Pin 2
Standing Facing Running Opponent	●+↑ or ●+↓	Back Body Drop 2
Standing Facing Running Opponent	●+← or ●+→	Hip Toss 1

Double Team Moves

When Partner Has Opponent Grappled	●	Double Facecrusher
When Partner Has Opponent Grappled	●+↓	Double Punches 2
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Beat Head
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Whip & Lay Down
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	Hip Toss
When Opponent Is Leaning on Your Turnbuckle	●+→	Kick to Gut

Combination Strikes

First Strike, Facing Standing Opponent	X	Snap Jab
Second Strike, Facing Standing Opponent	X	Back Chop 1
Third Strike, Facing Standing Opponent	X	Shuffle Side Kick 1

Grappled Strikes

When Grappling Opponent	X	Grapple Body Attack 1
When Grappling Opponent	X+↑ or X+↓	Grapple Body Attack 1
When Grappling Opponent	X+← or X+→	Grapple Elbow Strike 1



Rhyno™

WWE.com BIO

Rhyno did not gain the nickname of “man-beast” by accident. He literally earned it. After stalking his prey like an animal, Rhyno strikes with incredible quickness. He executes his patented maneuver, a modified spear he calls the Gore, with astounding agility, propelling his 275-pound frame to mow down opponents with amazing force.

Rhyno started gaining notoriety in ECW, where he was infamous for using varying forms of the devastating piledriver to incapacitate his opponents. He captured the ECW Television Championship on two occasions, and was the last man to hold both the ECW TV Championship and ECW World Championship.

He came to WWE in 2001 and immediately captured attention. He won the United States Championship and the Hardcore Title numerous times. First a mainstay on *SmackDown!*, Rhyno’s draft to *Raw* gives him the chance to pursue new goals. It’s high time that the Superstars of *Raw* began to fear the Gore. Once Rhyno gets on a roll, there will be no stopping him. Recently, he has enlisted his ECW comrade, Tajiri to help him in his pursuit of the World Tag Team Championships. With Tajiri’s ferociousness added to Rhyno’s drive, this duo will prove to be a dominating force on *Raw*.

stats

HEIGHT: 5'10"
WEIGHT: 275 lbs.
FROM: Detroit, Michigan
CAREER HIGHLIGHTS: Hardcore Champion, WCW U.S. Champion, ECW World Heavyweight Champion, ECW Television Champion

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

The Gore (L1) or (L1)+D-pad running at opponent)



Attribute Points

Attribute	Rating
Strength	8.5
Submission	7
Durability	8
Technique	7.5
Speed	7
Charisma	6.5
Overall	80

Rhyno™'s Move List

CONDITION	COMMAND	MOVE NAME	CONDITION	COMMAND	MOVE NAME
Taunts					
Standing	Right analog stick ↓	Rhyno 2	Holding Weapon, Opponent Groggy	(L1) +D-pad	DDT 29
Standing	Right analog stick ←	Rhyno 3	Facing Standing, Groggy Opponent	(L1)	The Gore
Standing	Right analog stick ↑	Rhyno 1	Facing Standing, Groggy Opponent	(L1) +D-pad	The Gore
Standing	Right analog stick →	Rhyno 3	Initiating Grapples vs. Standing Opponent		
Finishing Moves					
Holding Weapon, Opponent Groggy	(L1)	DDT 29	Facing Standing Opponent	● + ↓	Grapple 4
			Facing Standing Opponent	● + ←	Grapple 8
			Facing Standing Opponent	● + ↑	Grapple 9
			Facing Standing Opponent	● + →	Grapple 7

CONDITION	COMMAND	MOVE NAME
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Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Shoulderlock
After Submission Grapple Setup	●+←	Snapmare & Neck Lock 2
After Submission Grapple Setup	●+↑	Big Shoulder Claw 1
After Submission Grapple Setup	●+→	Bearhug 2

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	Sidewalk Slam 1
After Signature Grapple Setup	●+←	Suplex 10
After Signature Grapple Setup	●+↑	Belly to Belly 1
After Signature Grapple Setup	●+→	Scoop Slam 7

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	Powerbomb 3
After Power Grapple Setup	●+←	DDT 18
After Power Grapple Setup	●+↑	Spinebuster 7
After Power Grapple Setup	●+→	Suplex to Front Slam

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	Russian Leg Sweep 1
After Quick Grapple Setup	●+←	Powerful Knee Strike 1
After Quick Grapple Setup	●+↑	Club to Neck
After Quick Grapple Setup	●+→	Shoulder Thrusts

Strikes vs. Standing Opponent

Facing Standing Opponent	X	Benoit Punches
Facing Standing Opponent	X+↓	Clothesline 2
Facing Standing Opponent	X+↖ or X+↗	Toe Kick 1
Facing Standing Opponent	X+←	Body Punch
Facing Standing Opponent	X+↖ or X+↗	Toe Kick 2
Facing Standing Opponent	X+↑	Snap Jab
Facing Standing Opponent	X+→	Back Chop 1

Rear Grapples

Behind Standing Opponent	●+↓	Pumphandle Drop
Behind Standing Opponent	●+←	Back Suplex 2
Behind Standing Opponent	●+↑	Pumphandle Slam
Behind Standing Opponent	●+→	Forearm Smash
Behind Standing, Groggy Opponent	●+↓	Pumphandle Slam
Behind Standing, Groggy Opponent	●+←	Back Suplex 5
Behind Standing, Groggy Opponent	●+↑	Elbow to Back of Head 2
Behind Standing, Groggy Opponent	●+→	Bulldog 2

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Fury Punch 7
Near Downed Opponent's Upper Body	●+↑	Fury Punch 9
Near Downed Opponent's Upper Body	●+→	Reverse Chin Lock 2
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Boston Crab

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent

Standing near Downed Opponent	X	Angry Stomp
Standing near Downed Opponent	X+↑ or X+↓	Double Axe Handle 3
Standing near Downed Opponent	X+← or X+→	Elbow Drop 2

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Outlaw Attack 2
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Mudhole Stomping 1
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Shoulder Thrust

CONDITION	COMMAND	MOVE NAME
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Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Toss to Turnbuckle
Grapple Facing Opponent Leaning on Turnbuckle	●+→	Body Strikes
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+←	Hanging in Reverse
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+→	Super Back Suplex
Running Strike vs. Opponent Leaning on Turnbuckle	↕ (while running)	Turnbuckle Clothesline
Running Strike vs. Opponent Leaning on Turnbuckle	↕+D-pad (while running)	Turnbuckle Clothesline

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Mudhole Strikes
Running Strike vs. Opponent Slumped in Corner of Ring	↕ (while running)	Knee Attack 1

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	X	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	X+↓	Frog Splash Pin 1
From Top Turnbuckle, Ladder, Cell Roof, Etc.	X+←	Diving Spear
From Top Turnbuckle, Ladder, Cell Roof, Etc.	X+↑	Diving Elbow Drop Pin 1
From Top Turnbuckle, Ladder, Cell Roof, Etc.	X+→	Flying Clothesline 2

Moves near Ropes

Running toward Rope, Opponent outside Ring	■, X (near rope while running)	Rope Flip 1
Coming off of Ropes vs. Opponent Standing in Ring	↕+D-pad toward rope (just after hitting ropes)	Running Shoulder Attack 2
Coming off of Ropes vs. Opponent down in Ring	↕+D-pad toward rope (just after hitting ropes)	Running Leg Drop
Standing at Rope, Opponent outside Ring	▲, X (near rope)	Vaulting Body Press 2

Running Attacks

Running Grapple vs. Standing, Facing Opponent	●+↓	Neckbreaker 1
Running Grapple vs. Standing, Facing Opponent	●+↑	Neckbreaker Drop
Running Strike vs. Standing, Facing Opponent	X	Clothesline 12
Running Strike vs. Standing, Facing Opponent	X+D-pad	Running Shoulder Attack 2
Running Strike vs. Downed Opponent	X	Elbow Drop 10
Running Strike vs. Downed Opponent	X+D-pad	Running Leg Drop
Running Grapple vs. Back of Standing Opponent	●	Knee Clip
Running Grapple vs. Back of Groggy, Standing Opponent	●	German Suplex 7

Grapples vs. Running Opponent

Standing Facing Running Opponent	●	Spinebuster 7
Standing Facing Running Opponent	●+↑ or ●+↓	Powerslam 1
Standing Facing Running Opponent	●+← or ●+→	Hip Toss 2

Double Team Moves

When Partner Has Opponent Grappled	●	Double Flapjack
When Partner Has Opponent Grappled	●+↓	Double DDT
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Beat Head
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Front Slam
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	Gut Crusher
When Opponent Is Leaning on Your Turnbuckle	●+→	Body Splash & Whip

Combination Strikes

First Strike, Facing Standing Opponent	X	Benoit Punches
Second Strike, Facing Standing Opponent	X	Snap Jab
Third Strike, Facing Standing Opponent	X	Clothesline 2

Grappled Strikes

When Grappling Opponent	X	Grapple Body Attack 1
When Grappling Opponent	X+↑ or X+↓	Grapple Body Attack 1
When Grappling Opponent	X+← or X+→	Grapple Elbow Strike 1



Ric Flair®

WWE.com BIO

In a sport with many legendary names still actively competing, no one garners as much respect as that of the 16-time World Heavyweight Champion “Nature Boy” Ric Flair. He made his AWA debut in 1972, and two years later moved on to the National Wrestling Alliance. On September 17, 1981, Flair defeated Dusty Rhodes in Kansas City, Missouri to win the NWA World Heavyweight Championship for the first time. In 1985, Ric Flair teamed with Tully Blanchard, Ole & Arn Anderson, and manager J.J. Dillon to form the Four Horsemen, one of the most famous factions in sport-entertainment history.

In his amazing career, Flair went on to trade the NWA Championship with greats such as Ricky Steamboat, Harley Race, and Kerry Von Erich throughout the '80s. On January 11, 1991, Flair defeated Sting in East Rutherford, New Jersey to become the first WCW Champion. By the end of the year, Flair had jumped to WWE.

In January 1992, Flair survived the *Royal Rumble*, entering at No. 3, to win his first WWE Championship. After a successful stint in WWE, Flair returned to WCW the following year and recaptured the WCW Championship. The legendary “Nature Boy” defended his title against the likes of Vader, Randy Savage, Hollywood Hogan, and Jeff Jarrett.

After WCW was purchased by WWE in March 2001, Flair took a brief hiatus from the ring. During his time off, Flair was able to reassess his priorities. It was at this time he realized he belonged no other place than in the ring. He made his long-awaited WWE return to a standing ovation on November 19, 2001.

On May 19, 2003, Ric Flair faced Triple H for the World Heavyweight Championship. He did not win the championship that night, but after the match, the *Raw* locker room emptied out as WWE Superstars joined the 16-time World Champion, hoisting Flair onto their shoulders, honoring him for his constant drive, desire, and devotion to the sports-entertainment industry. Currently, Flair is a member of Evolution. His autobiography, *To Be The Man...* has reached the top five on *The New York Times* Best-Seller List.

stats

HEIGHT: 6'1"

WEIGHT: 243 lbs.

FROM: Charlotte, North Carolina

CAREER HIGHLIGHTS: WCW United States Champion, WCW Champion, WWE Champion, World Tag Team Champion, *Royal Rumble* winner (1993)

Attribute Points

Attribute	Rating
Strength	6.5
Submission	10
Durability	7.5
Technique	9
Speed	5
Charisma	10
Overall	86

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

Figure-4 Leg Lock O2 (L1) or (L1)+D-pad near legs of downed opponent)



Ric Flair®'s Move List

CONDITION	COMMAND	MOVE NAME
Taunts		
Standing	Right analog stick ↓	Ric Flair 1
Standing	Right analog stick ←	Ric Flair 2
Standing	Right analog stick ↑	Ric Flair 1
Standing	Right analog stick →	Ric Flair 3
Finishing Moves		
Holding Weapon, Opponent Groggy	(L1)	DDT 29

CONDITION	COMMAND	MOVE NAME
Holding Weapon, Opponent Groggy	(L1) +D-pad	DDT 29
Facing Standing, Groggy Opponent	(L1)	Figure-4 Leg Lock 2
Facing Standing, Groggy Opponent	(L1) +D-pad	Figure-4 Leg Lock 2
Initiating Grapples vs. Standing Opponent		
Facing Standing Opponent	● + ↓	Grapple 4
Facing Standing Opponent	● + ←	Grapple 8
Facing Standing Opponent	● + ↑	Grapple 9
Facing Standing Opponent	● + →	Grapple 7

CONDITION	COMMAND	MOVE NAME
Submission Grapples (after ●+↓)		
After Submission Grapple Setup	●+↓	Headlock Takedown
After Submission Grapple Setup	●+←	Headlock 3
After Submission Grapple Setup	●+↑	Wrist & Arm Wrench
After Submission Grapple Setup	●+→	Wrist Clutch & Elbow 1
Signature Grapples (after ●+←)		
After Signature Grapple Setup	●+↓	Eye Poke 3
After Signature Grapple Setup	●+←	Back Chop 9
After Signature Grapple Setup	●+↑	Russian Leg Sweep 1
After Signature Grapple Setup	●+→	Suplex 6
Power Grapples (after ●+↑)		
After Power Grapple Setup	●+↓	Low Blow 5
After Power Grapple Setup	●+←	Back Chop 7
After Power Grapple Setup	●+↑	Shin Breaker
After Power Grapple Setup	●+→	Low Blow 4
Quick Grapples (after ●+→)		
After Quick Grapple Setup	●+↓	Eye Poke 2
After Quick Grapple Setup	●+←	Back Chop 8
After Quick Grapple Setup	●+↑	Neckbreaker 12
After Quick Grapple Setup	●+→	Headlock & Punch
Strikes vs. Standing Opponent		
Facing Standing Opponent	×	Back Chop 4
Facing Standing Opponent	×+↓	Clothesline 2
Facing Standing Opponent	×+↖ or ×+↗	Toe Kick 1
Facing Standing Opponent	×+←	Back Chop 3
Facing Standing Opponent	×+↖ or ×+↗	Slap 2
Facing Standing Opponent	×+↑	Snap Jab
Facing Standing Opponent	×+→	Snap Jab
Rear Grapples		
Behind Standing Opponent	●+↓	School Boy Roll Up
Behind Standing Opponent	●+←	Ric Flair Attack
Behind Standing Opponent	●+↑	Abdominal Stretch 1
Behind Standing Opponent	●+→	Back Rake
Behind Standing, Groggy Opponent	●+↓	School Boy Roll Up
Behind Standing, Groggy Opponent	●+←	Knee Clip
Behind Standing, Groggy Opponent	●+↑	Low Blow 6
Behind Standing, Groggy Opponent	●+→	Back Suplex 5
Ground Grapples		
Near Downed Opponent's Upper Body	●+←	Ric Flair Knee Drop
Near Downed Opponent's Upper Body	●+↑	Fury Punch 7
Near Downed Opponent's Upper Body	●+→	Sleeper Hold 8
Near Downed Opponent's Lower Body	●+←	Leg Lock 13
Near Downed Opponent's Lower Body	●+↑	Ric Flair Stomp
Near Downed Opponent's Lower Body	●+→	Kick to Leg
Hell in a Cell Moves		
Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Strikes vs. Downed Opponent		
Standing near Downed Opponent	×	Angry Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Elbow Drop 1
Standing near Downed Opponent	×+← or ×+→	Elbow Drop 2
Attacks vs. Standing Opponent on Ropes		
Grapple Facing Opponent Leaning on Ropes	●+D-pad	Choke 2
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Superplex 1
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Shoulder Thrust
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Superplex 2

CONDITION	COMMAND	MOVE NAME
Grapple Facing Opponent Leaning on Turnbuckle	●+→	Superplex 1
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Illegal Pin
Grapple behind Opponent Leaning on Turnbuckle	●+←	Super Back Suplex
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+→	Super Back Suplex
Running Strike vs. Opponent Leaning on Turnbuckle	↓ (while running)	Turnbuckle Clothesline
Running Strike vs. Opponent Leaning on Turnbuckle	↓+D-pad (while running)	Turnbuckle Clothesline
Attacks vs. Downed Opponent on Ropes		
Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Pushes Turnbuckle
Running Strike vs. Opponent Slumped in Corner of Ring	↓ (while running)	Knee Attack 1
Diving Attacks		
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Double Axe Handle 3
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Diving Elbow Bat
Double Axe Handle 3		
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Diving Elbow Bat
Moves near Ropes		
Running toward Rope, Opponent outside Ring	■, × (near rope while running)	Dive through Ropes
Coming off of Ropes vs. Opponent Standing in Ring	↓+D-pad toward rope (just after hitting ropes)	Kitchen Sink 1
Coming off of Ropes vs. Opponent down in Ring	↓+D-pad toward rope (just after hitting ropes)	Dropkick to Knee 3
Standing at Rope, Opponent outside Ring	▲, × (near rope)	Vaulting Body Press 2
Running Attacks		
Running Grapple vs. Standing, Facing Opponent	●+↓	Neckbreaker 1
Running Grapple vs. Standing, Facing Opponent	●+↑	Sunset Flip Pin 1
Running Strike vs. Standing, Facing Opponent	×	Shoulder Block 2
Running Strike vs. Standing, Facing Opponent	×+D-pad	Kitchen Sink 1
Running Strike vs. Downed Opponent	×	Elbow Drop 10
Running Strike vs. Downed Opponent	×+D-pad	Dropkick to Knee 3
Running Grapple vs. Back of Standing Opponent	●	Neckbreaker 14
Running Grapple vs. Back of Groggy, Standing Opponent	●	School Boy Pin 2
Grapples vs. Running Opponent		
Standing Facing Running Opponent	●	Sleeper Hold 4
Standing Facing Running Opponent	●+↑ or ●+↓	Neckbreaker 11
Standing Facing Running Opponent	●+← or ●+→	Back Body Drop 1
Double Team Moves		
When Partner Has Opponent Grappled	●	Double Suplex
When Partner Has Opponent Grappled	●+↓	Double DDT
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Beat Head
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Whip & Lay Down
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	Spike Piledriver
When Opponent Is Leaning on Your Turnbuckle	●+→	Body Splash & Whip
Combination Strikes		
First Strike, Facing Standing Opponent	×	Back Chop 4
Second Strike, Facing Standing Opponent	×	Back Chop 1
Third Strike, Facing Standing Opponent	×	Snap Jab
Grappled Strikes		
When Grappling Opponent	×	Grapple Punch 2
When Grappling Opponent	×+↑ or ×+↓	Grapple Punch 2

Shawn Michaels™

WWE.com BIO



One of the most decorated and popular Superstars in the history of the business, the accomplishments of Shawn Michaels go nearly unrivaled in the annals of sports-entertainment.

His résumé, one of the most impressive in the industry, tells just part of the story. The Heartbreak Kid is a former World Champion, three-time WWE Champion, two-time World Tag Team Champion and three-time Intercontinental Champion. He also won the *Royal Rumble* in 1995 and 1996.

The Showstopper, whose "Sexy Boy" theme song is a favorite among WWE fans, has also competed in some of the industry's most memorable matches to date. He battled Razor Ramon in WWE's first Ladder Match in 1992. He won a legendary Iron Man Match against Hart at *WrestleMania XII* and was part of two brutal Hell in a Cell Matches, first against Undertaker in 1997, and most recently, in June 2003, against Triple H.

Michaels lost four years of competition because of a back injury suffered in 1998, making his accomplishments all the more impressive. Even when Michaels returned in a non-wrestling capacity, he demanded respect, serving as the clever and smooth-talking WWE Commissioner for almost two years. Still, when HBK finally returned to the ring in 2002, he immediately ascended to the top, winning the World Heavyweight Championship in an Elimination Chamber Match at *Survivor Series*.

Michaels has spent the past 14 years entertaining WWE fans, overcoming improbable odds, and putting his body on the line, making him one of the true giants in the business.

stats

HEIGHT: 6'1"
WEIGHT: 225 lbs.
FROM: San Antonio, Texas
CAREER HIGHLIGHTS: WWE Champion, World Heavyweight Champion, Intercontinental Champion, European Champion, World Tag Team Champion, 1995 and 1996 *Royal Rumble* winner

Attribute Points

Attribute	Rating
Strength	7
Submission	8.5
Durability	8
Technique	8.5
Speed	8.5
Charisma	9.5
Overall	89

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

Sweet Chin Music (L1) near face-up opponent's upper body



Sweet Chin Music O1 (L1)+D-pad facing groggy opponent



Shawn Michaels™' Move List

CONDITION	COMMAND	MOVE NAME
Taunts		
Standing	Right analog stick ↓	HBK 3
Standing	Right analog stick ←	HBK 2
Standing	Right analog stick ↑	HBK 3
Standing	Right analog stick →	HBK 1
Finishing Moves		
Holding Weapon, Opponent Groggy	(L1)	DDT 29

CONDITION	COMMAND	MOVE NAME
Holding Weapon, Opponent Groggy	(L1)+D-pad	DDT 29
Facing Standing, Groggy Opponent	(L1)	Sweet Chin Music 2
Facing Standing, Groggy Opponent	(L1)+D-pad	Sweet Chin Music 1
Initiating Grapples vs. Standing Opponent		
Facing Standing Opponent	●+↓	Grapple 4
Facing Standing Opponent	●+←	Grapple 8
Facing Standing Opponent	●+↑	Grapple 9
Facing Standing Opponent	●+→	Grapple 7

CONDITION	COMMAND	MOVE NAME
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Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Standing Crossface
After Submission Grapple Setup	●+←	Headlock 1
After Submission Grapple Setup	●+↑	Wrist Lock
After Submission Grapple Setup	●+→	Headlock Takedown

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	Dragon Screw 2
After Signature Grapple Setup	●+←	Suplex 10
After Signature Grapple Setup	●+↑	Sunset Flip Pin 2
After Signature Grapple Setup	●+→	Gut-Wrench Suplex

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	DDT 19
After Power Grapple Setup	●+←	DDT 11
After Power Grapple Setup	●+↑	Fame Asser
After Power Grapple Setup	●+→	DDT 17

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	Headlock & Punch
After Quick Grapple Setup	●+←	Russian Leg Sweep 1
After Quick Grapple Setup	●+↑	Jumping Armbreaker 2
After Quick Grapple Setup	●+→	Neckbreaker 12

Strikes vs. Standing Opponent

Facing Standing Opponent	×	Outlaw Punches 1
Facing Standing Opponent	×+↓	Combination 1
Facing Standing Opponent	×+← or ×+→	Toe Kick 1
Facing Standing Opponent	×+←	Spinning Back Kick 1
Facing Standing Opponent	×+↖ or ×+↗	Snap Jab
Facing Standing Opponent	×+↑	Dropkick 2
Facing Standing Opponent	×+→	Back Chop 1

Rear Grapples

Behind Standing Opponent	●+↓	DDT 23
Behind Standing Opponent	●+←	Cruiserweight Moves 4
Behind Standing Opponent	●+↑	Elbow to Back of Head 2
Behind Standing Opponent	●+→	Mat Slam 2
Behind Standing, Groggy Opponent	●+↓	School Boy Pin 2
Behind Standing, Groggy Opponent	●+←	Back Suplex 9
Behind Standing, Groggy Opponent	●+↑	Russian Leg Sweep 2
Behind Standing, Groggy Opponent	●+→	Forearm Smash

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Knee to Arm
Near Downed Opponent's Upper Body	●+↑	Fury Punch 9
Near Downed Opponent's Upper Body	●+→	Short Arm Scissors
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Sharpshooter 1

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent

Standing near Downed Opponent	×	Angry Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Elbow Drop 1
Standing near Downed Opponent	×+← or ×+→	Elbow Drop 2

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Elbow & Irish Whip
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	10 Punch
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Suplex 1
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	10 Punch

CONDITION	COMMAND	MOVE NAME
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Grapple Facing Opponent Leaning on Turnbuckle	●+→	Mudhole Stomping 1
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Illegal Pin
Grapple behind Opponent Leaning on Turnbuckle	●+←	Super Back Suplex
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Dropkick & School Boy Pin
Grapple behind Opponent Leaning on Turnbuckle	●+→	Hanging in Reverse
Running Strike vs. Opponent Leaning on Turnbuckle	↕ (while running)	Turnbuckle Dropkick 1
Running Strike vs. Opponent Leaning on Turnbuckle	↕+D-pad (while running)	Turnbuckle Dropkick 1

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Mudhole Stomping 2
Running Strike vs. Opponent Slumped in Corner of Ring	↕ (while running)	Turnbuckle Dropkick 2

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Elbow Drop Pin 2
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Moonsault 1
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Missile Dropkick
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Diving Elbow Drop Pin 2
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Diving Cross Body Pin

Moves near Ropes

Running toward Rope, Opponent outside Ring	■, × (near rope while running)	Rope Flip 1
Coming off of Ropes vs. Opponent Standing in Ring	↕+D-pad toward rope (just after hitting ropes)	Flying Forearm Smash 1
Coming off of Ropes vs. Opponent down in Ring	↕+D-pad toward rope (just after hitting ropes)	Dropkick to Knee 3
Standing at Rope, Opponent outside Ring	▲, × (near rope)	Vaulting Body Press 2

Running Attacks

Running Grapple vs. Standing, Facing Opponent	●+↓	Running Fame Asser
Running Grapple vs. Standing, Facing Opponent	●+↑	Sunset Flip Pin 1
Running Strike vs. Standing, Facing Opponent	×	Flying Forearm Smash 1
Running Strike vs. Standing, Facing Opponent	×+D-pad	Sweet Chin Music 3
Running Strike vs. Downed Opponent	×	Elbow Drop 10
Running Strike vs. Downed Opponent	×+D-pad	Dropkick to Knee 3
Running Grapple vs. Back of Standing Opponent	●	Bulldog 4
Running Grapple vs. Back of Groggy, Standing Opponent	●	School Boy Pin 2

Grapples vs. Running Opponent

Standing Facing Running Opponent	●	Tilt-A-Whirl Sideslam 2
Standing Facing Running Opponent	●+↑ or ●+↓	Hip Toss 1
Standing Facing Running Opponent	●+← or ●+→	Back Body Drop 3

Double Team Moves

When Partner Has Opponent Grappled	●	Double Flapjack
When Partner Has Opponent Grappled	●+↓	Double DDT
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Beat Head
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Whip & Lay Down
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	Spike Piledriver
When Opponent Is Leaning on Your Turnbuckle	●+→	Kick to Gut

Combination Strikes

First Strike, Facing Standing Opponent	×	Outlaw Punches 1
Second Strike, Facing Standing Opponent	×	Outlaw Punches 1
Third Strike, Facing Standing Opponent	×	People's Punch 3

Grappled Strikes

When Grappling Opponent	×	Grapple Punch 2
When Grappling Opponent	×+↑ or ×+↓	Grapple Punch 2
When Grappling Opponent	×+← or ×+→	Grapple Punch 4



Shelton Benjamin™

WWE.com BIO

A former wrestler and track star at the University of Minnesota, where he was a teammate and coach of former WWE Superstar Brock Lesnar, Shelton Benjamin brings impeccable credentials to WWE.

In his early WWE days, Benjamin was tutored by former Olympic Champion Kurt Angle. As part of the heralded Team Angle, Benjamin joined Charlie Haas, and the duo became two-time WWE Tag Team Champions, defeating Eddie and Chavo Guerrero for their first championship in early 2003.

Benjamin figures to be a dominant force on Raw, as he has already garnered huge wins over the likes of Triple H and Ric Flair. Many feel his early Raw success has come as a result of his unique style. Benjamin not only possesses the in-ring skills to compete with the best, but his background as an All-American in track gives him a speed advantage better than most in WWE. He's capable of catching anybody with his speed and then keeping that opponent down with his skill. This combination has already caught the attention of everybody on Raw.

stats

HEIGHT: 6'2"
WEIGHT: 248 lbs.
FROM: Orangeburg, South Carolina
CAREER HIGHLIGHTS:
 WWE Tag Team Champion

Attribute Points

Attribute	Rating
Strength	7.5
Submission	8.5
Durability	8
Technique	8
Speed	7
Charisma	7
Overall	82

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

Super Kick (L1) facing groggy opponent)



DDT 23 (L1)+D-pad behind groggy opponent)



Shelton Benjamin™'s Move List

CONDITION	COMMAND	MOVE NAME
Taunts		
Standing	Right analog stick ↓	Wake Up
Standing	Right analog stick ←	Shelton Benjamin
Standing	Right analog stick ↑	Wake Up
Standing	Right analog stick →	Shelton Benjamin
Finishing Moves		
Holding Weapon, Opponent Groggy	(L1)	DDT 29

CONDITION	COMMAND	MOVE NAME
Holding Weapon, Opponent Groggy	(L1) +D-pad	DDT 29
Facing Standing Groggy Opponent	(L1)	Super Kick
Facing Standing Groggy Opponent	(L1) +D-pad	DDT 23
Initiating Grapples vs. Standing Opponent		
Facing Standing Opponent	● + ↓	Grapple 4
Facing Standing Opponent	● + ←	Grapple 8
Facing Standing Opponent	● + ↑	Grapple 9
Facing Standing Opponent	● + →	Grapple 7

CONDITION	COMMAND	MOVE NAME
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Submission Grapples (after ●+↓)		
After Submission Grapple Setup	●+↓	Armbar 2
After Submission Grapple Setup	●+←	Headlock 1
After Submission Grapple Setup	●+↑	Armbar 5
After Submission Grapple Setup	●+→	Standing Crossface

Signature Grapples (after ●+←)		
After Signature Grapple Setup	●+↓	Sidewalk Slam 2
After Signature Grapple Setup	●+←	T-bone Suplex 3
After Signature Grapple Setup	●+↑	Double Arm Suplex 2
After Signature Grapple Setup	●+→	Suplex 9

Power Grapples (after ●+↑)		
After Power Grapple Setup	●+↓	Powerbomb 13
After Power Grapple Setup	●+←	Gutbuster 2
After Power Grapple Setup	●+↑	Tigerbomb 2
After Power Grapple Setup	●+→	Powerslam Pin 1

Quick Grapples (after ●+→)		
After Quick Grapple Setup	●+↓	Snapmare & Dropkick 1
After Quick Grapple Setup	●+←	Arm Drag 5
After Quick Grapple Setup	●+↑	Shuffle Side Kick
After Quick Grapple Setup	●+→	Leg Trip 3

Strikes vs. Standing Opponent		
Facing Standing Opponent	×	Snap Jab
Facing Standing Opponent	×+↓	Dragon Whip
Facing Standing Opponent	×+← or ×+→	Toe Kick 1
Facing Standing Opponent	×+←	Back Chop 1
Facing Standing Opponent	×+↖ or ×+↗	Body Punch
Facing Standing Opponent	×+↑	Shuffle Side Kick 3
Facing Standing Opponent	×+→	Middle Kick 1

Rear Grapples		
Behind Standing Opponent	●+↓	German Suplex 4
Behind Standing Opponent	●+←	Backbreaker 8
Behind Standing Opponent	●+↑	Forearm Smash
Behind Standing Opponent	●+→	Knee Clip
Behind Standing, Groggy Opponent	●+↓	School Boy Roll Up
Behind Standing, Groggy Opponent	●+←	Back Suplex 9
Behind Standing, Groggy Opponent	●+↑	Abdominal Stretch 1
Behind Standing, Groggy Opponent	●+→	Backbreaker 6

Ground Grapples		
Near Downed Opponent's Upper Body	●+←	Reverse Chin Lock 2
Near Downed Opponent's Upper Body	●+↑	Knee to Arm
Near Downed Opponent's Upper Body	●+→	Buffalo Sleeper Hold
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Single Leg Crab 3

Hell in a Cell Moves		
Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent		
Standing near Downed Opponent	×	Angry Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Double Axe Handle 3
Standing near Downed Opponent	×+← or ×+→	Elbow Drop 2

Attacks vs. Standing Opponent on Ropes		
Grapple Facing Opponent Leaning on Ropes	●+D-pad	Choke 2
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Double Underhook Suplex
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Hanging in Reverse
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Monkey Flip

CONDITION	COMMAND	MOVE NAME
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Grapple Facing Opponent Leaning on Turnbuckle	●+→	Toss to Turnbuckle
Grapple behind Opponent Leaning on Turnbuckle	●+↓	10 Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+←	Shoulder Strike
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Super Back Suplex
Grapple behind Opponent Leaning on Turnbuckle	●+→	Rolling Powerbomb
Running Strike vs. Opponent Leaning on Turnbuckle	⇩ (while running)	Cross Body
Running Strike vs. Opponent Leaning on Turnbuckle	⇩+D-pad (while running)	Cross Body

Attacks vs. Downed Opponent on Ropes		
Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Foot Choke 2
Running Strike vs. Opponent Slumped in Corner of Ring	⇩ (while running)	Turnbuckle Dropkick 2

Diving Attacks		
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Moonsault 1
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	The 450 Pin
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Flying Clothesline 2
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Diving Moonsault 1
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Diving Cross Body Pin

Moves near Ropes		
Running toward Rope, Opponent outside Ring	■, × (near rope while running)	Fake Diving Attack 1
Coming off of Ropes vs. Opponent Standing in Ring	⇩+D-pad toward rope (just after hitting ropes)	Spinning Wheel Kick 4
Coming off of Ropes vs. Opponent down in Ring	⇩+D-pad toward rope (just after hitting ropes)	Dropkick to Knee 3
Standing at Rope, Opponent outside Ring	▲, × (near rope)	Moonsault Attack

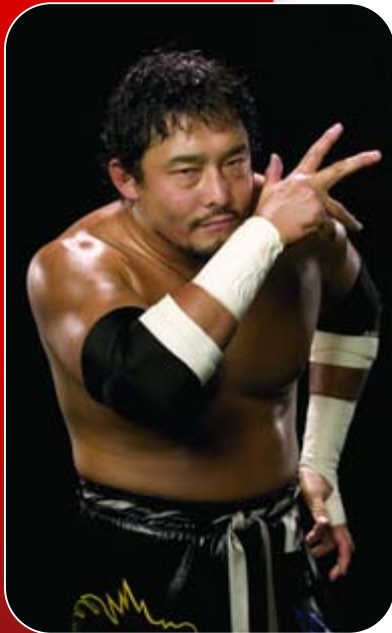
Running Attacks		
Running Grapple vs. Standing, Facing Opponent	●+↓	Extreme Neckbreaker Drop
Running Grapple vs. Standing, Facing Opponent	●+↑	Running Backslide Pin
Running Strike vs. Standing, Facing Opponent	×	Clothesline 14
Running Strike vs. Standing, Facing Opponent	×+D-pad	Elbow Attack 5
Running Strike vs. Downed Opponent	×	Elbow Drop 10
Running Strike vs. Downed Opponent	×+D-pad	Dropkick to Knee 3
Running Grapple vs. Back of Standing Opponent	●	German Suplex 7
Running Grapple vs. Back of Groggy Standing Opponent	●	Neckbreaker 14

Grapples vs. Running Opponent		
Standing Facing Running Opponent	●	Belly to Belly 6
Standing Facing Running Opponent	●+↑ or ●+↓	Powerslam 1
Standing Facing Running Opponent	●+← or ●+→	Belly to Belly 5

Double Team Moves		
When Partner Has Opponent Grappled	●	Double Flapjack
When Partner Has Opponent Grappled	●+↓	Double DDT
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Beat Head
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Gut Crusher
When Opponent Is Leaning on Your Turnbuckle	●+←	Play Leapfrog Attack
When Opponent Is Leaning on Your Turnbuckle	●+↑	Body Attack
When Opponent Is Leaning on Your Turnbuckle	●+→	Kick to Gut

Combination Strikes		
First Strike, Facing Standing Opponent	×	Snap Jab
Second Strike, Facing Standing Opponent	×	Snap Jab
Third Strike, Facing Standing Opponent	×	Dragon Whip

Grappled Strikes		
When Grappling Opponent	×	Grapple Body Attack 1
When Grappling Opponent	×+↑ or ×+↓	Grapple Body Attack 1
When Grappling Opponent	×+← or ×+→	Grapple Elbow Strike 1



Tajiri™

WWE.com BIO

Known as “The Japanese Buzzsaw,” Tajiri has found success at every stop of his high-flying career. The multiple-time Cruiserweight Champion started as a top draw on *SmackDown!* before coming to *Raw*, where his outrageous maneuvers—most notably the Tarantula—and cunning make him one of the most feared Superstars on the roster.

Tajiri began his career in Mexico, merging the Lucha Libre style with his martial arts background for a combination that caught the eye of Paul Heyman. Heyman gave Tajiri a contract at Extreme Championship Wrestling, where he worked a number of memorable matches, including some legendary battles with current WWE Superstar Tazz.

When it came time for Tajiri to join WWE, he made an immediate impact. Perhaps his most notable victory came in September 2001 when he defeated Kanyon for the coveted United States Championship, a title that has been held by such greats as Ric Flair, Sting, and Rick Rude.

In addition to his success in the cruiserweight division and as a United States Champion, the crafty Tajiri has also enjoyed success in the tag team ranks. He and Eddie Guerrero held the WWE Tag Team Championship for several months in 2003.

stats

HEIGHT: 5'9"

WEIGHT: 206 lbs.

FROM: Japan

CAREER HIGHLIGHTS: Light Heavyweight Champion, ECW Television Champion, ECW Tag Team Champion, Cruiserweight Championship, WWE Tag Team Champion, United States Champion

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

Buzzsaw Kick (L1 or L1+D-pad near downed opponents upper body)



Attribute Points

Attribute	Rating
Strength	6.5
Submission	7.5
Durability	7
Technique	8
Speed	7.5
Charisma	7.5
Overall	79

Tajiri™'s Move List

CONDITION	COMMAND	MOVE NAME
Taunts		
Standing	Right analog stick ↓	Tajiri 1
Standing	Right analog stick ←	Tajiri 4
Standing	Right analog stick ↑	Tajiri 2
Standing	Right analog stick →	Tajiri 3
Finishing Moves		
Holding Weapon, Opponent Groggy	[L1]	DDT 29

CONDITION	COMMAND	MOVE NAME
Holding Weapon, Opponent Groggy	[L1]+D-pad	DDT 29
Facing Standing, Groggy Opponent	[L1]	Buzzsaw Kick
Facing Standing, Groggy Opponent	[L1]+D-pad	Buzzsaw Kick
Initiating Grapples vs. Standing Opponent		
Facing Standing Opponent	●+↓	Grapple 4
Facing Standing Opponent	●+←	Grapple 8
Facing Standing Opponent	●+↑	Grapple 9
Facing Standing Opponent	●+→	Grapple 7

CONDITION COMMAND MOVE NAME

Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Leg Lock 5
After Submission Grapple Setup	●+←	Armbar 2
After Submission Grapple Setup	●+↑	Armbar 3
After Submission Grapple Setup	●+→	Headlock Takedown

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	Poison Mist 3
After Signature Grapple Setup	●+←	Dragon Screw 2
After Signature Grapple Setup	●+↑	Tajiri Quick Kick
After Signature Grapple Setup	●+→	Suplex 10

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	Manhattan Drop
After Power Grapple Setup	●+←	Tajiri Karate Rush
After Power Grapple Setup	●+↑	Powerbomb 11
After Power Grapple Setup	●+→	Backbreaker 9

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	Arm Drag 5
After Quick Grapple Setup	●+←	Shuffle Side Kick
After Quick Grapple Setup	●+↑	Huracanrana 5
After Quick Grapple Setup	●+→	Snapmare & Dropkick 1

Strikes vs. Standing Opponent

Facing Standing Opponent	×	Tajiri Punches
Facing Standing Opponent	×+↓	Spinning Back Kick 3
Facing Standing Opponent	×+← or ×+→	Toe Kick 1
Facing Standing Opponent	×+←	Tajiri Low Kick
Facing Standing Opponent	×+↖ or ×+↗	Shuffle Side Kick 3
Facing Standing Opponent	×+↑	Spinning Wheel Kick 2
Facing Standing Opponent	×+→	Spinning Back Kick 2

Rear Grapples

Behind Standing Opponent	●+↓	DDT 22
Behind Standing Opponent	●+←	Cruiserweight Moves 4
Behind Standing Opponent	●+↑	Sleeper Hold
Behind Standing Opponent	●+→	Snapmare 5
Behind Standing, Groggy Opponent	●+↓	Dragon Suplex Pin
Behind Standing, Groggy Opponent	●+←	Bulldog 4
Behind Standing, Groggy Opponent	●+↑	Edge O'Matic 2
Behind Standing, Groggy Opponent	●+→	Back Suplex 5

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Moonsault Splash 2
Near Downed Opponent's Upper Body	●+↑	Cruiserweight Moves 5
Near Downed Opponent's Upper Body	●+→	Cross Armbreaker 1
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Deathlock with Bridge

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent

Standing near Downed Opponent	×	Angry Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Leg Drop
Standing near Downed Opponent	×+← or ×+→	Moonsault Splash 1

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Elbow & Irish Whip
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Moonsault Kick
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Moonsault Kick
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Frankensteiner

CONDITION COMMAND MOVE NAME

Grapple Facing Opponent Leaning on Turnbuckle	●+→	DDT 25
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Rolling Powerbomb
Grapple behind Opponent Leaning on Turnbuckle	●+←	Tarantula 1
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Hanging in Reverse
Grapple behind Opponent Leaning on Turnbuckle	●+→	Hanging in Reverse
Running Strike vs. Opponent Leaning on Turnbuckle	↓ (while running)	Shining Wizard 2
Running Strike vs. Opponent Leaning on Turnbuckle	↓+D-pad (while running)	Shining Wizard 2

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Stomp & Choke
Running Strike vs. Opponent Slumped in Corner of Ring	↓ (while running)	Turnbuckle Dropkick 2

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Leg Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Missile Dropkick
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Diving Elbow Bat

Moves near Ropes

Running toward Rope, Opponent outside Ring	■, × (near rope while running)	Rope Flip 2
Coming off of Ropes vs. Opponent Standing in Ring	↓+D-pad toward rope (just after hitting ropes)	Elbow Attack 7
Coming off of Ropes vs. Opponent down in Ring	↓+D-pad toward rope (just after hitting ropes)	Dropkick to Knee 3
Standing at Rope, Opponent outside Ring	▲, × (near rope)	Moonsault Attack

Running Attacks

Running Grapple vs. Standing Facing Opponent	●+↓	Rolling Cradle Pin 1
Running Grapple vs. Standing Facing Opponent	●+↑	Tajiri Rise & Kick
Running Strike vs. Standing Facing Opponent	×	Spinning Wheel Kick 4
Running Strike vs. Standing Facing Opponent	×+D-pad	Kitchen Sink 1
Running Strike vs. Downed Opponent	×	Elbow Drop 10
Running Strike vs. Downed Opponent	×+D-pad	Dropkick to Knee 3
Running Grapple vs. Back of Standing Opponent	●	Bulldog 6
Running Grapple vs. Back of Groggy, Standing Opponent	●	Huracanrana 6

Grapples vs. Running Opponent

Standing Facing Running Opponent	●	Tilt-A-Whirl Sideslam 2
Standing Facing Running Opponent	●+↑ or ●+↓	Back Body Drop 2
Standing Facing Running Opponent	●+← or ●+→	Drop Toehold

Double Team Moves

When Partner Has Opponent Grappled	●	Double Suplex
When Partner Has Opponent Grappled	●+↓	Dropkick & Rolling Clutch
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Facecrusher
When Partner Has Opponent Grappled	●+→	Double Dropkick
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Whip & Lay Down
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	Spine & Neckbreaker
When Opponent Is Leaning on Your Turnbuckle	●+→	Kick to Gut

Combination Strikes

First Strike, Facing Standing Opponent	×	Tajiri Punches
Second Strike, Facing Standing Opponent	×	Spinning Back Kick 3
Third Strike, Facing Standing Opponent	×	Shuffle Side Kick 3

Grappled Strikes

When Grappling Opponent	×	Grapple Body Attack 1
When Grappling Opponent	×+↑ or ×+↓	Grapple Body Attack 1
When Grappling Opponent	×+← or ×+→	Grapple Elbow Strike 1



Triple H[®]

WWE.com Bio

Triple H calls himself "The Game," and you'd be hard-pressed to find anyone who disagrees with that assumption. Since making his WWE debut in the spring of 1995 (as Hunter Hearst-Helmsley), Triple H has done it all in the sports-entertainment industry. He's the only man in the history of the business to have been a Grand Slam champion and to have won both a *King of the Ring* and a *Royal Rumble*.

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

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

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

stats

HEIGHT: 6' 4"
WEIGHT: 265 lbs.
FROM: Greenwich, CN
CAREER HIGHLIGHTS: WWE Champion, World Heavyweight Champion, Intercontinental Champion, World Tag Team Champion, European Champion, 1997 *King of the Ring*

Attribute Points

Attribute	Rating
Strength	9
Submission	9
Durability	9
Technique	9.5
Speed	7
Charisma	9
Overall	93

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

Pedigree 3 (L1 while facing standing groggy opponent)



Pedigree 2 (L1+D-pad while facing standing groggy opponent)



Triple H's Move List

CONDITION	COMMAND	MOVE NAME
Taunts		
Standing	Right analog stick ↓	Taunt Powerful 8
Standing	Right analog stick ←	Triple H 2
Standing	Right analog stick ↑	Triple H 1
Standing	Right analog stick →	Triple H 2
Finishing Moves		
Holding Weapon, Opponent Groggy	(L1)	DDT 29

CONDITION	COMMAND	MOVE NAME
Holding Weapon, Opponent Groggy	(L1) +D-pad	DDT 29
Facing Standing Opponent Groggy	(L1)	Pedigree 3
Facing Standing Opponent Groggy	(L1) +D-pad	Pedigree 2
Initiating Grapples vs. Standing Opponent		
Facing Standing Opponent	● + ↓	Grapple 4
Facing Standing Opponent	● + ←	Grapple 8
Facing Standing Opponent	● + ↑	Grapple 9
Facing Standing Opponent	● + →	Grapple 7

CONDITION	COMMAND	MOVE NAME
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Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Snapmare & Neck Lock 2
After Submission Grapple Setup	●+←	Headlock 1
After Submission Grapple Setup	●+↑	Standing Crossface
After Submission Grapple Setup	●+→	Headlock Takedown

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	Triple H Smash
After Signature Grapple Setup	●+←	Back Chop 9
After Signature Grapple Setup	●+↑	Jumping Armbreaker 2
After Signature Grapple Setup	●+→	Suplex 9

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	DDT 14
After Power Grapple Setup	●+←	Spinebuster 4
After Power Grapple Setup	●+↑	Shin Breaker
After Power Grapple Setup	●+→	Backbreaker 1

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	Head Pound 1
After Quick Grapple Setup	●+←	Fury Punch 5
After Quick Grapple Setup	●+↑	Triple H Smash
After Quick Grapple Setup	●+→	Neckbreaker 11

Strikes vs. Standing Opponent

Facing Standing Opponent	X	Triple H Punches 2
Facing Standing Opponent	X+↓	Triple H Punches 3
Facing Standing Opponent	X+← or X+→	Toe Kick 1
Facing Standing Opponent	X+←	Triple H Punches 1
Facing Standing Opponent	X+← or X+→	Toe Kick 2
Facing Standing Opponent	X+↑	Triple H Punches 3
Facing Standing Opponent	X+→	Back Chop 4

Rear Grapples

Behind Standing Opponent	●+↓	DDT 21
Behind Standing Opponent	●+←	Triple H Low Kick
Behind Standing Opponent	●+↑	Backbreaker 8
Behind Standing Opponent	●+→	Knee Clip
Behind Standing Groggy Opponent	●+↓	Backbreaker 5
Behind Standing Groggy Opponent	●+←	Back Suplex 5
Behind Standing Groggy Opponent	●+↑	Sleeper Hold 3
Behind Standing Groggy Opponent	●+→	Inverted Suplex

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Ric Flair Knee Drop
Near Downed Opponent's Upper Body	●+↑	Fury Punch 8
Near Downed Opponent's Upper Body	●+→	Headlock 4
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch To Groin
Near Downed Opponent's Lower Body	●+→	Triple H Death Lock

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent

Standing Near Downed Opponent	X	Angry Stomp
Standing Near Downed Opponent	X+↑ or X+↓	Elbow Drop 2
Standing Near Downed Opponent	X+← or X+→	Elbow Drop 1

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning On Ropes	●+D-pad	Elbow & Irish Whip
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Hangman Chokehold 2
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Mudhole Stomping 1
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Superplex 1

CONDITION	COMMAND	MOVE NAME
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Grapple Facing Opponent Leaning on Turnbuckle	●+→	Hanging In Reverse
Grapple Behind Opponent Leaning on Turnbuckle	●+↓	Illegal Pin
Grapple Behind Opponent Leaning on Turnbuckle	●+←	Shoulder Strike
Grapple Behind Opponent Leaning on Turnbuckle	●+↑	Hanging In Reverse
Grapple Behind Opponent Leaning on Turnbuckle	●+→	Hanging In Reverse
Running Strike vs. Opponent Leaning on Turnbuckle	↓ (while running)	Turnbuckle Clothesline
Running Strike vs. Opponent Leaning on Turnbuckle	↓+D-pad (while running)	Turnbuckle Clothesline

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Pushes Turnbuckle
Running Strike vs. Opponent Slumped in Corner of Ring	↓ (while running)	Knee Attack 1

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	X	Diving Elbow
From Top Turnbuckle, Ladder, Cell Roof, Etc.	X+↓	Diving Elbow
From Top Turnbuckle, Ladder, Cell Roof, Etc.	X+←	Flying Clothesline 2
From Top Turnbuckle, Ladder, Cell Roof, Etc.	X+↑	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	X+→	Double Axe Handle 3

Moves near Ropes

Running Toward Rope, Opponent Outside Ring	■, X (near rope while running)	Vaulting Body Press 1
Coming Off of Ropes vs. Opponent Standing in Ring	↓+D-pad toward rope (just after hitting ropes)	Clothesline 15
Coming Off of Ropes vs. Opponent Down in Ring	↓+D-pad toward rope (just after hitting ropes)	Running Leg Drop
Standing At Rope, Opponent Outside Ring	▲, X (near rope)	Vaulting Body Press 2

Running Attacks

Running Grapple vs. Standing Facing Opponent	●+↓	Spear 1
Running Grapple vs. Standing Facing Opponent	●+↑	Head Pound 1
Running Strike vs. Standing Facing Opponent	X	Jumping Knee Attack 1
Running Strike vs. Standing Facing Opponent	X+D-pad	Clothesline 15
Running Strike vs. Downed Opponent	X	Elbow Drop 10
Running Strike vs. Downed Opponent	X+D-pad	Running Leg Drop
Running Grapple vs. Back of Standing Opponent	●	Triple H Low Kick
Running Grapple vs. Back of Groggy Standing Opponent	●	Knee Clip

Grapples vs. Running Opponent

Standing Facing Running Opponent	●	Triple H Smash
Standing Facing Running Opponent	●+↑ or ●+↓	Back Body Drop 2
Standing Facing Running Opponent	●+← or ●+→	Spinebuster 4

Double Team Moves

When Partner Has Opponent Grappled	●	Low Blow & Knee Attack
When Partner Has Opponent Grappled	●+↓	Double DDT
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Beat Head
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Spike Piledriver
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	Gut Crusher
When Opponent Is Leaning on Your Turnbuckle	●+→	Kick To Gut

Combination Strikes

First Strike, Facing Standing Opponent	X	Triple H Punches 2
Second Strike, Facing Standing Opponent	X	Triple H Punches 1
Third Strike, Facing Standing Opponent	X	Triple H Punches 3

Grappled Strikes

When Grappling Opponent	X	Grapple Punch 2
When Grappling Opponent	X+↑ or X+↓	Grapple Punch 2
When Grappling Opponent	X+← or X+→	Grapple Punch 4



Molly Holly™

WWE.com BIO

Molly is easily one of the most athletic females on the WWE roster, as she'll let you know. In addition, she is arguably the most serious and toughest of the Raw Divas. For a time, she was one of the most lovable Divas on Raw, siding with one of the WWE's resident superheroes, The Hurricane. However, she soon severed that relationship in pursuit of her own personal success.

Since shedding the cape, and donning a more uptight, no-nonsense persona, Molly has become known as one of the most dominant Divas in WWE. She has held the Women's Championship in 2002 and 2003.

As a result of a stipulation in her match with Victoria at *WrestleMania XX*, Molly not only lost the match and her chance to regain the Women's Championship, but she also lost her hair. In front of a sold-out Madison Square Garden crowd, and millions watching around the world, Molly had her head shaved bald. However, that has only enhanced her anger, and Molly is as focused as ever to once again be the Women's Champion.

It is just a matter of time until Molly is once again the dominant female in WWE, using Raw as her personal torture chamber for any Diva attempting to steal the spotlight away from her.

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

Go Round Pin (L1 from top turnbuckle facing groggy opponent)



Double Wrist Suplex Pin (L1+D-pad facing groggy opponent)



stats

HEIGHT: 5'4"
FROM: Forrest Lake, Minnesota
CAREER HIGHLIGHTS: Women's Champion, Hardcore Champion

Attribute Points

Attribute	Rating
Strength	4
Submission	5.5
Durability	4
Technique	6
Speed	6
Charisma	6
Overall	58

tip

The easiest way to execute the Go Round Pin is to Irish Whip your opponent into the turnbuckle, perform a running strike against her when she's leaning on the turnbuckle, then quickly climb the turnbuckle with **▲** and press **L1** as soon as you're on it.

Molly Holly™'s Move List

CONDITION	COMMAND	MOVE NAME	CONDITION	COMMAND	MOVE NAME
Taunts					
Standing	Right analog stick ↓	Molly Holly 2	Holding Weapon, Opponent Groggy	L1 + D-pad	DDT 29
Standing	Right analog stick ←	Molly Holly 3	Facing Standing, Groggy Opponent	L1	Go Round Pin
Standing	Right analog stick ↑	Molly Holly 2	Facing Standing, Groggy Opponent	L1 + D-pad	Double Wrist Suplex Pin
Standing	Right analog stick →	Molly Holly 3	Initiating Grapples vs. Standing Opponent		
Finishing Moves					
Holding Weapon, Opponent Groggy	L1	DDT 29	Facing Standing Opponent	● + ↓	Grapple 4
			Facing Standing Opponent	● + ←	Grapple 8
			Facing Standing Opponent	● + ↑	Grapple 9
			Facing Standing Opponent	● + →	Grapple 7

CONDITION	COMMAND	MOVE NAME
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Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Armbar 2
After Submission Grapple Setup	●+←	Headlock 2
After Submission Grapple Setup	●+↑	Standing Crossface
After Submission Grapple Setup	●+→	Armbar 7
After Signature Grapple Setup	●+↓	Sidewalk Slam 1

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+←	Snapmare 4
After Signature Grapple Setup	●+↑	Fireman Carry 2
After Signature Grapple Setup	●+→	Scoop Slam 7

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	Woman's Snapmare
After Power Grapple Setup	●+←	Kitchen Sink 2
After Power Grapple Setup	●+↑	Northern Lights Suplex 2
After Power Grapple Setup	●+→	Huracanrana 1

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	Kurt Chickenwing
After Quick Grapple Setup	●+←	Arm Wrench 2
After Quick Grapple Setup	●+↑	Jumping Armbreaker 2
After Quick Grapple Setup	●+→	Snapmare & Dropkick 1

Strikes vs. Standing Opponent

Facing Standing Opponent	×	Woman's Elbow Smash
Facing Standing Opponent	×+↓	Dropkick 2
Facing Standing Opponent	×+↖ or ×+↗	Woman's Toe Kick
Facing Standing Opponent	×+←	Back Chop 1
Facing Standing Opponent	×+↖ or ×+↗	Woman's Slap 1
Facing Standing Opponent	×+↑	Woman's Slap 2
Facing Standing Opponent	×+→	Middle Kick 1

Rear Grapples

Behind Standing Opponent	●+↓	German Suplex Pin 2
Behind Standing Opponent	●+←	Back Suplex 3
Behind Standing Opponent	●+↑	Elbow to Back of Head 2
Behind Standing Opponent	●+→	Forearm Smash
Behind Standing, Groggy Opponent	●+↓	School Boy Roll Up
Behind Standing, Groggy Opponent	●+←	Back Suplex 4
Behind Standing, Groggy Opponent	●+↑	DDT 22
Behind Standing, Groggy Opponent	●+→	Backbreaker 6

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Oklahoma Roll Pin 2
Near Downed Opponent's Upper Body	●+↑	Knee Stomp
Near Downed Opponent's Upper Body	●+→	Camel Clutch 1
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Single Leg Crab 1

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent

Standing near Downed Opponent	×	Woman's Angry Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Flip Leg Drop
Standing near Downed Opponent	×+← or ×+→	Flip Splash

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Acrobatic Clothesline
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Arm Drag 8
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Knee Strikes
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Frankensteiner

CONDITION	COMMAND	MOVE NAME
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Grapple Facing Opponent Leaning on Turnbuckle	●+→	Kick & Waiting
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Illegal Pin
Grapple behind Opponent Leaning on Turnbuckle	●+←	Super Back Suplex
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Rolling Powerbomb
Grapple behind Opponent Leaning on Turnbuckle	●+→	Turnbuckle Smash
Running Strike vs. Opponent Leaning on Turnbuckle	↓ (while running)	On the Top Rope
Running Strike vs. Opponent Leaning on Turnbuckle	↓+D-pad (while running)	On the Top Rope

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Foot Choke 2
Running Strike vs. Opponent Slumped in Corner of Ring	↓ (while running)	Turnbuckle Dropkick 2

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Moonsault 1
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Missile Dropkick
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Rolling Thunder 1
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Missile Dropkick

Moves near Ropes

Running toward Rope, Opponent outside Ring	■, × (near rope while running)	Rope Flip 1
Coming off of Ropes vs. Opponent Standing in Ring	↓+D-pad toward rope (just after hitting ropes)	Kitchen Sink 1
Coming off of Ropes vs. Opponent down in Ring	↓+D-pad toward rope (just after hitting ropes)	Running Flip Splash
Standing at Rope, Opponent outside Ring	▲, × (near rope)	Moonsault Attack

Running Attacks

Running Grapple vs. Standing, Facing Opponent	●+↓	Neckbreaker 2
Running Grapple vs. Standing, Facing Opponent	●+↑	Huracanrana Pin 1
Running Strike vs. Standing, Facing Opponent	×	Elbow Attack 3
Running Strike vs. Standing, Facing Opponent	×+D-pad	Kitchen Sink 1
Running Strike vs. Downed Opponent	×	Running Flip Splash
Running Strike vs. Downed Opponent	×+D-pad	Dropkick to Knee 3
Running Grapple vs. Back of Standing Opponent	●	Snapmare 5
Running Grapple vs. Back of Groggy Standing Opponent	●	Huracanrana 6

Grapples vs. Running Opponent

Standing Facing Running Opponent	●	Drop Toehold
Standing Facing Running Opponent	●+↑ or ●+↓	Back Body Drop 1
Standing Facing Running Opponent	●+← or ●+→	Arm Drag 7

Double Team Moves

When Partner Has Opponent Grappled	●	Double Suplex
When Partner Has Opponent Grappled	●+↓	Dropkick & Rolling Clutch
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Dropkick
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Whip & On All Fours
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	Hip Toss
When Opponent Is Leaning on Your Turnbuckle	●+→	Kick to Gut

Combination Strikes

First Strike, Facing Standing Opponent	×	Woman's Elbow Smash
Second Strike, Facing Standing Opponent	×	Middle Kick 1
Third Strike, Facing Standing Opponent	×	Dropkick 2

Grappled Strikes

When Grappling Opponent	×	Grapple Elbow Strike 1
When Grappling Opponent	×+↑ or ×+↓	Grapple Elbow Strike 1
When Grappling Opponent	×+← or ×+→	Grapple Elbow Strike 1



Stacy Keibler™

WWE.com BIO

One of the industry's most popular Divas, Stacy Keibler and her legendary legs have become a staple at WWE events worldwide. Her ring entrances consistently leave Superstars, fans, and especially Raw announcer Jerry "The King" Lawler, at a loss for words.

The Baltimore native's first taste of the world of sports-entertainment came in the old WCW, where her natural beauty and inviting smile were an instant hit with the company. Those stunning good looks did her well when she arrived on the WWE scene. Keibler drew attention just by being Stacy. She served as a valet for the Dudley Boyz, Test and Scott Steiner, and also had a celebrated stint as Mr. McMahon's personal secretary. The striking 5-foot-11 beauty was also the cover girl for *Divas Undressed*, one of the hottest-selling WWE magazines in history.

One of the most camera-friendly Divas ever, Keibler holds her own in the ring if needed. Of course, watching her walk down the ramp with those magnificent legs is typically an event in itself.

stats

HEIGHT: 5'11"
FROM: Baltimore, Maryland

Attribute Points

Attribute	Rating
Strength	2.5
Submission	4
Durability	3
Technique	4
Speed	7
Charisma	8
Overall	53

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

Rico Spinning Kick (L1 while facing standing groggy opponent)



Woman's Special Slap (L1+D-pad while facing standing groggy opponent)



Stacy Keibler™'s Move List

CONDITION	COMMAND	MOVE NAME
Taunts		
Standing	Right analog stick ↓	Stacy Keibler 2
Standing	Right analog stick ←	Stacy Keibler 1
Standing	Right analog stick ↑	Stacy Keibler 2
Standing	Right analog stick →	Stacy Keibler 3
Finishing Moves		
Holding Weapon, Opponent Groggy	(L1)	DDT 29

CONDITION	COMMAND	MOVE NAME
Holding Weapon, Opponent Groggy	(L1) +D-pad	DDT 29
Facing Standing, Groggy Opponent	(L1)	Haas Of Pain
Facing Standing, Groggy Opponent	(L1) +D-pad	German Suplex Pin 2
Initiating Grapples vs. Standing Opponent		
Facing Standing Opponent	● + ↓	Grapple 4
Facing Standing Opponent	● + ←	Grapple 8
Facing Standing Opponent	● + ↑	Grapple 9
Facing Standing Opponent	● + →	Grapple 7

CONDITION COMMAND MOVE NAME

Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Guillotine Choke
After Submission Grapple Setup	●+←	Wrist & Arm Wrench
After Submission Grapple Setup	●+↑	Leg Lock 5
After Submission Grapple Setup	●+→	Wrist Lock

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	T-Bone Suplex 2
After Signature Grapple Setup	●+←	Scoop Slam 6
After Signature Grapple Setup	●+↑	Judo Flip Suplex
After Signature Grapple Setup	●+→	Arm Drag 4

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	Woman's Snapmare
After Power Grapple Setup	●+←	Complete Shot
After Power Grapple Setup	●+↑	DDT 18
After Power Grapple Setup	●+→	Spinebuster 1

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	Eye Poke 5
After Quick Grapple Setup	●+←	Neckbreaker 12
After Quick Grapple Setup	●+↑	Hurracanrana 5
After Quick Grapple Setup	●+→	Arm Drag 5

Strikes vs. Standing Opponent

Facing Standing Opponent	×	Woman's Elbow Smash
Facing Standing Opponent	×+↓	Dropkick 2
Facing Standing Opponent	×+↖ or ×+↗	Woman's Toe Kick
Facing Standing Opponent	×+←	Spinning Kick
Facing Standing Opponent	×+↖ or ×+↗	Snap Jab
Facing Standing Opponent	×+↑	Woman's Slap 2
Facing Standing Opponent	×+→	Stacy Keibler Kick

Rear Grapples

Behind Standing Opponent	●+↓	Forearm Smash
Behind Standing Opponent	●+←	Back Rake
Behind Standing Opponent	●+↑	Elbow to Back of Head 2
Behind Standing Opponent	●+→	Hips Struck
Behind Standing, Groggy Opponent	●+↓	Magnum Driver
Behind Standing, Groggy Opponent	●+←	Bulldog 2
Behind Standing, Groggy Opponent	●+↑	Sleeper Hold 1
Behind Standing, Groggy Opponent	●+→	Russian Leg Sweep 2

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Headlock 4
Near Downed Opponent's Upper Body	●+↑	Head Pound 2
Near Downed Opponent's Upper Body	●+→	Surfboard
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Edgecator

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent

Standing near Downed Opponent	×	Stacy Keibler Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Stacy Keibler Stomp
Standing near Downed Opponent	×+← or ×+→	Stacy Keibler Stomp

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Elbow & Irish Whip
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Hangman Chokehold 2
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Monkey Flip
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Hangman Chokehold 2

CONDITION COMMAND MOVE NAME

Grapple Facing Opponent Leaning on Turnbuckle	●+→	Monkey Flip
Grapple Behind Opponent Leaning on Turnbuckle	●+↓	Turnbuckle Smash
Grapple Behind Opponent Leaning on Turnbuckle	●+←	Hanging in Reverse
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+→	Hanging in Reverse
Running Strike vs. Opponent Leaning on Turnbuckle	↓ (while running)	Turnbuckle Dropkick 1
Running Strike vs. Opponent Leaning on Turnbuckle	↓+D-pad (while running)	Turnbuckle Dropkick 1

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Foot Choke 2
Running Strike vs. Opponent Slumped in Corner of Ring	↓ (while running)	Stomping

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Elbow Drop Pin 1
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Double Axe Handle 3
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Diving Cross Body Pin

Moves near Ropes

Running toward Rope, Opponent outside Ring	■, × (near rope while running)	Vaulting Body Press 1
Coming off of Ropes vs. Opponent Standing in Ring	↓+D-pad toward rope (just after hitting ropes)	Clothesline 12
Coming off of Ropes vs. Opponent down in Ring	↓+D-pad toward rope (just after hitting ropes)	Dropkick to Knee 3
Standing at Rope, Opponent outside Ring	▲, × (near rope)	Vaulting Body Press 2

Running Attacks

Running Grapple vs. Standing, Facing Opponent	●+↓	Facecrusher 4
Running Grapple vs. Standing, Facing Opponent	●+↑	Spear 1
Running Strike vs. Standing, Facing Opponent	×	Shoulder Block 2
Running Strike vs. Standing, Facing Opponent	×+D-pad	Clothesline 12
Running Strike vs. Downed Opponent	×	Elbow Drop 10
Running Strike vs. Downed Opponent	×+D-pad	Dropkick to Knee 3
Running Grapple vs. Back of Standing Opponent	●	Snapmare 5
Running Grapple vs. Back of Groggy, Standing Opponent	●	Rolling Clutch Pin

Grapples vs. Running Opponent

Standing Facing Running Opponent	●	Sleeper Hold 4
Standing Facing Running Opponent	●+↑ or ●+↓	Back Body Drop 2
Standing Facing Running Opponent	●+← or ●+→	Arm Drag 7

Double Team Moves

When Partner Has Opponent Grappled	●	Low Blow & Knee Attack
When Partner Has Opponent Grappled	●+↓	Dropkick & Rolling Clutch
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Dropkick
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Whip & Lay Down
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	Hip Toss
When Opponent Is Leaning on Your Turnbuckle	●+→	Body Splash & Whip

Combination Strikes

First Strike, Facing Standing Opponent	×	Woman's Elbow Smash
Second Strike, Facing Standing Opponent	×	Woman's Elbow Smash
Third Strike, Facing Standing Opponent	×	Stacy Keibler Kick

Grappled Strikes

When Grappling Opponent	×	Grapple Elbow Strike 1
When Grappling Opponent	×+↑ or ×+↓	Grapple Elbow Strike 1
When Grappling Opponent	×+← or ×+→	Grapple Elbow Strike 1



Torrie Wilson™

WWE.com BIO

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

Torrie broke into the sports-entertainment business with WCW in 1999. In June 2001, she made her WWE debut. Since then, she has made WWE fans stand and take notice, as the sight of Torrie in a bikini is sure to make anyone weak in the knees! In May 2003, and again in March 2004, she was on the cover of *Playboy Magazine*.

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

stats

HEIGHT: 5'7"
FROM: Boise, Idaho

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

DDT 19 (L1 facing groggy opponent)



DDT 05 (L1 +D-pad facing groggy opponent)



Attribute Points

Attribute	Rating
Strength	3
Submission	4
Durability	3.5
Technique	4.5
Speed	6.5
Charisma	7.5
Overall	54

Torrie Wilson™'s Move List

CONDITION

COMMAND

MOVE NAME

Taunts

Standing	Right analog stick ↓	Torrie Wilson 1
Standing	Right analog stick ←	Torrie Wilson 2
Standing	Right analog stick ↑	Torrie Wilson 1
Standing	Right analog stick →	Torrie Wilson 2

Finishing Moves

Holding Weapon, Opponent Groggy	(L1)	DDT 29
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CONDITION

COMMAND

MOVE NAME

Holding Weapon, Opponent Groggy	(L1) +D-pad	DDT 29
Facing Standing, Groggy Opponent	(L1)	DDT 19
Facing Standing, Groggy Opponent	(L1) +D-pad	DDT 5

Initiating Grapples vs. Standing Opponent

Facing Standing Opponent	● + ↓	Grapple 4
Facing Standing Opponent	● + ←	Grapple 8
Facing Standing Opponent	● + ↑	Grapple 9
Facing Standing Opponent	● + →	Grapple 7

CONDITION	COMMAND	MOVE NAME
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Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Leg Lock 3
After Submission Grapple Setup	●+←	Queen Arm Scissors
After Submission Grapple Setup	●+↑	Wrist & Arm Wrench
After Submission Grapple Setup	●+→	Headlock Takedown

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	Fireman Carry 2
After Signature Grapple Setup	●+←	Scoop Slam 6
After Signature Grapple Setup	●+↑	Neckbreaker 12
After Signature Grapple Setup	●+→	Suplex 9

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	Woman's Snapmare
After Power Grapple Setup	●+←	DDT 8
After Power Grapple Setup	●+↑	Hurricaneana 1
After Power Grapple Setup	●+→	Side Effect 1

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	Leg Trip 3
After Quick Grapple Setup	●+←	Arm Drag 5
After Quick Grapple Setup	●+↑	Hurricaneana 5
After Quick Grapple Setup	●+→	DDT 10

Strikes vs. Standing Opponent

Facing Standing Opponent	×	Snap Jab
Facing Standing Opponent	×+↓	Dropkick 2
Facing Standing Opponent	×+← or ×+→	Woman's Toe Kick
Facing Standing Opponent	×+←	Shuffle Side Kick 5
Facing Standing Opponent	×+↖ or ×+↗	Elbow Smash 1
Facing Standing Opponent	×+↑	Woman's Slap 2
Facing Standing Opponent	×+→	Back Chop 1

Rear Grapples

Behind Standing Opponent	●+↓	Backbreaker 6
Behind Standing Opponent	●+←	Knee Clip
Behind Standing Opponent	●+↑	Elbow to Back of Head 2
Behind Standing Opponent	●+→	Forearm Smash
Behind Standing, Groggy Opponent	●+↓	Backbreaker 8
Behind Standing, Groggy Opponent	●+←	Back Suplex 2
Behind Standing, Groggy Opponent	●+↑	Sleeper Hold
Behind Standing, Groggy Opponent	●+→	DDT 21

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Oklahoma Roll Pin 2
Near Downed Opponent's Upper Body	●+↑	Dropkick to Face
Near Downed Opponent's Upper Body	●+→	Reverse Chin Lock 2
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Single Leg Crab 1

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent

Standing near Downed Opponent	×	Woman's Angry Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Leg Drop
Standing near Downed Opponent	×+← or ×+→	Elbow Drop 2

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Elbow & Irish Whip
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Superplex 1
Grapple Facing Opponent Leaning on Turnbuckle	●+←	DDT 25
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Superplex 1

CONDITION	COMMAND	MOVE NAME
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Grapple Facing Opponent Leaning on Turnbuckle	●+→	DDT 25
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Illegal Pin
Grapple behind Opponent Leaning on Turnbuckle	●+←	Rolling Powerbomb
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Super Back Suplex
Grapple behind Opponent Leaning on Turnbuckle	●+→	Turnbuckle Smash
Running Strike vs. Opponent Leaning on Turnbuckle	↕ (while running)	Turnbuckle Dropkick 1
Running Strike vs. Opponent Leaning on Turnbuckle	↕+D-pad (while running)	Turnbuckle Dropkick 1

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Foot Choke 2
Running Strike vs. Opponent Slumped in Corner of Ring	↕ (while running)	Turnbuckle Dropkick 2

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Elbow
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Front Dropkick 3
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Diving Cross Body Pin

Moves near Ropes

Running toward Rope, Opponent outside Ring	■, × (near rope while running)	Dive through Ropes
Coming off of Ropes vs. Opponent Standing in Ring	↕+D-pad toward rope (just after hitting ropes)	Flying Forearm Smash 2
Coming off of Ropes vs. Opponent down in Ring	↕+D-pad toward rope (just after hitting ropes)	Dropkick to Knee 3
Standing at Rope, Opponent outside Ring	▲, × (near rope)	Vaulting Body Press 2

Running Attacks

Running Grapple vs. Standing, Facing Opponent	●+↓	DDT 3
Running Grapple vs. Standing, Facing Opponent	●+↑	DDT 3
Running Strike vs. Standing, Facing Opponent	×	Shoulder Block 2
Running Strike vs. Standing, Facing Opponent	×+D-pad	Flying Forearm Smash 2
Running Strike vs. Downed Opponent	×	Double Axe Handle 4
Running Strike vs. Downed Opponent	×+D-pad	Dropkick to Knee 3
Running Grapple vs. Back of Standing Opponent	●	Snapmare 5
Running Grapple vs. Back of Groggy, Standing Opponent	●	School Boy Pin 2

Grapples vs. Running Opponent

Standing Facing Running Opponent	●	Arm Drag 7
Standing Facing Running Opponent	●+↑ or ●+↓	Back Body Drop 2
Standing Facing Running Opponent	●+← or ●+→	Rolling Boston Crab

Double Team Moves

When Partner Has Opponent Grappled	●	Low Blow & Knee Attack
When Partner Has Opponent Grappled	●+↓	Dropkick & Rolling Clutch
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Facecrusher
When Partner Has Opponent Grappled	●+→	Double Dropkick
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Whip & Lay Down
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	Spike Piledriver
When Opponent Is Leaning on Your Turnbuckle	●+→	Body Splash & Whip

Combination Strikes

First Strike, Facing Standing Opponent	×	Snap Jab
Second Strike, Facing Standing Opponent	×	Woman's Slap 1
Third Strike, Facing Standing Opponent	×	Dropkick 2

Grappled Strikes

When Grappling Opponent	×	Grapple Elbow Strike 1
When Grappling Opponent	×+↑ or ×+↓	Grapple Elbow Strike 1
When Grappling Opponent	×+← or ×+→	Grapple Elbow Strike 1



Trish Stratus®

WWE.com BIO

One of the most sultry Divas in the history of sports-entertainment, Trish Stratus has already made quite a name for herself in WWE. Her beauty is second to none, and her brains and brawn make her the total package.

Renowned for her work as a fitness model, Stratus entered World Wrestling Entertainment in 2000 first as a manager for several young Superstars, including former WWE Intercontinental Champion Val Venis. However, her beauty and athleticism left the fans asking for more Trish, and the young Diva delivered as she worked her way to the top of the WWE Women's Division. Stratus has held the WWE Women's Championship on several occasions and is always in the mix to challenge for the top spot and headline a major WWE event. Her dedication to her craft has made her one of the toughest, most athletic Divas to ever enter the ring, and her arsenal includes everything from powerful punches to acrobatic feats that seem to wow WWE fans on a weekly basis.

Despite the bumps and bruises that come with being a WWE Superstar, when it is time to pose in front of the cameras, Stratus is always in championship form. She was named WWE Diva of the Decade during the *Raw 10th Anniversary Special* and has won the WWE.com Babe of the Year competition all three years. Stratus has also graced the cover of WWE and Raw Magazines too many times to count and is always one of the more popular entries in the annual *WWE Divas Magazine* special.

More recently, Stratus made headlines for a change of heart during a love triangle between herself, Christian, and Chris Jericho. Despite suffering a savage beating at the hands of Christian after several verbal spats, during *WrestleMania XX*, Stratus turned on Chris Jericho and revealed her affection for Christian, shocking both the fans and her former beau alike.

stats

FROM: Toronto, Ontario, Canada
CAREER HIGHLIGHTS: Women's Champion

Attribute Points

Attribute	Rating
Strength	3.5
Submission	5.5
Durability	4
Technique	5.5
Speed	6.5
Charisma	7.5
Overall	60

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

Chick Kick (L1 facing groggy opponent)



Stratusfaction (L1 +D-pad behind groggy opponent leaning on turnbuckle)



Trish Stratus's Move List

CONDITION	COMMAND	MOVE NAME
Taunts		
Standing	Right analog stick ↓	Woman Manager 2
Standing	Right analog stick ←	Trish Stratus
Standing	Right analog stick ↑	Woman Manager 2
Standing	Right analog stick →	Taunt Woman 1
Finishing Moves		
Holding Weapon, Opponent Groggy	(L1)	DDT 29

CONDITION	COMMAND	MOVE NAME
Holding Weapon, Opponent Groggy	(L1) +D-pad	DDT 29
Facing Standing, Groggy Opponent	(L1)	Chick Kick
Facing Standing, Groggy Opponent	(L1) +D-pad	Stratusfaction
Initiating Grapples vs. Standing Opponent		
Facing Standing Opponent	● + ↓	Grapple 4
Facing Standing Opponent	● + ←	Grapple 8
Facing Standing Opponent	● + ↑	Grapple 9
Facing Standing Opponent	● + →	Grapple 7

CONDITION	COMMAND	MOVE NAME
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Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Leg Lock 1
After Submission Grapple Setup	●+←	Headlock 1
After Submission Grapple Setup	●+↑	Headlock Takedown
After Submission Grapple Setup	●+→	Headlock 2

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	Dragon Screw 2
After Signature Grapple Setup	●+←	Arm Drag 4
After Signature Grapple Setup	●+↑	Steam Roller
After Signature Grapple Setup	●+→	Suplex 6

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	Northern Lights Suplex 2
After Power Grapple Setup	●+←	DDT 19
After Power Grapple Setup	●+↑	Hurricane 1
After Power Grapple Setup	●+→	DDT 17

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	Facecrusher 3
After Quick Grapple Setup	●+←	Hurricane 5
After Quick Grapple Setup	●+↑	Jawbreaker 4
After Quick Grapple Setup	●+→	Arm Drag 5

Strikes vs. Standing Opponent

Facing Standing Opponent	×	Woman's Elbow Smash
Facing Standing Opponent	×+↓	Front Dropkick 1
Facing Standing Opponent	×+↖ or ×+↗	Woman's Toe Kick
Facing Standing Opponent	×+←	Roundhouse Kick 2
Facing Standing Opponent	×+↖ or ×+↗	Back Chop 1
Facing Standing Opponent	×+↑	Woman's Slap 2
Facing Standing Opponent	×+→	Middle Kick 3

Rear Grapples

Behind Standing Opponent	●+↓	Mat Slam 2
Behind Standing Opponent	●+←	Cruiserweight Moves 4
Behind Standing Opponent	●+↑	Elbow to Back of Head 2
Behind Standing Opponent	●+→	Forearm Smash
Behind Standing, Groggy Opponent	●+↓	Back Suplex 3
Behind Standing, Groggy Opponent	●+←	Bulldog 2
Behind Standing, Groggy Opponent	●+↑	Sleeper Hold 1
Behind Standing, Groggy Opponent	●+→	Russian Leg Sweep 2

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Headlock 4
Near Downed Opponent's Upper Body	●+↑	Head Pound 2
Near Downed Opponent's Upper Body	●+→	Sleeper Hold 8
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Leg Lock 7

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent

Standing near Downed Opponent	×	Woman's Angry Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Elbow Drop 2
Standing near Downed Opponent	×+← or ×+→	Flip Leg Drop

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Elbow & Irish Whip
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Hangman Chokehold 2
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Stratusphere
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Hangman Chokehold 2

CONDITION	COMMAND	MOVE NAME
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Grapple Facing Opponent Leaning on Turnbuckle	●+→	Monkey Flip
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+←	Hanging in Reverse
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+→	Hanging in Reverse
Running Strike vs. Opponent Leaning on Turnbuckle	↓ (while running)	Turnbuckle Clothesline
Running Strike vs. Opponent Leaning on Turnbuckle	↓+D-pad (while running)	Turnbuckle Clothesline

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Foot Choke 2
Running Strike vs. Opponent Slumped in Corner of Ring	↓ (while running)	Turnbuckle Dropkick 2

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Double Axe Handle 3
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Diving Cross Body Pin

Moves near Ropes

Running toward Rope, Opponent outside Ring	■, × (near rope while running)	Vaulting Body Press 1
Coming off of Ropes vs. Opponent Standing in Ring	↓+D-pad toward rope (just after hitting ropes)	Clothesline 5
Coming off of Ropes vs. Opponent down in Ring	↓+D-pad toward rope (just after hitting ropes)	Dropkick to Knee 3
Standing at Rope, Opponent outside Ring	▲, × (near rope)	Vaulting Body Press 2

Running Attacks

Running Grapple vs. Standing, Facing Opponent	●+↓	Facecrusher 4
Running Grapple vs. Standing, Facing Opponent	●+↑	School Boy Pin 1
Running Strike vs. Standing, Facing Opponent	×	Front Dropkick 2
Running Strike vs. Standing, Facing Opponent	×+D-pad	Clothesline 5
Running Strike vs. Downed Opponent	×	Elbow Drop 10
Running Strike vs. Downed Opponent	×+D-pad	Dropkick to Knee 3
Running Grapple vs. Back of Standing Opponent	●	Snapmare 5
Running Grapple vs. Back of Groggy, Standing Opponent	●	Hurricane 6

Grapples vs. Running Opponent

Standing Facing Running Opponent	●	Sleeper Hold 4
Standing Facing Running Opponent	●+↑ or ●+↓	Back Body Drop 2
Standing Facing Running Opponent	●+← or ●+→	Arm Drag 7

Double Team Moves

When Partner Has Opponent Grappled	●	Low Blow & Knee Attack
When Partner Has Opponent Grappled	●+↓	Dropkick & Rolling Clutch
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Dropkick
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Whip & Lay Down
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	Hip Toss
When Opponent Is Leaning on Your Turnbuckle	●+→	Body Splash & Whip

Combination Strikes

First Strike, Facing Standing Opponent	×	Woman's Elbow Smash
Second Strike, Facing Standing Opponent	×	Woman's Elbow Smash
Third Strike, Facing Standing Opponent	×	Roundhouse Kick 2

Grappled Strikes

When Grappling Opponent	×	Grapple Elbow Strike 1
When Grappling Opponent	×+↑ or ×+↓	Grapple Elbow Strike 1
When Grappling Opponent	×+← or ×+→	Grapple Elbow Strike 1



Victoria™

WWE.com BIO

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

Victoria's athleticism is one of the reasons she has become so successful in such a short period of time, but it isn't the only attribute that has catapulted her to the top. She is a visibly maniacal competitor. In fact, at *WrestleMania XX*, Victoria not only defeated Molly Holly to retain the Women's Championship, but she shaved Holly's head bald as well!

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

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

stats

FROM: San Bernardino, California
CAREER HIGHLIGHTS: Women's Champion

Attribute Points

Attribute	Rating
Strength	5
Submission	5
Durability	4
Technique	5.5
Speed	6.5
Charisma	6.5
Overall	60

Widow's Peak (L1 facing groggy opponent)



Black Widow (L1 + D-pad near downed opponent's upper body)



Victoria™'s Move List

CONDITION	COMMAND	MOVE NAME
Taunts		
Standing	Right analog stick ↓	Edge
Standing	Right analog stick ←	Christian I
Standing	Right analog stick ↑	Edge
Standing	Right analog stick →	Kane 3
Finishing Moves		
Holding Weapon, Opponent Groggy	L1	DDT 29
Holding Weapon, Opponent Groggy	L1 + D-pad	DDT 29
Facing Standing, Groggy Opponent	L1	Widow's Peak

CONDITION	COMMAND	MOVE NAME
Facing Standing, Groggy Opponent	L1 + D-pad	Black Widow
Initiating Grapples vs. Standing Opponent		
Facing Standing Opponent	● + ↓	Grapple 4
Facing Standing Opponent	● + ←	Grapple 8
Facing Standing Opponent	● + ↑	Grapple 9
Facing Standing Opponent	● + →	Grapple 7
Submission Grapples (after ● + ↓)		
After Submission Grapple Setup	● + ↓	Bearhug 3
After Submission Grapple Setup	● + ←	Snapmare & Neck Lock 2

CONDITION	COMMAND	MOVE NAME
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After Submission Grapple Setup	●+↑	Hangman Chokehold 1
After Submission Grapple Setup	●+→	Standing Crossface

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	Facecrusher 3
After Signature Grapple Setup	●+←	Sidewalk Slam 4
After Signature Grapple Setup	●+↑	Elbow to Back of Head 1
After Signature Grapple Setup	●+→	Suplex Pin 1

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	Woman's Snapmare
After Power Grapple Setup	●+←	DDT 17
After Power Grapple Setup	●+↑	Northern Lights Suplex 2
After Power Grapple Setup	●+→	Spinebuster 3

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	DDT 10
After Quick Grapple Setup	●+←	Russian Leg Sweep 1
After Quick Grapple Setup	●+↑	Victory Roll Pin 3
After Quick Grapple Setup	●+→	Snapmare 4

Strikes vs. Standing Opponent

Facing Standing Opponent	×	Woman's Elbow Smash
Facing Standing Opponent	×+↓	Front Dropkick 1
Facing Standing Opponent	×+← or ×+→	Woman's Toe Kick
Facing Standing Opponent	×+←	Snap Jab
Facing Standing Opponent	×+← or ×+→	Triple H Punches 3
Facing Standing Opponent	×+↑	Dropkick 2
Facing Standing Opponent	×+→	Back Chop 1

Rear Grapples

Behind Standing Opponent	●+↓	Backbreaker 6
Behind Standing Opponent	●+←	Russian Leg Sweep 2
Behind Standing Opponent	●+↑	Elbow to Back of Head 2
Behind Standing Opponent	●+→	Forearm Smash
Behind Standing, Groggy Opponent	●+↓	Electric Chair Drop
Behind Standing, Groggy Opponent	●+←	Sidewalk Slam 7
Behind Standing, Groggy Opponent	●+↑	Sleeper Hold
Behind Standing, Groggy Opponent	●+→	Bulldog 3

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Moonsault Splash 2
Near Downed Opponent's Upper Body	●+↑	Head Pound 2
Near Downed Opponent's Upper Body	●+→	Surfboard
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Mexican Surfboard

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent

Standing near Downed Opponent	×	Woman's Angry Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Elbow Drop 2
Standing near Downed Opponent	×+← or ×+→	Double Axe Handle 3

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Choke 2
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Shoulder Thrust
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Hanging in Reverse
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Shoulder Thrust

CONDITION	COMMAND	MOVE NAME
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Grapple Facing Opponent Leaning	●+→	Choke 1
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Illegal Pin
Grapple behind Opponent Leaning on Turnbuckle	●+←	Hanging in Reverse
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+→	Super Back Suplex
Running Strike vs. Opponent Leaning on Turnbuckle	⇓ (while running)	Turnbuckle Clothesline
Running Strike vs. Opponent Leaning on Turnbuckle	⇓+D-pad (while running)	Turnbuckle Clothesline

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Foot Choke 2
Running Strike vs. Opponent Slumped in Corner of Ring	⇓ (while running)	Knee Attack 1

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Moonsault 2
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Missile Dropkick
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Diving Cross Body Pin

Moves near Ropes

Running toward Rope, Opponent outside Ring	■, × (near rope while running)	Dive through Ropes
Coming off of Ropes vs. Opponent Standing in Ring	⇓+D-pad toward rope (just after hitting ropes)	Cross Body 1
Coming off of Ropes vs. Opponent down in Ring	⇓+D-pad toward rope (just after hitting ropes)	Slingshot Body Splash 1
Standing at Rope, Opponent outside Ring	▲, × (near rope)	Vaulting Body Press 2

Running Attacks

Running Grapple vs. Standing, Facing Opponent	●+↓	Facecrusher 4
Running Grapple vs. Standing, Facing Opponent	●+↑	Neckbreaker 1
Running Strike vs. Standing, Facing Opponent	×	The Rock Forearm Smash
Running Strike vs. Standing, Facing Opponent	×+D-pad	Cross Body 1
Running Strike vs. Downed Opponent	×	Double Axe Handle 4
Running Strike vs. Downed Opponent	×+D-pad	Dropkick to Knee 3
Running Grapple vs. Back of Standing Opponent	●	Knee Clip
Running Grapple vs. Back of Groggy, Standing Opponent	●	School Boy Pin 2

Grapples vs. Running Opponent

Standing Facing Running Opponent	●	Flapjack 4
Standing Facing Running Opponent	●+↑ or ●+↓	Back Body Drop 2
Standing Facing Running Opponent	●+← or ●+→	Powerslam Pin 2

Double Team Moves

When Partner Has Opponent Grappled	●	Low Blow & Knee Attack
When Partner Has Opponent Grappled	●+↓	Double Punches 2
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Beat Head
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Whip & Lay Down
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	Spike Piledriver
When Opponent Is Leaning on Your Turnbuckle	●+→	Body Splash & Whip

Combination Strikes

First Strike, Facing Standing Opponent	×	Woman's Elbow Smash
Second Strike, Facing Standing Opponent	×	Middle Kick 1
Third Strike, Facing Standing Opponent	×	Dropkick 2

Grappled Strikes

When Grappling Opponent	×	Grapple Elbow Strike 1
When Grappling Opponent	×+↑ or ×+↓	Grapple Elbow Strike 1
When Grappling Opponent	×+← or ×+→	Grapple Elbow Strike 1



Andre the Giant

Biography

Arguably the largest athlete ever to compete in sports-entertainment, Andre the Giant began wrestling with WWE in 1972, back when it was known as the World Wide Wrestling Federation. His size and ability in the ring made him an instant legend, known to fans everywhere as the “Eighth Wonder of the World.”

Fifteen years after making his WWE debut, Andre wrestled the biggest match of his life at *WrestleMania III*, when he faced Hollywood Hogan at the Pontiac Silverdome in suburban Detroit, Michigan for the WWE title. Although unsuccessful in his title bid at *WrestleMania III*, the biggest WWE Superstar of all time would eventually go on to hold the belt for the shortest title reign in WWE history.

stats

HEIGHT: 7'4"
WEIGHT: 500 lbs.
FROM: Grenoble, France
CAREER HIGHLIGHTS: WWE Champion, WWE Tag Team Champion

Attribute Points

Attribute	Rating
Strength	10
Submission	8
Durability	10
Technique	8
Speed	4.5
Charisma	9
Overall	88

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

Elbow Drop 12 (L1) near upper body of downed opponent)



Big Splash Pin (L1)+D-pad near upper body of downed opponent)



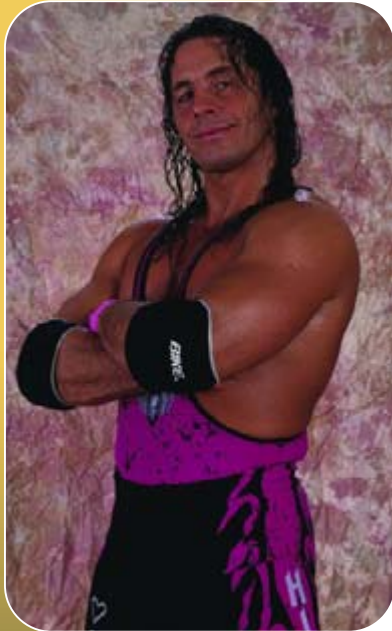
Andre the Giant's Move List

CONDITION	COMMAND	MOVE NAME
Taunts		
Standing	Right analog stick ↓	Big Show 2
Standing	Right analog stick ←	Sweat is wiped
Standing	Right analog stick ↑	Big Show 2
Standing	Right analog stick →	Sweat is wiped
Finishing Moves		
Holding Weapon, Opponent Groggy	(L1)	DDT 29

CONDITION	COMMAND	MOVE NAME
Holding Weapon, Opponent Groggy	(L1) +D-pad	DDT 29
Facing Standing, Groggy Opponent	(L1)	Elbow Drop 12
Facing Standing, Groggy Opponent	(L1) +D-pad	Big Splash Pin
Initiating Grapples vs. Standing Opponent		
Facing Standing Opponent	● + ↓	Grapple 4
Facing Standing Opponent	● + ←	Grapple 8
Facing Standing Opponent	● + ↑	Grapple 9
Facing Standing Opponent	● + →	Grapple 7

CONDITION	COMMAND	MOVE NAME
Submission Grapples (after ●+↓)		
After Submission Grapple Setup	●+↓	Bearhug 3
After Submission Grapple Setup	●+←	Headlock 1
After Submission Grapple Setup	●+↑	Big Shoulder Claw 1
After Submission Grapple Setup	●+→	Snappare & Neck Lock 2
Signature Grapples (after ●+←)		
After Signature Grapple Setup	●+↓	Sidewalk Slam 1
After Signature Grapple Setup	●+←	Big Knee Smash
After Signature Grapple Setup	●+↑	Big Punch 3
After Signature Grapple Setup	●+→	Scoop Slam 4
Power Grapples (after ●+↑)		
After Power Grapple Setup	●+↓	Neck Lock Suplex
After Power Grapple Setup	●+←	Headbutt 3
After Power Grapple Setup	●+↑	Neck Twist 1
After Power Grapple Setup	●+→	Headbutt 1
Quick Grapples (after ●+→)		
After Quick Grapple Setup	●+↓	Russian Leg Sweep 1
After Quick Grapple Setup	●+←	Big Punch 1
After Quick Grapple Setup	●+↑	Club to Neck
After Quick Grapple Setup	●+→	Big Punch 2
Strikes vs. Standing Opponent		
Facing Standing Opponent	×	Back Chop 1
Facing Standing Opponent	×+↓	Big Boot 1
Facing Standing Opponent	×+↖ or ×+↗	Toe Kick 1
Facing Standing Opponent	×+←	Body Punch
Facing Standing Opponent	×+↖ or ×+↗	Overhand Punch
Facing Standing Opponent	×+↑	Big Boot 1
Facing Standing Opponent	×+→	Slap 2
Rear Grapples		
Behind Standing Opponent	●+↓	Atomic Drop
Behind Standing Opponent	●+←	Headbutt 6
Behind Standing Opponent	●+↑	Elbow to Back of Head 2
Behind Standing Opponent	●+→	Forearm Smash
Behind Standing, Groggy Opponent	●+↓	Super Atomic Drop
Behind Standing, Groggy Opponent	●+←	Bubba Bomb
Behind Standing, Groggy Opponent	●+↑	Full Nelson
Behind Standing, Groggy Opponent	●+→	Russian Leg Sweep 2
Ground Grapples		
Near Downed Opponent's Upper Body	●+←	Reverse Chin Lock 2
Near Downed Opponent's Upper Body	●+↑	Big Stomp
Near Downed Opponent's Upper Body	●+→	Big Shoulder Claw 2
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Kick to Leg
Hell in a Cell Moves		
Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Strikes vs. Downed Opponent		
Standing near Downed Opponent	×	Angry Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Double Axe Handle 3
Standing near Downed Opponent	×+← or ×+→	Elbow Drop 2
Attacks vs. Standing Opponent on Ropes		
Grapple Facing Opponent Leaning on Ropes	●+D-pad	Big Slap
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Choke 1
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Big Thump
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Toss to Turnbuckle
Grapple Facing Opponent Leaning on Turnbuckle	●+→	Big Chop

CONDITION	COMMAND	MOVE NAME
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+←	Hanging in Reverse
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+→	Hanging in Reverse
Running Strike vs. Opponent Leaning on Turnbuckle	×	Turnbuckle Clothesline
Running Strike vs. Opponent Leaning on Turnbuckle	×+D-pad (while running)	Turnbuckle Clothesline
Attacks vs. Downed Opponent on Ropes		
Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Foot Choke 2
Running Strike vs. Opponent Slumped in Corner of Ring	× (while running)	Knee Attack 1
Diving Attacks		
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Double Axe Handle 3
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Double Axe Handle 3
Moves near Ropes		
Running toward Rope, Opponent outside Ring	■, × (near rope while running)	Baseball Slide 1
Coming off of Ropes vs. Opponent Standing in Ring	×+D-pad toward rope (just after hitting ropes)	Clothesline 5
Coming off of Ropes vs. Opponent down in Ring	×+D-pad toward rope (just after hitting ropes)	Running Leg Drop
Standing at Rope, Opponent outside Ring	▲, × (near rope)	Vaulting Body Press 2
Running Attacks		
Running Grapple vs. Standing, Facing Opponent	●+↓	Neckbreaker 1
Running Grapple vs. Standing, Facing Opponent	●+↑	Reverse Mat Slam
Running Strike vs. Standing, Facing Opponent	×	Shoulder Block 2
Running Strike vs. Standing, Facing Opponent	×+D-pad	Clothesline 5
Running Strike vs. Downed Opponent	×	Double Axe Handle 4
Running Strike vs. Downed Opponent	×+D-pad	Running Leg Drop
Running Grapple vs. Back of Standing Opponent	●	Bulldog 2
Running Grapple vs. Back of Groggy, Standing Opponent	●	Bulldog 3
Grapples vs. Running Opponent		
Standing Facing Running Opponent	●	Sleeper Hold 4
Standing Facing Running Opponent	●+↑ or ●+↓	Back Body Drop 1
Standing Facing Running Opponent	●+← or ●+→	Flapjack 3
Double Team Moves		
When Partner Has Opponent Grappled	●	Double Elbow Drop 3
When Partner Has Opponent Grappled	●+↓	Double DDT
When Partner Has Opponent Grappled	●+←	Punches & Full Nelson
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Beat Head
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Double Elbow Drop 2
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	Body Attack
When Opponent Is Leaning on Your Turnbuckle	●+→	Kick to Gut
Combination Strikes		
First Strike, Facing Standing Opponent	×	Back Chop 1
Second Strike, Facing Standing Opponent	×	Back Chop 1
Third Strike, Facing Standing Opponent	×	Big Boot 1
Grappled Strikes		
When Grappling Opponent	×	Grapple Elbow Strike 1
When Grappling Opponent	×+↑ or ×+↓	Grapple Elbow Strike 1
When Grappling Opponent	×+← or ×+→	Grapple Elbow Strike 3



Bret "Hit Man" Hart

Biography

During his career, Bret "Hit Man" Hart referred to himself as "the best there is, the best there was, and the best there ever will be." It's hard to argue that point when you look at his record: two WWE Tag Team Championship reigns as a member of the Hart Foundation, two Intercontinental Title runs, and a staggering five WWE Championship victories.

This immediately preceded Hart's jump to WCW, where he held the WCW U.S. title twice before retiring. But although his in-ring career may have come to an end, Hart has said on numerous occasions that his fans haven't seen the last of the Hitman.

stats

HEIGHT: 6'0"
WEIGHT: 234 lbs.
FROM: Calgary, Alberta, Canada
CAREER HIGHLIGHTS: WWE Champion, Intercontinental Champion, WWE Tag Team Champion, WCW US Champion

Attribute Points

Attribute	Rating
Strength	8
Submission	9.5
Durability	8.5
Technique	9
Speed	7
Charisma	9
Overall	91

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

Sharpshooter 01 (L1) near downed opponent's lower body)



Piledriver 03 (L1)+D-pad facing groggy opponent)



Bret "Hit Man" Hart's Move List

CONDITION	COMMAND	MOVE NAME
Taunts		
Standing	Right analog stick ↓	Wake Up
Standing	Right analog stick ←	Hold up 2
Standing	Right analog stick ↑	Wake Up
Standing	Right analog stick →	Hold up 2
Finishing Moves		
Holding Weapon, Opponent Groggy	(L1)	DDT 29

CONDITION	COMMAND	MOVE NAME
Holding Weapon, Opponent Groggy	(L1) +D-pad	DDT 29
Facing Standing, Groggy Opponent	(L1)	Sharpshooter 1
Facing Standing, Groggy Opponent	(L1) +D-pad	Piledriver 3
Initiating Grapples vs. Standing Opponent		
Facing Standing Opponent	● + ↓	Grapple 4
Facing Standing Opponent	● + ←	Grapple 8
Facing Standing Opponent	● + ↑	Grapple 9

CONDITION	COMMAND	MOVE NAME
Facing Standing Opponent	●+→	Grapple 7
Submission Grapples (after ●+↓)		
After Submission Grapple Setup	●+↓	Leg Lock 3
After Submission Grapple Setup	●+←	Headlock 1
After Submission Grapple Setup	●+↑	Armbar 2
After Submission Grapple Setup	●+→	Leg Lock 5
Signature Grapples (after ○+4)		
After Signature Grapple Setup	○+↓	Gut-Wrench Suplex
After Signature Grapple Setup	○+←	Neckbreaker 12
After Signature Grapple Setup	●+↑	Double Arm Suplex 2
After Signature Grapple Setup	○+→	Suplex 10
Power Grapples (after ●+↑)		
After Power Grapple Setup	●+↓	Gurbuster 2
After Power Grapple Setup	●+←	DDT 11
After Power Grapple Setup	●+↑	Back Chop 7
After Power Grapple Setup	●+→	Shin Breaker
Quick Grapples (after ●+→)		
After Quick Grapple Setup	●+↓	Dragon Screw 2
After Quick Grapple Setup	●+←	DDT 10
After Quick Grapple Setup	●+↑	Elbow to Back of Head
After Quick Grapple Setup	●+→	Snapmare 4
Strikes vs. Standing Opponent		
Facing Standing Opponent	×	Snap Jab
Facing Standing Opponent	×+↓	Dropkick 2
Facing Standing Opponent	×+↖ or ×+↗	Toe Kick 1
Facing Standing Opponent	×+←	Spinning Back Kick 1
Facing Standing Opponent	×+↖ or ×+↗	Snap Jab
Facing Standing Opponent	×+↑	Clothesline 2
Facing Standing Opponent	×+→	Back Chop 1
Rear Grapples		
Behind Standing Opponent	●+↓	DDT 23
Behind Standing Opponent	●+←	Cruiserweight Moves 4
Behind Standing Opponent	●+↑	Elbow to Back of Head 2
Behind Standing Opponent	●+→	Mat Slam 2
Behind Standing, Groggy Opponent	●+↓	School Boy Pin 2
Behind Standing, Groggy Opponent	●+←	Back Suplex 5
Behind Standing, Groggy Opponent	●+↑	Russian Leg Sweep 2
Behind Standing, Groggy Opponent	●+→	Forearm Smash
Ground Grapples		
Near Downed Opponent's Upper Body	●+←	Knee to Arm
Near Downed Opponent's Upper Body	●+↑	Elbow Drop 14
Near Downed Opponent's Upper Body	●+→	Short Arm Scissors
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Leg Lock 9
Near Downed Opponent's Lower Body	●+→	Leg Lock 13
Hell in a Cell Moves		
Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Strikes vs. Downed Opponent		
Standing near Downed Opponent	×	Angry Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Elbow Drop 1
Standing near Downed Opponent	×+← or ×+→	Elbow Drop 2
Attacks vs. Standing Opponent on Ropes		
Grapple Facing Opponent Leaning On Ropes	●+D-pad	Elbow & Irish Whip
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	10 Punch
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Mudhole Stomping 1

CONDITION	COMMAND	MOVE NAME
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Superplex 1
Grapple Facing Opponent Leaning on Turnbuckle	●+→	Shoulder Thrust
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Dropkick & School Boy Pin
Grapple behind Opponent Leaning on Turnbuckle	●+←	10 Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Super Back Suplex
Grapple behind Opponent Leaning on Turnbuckle	●+→	Shoulder Strike
Running Strike vs. Opponent Leaning on Turnbuckle	×	Turnbuckle Dropkick 1
Running Strike vs. Opponent Leaning on Turnbuckle	×+D-pad (while running)	Turnbuckle Dropkick 1
Attacks vs. Downed Opponent on Ropes		
Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Mudhole Stomping 2
Running Strike vs. Opponent Slumped in Corner of Ring	×	Turnbuckle Dropkick 2
Diving Attacks		
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Elbow Drop Pin 2
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Moonsault 1
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Missile Dropkick
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Diving Elbow Drop Pin 2
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Diving Cross Body Pin
Moves near Ropes		
Running toward Rope, Opponent outside Ring	■, × (near rope while running)	Rope Flip 1
Coming off of Ropes vs. Opponent Standing in Ring	×+D-pad toward rope (just after hitting ropes)	Flying Forearm Smash 1
Coming off of Ropes vs. Opponent down in Ring	×+D-pad toward rope (just after hitting ropes)	Dropkick to Knee 3
Standing at Rope, Opponent outside Ring	▲, × (near rope)	Vaulting Body Press 2
Running Attacks		
Running Grapple vs. Standing, Facing Opponent	●+↓	Neckbreaker 1
Running Grapple vs. Standing, Facing Opponent	●+↑	Sunset Flip Pin 1
Running Strike vs. Standing, Facing Opponent	×	Flying Forearm Smash 1
Running Strike vs. Standing, Facing Opponent	×+D-pad	Clothesline 12
Running Strike vs. Downed Opponent	×	Elbow Drop 10
Running Strike vs. Downed Opponent	×+D-pad	Dropkick to Knee 3
Running Grapple vs. Back of Standing Opponent	●	Bulldog 4
Running Grapple vs. Back of Groggy, Standing Opponent	●	School Boy Pin 2
Grapples vs. Running Opponent		
Standing Facing Running Opponent	●	Tilt-A-Whirl Sideslam 2
Standing Facing Running Opponent	●+↑ or ●+↓	Hip Toss 1
Standing Facing Running Opponent	●+← or ●+→	Belly to Belly 5
Double Team Moves		
When Partner Has Opponent Grappled	●	Double Flapjack
When Partner Has Opponent Grappled	●+↓	Double DDT
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Beat Head
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Whip & Lay Down
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	Spike Piledriver
When Opponent Is Leaning on Your Turnbuckle	●+→	Kick to Gut
Combination Strikes		
First Strike, Facing Standing Opponent	×	Snap Jab
Second Strike, Facing Standing Opponent	×	Spinning Back Kick 1
Third Strike, Facing Standing Opponent	×	Dropkick 2
Grappled Strikes		
When Grappled Opponent	×	Grapple Body Attack 1
When Grappled Opponent	×+↑ or ×+↓	Grapple Body Attack 1
When Grappled Opponent	×+← or ×+→	Grapple Elbow Strike 1



Brutus "The Barber" Beefcake

Biography

Brutus Beefcake began his WWE career in 1984 as a rule breaker whose cheating ways made him unpopular with WWE fans. He became a WWE Tag Team Champion with partner Greg "The Hammer" Valentine in 1985.

After the "Dream Team" of Beefcake and Valentine lost their titles to the British Bulldogs seven months into their reign, Beefcake became a fan favorite as "The Barber," knocking opponents out with his patented sleeper hold and shaving their heads after the match. With seven *WrestleMania* matches to his credit, there's no question that Brutus "The Barber" Beefcake is a bona fide WWE legend.

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

stats

HEIGHT: 6'4"
WEIGHT: 273 lbs.
FROM: San Francisco, CA
CAREER HIGHLIGHTS: WWE Tag Team Champion

Sleeper Hold O3 (L1) behind groggy opponent)



Super Atomic Drop (L1+D-pad behind groggy opponent)



Attribute Points

Attribute	Rating
Strength	7.5
Submission	9
Durability	8
Technique	8.5
Speed	7
Charisma	7.5
Overall	85

Brutus "The Barber" Beefcake's Move List

CONDITION	COMMAND	MOVE NAME
Taunts		
Standing	Right analog stick ↓	Brutus Beefcake 2
Standing	Right analog stick ←	Brutus Beefcake 1
Standing	Right analog stick ↑	Brutus Beefcake 2
Standing	Right analog stick →	Brutus Beefcake 1
Finishing Moves		
Holding Weapon, Opponent Groggy	L1	Guillotine 3

CONDITION	COMMAND	MOVE NAME
Holding Weapon, Opponent Groggy	L1 + D-pad	Guillotine 3
Facing Standing, Groggy Opponent	L1	Sleeper Hold 3
Facing Standing, Groggy Opponent	L1 + D-pad	Super Atomic Drop
Initiating Grapples vs. Standing Opponent		
Facing Standing Opponent	● + ↓	Grapple 4
Facing Standing Opponent	● + ←	Grapple 8
Facing Standing Opponent	● + ↑	Grapple 9
Facing Standing Opponent	● + →	Grapple 7

CONDITION COMMAND MOVE NAME

Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Bearhug 2
After Submission Grapple Setup	●+←	Headlock 1
After Submission Grapple Setup	●+↑	Standing Crossface
After Submission Grapple Setup	●+→	Snapmare & Neck Lock 2

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	Eye Rake 2
After Signature Grapple Setup	●+←	Suplex 6
After Signature Grapple Setup	●+↑	Back Chop 9
After Signature Grapple Setup	●+→	Russian Leg Sweep 1

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	Manhattan Drop
After Power Grapple Setup	●+←	Backbreaker 1
After Power Grapple Setup	●+↑	Kitchen Sink 2
After Power Grapple Setup	●+→	Oklahoma Slam 2

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	Jawbreaker 1
After Quick Grapple Setup	●+←	Body Knee Strike
After Quick Grapple Setup	●+↑	Neckbreaker 7
After Quick Grapple Setup	●+→	Neckbreaker 6

Strikes vs. Standing Opponent

Facing Standing Opponent	×	Snap Jab
Facing Standing Opponent	×+↓	Dropkick 2
Facing Standing Opponent	×+↖ or ×+↗	Toe Kick 1
Facing Standing Opponent	×+←	Back Chop 1
Facing Standing Opponent	×+↖ or ×+↗	Toe Kick 2
Facing Standing Opponent	×+↑	Double Axe Handle 1
Facing Standing Opponent	×+→	Undertaker Body Punch

Rear Grapples

Behind Standing Opponent	●+↓	Atomic Drop
Behind Standing Opponent	●+←	Backbreaker 6
Behind Standing Opponent	●+↑	Back Rake
Behind Standing Opponent	●+→	Russian Leg Sweep 2
Behind Standing, Groggy Opponent	●+↓	Pumphandle Slam
Behind Standing, Groggy Opponent	●+←	Back Suplex 5
Behind Standing, Groggy Opponent	●+↑	Abdominal Stretch 1
Behind Standing, Groggy Opponent	●+→	Bulldog 2
Ground Grapples		
Near Downed Opponent's Upper Body	●+←	Face Stretch 3
Near Downed Opponent's Upper Body	●+↑	Fury Punch 7
Near Downed Opponent's Upper Body	●+→	Sleeper Hold 8
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Toss 2
Near Downed Opponent's Lower Body	●+→	Boston Crab

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Chokeslam 1
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Chokeslam 1
Behind Opponent Standing on Edge of Cell Roof	●	Chokeslam 1
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Chokeslam 1

Strikes vs. Downed Opponent

Standing near Downed Opponent	×	Angry Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Double Axe Handle 3
Standing near Downed Opponent	×+← or ×+→	Elbow Drop 7

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Big Boot 4
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	10 Punch
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Big Chop
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Toss to Turnbuckle
Grapple Facing Opponent Leaning on Turnbuckle	●+→	Superplex 1

CONDITION COMMAND MOVE NAME

Grapple behind Opponent Leaning on Turnbuckle	●+↓	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+←	Shoulder Strike
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+→	Hanging in Reverse
Running Strike vs. Opponent Leaning Turnbuckle	× (while running)	Turnbuckle on Clothesline
Running Strike vs. Opponent Leaning Turnbuckle	×+D-pad (while running)	Turnbuckle on Clothesline

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Pushes Turnbuckle
Running Strike vs. Opponent Slumped in Corner of Ring	× (while running)	Knee Attack 1

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Elbow
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Flying Clothesline 2
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Diving Elbow
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Double Axe Handle 3

Moves near Ropes

Running toward Rope, Opponent outside Ring	■, × (near rope while running)	Baseball Slide 1
Coming off of Ropes vs. Opponent Standing in Ring	×+D-pad toward rope (just after hitting ropes)	Clothesline 6
Coming off of Ropes vs. Opponent down in Ring	×+D-pad toward rope (just after hitting ropes)	Double Axe Handle 4
Standing at Rope, Opponent outside Ring	▲, × (near rope)	Vaulting Body Press 2

Running Attacks

Running Grapple vs. Standing, Facing Opponent	●+↓	Spear 1
Running Grapple vs. Standing, Facing Opponent	●+↑	Lou Thesz Press
Running Strike vs. Standing, Facing Opponent	×	Shoulder Block 1
Running Strike vs. Standing, Facing Opponent	×+D-pad	Clothesline 6
Running Strike vs. Downed Opponent	×	Elbow Drop 10
Running Strike vs. Downed Opponent	×+D-pad	Double Axe Handle 4
Running Grapple vs. Back of Standing Opponent	●	Mat Slam 2
Running Grapple vs. Back of Groggy, Standing Opponent	●	Bulldog 2

Grapples vs. Running Opponent

Standing Facing Running Opponent	●	Powerslam 1
Standing Facing Running Opponent	●+↑ or ●+↓	Back Body Drop 2
Standing Facing Running Opponent	●+← or ●+→	Samoan Drop 3

Double Team Moves

When Partner Has Opponent Grappled	●	Double Flapjack
When Partner Has Opponent Grappled	●+↓	Double DDT
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Beat Head
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Powerbomb 1
When Opponent Is Leaning on Your Turnbuckle	●+←	Atomic Leg Drop
When Opponent Is Leaning on Your Turnbuckle	●+↑	Spike Piledriver
When Opponent Is Leaning on Your Turnbuckle	●+→	Double Stomping

Combination Strikes

First Strike, Facing Standing Opponent	×	Snap Jab
Second Strike, Facing Standing Opponent	×	Undertaker Body Punch
Third Strike, Facing Standing Opponent	×	Big Boot 1

Grappled Strikes

When Grappling Opponent	×	Grapple Body Attack 1
When Grappling Opponent	×+↑ or ×+↓	Grapple Body Attack 1
When Grappling Opponent	×+← or ×+→	Grapple Punch 2



Jimmy "Superfly" Snuka

Biography

Being a true legend of the WWE means you've not only entertained your fans, but you've also inspired them to someday follow in your footsteps. Although he couldn't have known it at the time, one of Jimmy "Superfly" Snuka's unforgettable in-ring performances motivated a very important fan to lace up his boots and begin his own path to becoming a WWE legend.

Managed by Captain Lou Albano when he first joined the WWE, "Superfly" gained superstardom by battling against then-WWE Champion Bob Backlund in a steel cage match. Instead of escaping out of the cage when the opportunity arose, Snuka climbed up to the top and then decided to put the hurt on Backlund by executing his awe-inspiring "Superfly" finishing move from the top of the cage! Backlund managed to avoid the threat, and eventually escaped the cage with his WWE Championship intact, but Snuka had earned a great deal of respect from the crowd that day.

About a year later, Snuka earned a second chance to win the WWE Championship at Madison Square Garden when he squared off against Don Muraco in yet another cage match. Snuka's "Superfly" finisher from the top of the cage didn't miss this time around, and its mighty impact set the crowd on fire! In fact, there was one young person in attendance that day at Madison Square Garden who was so moved by Snuka's amazing performance that he decided to train to become a WWE Superstar himself. That person's name? Mick Foley, a man who would become the greatest hardcore legend of all time.

stats

HEIGHT: 6'0"
WEIGHT: 260 lbs.
FROM: The Fiji Islands
CAREER HIGHLIGHTS: U.S. Champion, ECW Television Champion, ECW Heavyweight Champion

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

Superfly (L1 from top turnbuckle while opponent is down)



Jimmy Snuka Special (L1+D-pad vs. opponent leaning on ropes)



Attribute Points

Attribute	Rating
Strength	8
Submission	7.5
Durability	8.5
Technique	8
Speed	7
Charisma	9.5
Overall	86

Jimmy "Superfly" Snuka's Move List

CONDITION	COMMAND	MOVE NAME
Taunts		
Standing	Right analog stick ↓	Jimmy Snuka
Standing	Right analog stick ←	Taunt Samoan
Standing	Right analog stick ↑	Jimmy Snuka
Standing	Right analog stick →	Taunt Samoan
Finishing Moves		
Holding Weapon, Opponent Groggy	(L1)	DDT 29

CONDITION	COMMAND	MOVE NAME
Holding Weapon, Opponent Groggy	(L1) +D-pad	DDT 29
Facing Standing, Groggy Opponent	(L1)	Superfly
Facing Standing, Groggy Opponent	(L1) +D-pad	Jimmy Snuka Special
Initiating Grapples vs. Standing Opponent		
Facing Standing Opponent	● + ↓	Grapple 4
Facing Standing Opponent	● + ←	Grapple 8
Facing Standing Opponent	● + ↑	Grapple 9
Facing Standing Opponent	● + →	Grapple 7

CONDITION	COMMAND	MOVE NAME
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Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Armbar 2
After Submission Grapple Setup	●+←	Headlock 1
After Submission Grapple Setup	●+↑	Big Shoulder Claw 1
After Submission Grapple Setup	●+→	Queen Arm Scissors

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	Front Dropkick 5
After Signature Grapple Setup	●+←	Throat Thrust 8
After Signature Grapple Setup	●+↑	Strength 1
After Signature Grapple Setup	●+→	Suplex 6

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	Backbreaker 9
After Power Grapple Setup	●+←	Headbutt 4
After Power Grapple Setup	●+↑	Double Knee Attack
After Power Grapple Setup	●+→	Headbutt 3

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	Snapmare & Dropkick 1
After Quick Grapple Setup	●+←	Snuka Backhand Blow
After Quick Grapple Setup	●+↑	Jumping Axe Handle
After Quick Grapple Setup	●+→	Russian Leg Sweep 1

Strikes vs. Standing Opponent

Facing Standing Opponent	×	Back Chop 1
Facing Standing Opponent	×	Dropkick 2
Facing Standing Opponent	×	Toe Kick 1
Facing Standing Opponent	×	Body Punch
Facing Standing Opponent	×	Enzuigiri 2
Facing Standing Opponent	×	Mongolian Chop
Facing Standing Opponent	×	Slap 2

Rear Grapples

Behind Standing Opponent	●+↓	Eddie Cradle Pin
Behind Standing Opponent	●+←	Back Suplex 2
Behind Standing Opponent	●+↑	Elbow to Back of Head 2
Behind Standing Opponent	●+→	Bulldog 4
Behind Standing, Groggy Opponent	●+↓	School Boy Pin 2
Behind Standing, Groggy Opponent	●+←	Back Suplex 7
Behind Standing, Groggy Opponent	●+↑	Sleeper Hold
Behind Standing, Groggy Opponent	●+→	Forearm Smash

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Forehead Bite 2
Near Downed Opponent's Upper Body	●+↑	Mounted Punching 2
Near Downed Opponent's Upper Body	●+→	Neck Lock
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Mexican Stretch 2

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent

Standing Near Downed Opponent	×	Angry Stomp
Standing Near Downed Opponent	×	Elbow Drop 2
Standing Near Downed Opponent	×	Falling Headbutt

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning On Ropes	●+D-pad	Elbow & Irish Whip
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Big Chop
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Kick & Waiting
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Monkey Flip

CONDITION	COMMAND	MOVE NAME
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Grapple Facing Opponent Leaning on Turnbuckle	●+→	Big Chop
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Grapple behind Opponent Leaning on Turnbuckle	●+↓	Illegal Pin
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Grapple behind Opponent Leaning on Turnbuckle	●+←	Dropkick & School Boy Pin
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Grapple behind Opponent Leaning on Turnbuckle	●+↑	Super Back Suplex
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Grapple behind Opponent Leaning on Turnbuckle	●+→	10 Turnbuckle Smash
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Running Strike vs. Opponent Leaning on Turnbuckle	×	Turnbuckle Clothesline
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Running Strike vs. Opponent Leaning on Turnbuckle	×	Turnbuckle Clothesline
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Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Mudhole Stomping 2
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Running Strike vs. Opponent Slumped in Corner of Ring	×	Turnbuckle Dropkick 2
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Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Elbow Drop
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From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Elbow Drop
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From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Cross Body Pin
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From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Elbow Drop
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From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Missile Dropkick
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Moves near Ropes

Running toward Rope, Opponent outside Ring	■, ×	Rope Flip 2
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Coming off of Ropes vs. Opponent Standing in Ring	×	Slingshot Body Splash 2
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Coming off of Ropes vs. Opponent down in Ring	×	Slingshot Body Splash 1
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Standing at Rope, Opponent outside Ring	▲, ×	Vaulting Body Press 2
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Running Attacks

Running Grapple vs. Standing, Facing Opponent	●+↓	Head Pound 1
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Running Grapple vs. Standing, Facing Opponent	●+↑	School Boy Pin 1
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Running Strike vs. Standing, Facing Opponent	×	Flying Headbutt
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Running Strike vs. Standing, Facing Opponent	×	Dropkick 5
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Running Strike vs. Downed Opponent	×	Elbow Drop 10
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Running Strike vs. Downed Opponent	×	Running Flip Splash
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Running Grapple vs. Back of Standing Opponent	●	Bulldog 4
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Running Grapple vs. Back of Groggy, Standing Opponent	●	School Boy Pin 2
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Grapples vs. Running Opponent		
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Standing Facing Running Opponent	●	Back Body Drop 1
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Standing Facing Running Opponent	●+↑ or ●+↓	Hip Toss 2
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Standing Facing Running Opponent	●+← or ●+→	Tilt-A-Whirl Sideslam 2
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Double Team Moves

When Partner Has Opponent Grappled	●	Low Blow & Knee Attack
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When Partner Has Opponent Grappled	●+↓	Dropkick & Rolling Clutch
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When Partner Has Opponent Grappled	●+←	Double Suplex
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When Partner Has Opponent Grappled	●+↑	Double Clothesline
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When Partner Has Opponent Grappled	●+→	Double Dropkick
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When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
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When Opponent Is Leaning on Your Turnbuckle	●+↓	Whip & Lay Down
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When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
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When Opponent Is Leaning on Your Turnbuckle	●+↑	Calf Kick & Sweep
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When Opponent Is Leaning on Your Turnbuckle	●+→	Kick to Gut
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Combination Strikes

First Strike, Facing Standing Opponent	×	Back Chop 1
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Second Strike, Facing Standing Opponent	×	Body Punch
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Third Strike, Facing Standing Opponent	×	Mongolian Chop
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Grappled Strikes

When Grappling Opponent	×	Grapple Punch 1
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When Grappling Opponent	×	Grapple Body Attack 1
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When Grappling Opponent	×	Grapple Throat Thrust
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Kane® (Masked)

WWE.com Bio

There's nothing small about Kane. At 7 feet tall and over 300 pounds, the Big Red Monster has been terrorizing opponents, and making waves since his debut seven years ago. And even that was huge.

Following months of speculation, Kane made his first appearance on October 5, 1997, at *Badd Blood*, when he ripped the cage door off during a match between Shawn Michaels and Undertaker—the first-ever Hell in a Cell. Kane and 'Taker then stood toe to toe during a chilling stare down, until Kane kicked the Phenom in the stomach and Tombstoned him in the center of the ring, allowing a bloodied and battered Michaels to pin Undertaker for the victory. At *WrestleMania XIV*, the half-brothers met for the first time in singles competition, and after three Tombstones, 'Taker was victorious.

After his brutal *WrestleMania* match, Kane continued to climb the ranks, and at *King of the Ring '98*, Stone Cold and Kane clashed in a First Blood Match—the first competitor to make his opponent bleed would win the match. This match gave Kane a distinct advantage over Stone Cold; since he wore a mask and most of his body was covered by his red ring attire, it was nearly impossible to confirm if he was bleeding. During the match, the referee was knocked out, and Undertaker ran to the ring to interfere. He missed a chair shot on Kane and nailed Stone Cold in the head, busting him wide open. Even bloodied, Stone Cold continued his assault on Kane, but when the referee regained consciousness, he awarded the match to Kane. The next night on *Raw*, Mr. McMahon decorated the ring with a red canvas, and only eight months after his debut, Kane was crowned the new WWE Champion. However, his reign was one of the shortest ever, as Kane lost the title back to Stone Cold later that night.

stats

HEIGHT: 7'0"
WEIGHT: 320 lbs.
FROM: Parts Unknown
CAREER HIGHLIGHTS: WWE Champion, Intercontinental Champion, World Tag Team Champion, WCW Tag Team Champion, Hardcore Champion

Attribute Points

Attribute	Rating
Strength	9.5
Submission	7
Durability	10
Technique	8
Speed	6
Charisma	8
Overall	86

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

Chokeslam 05 (L1 facing groggy opponent)



Powerbomb 10 (L1+D-pad facing groggy opponent)



Kane® (Masked)'s Move List

CONDITION	COMMAND	MOVE NAME
Taunts		
Standing	Right analog stick ↓	Kane 2
Standing	Right analog stick ←	Kane 4
Standing	Right analog stick ↑	Kane 3
Standing	Right analog stick →	Cut the Air 1
Finishing Moves		
Holding Weapon, Opponent Groggy	(L1)	DDT 29

CONDITION	COMMAND	MOVE NAME
Holding Weapon, Opponent Groggy	(L1) +D-pad	DDT 29
Facing Standing, Groggy Opponent	(L1)	Chokeslam 5
Facing Standing, Groggy Opponent	(L1) +D-pad	Powerbomb 10
Initiating Grapples vs. Standing Opponent		
Facing Standing Opponent	● + ↓	Grapple 4
Facing Standing Opponent	● + ←	Grapple 8
Facing Standing Opponent	● + ↑	Grapple 9

CONDITION COMMAND MOVE NAME

Facing Standing Opponent ●+→ Grapple 6

Submission Grapples (after ●+↓)

After Submission Grapple Setup ●+↓ Bearhug 3
 After Submission Grapple Setup ●+← Snapmare & Neck Lock 2

After Submission Grapple Setup ●+↑ Hangman Chokehold 1
 After Submission Grapple Setup ●+→ Headlock 1

Signature Grapples (after ●+←)

After Signature Grapple Setup ●+↓ Sidewalk Slam 3
 After Signature Grapple Setup ●+← Scoop Slam 5
 After Signature Grapple Setup ●+↑ Throat Thrust 5
 After Signature Grapple Setup ●+→ Suplex 6

Power Grapples (after ●+↑)

After Power Grapple Setup ●+↓ Kane Lifting & Toss
 After Power Grapple Setup ●+← Shoulder Breaker
 After Power Grapple Setup ●+↑ Batista Lifting & Toss
 After Power Grapple Setup ●+→ Full Nelson Slam 2

Quick Grapples (after ●+→)

After Quick Grapple Setup ●+↓ DDT 10
 After Quick Grapple Setup ●+← Throat Thrust 6
 After Quick Grapple Setup ●+↑ Club to Neck
 After Quick Grapple Setup ●+→ Shoulder Thrusts

Strikes vs. Standing Opponent

Facing Standing Opponent ✕ Body Punch
 Facing Standing Opponent ✕+↓ Big Boot 2
 Facing Standing Opponent ✕+↖ or ✕+↗ Toe Kick 1
 Facing Standing Opponent ✕+← Throat Thrust 3
 Facing Standing Opponent ✕+↖ or ✕+↗ Clothesline 2
 Facing Standing Opponent ✕+↑ Kane Uppercut
 Facing Standing Opponent ✕+→ Body Punch

Rear Grapples

Behind Standing Opponent ●+↓ DDT 21
 Behind Standing Opponent ●+← Sidewalk Slam 6
 Behind Standing Opponent ●+↑ Elbow to Back of Head 2
 Behind Standing Opponent ●+→ Forearm Smash
 Behind Standing, Groggy Opponent ●+↓ Full Nelson Slam 3
 Behind Standing, Groggy Opponent ●+← Backbreaker 6
 Behind Standing, Groggy Opponent ●+↑ Pumphandle Slam
 Behind Standing, Groggy Opponent ●+→ Inverted Suplex

Ground Grapples

Near Downed Opponent's Upper Body ●+← Choke 3
 Near Downed Opponent's Upper Body ●+↑ Fury Punch 8
 Near Downed Opponent's Upper Body ●+→ Camel Clutch 1
 Near Downed Opponent's Lower Body ●+← Leg Lock 10
 Near Downed Opponent's Lower Body ●+↑ Punch to Groin
 Near Downed Opponent's Lower Body ●+→ Kick to Leg

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof ● Downward Thrust
 Facing Opponent Standing on Edge of Cell Roof ●+D-pad Downward Thrust
 Behind Opponent Standing on Edge of Cell Roof ● Downward Thrust
 Behind Opponent Standing on Edge of Cell Roof ●+D-pad Downward Thrust

Strikes vs. Downed Opponent

Standing near Downed Opponent ✕ Angry Stomp
 Standing near Downed Opponent ✕+↑ or ✕+↓ Angry Stomp
 Standing near Downed Opponent ✕+← or ✕+→ Elbow Drop 2

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes ●+D-pad Big Boot 4
 Grapple Facing Opponent Leaning on Turnbuckle ●+↓ Mudhole Stomping 1

CONDITION COMMAND MOVE NAME

Grapple Facing Opponent Leaning on Turnbuckle ●+← Kane Strikes
 Grapple Facing Opponent Leaning on Turnbuckle ●+↑ Toss to Turnbuckle
 Grapple Facing Opponent Leaning on Turnbuckle ●+→ Big Chop
 Grapple behind Opponent Leaning on Turnbuckle ●+↓ Turnbuckle Smash
 Grapple behind Opponent Leaning on Turnbuckle ●+← Shoulder Strike
 Grapple behind Opponent Leaning on Turnbuckle ●+↑ Turnbuckle Smash
 Grapple behind Opponent Leaning on Turnbuckle ●+→ Hanging in Reverse
 Running Strike vs. Opponent Leaning on Turnbuckle ✕ (while running) Turnbuckle Clothesline
 Running Strike vs. Opponent Leaning on Turnbuckle ✕+D-pad (while running) Turnbuckle Clothesline

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring ●+D-pad Throat Thrust 9
 Running Strike vs. Opponent Slumped in Corner of Ring ✕ (while running) Knee Attack 1

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc. ✕ Diving Elbow Drop
 From Top Turnbuckle, Ladder, Cell Roof, Etc. ✕+↓ Diving Elbow Drop
 From Top Turnbuckle, Ladder, Cell Roof, Etc. ✕+← Flying Clothesline 2
 From Top Turnbuckle, Ladder, Cell Roof, Etc. ✕+↑ Diving Elbow Drop
 From Top Turnbuckle, Ladder, Cell Roof, Etc. ✕+→ Double Axe Handle 3

Moves near Ropes

Running toward Rope, Opponent outside Ring ■, ✕ Vaulting Body Press 1
 (near rope while running)
 Coming off of Ropes vs. Opponent Standing in Ring ✕+D-pad toward rope Clothesline 12
 (just after hitting ropes)
 Coming off of Ropes vs. Opponent down in Ring ✕+D-pad toward rope Running Leg Drop
 (just after hitting ropes)
 Standing at Rope, Opponent outside Ring ▲, ✕ (near rope) Vaulting Body Press 2

Running Attacks

Running Grapple vs. Standing, Facing Opponent ●+↓ Neckbreaker 1
 Running Grapple vs. Standing, Facing Opponent ●+↑ Reverse Mat Slam
 Running Strike vs. Standing, Facing Opponent ✕ Clothesline 9
 Running Strike vs. Standing, Facing Opponent ✕+D-pad Clothesline 12
 Running Strike vs. Downed Opponent ✕ Elbow Drop 10
 Running Strike vs. Downed Opponent ✕+D-pad Running Leg Drop
 Running Grapple vs. Back of Standing Opponent ● Mat Slam 2
 Running Grapple vs. Back of Groggy, Standing Opponent ● School Boy Pin 2

Grapples vs. Running Opponent

Standing Facing Running Opponent ● Powerslam Pin 3
 Standing Facing Running Opponent ●+↑ or ●+↓ Hip Toss 2
 Standing Facing Running Opponent ●+← or ●+→ Tilt-A-Whirl Sideslam 1

Double Team Moves

When Partner Has Opponent Grappled ● Double Flapjack
 When Partner Has Opponent Grappled ●+↓ Double DDT
 When Partner Has Opponent Grappled ●+← Double Suplex
 When Partner Has Opponent Grappled ●+↑ Double Clothesline
 When Partner Has Opponent Grappled ●+→ Double Beat Head
 When Opponent Is Leaning on Your Turnbuckle ● Irish Whip
 When Opponent Is Leaning on Your Turnbuckle ●+↓ Double Chokeslam
 When Opponent Is Leaning on Your Turnbuckle ●+← Double Stomping
 When Opponent Is Leaning on Your Turnbuckle ●+↑ Gut Crusher
 When Opponent Is Leaning on Your Turnbuckle ●+→ Body Splash & Whip

Combination Strikes

First Strike, Facing Standing Opponent ✕ Body Punch
 Second Strike, Facing Standing Opponent ✕ Kane Uppercut
 Third Strike, Facing Standing Opponent ✕ Throat Thrust 3

Grappled Strikes

When Grappling Opponent ✕ Grapple Body Attack 1
 When Grappling Opponent ✕+↑ or ✕+↓ Grapple Body Attack 1
 When Grappling Opponent ✕+← or ✕+→ Grapple Body Attack 2



Legion of Doom: Animal™

Biography

Animal began his remarkable career in the National Wrestling Alliance (NWA) as one-half of the awesome Road Warriors tag team. Managed by “Precious” Paul Ellering, Animal and his tag team partner, Hawk, soon made a name for themselves by winning the NWA tag team belts in June 1983, during their first year as the Road Warriors.

Known as the Legion of Doom when they joined up with the WWE, Animal and Hawk won the WWE World Tag Team Championship from the Nasty Boys after a grueling match at *SummerSlam* in 1991. After Animal suffered a serious injury in 1992, the Legion of Doom was put on hold for a time. After recovering from his injury, Animal, along with his partner Hawk, joined up with WCW in 1996. They were soon called back to the WWE, however, and in 1997 the Legion of Doom once again claimed the WWE World Tag Team Championship. They continued to thrill fans with their legendarily brutal, smash-mouth performances until their final match at *WrestleMania XIV*.

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

stats

HEIGHT: 6'1"
WEIGHT: 295 lbs.
FROM: Chicago, Illinois
CAREER HIGHLIGHTS: WWE Tag Team Champion, WCW Tag Team Champion

Attribute Points

Attribute	Rating
Strength	9
Submission	6.5
Durability	8.5
Technique	7
Speed	7
Charisma	7.5
Overall	81

Oklahoma Slam 01 (L1 facing groggy opponent)



Powerslam Pin (L1+D-pad facing groggy opponent)



Animal™'s Move List

CONDITION	COMMAND	MOVE NAME
Taunts		
Standing	Right analog stick ↓	Hold up 2
Standing	Right analog stick ←	Taunt Powerful 5
Standing	Right analog stick ↑	Hold up 2
Standing	Right analog stick →	Taunt Powerful 5
Finishing Moves		
Holding Weapon, Opponent Groggy	(L1)	DDT 29
Holding Weapon, Opponent Groggy	(L1)+D-pad	DDT 29
Facing Standing, Groggy Opponent	(L1)	Oklahoma Slam 1

CONDITION	COMMAND	MOVE NAME
Facing Standing, Groggy Opponent	(L1)+D-pad	Powerslam Pin 1
Initiating Grapples vs. Standing Opponent		
Facing Standing Opponent	●+↓	Grapple 4
Facing Standing Opponent	●+←	Grapple 8
Facing Standing Opponent	●+↑	Grapple 9
Facing Standing Opponent	●+→	Grapple 7
Submission Grapples (after ●+↓)		
After Submission Grapple Setup	●+↓	Torture Rack
After Submission Grapple Setup	●+←	Bearhug 3
After Submission Grapple Setup	●+↑	Big Shoulder Claw 1

CONDITION	COMMAND	MOVE NAME
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After Submission Grapple Setup	●+→	Headlock Takedown
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Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	Belly to Belly 1
After Signature Grapple Setup	●+←	Scoop Slam 4
After Signature Grapple Setup	●+↑	Body Knee Strike
After Signature Grapple Setup	●+→	Suplex 7

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	Batista Lifting & Toss
After Power Grapple Setup	●+←	Backbreaker 7
After Power Grapple Setup	●+↑	Body Press Drop FW
After Power Grapple Setup	●+→	Shoulder Breaker

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	Neckbreaker 12
After Quick Grapple Setup	●+←	Outlaw Knee Strike 2
After Quick Grapple Setup	●+↑	Club to Neck
After Quick Grapple Setup	●+→	Shoulder Thrusts

Strikes vs. Standing Opponent

Facing Standing Opponent	X	Benoit Punches
Facing Standing Opponent	X+↓	Big Boot 2
Facing Standing Opponent	X+↖ or X+↗	Toe Kick 1
Facing Standing Opponent	X+←	Toe Kick 2
Facing Standing Opponent	X+↖ or X+↗	Snap Jab
Facing Standing Opponent	X+↑	Clothesline 2
Facing Standing Opponent	X+→	Body Punch

Rear Grapples

Behind Standing Opponent	●+↓	Back Suplex 5
Behind Standing Opponent	●+←	Backbreaker 6
Behind Standing Opponent	●+↑	Forearm Smash
Behind Standing Opponent	●+→	Super Atomic Drop
Behind Standing, Groggy Opponent	●+↓	German Suplex 4
Behind Standing, Groggy Opponent	●+←	Back Suplex 3
Behind Standing, Groggy Opponent	●+↑	Russian Leg Sweep 2
Behind Standing, Groggy Opponent	●+→	Bulldog 2

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Reverse Chin Lock 2
Near Downed Opponent's Upper Body	●+↑	Fury Punch 9
Near Downed Opponent's Upper Body	●+→	Camel Clutch 1
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Single Leg Crab 1

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent

Standing near Downed Opponent	X	Angry Stomp
Standing near Downed Opponent	X+↑ or X+↓	Angry Stomp
Standing near Downed Opponent	X+← or X+→	Elbow Drop 2

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Big Boot 4
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Super Last Call
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Back Elbow Strike 2
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Toss to Turnbuckle
Grapple Facing Opponent Leaning on Turnbuckle	●+→	Super Last Call
Grapple Behind Opponent Leaning on Turnbuckle	●+↓	Turnbuckle Smash

CONDITION	COMMAND	MOVE NAME
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Grapple behind Opponent Leaning on Turnbuckle	●+←	Super Back Suplex
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+→	Super Back Suplex
Running Strike vs. Opponent Leaning on Turnbuckle	X (while running)	Turnbuckle Clothesline
Running Strike vs. Opponent Leaning on Turnbuckle	X+D-pad (while running)	Turnbuckle Clothesline

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Mudhole Stomping 2
Running Strike vs. Opponent Slumped in Corner of Ring	X (while running)	Knee Attack 1

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	X	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	X+↓	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	X+←	Shoulder Block 3
From Top Turnbuckle, Ladder, Cell Roof, Etc.	X+↑	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	X+→	Flying Clothesline 2

Moves near Ropes

Running toward Rope, Opponent outside Ring	■, X (near rope while running)	Dive through Ropes
Coming off of Ropes vs. Opponent Standing in Ring	X+D-pad toward rope (just after hitting ropes)	Running Shoulder Attack 2
Coming off of Ropes vs. Opponent down in Ring	X+D-pad toward rope (just after hitting ropes)	Double Axe Handle 4
Standing at Rope, Opponent outside Ring	▲, X (near rope)	Vaulting Body Press 2

Running Attacks

Running Grapple vs. Standing, Facing Opponent	●+↓	Reverse Mat Slam
Running Grapple vs. Standing, Facing Opponent	●+↑	Neckbreaker 1
Running Strike vs. Standing, Facing Opponent	X	Running Shoulder Attack 2
Running Strike vs. Standing, Facing Opponent	X+D-pad	Shoulder Block 2
Running Strike vs. Downed Opponent	X	Elbow Drop 10
Running Strike vs. Downed Opponent	X+D-pad	Double Axe Handle 4
Running Grapple vs. Back of Standing Opponent	●	Mat Slam 2
Running Grapple vs. Back of Groggy, Standing Opponent	●	Bulldog 2

Grapples vs. Running Opponent

Standing Facing Running Opponent	●	Powerslam Pin 2
Standing Facing Running Opponent	●+↑ or ●+↓	Back Body Drop 1
Standing Facing Running Opponent	●+← or ●+→	Tilt-A-Whirl Sideslam 3

Double Team Moves

When Partner Has Opponent Grappled	●	Double Flapjack
When Partner Has Opponent Grappled	●+↓	Double Punches 2
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Beat Head
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Gut Crusher
When Opponent Is Leaning on Your Turnbuckle	●+←	Dudley Device
When Opponent Is Leaning on Your Turnbuckle	●+↑	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+→	Spine & Neckbreaker

Combination Strikes

First Strike, Facing Standing Opponent	X	Benoit Punches
Second Strike, Facing Standing Opponent	X	Snap Jab
Third Strike, Facing Standing Opponent	X	Clothesline 2

Grappled Strikes

When Grappling Opponent	X	Grapple Punch 2
When Grappling Opponent	X+↑ or X+↓	Grapple Punch 2
When Grappling Opponent	X+← or X+→	Grapple Elbow Strike 3



Legion of Doom: Hawk™

Biography

Hawk began his incredible career in the National Wrestling Alliance (NWA) as one half of the mighty Road Warriors tag team. Managed by “Precious” Paul Ellering, Hawk and his tag team partner, Animal, soon made a name for themselves by winning the NWA tag team belts on June 11, 1983, during their first year as the Road Warriors.

Known as the Legion of Doom when they joined up with the WWE, Hawk and Animal together won the WWE World Tag Team Championship from the Nasty Boys after a fantastic match at *SummerSlam* in 1991. After Animal suffered a serious injury in 1992, the Legion of Doom was put on hold for a time. Once Animal had recovered from his injury, he and Hawk joined up with WCW in 1996. They were soon called back to the WWE, however, and in 1997 the Legion of Doom once again claimed the WWE World Tag Team Championship. They continued to thrill fans with their legendary and brutal in-ring performances until their final match at *WrestleMania XIV*.

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

stats

HEIGHT: 6'3"
WEIGHT: 275 lbs.
FROM: Chicago, Illinois
CAREER HIGHLIGHTS: WWE Tag Team Champion, WCW Tag Team Champion

Attribute Points

Attribute	Rating
Strength	8.5
Submission	6.5
Durability	9
Technique	7
Speed	7
Charisma	7.5
Overall	81

Flying Clothesline 02 (L1) from top turnbuckle vs. groggy standing opponent)



Neckbreaker 07 (L1)+D-pad facing groggy opponent)



tip

The easiest way to execute the Flying Clothesline 02 is to Irish Whip your opponent into the turnbuckle, perform a running strike against him when he's leaning on the turnbuckle, and quickly climb the turnbuckle with ▲ and press L1 as soon as you're on it.

Hawk™'s Move List

CONDITION	COMMAND	MOVE NAME
Taunts		
Standing	Right analog stick ↓	Hold up 2
Standing	Right analog stick ←	Rolling Arms
Standing	Right analog stick ↑	Hold up 2
Standing	Right analog stick →	Rolling Arms
Finishing Moves		
Holding Weapon, Opponent Groggy	L1	DDT 29

CONDITION	COMMAND	MOVE NAME
Holding Weapon, Opponent Groggy	L1 + D-pad	DDT 29
Facing Standing, Groggy Opponent	L1	Flying Clothesline 2
Facing Standing, Groggy Opponent	L1 + D-pad	Neckbreaker 7
Initiating Grapples vs. Standing Opponent		
Facing Standing Opponent	● + ↓	Grapple 4
Facing Standing Opponent	● + ←	Grapple 8
Facing Standing Opponent	● + ↑	Grapple 9
Facing Standing Opponent	● + →	Grapple 7

CONDITION	COMMAND	MOVE NAME
Submission Grapples (after ●+↓)		
After Submission Grapple Setup	●+↓	Bearhug 3
After Submission Grapple Setup	●+←	Headlock 1
After Submission Grapple Setup	●+↑	Standing Crossface
After Submission Grapple Setup	●+→	Snapmare & Neck Lock 2
Signature Grapples (after ●+←)		
After Signature Grapple Setup	●+↓	Jumping Armbreaker 2
After Signature Grapple Setup	●+←	Belly to Belly 6
After Signature Grapple Setup	●+↑	Double Arm Suplex 2
After Signature Grapple Setup	●+→	Suplex 5
Power Grapples (after ●+↑)		
After Power Grapple Setup	●+↓	Backbreaker 2
After Power Grapple Setup	●+←	Spinebuster 3
After Power Grapple Setup	●+↑	Military Press 2
After Power Grapple Setup	●+→	Shoulder Breaker
Quick Grapples (after ●+→)		
After Quick Grapple Setup	●+↓	DDT 10
After Quick Grapple Setup	●+←	Russian Leg Sweep 1
After Quick Grapple Setup	●+↑	Club to Neck
After Quick Grapple Setup	●+→	Shoulder Thrusts
Strikes vs. Standing Opponent		
Facing Standing Opponent	×	Benoit Punches
Facing Standing Opponent	×+↓	Big Boot 2
Facing Standing Opponent	×+↖ or ×+↗	Toe Kick 1
Facing Standing Opponent	×+←	Toe Kick 2
Facing Standing Opponent	×+↖ or ×+↗	Snap Jab
Facing Standing Opponent	×+↑	Clothesline 2
Facing Standing Opponent	×+→	Body Punch
Rear Grapples		
Behind Standing Opponent	●+↓	DDT 22
Behind Standing Opponent	●+←	Backbreaker 6
Behind Standing Opponent	●+↑	Elbow to Back of Head 2
Behind Standing Opponent	●+→	Forearm Smash
Behind Standing, Groggy Opponent	●+↓	Back Suplex 2
Behind Standing, Groggy Opponent	●+←	Back Suplex 3
Behind Standing, Groggy Opponent	●+↑	Atomic Drop
Behind Standing, Groggy Opponent	●+→	Bulldog 2
Ground Grapples		
Near Downed Opponent's Upper Body	●+←	Sleeper Hold 8
Near Downed Opponent's Upper Body	●+↑	Fist Drop 4
Near Downed Opponent's Upper Body	●+→	Camel Clutch 1
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Single Leg Crab 1
Hell in a Cell Moves		
Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Strikes vs. Downed Opponent		
Standing near Downed Opponent	×	Angry Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Elbow Drop 2
Standing near Downed Opponent	×+← or ×+→	Fist Drop 1
Attacks vs. Standing Opponent on Ropes		
Grapple Facing Opponent Leaning on Ropes	●+D-pad	Big Boot 4
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Super Last Call
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Toss to Turnbuckle
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Superplex 2

CONDITION	COMMAND	MOVE NAME
Grapple Facing Opponent Leaning on Turnbuckle	●+→	Super Last Call
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+←	Super Back Suplex
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+→	Super Back Suplex
Running Strike vs. Opponent Leaning on Turnbuckle	× (while running)	Turnbuckle Clothesline
Running Strike vs. Opponent Leaning on Turnbuckle	×+D-pad (while running)	Turnbuckle Clothesline
Attacks vs. Downed Opponent on Ropes	●+D-pad	Big Boot 4
Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Mudhole Stomping 2
Running Strike vs. Opponent Slumped in Corner of Ring	× (while running)	Knee Attack 1
Diving Attacks		
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Shoulder Block 3
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Flying Clothesline 2
Moves near Ropes		
Running toward Rope, Opponent outside Ring	■, × (near rope while running)	Dive through Ropes
Coming off of Ropes vs. Opponent Standing in Ring	×+D-pad toward rope (just after hitting ropes)	Running Shoulder Attack 2
Coming off of Ropes vs. Opponent Down in Ring	×+D-pad toward rope (just after hitting ropes)	Double Axe Handle 4
Standing at Rope, Opponent outside Ring	▲, × (near rope)	Vaulting Body Press 2
Running Attacks		
Running Grapple vs. Standing, Facing Opponent	●+↓	Spear 1
Running Grapple vs. Standing, Facing Opponent	●+↑	Neckbreaker 1
Running Strike vs. Standing, Facing Opponent	×	Running Shoulder Attack 2
Running Strike vs. Standing, Facing Opponent	×+D-pad	Shoulder Block 2
Running Strike vs. Downed Opponent	×	Elbow Drop 10
Running Strike vs. Downed Opponent	×+D-pad	Double Axe Handle 4
Running Grapple vs. Back of Standing Opponent	●	Mat Slam 2
Running Grapple vs. Back of Groggy, Standing Opponent	●	Bulldog 2
Grapples vs. Running Opponent		
Standing Facing Running Opponent	●	Powerslam 1
Standing Facing Running Opponent	●+↑ or ●+↓	Back Body Drop 1
Standing Facing Running Opponent	●+← or ●+→	Back Body Drop 2
Double Team Moves		
When Partner Has Opponent Grappled	●	Double Flapjack
When Partner Has Opponent Grappled	●+↓	Double Punches 2
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Beat Head
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Gut Crusher
When Opponent Is Leaning on Your Turnbuckle	●+←	Dudley Device
When Opponent Is Leaning on Your Turnbuckle	●+↑	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+→	Spine & Neckbreaker
Combination Strikes		
First Strike, Facing Standing Opponent	×	Benoit Punches
Second Strike, Facing Standing Opponent	×	Snap Jab
Third Strike, Facing Standing Opponent	×	Clothesline 2
Grappled Strikes		
When Grappling Opponent	×	Grapple Body Attack 1
When Grappling Opponent	×+↑ or ×+↓	Grapple Body Attack 1
When Grappling Opponent	×+← or ×+→	Grapple Elbow Strike

Mankind™ **WWE.com Bio**



stats

HEIGHT: 6'2"
WEIGHT: 287 lbs.
FROM: Long Island, New York
CAREER HIGHLIGHTS: WWE Champion, World Tag Team Champion, Hardcore Champion, ECW Tag Team Champion, WWE Commissioner, Co-General Manager of Raw

Attribute Points

Attribute	Rating
Strength	8
Submission	9
Durability	9
Technique	7
Speed	6.5
Charisma	10
Overall	88

Mick Foley's name is legendary in the sports-entertainment industry. The story of how he became involved transcends the business. His inspiration came when he hitchhiked to Madison Square Garden and watched as Jimmy "Superfly" Snuka soared off the top of a 15-foot high steel cage onto Don Muraco. At that moment, Foley knew exactly what he wanted to do with his life. He compiled a video full of vignettes, including one where he flew off the roof of his home, crashing onto a bed of mattresses and cushions, all in the dream of how he would one day become WWE Champion.

After training with former WWE star and World Tag Team Champion Dominic DeNucci, Foley began to compete using the name Cactus Jack in various regions of the United States, before making his way to Japan. Returning to the United States, he joined with WCW, and then after a few years, aligned himself with Extreme Championship Wrestling, where Foley's name would become recognized as a cult icon. Performing in front of smaller crowds, Foley pushed his body and soul to the limits. Many of Foley's actions resulted in severe bruises and broken bones, but his legacy for never quitting and continuing to press toward his dream of becoming a WWE Superstar never broke.

In 1996, he finally made it. Mick Foley was now with World Wrestling Entertainment. His performances in various matches are remembered by all who saw them either live or on television. Who can forget the unbelievable sight of Foley being thrown off the top of the Cell and crashing through an announcing table in a Hell in the Cell Match at the 1998 *King of the Ring*? Later on, he formed The Rock 'n' Sock Connection, one of the most popular tag teams in WWE history, with The Rock. They went on to win the World Tag Team Championship three times. Individually, he captured the WWE Championship three times, once in '98, and twice in '99. His stamina to perform day after day garnered the attention and loyalty of millions of fans worldwide.

In addition, Foley has become a successful author. His 1999 autobiography, *Have A Nice Day*—written in longhand on 760 pages of notebook paper during a European tour—reached No. 1 on *The New York Times* Best-Seller List. In 2000 and 2001, Foley wrote two children's holiday books, titled *Christmas Chaos* and *Halloween Hijinx*. Mick wrote a follow-up to *Have a Nice Day*, entitled *Foley is Good*. Later, Foley wrote the book called *Tietam Brown*, a coming of age-type story, and another children's book, *Tales from Wrescal Lane*.

His heart is just as big outside the ring, as Mick Foley has participated in numerous Make-A-Wish Foundation events as well as surprise visits to children under strict medical care in hospitals. Foley has also visited schools and libraries, talking to students about the necessity of education and the importance of reading in and out of the classroom. Foley has also traveled to various military bases and military hospitals to visit U.S. troops, boosting morale and sending get-well wishes to soldiers.

Finishing Moves Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

DDT 30 (L1 facing groggy opponent)



Mandible Claw (L1 + D-pad facing groggy opponent)



Mankind™'s Move List

CONDITION	COMMAND	MOVE NAME
Taunts		
Standing	Right analog stick ↓	Raising Arm 2
Standing	Right analog stick ←	Two-Dish Handgun
Standing	Right analog stick ↑	Raising Arm 2
Standing	Right analog stick →	Two-Dish Handgun

CONDITION	COMMAND	MOVE NAME
Finishing Moves		
Holding Weapon, Opponent Groggy	L1	DDT 29
Holding Weapon, Opponent Groggy	L1 + D-pad	DDT 29
Facing Standing, Groggy Opponent	L1	DDT 30
Facing Standing, Groggy Opponent	L1 + D-pad	Mandible Claw

CONDITION COMMAND MOVE NAME

Initiating Grapples vs. Standing Opponent

Facing Standing Opponent	●+↓	Grapple 4
Facing Standing Opponent	●+←	Grapple 8
Facing Standing Opponent	●+↑	Grapple 9
Facing Standing Opponent	●+→	Grapple 7

Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Snappare & Neck Lock 2
After Submission Grapple Setup	●+←	Headlock 3
After Submission Grapple Setup	●+↑	Big Shoulder Claw 1
After Submission Grapple Setup	●+→	Headlock Takedown

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	Sidewalk Slam 1
After Signature Grapple Setup	●+←	DDT 10
After Signature Grapple Setup	●+↑	Headlock & Punch
After Signature Grapple Setup	●+→	Suplex 6

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	Piledriver 1
After Power Grapple Setup	●+←	Headbutt 2
After Power Grapple Setup	●+↑	Gutbuster 1
After Power Grapple Setup	●+→	Headbutt 1

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	Russian Leg Sweep 1
After Quick Grapple Setup	●+←	Choke Toss
After Quick Grapple Setup	●+↑	Shoulder Armbreaker
After Quick Grapple Setup	●+→	Neckbreaker 12

Strikes vs. Standing Opponent

Facing Standing Opponent	×	Bubba Ray Punches 1
Facing Standing Opponent	×+↓	Front Dropkick 1
Facing Standing Opponent	×+← or ×+→	Toe Kick 1
Facing Standing Opponent	×+←	Back Chop 1
Facing Standing Opponent	×+↖ or ×+↗	Overhand Punch
Facing Standing Opponent	×+↑	Clothesline 2
Facing Standing Opponent	×+→	Body Punch

Rear Grapples

Behind Standing Opponent	●+↓	DDT 21
Behind Standing Opponent	●+←	Back Suplex 2
Behind Standing Opponent	●+↑	Elbow to Back of Head 2
Behind Standing Opponent	●+→	Forearm Smash
Behind Standing, Groggy Opponent	●+↓	Bubba Bomb
Behind Standing, Groggy Opponent	●+←	Back Suplex 5
Behind Standing, Groggy Opponent	●+↑	Sleeper Hold
Behind Standing, Groggy Opponent	●+→	Bulldog 3

Ground Grapples

Near Downed Opponent's Upper Body	●+←	Camel Clutch 1
Near Downed Opponent's Upper Body	●+↑	Fury Punch 9
Near Downed Opponent's Upper Body	●+→	Reverse Chin Lock 1
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Boston Crab

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent

Standing near Downed Opponent	×	Angry Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Leg Drop
Standing near Downed Opponent	×+← or ×+→	Elbow Drop 2

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Outlaw Attack 2
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CONDITION COMMAND MOVE NAME

Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Mudhole Stomping 1
Grapple Facing Opponent Leaning on Turnbuckle	●+←	10 Punch
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Mudhole Stomping 1
Grapple Facing Opponent Leaning on Turnbuckle	●+→	10 Punch
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+←	Super Back Suplex
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+→	Super Back Suplex
Running Strike vs. Opponent Leaning on Turnbuckle	× (while running)	Turnbuckle Clothesline
Running Strike vs. Opponent Leaning on Turnbuckle	×+D-pad (while running)	Turnbuckle Clothesline

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Mudhole Strikes
Running Strike vs. Opponent Slumped in Corner of Ring	× (while running)	Knee Attack 1

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Elbow
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Flying Clothesline 2
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Diving Elbow
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Double Axe Handle 3

Moves near Ropes

Running toward Rope, Opponent outside Ring	■, × (near rope while running)	Dive through Ropes
Coming off of Ropes vs. Opponent Standing in Ring	×+D-pad toward rope (just after hitting ropes)	Kitchen Sink 1
Coming off of Ropes vs. Opponent down in Ring	×+D-pad toward rope (just after hitting ropes)	Running Leg Drop
Standing at Rope, Opponent outside Ring	▲, × (near rope)	Vaulting Body Press 2

Running Attacks

Running Grapple vs. Standing, Facing Opponent	●+↓	Reverse Mat Slam
Running Grapple vs. Standing, Facing Opponent	●+↑	Neckbreaker 1
Running Strike vs. Standing, Facing Opponent	×	Clothesline 12
Running Strike vs. Standing, Facing Opponent	×+D-pad	Kitchen Sink 1
Running Strike vs. Downed Opponent	×	Elbow Drop 10
Running Strike vs. Downed Opponent	×+D-pad	Running Leg Drop
Running Grapple vs. Back of Standing Opponent	●	Bulldog 2
Running Grapple vs. Back of Groggy, Standing Opponent	●	Bulldog 3

Grapples vs. Running Opponent

Standing Facing Running Opponent	●	Powerslam 1
Standing Facing Running Opponent	●+↑ or ●+↓	Hip Toss 2
Standing Facing Running Opponent	●+← or ●+→	Flapjack 3

Double Team Moves

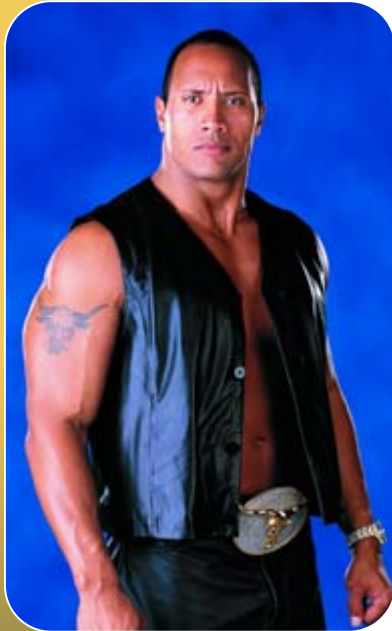
When Partner Has Opponent Grappled	●	Double Suplex
When Partner Has Opponent Grappled	●+↓	Double DDT
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Beat Head
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Hip Toss
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	Powerbomb 1
When Opponent Is Leaning on Your Turnbuckle	●+→	Kick to Gut

Combination Strikes

First Strike, Facing Standing Opponent	×	Bubba Ray Punches 1
Second Strike, Facing Standing Opponent	×	Snap Jab
Third Strike, Facing Standing Opponent	×	Clothesline 2

Grappled Strikes

When Grappling Opponent	×	Grapple Body Attack 1
When Grappling Opponent	×+↑ or ×+↓	Grapple Body Attack 1
When Grappling Opponent	×+← or ×+→	Grapple Elbow Strike



The Rock® **WWE.com Bio**

He is the most electrifying man in sports and entertainment. He is quickly becoming one of the most recognized faces on the planet and one of the hottest celebrities in all walks of life. Call him whatever you want, but to the millions—and millions—of fans around the world, there is no substitute for The Rock.

A third generation WWE Superstar, The Rock at first did not plan to follow in the family tradition of sports-entertainment stardom, but instead used his athletics heredity on the gridiron where he starred in football for the University of Miami. After a very brief professional football career, The Rock decided to give WWE a shot—a choice that would prove to begin a new era in the entertainment world. In only a few years, The Rock was a multi-time WWE Champion and one of the most celebrated Superstars to ever set foot in the ring.

But it was more than his ability to “layeth the smacketh down” in the ring that made The Rock a Superstar. His quick wit, charisma, and ability to talk smack earned such raves that “The People’s Champion” was asked to speak to the people over and over again. Among his many famous public appearances were a stint hosting *Saturday Night Live* in 2000 and a speech at the 2002 Republican National Convention.

By 2001, The Rock became a multimedia superstar, having starred in the feature film, *The Mummy Returns*, and its highly successful prequel, *The Scorpion King*. His autobiography, *The Rock Says...* was a *New York Times* No. 1 Best-Seller.

Recently, The Rock may have earned his biggest box office break to date with a starring role in *Walking Tall*, an action drama based on a true story. While many consider The Rock to be Hollywood’s next great superstar, he still believes that World Wrestling Entertainment is his home and is ready to return to the ring when duty calls. When Mick Foley suffered injury and humiliation at the hands of Evolution, Rocky returned to *Raw* to reform the Rock ‘n Sock Connection, and the two competed as a team at *WrestleMania XX*. While Evolution walked out as the winner, The Rock proved that he has not lost his touch in the ring and at the microphone and is as beloved as a WWE Superstar now more than ever!

stats

HEIGHT: 6’5”
WEIGHT: 260 lbs.
FROM: Miami, Florida
CAREER HIGHLIGHTS: WWE Champion, Intercontinental Champion, World Tag Team Champion, *Royal Rumble* winner (2000), WCW Champion

Attribute Points

Attribute	Rating
Strength	8
Submission	9
Durability	9
Technique	9.5
Speed	7
Charisma	10
Overall	93

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

The People’s Elbow (L1 near face-up opponent’s upper body)



The Rock Bottom (L1+D-pad facing groggy opponent)



The Rock’s Move List

CONDITION	COMMAND	MOVE NAME
Taunts		
Standing	Right analog stick ↓	The Rock 6
Standing	Right analog stick ←	The Rock 1
Standing	Right analog stick ↑	The Rock 5
Standing	Right analog stick →	The Rock 3
Finishing Moves		
Holding Weapon, Opponent Groggy	(L1)	DDT 29

CONDITION	COMMAND	MOVE NAME
Holding Weapon, Opponent Groggy	(L1) +D-pad	DDT 29
Facing Standing, Groggy Opponent	(L1)	The People’s Elbow
Facing Standing, Groggy Opponent	(L1) +D-pad	The Rock Bottom
Initiating Grapples vs. Standing Opponent		
Facing Standing Opponent	● + ↓	Grapple 4
Facing Standing Opponent	● + ←	Grapple 8
Facing Standing Opponent	● + ↑	Grapple 9
Facing Standing Opponent	● + →	Grapple 7

CONDITION COMMAND MOVE NAME

Submission Grapples (after ●+↓)

After Submission Grapple Setup	●+↓	Snapmare & Neck Lock 2
After Submission Grapple Setup	●+←	Headlock 1
After Submission Grapple Setup	●+↑	Headlock 2
After Submission Grapple Setup	●+→	Headlock Takedown

Signature Grapples (after ●+←)

After Signature Grapple Setup	●+↓	Dragon Screw 1
After Signature Grapple Setup	●+←	Suplex 1
After Signature Grapple Setup	●+↑	The Rock Angry
After Signature Grapple Setup	●+→	Scoop Slam 2

Power Grapples (after ●+↑)

After Power Grapple Setup	●+↓	Samoa Drop 1
After Power Grapple Setup	●+←	DDT 12
After Power Grapple Setup	●+↑	Clothesline 29
After Power Grapple Setup	●+→	DDT 13

Quick Grapples (after ●+→)

After Quick Grapple Setup	●+↓	Russian Leg Sweep 1
After Quick Grapple Setup	●+←	Reverse Mat Slam
After Quick Grapple Setup	●+↑	The Rock Slap
After Quick Grapple Setup	●+→	Arm Drag 5

Strikes vs. Standing Opponent

Facing Standing Opponent	×	People's Punch 1
Facing Standing Opponent	×+↓	People's Punch 3
Facing Standing Opponent	×+← or ×+→	Toe Kick 1
Facing Standing Opponent	×+←	Elbow Smash 1
Facing Standing Opponent	×+← or ×+→	People's Punch 2
Facing Standing Opponent	×+↑	Double Axe Handle 1
Facing Standing Opponent	×+→	Back Chop 4

Rear Grapples

Behind Standing Opponent	●+↓	Forearm Smash
Behind Standing Opponent	●+←	Back Suplex 2
Behind Standing Opponent	●+↑	Elbow to Back of Head 2
Behind Standing Opponent	●+→	Russian Leg Sweep 2
Behind Standing, Groggy Opponent	●+↓	Forearm Smash
Behind Standing, Groggy Opponent	●+←	Back Suplex 5
Behind Standing, Groggy Opponent	●+↑	Elbow to Back of Head 2
Behind Standing, Groggy Opponent	●+→	Bulldog 2

Ground Grapples

Near Downed Opponent's Upper Body	●+←	The Rock Wake Up
Near Downed Opponent's Upper Body	●+↑	Fury Punch 9
Near Downed Opponent's Upper Body	●+→	Headlock 4
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	The Rock Sharpshooter

Hell in a Cell Moves

Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust

Strikes vs. Downed Opponent

Standing near Downed Opponent	×	Rock Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Elbow Drop 2
Standing near Downed Opponent	×+← or ×+→	Rock Stomp

Attacks vs. Standing Opponent on Ropes

Grapple Facing Opponent Leaning on Ropes	●+D-pad	Elbow & Irish Whip
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	10 Punch
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Shoulder Thrust

CONDITION COMMAND MOVE NAME

Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Superplex 1
Grapple Facing Opponent Leaning on Turnbuckle	●+→	Shoulder Thrust
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+←	Shoulder Strike
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Super Back Suplex
Grapple behind Opponent Leaning on Turnbuckle	●+→	Shoulder Strike
Running Strike vs. Opponent Leaning on Turnbuckle	× (while running)	Turnbuckle Clothesline
Running Strike vs. Opponent Leaning on Turnbuckle	×+D-pad (while running)	Turnbuckle Clothesline

Attacks vs. Downed Opponent on Ropes

Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Pushes Turnbuckle
Running Strike vs. Opponent Slumped in Corner of Ring	× (while running)	Knee Attack 1

Diving Attacks

From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Missile Dropkick
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Double Axe Handle 3

Moves near Ropes

Running toward Rope, Opponent outside Ring	■, × (near rope while running)	Baseball Slide 1
Coming off of Ropes vs. Opponent Standing in Ring	×+D-pad toward rope (just after hitting ropes)	The Rock Forearm Smash
Coming off of Ropes vs. Opponent down in Ring	×+D-pad toward rope (just after hitting ropes)	Running Leg Drop
Standing at Rope, Opponent outside Ring	▲, × (near rope)	Vaulting Body Press 2

Running Attacks

Running Grapple vs. Standing, Facing Opponent	●+↓	Reverse Mat Slam
Running Grapple vs. Standing, Facing Opponent	●+↑	Sunset Flip Pin 1
Running Strike vs. Standing, Facing Opponent	×	Elbow Attack 5
Running Strike vs. Standing, Facing Opponent	×+D-pad	Clothesline 10
Running Strike vs. Downed Opponent	×	Elbow Drop 10
Running Strike vs. Downed Opponent	×+D-pad	Running Leg Drop
Running Grapple vs. Back of Standing Opponent	●	Mat Slam 2
Running Grapple vs. Back of Groggy, Standing Opponent	●	School Boy Pin 2

Grapples vs. Running Opponent

Standing Facing Running Opponent	●	Spinebuster 8
Standing Facing Running Opponent	●+↑ or ●+↓	Samoa Drop 3
Standing Facing Running Opponent	●+← or ●+→	Belly to Belly 5

Double Team Moves

When Partner Has Opponent Grappled	●	Double Suplex
When Partner Has Opponent Grappled	●+↓	Double DDT
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Facecrusher
When Partner Has Opponent Grappled	●+→	Double Beat Head
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Hip Toss
When Opponent Is Leaning on Your Turnbuckle	●+←	Kick to Gut
When Opponent Is Leaning on Your Turnbuckle	●+↑	Spike Piledriver
When Opponent Is Leaning on Your Turnbuckle	●+→	Double Stomping

Combination Strikes

First Strike, Facing Standing Opponent	×	People's Punch 1
Second Strike, Facing Standing Opponent	×	People's Punch 1
Third Strike, Facing Standing Opponent	×	People's Punch 2

Grappled Strikes

When Grappling Opponent	×	Grapple Body Attack 1
When Grappling Opponent	×+↑ or ×+↓	Grapple Body Attack 1
When Grappling Opponent	×+← or ×+→	Grapple Body Attack 1



"Rowdy" Roddy Piper

Biography

Roddy Piper was a thorn in the side of WWE's biggest Superstars in the 1980s. His best-remembered feud was with Hollywood Hogan, which launched WWE's "Rock 'N Wrestling Connection" and propelled the company to new heights.

Despite his cheating ways, Piper eventually won over the WWE faithful and competed as a fan favorite during the last years of his original WWE run. It was during this time that he won his one and only title in WWE, becoming Intercontinental Champion in 1992. Not long after retiring from his full-time in-ring career, Piper served as WWE President for a short time.

stats

HEIGHT: 6'2"
WEIGHT: 235 lbs.
FROM: Glasgow, Scotland
CAREER HIGHLIGHTS: Intercontinental Champion, WWE President

Attribute Points

Attribute	Rating
Strength	8
Submission	8.5
Durability	8.5
Technique	7.5
Speed	7
Charisma	9
Overall	86

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

Sleeper Hold O3 (L1) behind groggy opponent)



Roddy Piper Strike (L1)+D-pad facing groggy opponent)



"Rowdy" Roddy Piper's Move List

CONDITION	COMMAND	MOVE NAME
Taunts		
Standing	Right analog stick ↓	Come On !
Standing	Right analog stick ←	Roddy Piper
Standing	Right analog stick ↑	Come On !
Standing	Right analog stick →	Roddy Piper
Finishing Moves		
Holding Weapon, Opponent Groggy	(L1)	DDT 29

CONDITION	COMMAND	MOVE NAME
Holding Weapon, Opponent Groggy	(L1) +D-pad	DDT 29
Facing Standing, Groggy Opponent	(L1)	Sleeper Hold 3
Facing Standing, Groggy Opponent	(L1) +D-pad	Roddy Piper Strike
Initiating Grapples vs. Standing Opponent		
Facing Standing Opponent	●+↓	Grapple 4
Facing Standing Opponent	●+←	Grapple 8
Facing Standing Opponent	●+↑	Grapple 9
Facing Standing Opponent	●+→	Grapple 7

CONDITION	COMMAND	MOVE NAME
Submission Grapples (after ●+↓)		
After Submission Grapple Setup	●+↓	Snapmare & Neck Lock 2
After Submission Grapple Setup	●+←	Headlock 3
After Submission Grapple Setup	●+↑	Standing Crossface
After Submission Grapple Setup	●+→	Wrist & Arm Wrench
Signature Grapples (after ●+←)		
After Signature Grapple Setup	●+↓	Eye Poke 4
After Signature Grapple Setup	●+←	Jumping Armbreaker 2
After Signature Grapple Setup	●+↑	Airplane Spine
After Signature Grapple Setup	●+→	Suplex 7
Power Grapples (after ●+↑)		
After Power Grapple Setup	●+↓	Low Blow 3
After Power Grapple Setup	●+←	Shin Breaker
After Power Grapple Setup	●+↑	Piledriver 3
After Power Grapple Setup	●+→	Kitchen Sink 2
Quick Grapples (after ●+→)		
After Quick Grapple Setup	●+↓	Eye Poke 5
After Quick Grapple Setup	●+←	Russian Leg Sweep 1
After Quick Grapple Setup	●+↑	Jawbreaker 1
After Quick Grapple Setup	●+→	Neckbreaker 12
Strikes vs. Standing Opponent		
Facing Standing Opponent	×	Snap Jab
Facing Standing Opponent	×+↓	Dropkick 2
Facing Standing Opponent	×+↖ or ×+↗	Toe Kick 1
Facing Standing Opponent	×+←	Boxing Body Blow
Facing Standing Opponent	×+↖ or ×+↗	Undertaker Body Punch
Facing Standing Opponent	×+↑	Clothesline 2
Facing Standing Opponent	×+→	Back Chop 4
Rear Grapples		
Behind Standing Opponent	●+↓	Russian Leg Sweep 2
Behind Standing Opponent	●+←	Forearm Smash
Behind Standing Opponent	●+↑	Elbow to Back of Head 2
Behind Standing Opponent	●+→	Hips Struck
Behind Standing, Groggy Opponent	●+↓	School Boy Roll Up
Behind Standing, Groggy Opponent	●+←	Back Suplex 9
Behind Standing, Groggy Opponent	●+↑	Abdominal Stretch 1
Behind Standing, Groggy Opponent	●+→	Bulldog 2
Ground Grapples		
Near Downed Opponent's Upper Body	●+←	Fury Punch 7
Near Downed Opponent's Upper Body	●+↑	Fury Punch 9
Near Downed Opponent's Upper Body	●+→	Sleeper Hold 5
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Single Leg Crab 1
Hell in a Cell Moves		
Facing Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Strikes vs. Downed Opponent		
Standing near Downed Opponent	×	Angry Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Fist Drop 1
Standing near Downed Opponent	×+← or ×+→	Elbow Drop 1
Attacks vs. Standing Opponent on Ropes		
Grapple Facing Opponent Leaning on Ropes	●+D-pad	Choke 2
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Monkey Flip
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Mudhole Stomping 1
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Fury Strikes 1

CONDITION	COMMAND	MOVE NAME
Grapple Facing Opponent Leaning on Turnbuckle	●+→	Big Chop
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Illegal Pin
Grapple behind Opponent Leaning on Turnbuckle	●+←	Shoulder Strike
Grapple behind Opponent Leaning on Turnbuckle	●+↑	10 Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+→	Hanging in Reverse
Running Strike vs. Opponent Leaning on Turnbuckle	× (while running)	Turnbuckle Clothesline
Running Strike vs. Opponent Leaning on Turnbuckle	×+D-pad (while running)	Turnbuckle Clothesline
Attacks vs. Downed Opponent on Ropes		
Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Mudhole Stomping 2
Running Strike vs. Opponent Slumped in Corner of Ring	× (while running)	Knee Attack 1
Diving Attacks		
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Knee Drop 1
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Flying Clothesline 2
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Knee Drop 1
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Diving Elbow Bat
Moves near Ropes		
Running toward Rope, Opponent outside Ring	■, × (near rope while running)	Baseball Slide 1
Coming off of Ropes vs. Opponent Standing in Ring	×+D-pad toward rope (just after hitting ropes)	Kitchen Sink 1
Coming off of Ropes vs. Opponent down in Ring	×+D-pad toward rope (just after hitting ropes)	Double Axe Handle 4
Standing at Rope, Opponent outside Ring	▲, × (near rope)	Vaulting Body Press 2
Running Attacks		
Running Grapple vs. Standing, Facing Opponent	●+↓	Neckbreaker 1
Running Grapple vs. Standing, Facing Opponent	●+↑	Sunset Flip Pin 1
Running Strike vs. Standing, Facing Opponent	×	Jumping Knee Attack 3
Running Strike vs. Standing, Facing Opponent	×+D-pad	Kitchen Sink 1
Running Strike vs. Downed Opponent	×	Elbow Drop 10
Running Strike vs. Downed Opponent	×+D-pad	Double Axe Handle 4
Running Grapple vs. Back of Standing Opponent	●	Bulldog 2
Running Grapple vs. Back of Groggy, Standing Opponent	●	Bulldog 3
Grapples vs. Running Opponent		
Standing Facing Running Opponent	●	Sleeper Hold 4
Standing Facing Running Opponent	●+↑ or ●+↓	Back Body Drop 2
Standing Facing Running Opponent	●+← or ●+→	Drop Toehold
Double Team Moves		
When Partner Has Opponent Grappled	●	Low Blow & Knee Attack
When Partner Has Opponent Grappled	●+↓	Double DDT
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Beat Head
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Hip Toss
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	Whip & Lay Down
When Opponent Is Leaning on Your Turnbuckle	●+→	Body Splash & Whip
Combination Strikes		
First Strike, Facing Standing Opponent	×	Snap Jab
Second Strike, Facing Standing Opponent	×	Snap Jab
Third Strike, Facing Standing Opponent	×	Boxing Hook Punch
Grappled Strikes		
When Grappling Opponent	×	Grapple Body Attack 1
When Grappling Opponent	×+↑ or ×+↓	Grapple Body Attack 1
When Grappling Opponent	×+← or ×+→	Grapple Elbow Strike 1



The Undertaker® (Legend)

WWE.com Bio

If any one Superstar symbolizes WWE, it's Undertaker.

For more than a dozen years, Undertaker has been a WWE mainstay. He's battled all the greats—from Hollywood Hogan and Ultimate Warrior to Stone Cold and The Rock—and lived to tell about it. No other Superstar has ever had the run of success enjoyed by the Deadman—no one.

A multiple-time WWE Champion, 'Taker has had the privilege of performing in main events all over the U.S., North America, and the world. In fact, 'Taker's *WrestleMania* record is second to none—he is an amazing 12-0 at *WrestleMania*.

Undertaker has also been at the forefront of some of the most original matches and concepts in WWE history. He is the innovator of Inferno Matches, Casket Matches, and, of course, the famed Hell in a Cell. He is also constantly in the hunt for the WWE Championship.

stats

HEIGHT: 6'10"
WEIGHT: 328 lbs.
FROM: Houston, Texas
CAREER HIGHLIGHTS: WWE Champion, World Tag Team Champion, WCW Tag Team Champion, Hardcore Champion

Attribute Points

Attribute	Rating
Strength	9.5
Submission	8
Durability	10
Technique	8
Speed	6
Charisma	10
Overall	91

Finishing Moves

Finishing moves can only be performed when you have at least one finisher icon, and your opponent is groggy and/or in the correct position.

Tombstone Piledriver Pin (L1) facing groggy opponent)



Chokeslam O7 (L1)+D-pad facing groggy opponent)



Legend Undertaker's Move List

CONDITION	COMMAND	MOVE NAME	CONDITION	COMMAND	MOVE NAME
Taunts					
Standing	Right analog stick ↓	Kane 2	Facing Standing, Groggy Opponent	L1	Tombstone Piledriver Pin
Standing	Right analog stick ←	Undertaker 6	Facing Standing, Groggy Opponent	L1)+D-pad	Chokeslam 7
Standing	Right analog stick ↑	Kane 2	Initiating Grapples vs. Standing Opponent		
Standing	Right analog stick →	Undertaker 6	Facing Standing Opponent	●+↓	Grapple 4
Finishing Moves					
Holding Weapon, Opponent Groggy	L1	Guillotine 3	Facing Standing Opponent	●+←	Grapple 8
Holding Weapon, Opponent Groggy	L1)+D-pad	Guillotine 3	Facing Standing Opponent	●+↑	Grapple 9
			Facing Standing Opponent	●+→	Grapple 6

CONDITION	COMMAND	MOVE NAME
Submission Grapples (after ●+↓)		
After Submission Grapple Setup	●+↓	Bearhug 3
After Submission Grapple Setup	●+←	Headlock 1
After Submission Grapple Setup	●+↑	Big Shoulder Claw 1
After Submission Grapple Setup	●+→	Standing Crossface
Signature Grapples (After ●+←)		
After Signature Grapple Setup	●+↓	Sidewalk Slam 3
After Signature Grapple Setup	●+←	Choke Toss
After Signature Grapple Setup	●+↑	Respect Me?
After Signature Grapple Setup	●+→	Suplex 6
Power Grapples (after ●+↑)		
After Power Grapple Setup	●+↓	Full Nelson Slam 2
After Power Grapple Setup	●+←	Shoulder Breaker
After Power Grapple Setup	●+↑	Batista Lifting & Toss
After Power Grapple Setup	●+→	Spinebuster 7
Quick Grapples (after ●+→)		
After Quick Grapple Setup	●+↓	Throat Thrust 6
After Quick Grapple Setup	●+←	Throat Thrust 5
After Quick Grapple Setup	●+↑	Club to Neck
After Quick Grapple Setup	●+→	Russian Leg Sweep 1
Strikes vs. Standing Opponent		
Facing Standing Opponent	×	Body Punch
Facing Standing Opponent	×+↓	Big Boot 1
Facing Standing Opponent	×+← or ×+→	Toe Kick 1
Facing Standing Opponent	×+←	Throat Thrust 3
Facing Standing Opponent	×+↖ or ×+↗	Clothesline 2
Facing Standing Opponent	×+↑	Kane Uppercut
Facing Standing Opponent	×+→	Undertaker Body Punch
Rear Grapples		
Behind Standing Opponent	●+↓	Pumphandle Slam
Behind Standing Opponent	●+←	DDT 21
Behind Standing Opponent	●+↑	Forearm Smash
Behind Standing Opponent	●+→	Russian Leg Sweep 2
Behind Standing, Groggy Opponent	●+↓	Sidewalk Slam 6
Behind Standing, Groggy Opponent	●+←	Back Suplex 3
Behind Standing, Groggy Opponent	●+↑	Dragon Sleeper 2
Behind Standing, Groggy Opponent	●+→	Atomic Drop
Ground Grapples		
Near Downed Opponent's Upper Body	●+←	Darkness Pin
Near Downed Opponent's Upper Body	●+↑	Mounted Punching 2
Near Downed Opponent's Upper Body	●+→	Darkness Choke
Near Downed Opponent's Lower Body	●+←	Leg Lock 10
Near Downed Opponent's Lower Body	●+↑	Punch to Groin
Near Downed Opponent's Lower Body	●+→	Boston Crab
Hell in a Cell Moves		
Facing Opponent Standing on Edge of Cell Roof	●	Chokeslam 1
Facing Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Behind Opponent Standing on Edge of Cell Roof	●	Chokeslam 1
Behind Opponent Standing on Edge of Cell Roof	●+D-pad	Downward Thrust
Strikes vs. Downed Opponent		
Standing near Downed Opponent	×	Undertaker Stomp
Standing near Downed Opponent	×+↑ or ×+↓	Leg Drop
Standing near Downed Opponent	×+← or ×+→	Elbow Drop 3
Attacks vs. Standing Opponent on Ropes		
Grapple Facing Opponent Leaning on Ropes	●+D-pad	Big Boot 4
Grapple Facing Opponent Leaning on Turnbuckle	●+↓	Chokeslam 10
Grapple Facing Opponent Leaning on Turnbuckle	●+←	Old School
Grapple Facing Opponent Leaning on Turnbuckle	●+↑	Superplex 2

CONDITION	COMMAND	MOVE NAME
Grapple Facing Opponent Leaning on Turnbuckle	●+→	Body Strikes
Grapple behind Opponent Leaning on Turnbuckle	●+↓	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+←	Hanging in Reverse
Grapple behind Opponent Leaning on Turnbuckle	●+↑	Turnbuckle Smash
Grapple behind Opponent Leaning on Turnbuckle	●+→	Hanging in Reverse
Running Strike vs. Opponent Leaning on Turnbuckle	× (while running)	Turnbuckle Clothesline
Running Strike vs. Opponent Leaning on Turnbuckle	×+D-pad (while running)	Turnbuckle Clothesline
Attacks vs. Downed Opponent on Ropes		
Grapple vs. Opponent Slumped in Corner of Ring	●+D-pad	Mudhole Strikes
Running Strike vs. Opponent Slumped in Corner of Ring	× (while running)	Knee Attack 1
Diving Attacks		
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↓	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+←	Flying Clothesline 2
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+↑	Diving Elbow Drop
From Top Turnbuckle, Ladder, Cell Roof, Etc.	×+→	Double Axe Handle 3
Moves near Ropes		
Running toward Rope, Opponent outside Ring	■, × (near rope while running)	Vaulting Body Press 1
Coming off of Ropes vs. Opponent Standing in Ring	×+D-pad toward rope (just after hitting ropes)	Flying Clothesline 1
Coming off of Ropes vs. Opponent down in Ring	×+D-pad toward rope (just after hitting ropes)	Running Leg Drop
Standing at Rope, Opponent outside Ring	▲, × (near rope)	Vaulting Body Press 2
Running Attacks		
Running Grapple vs. Standing, Facing Opponent	●+↓	Neckbreaker 1
Running Grapple vs. Standing, Facing Opponent	●+↑	DDT 1
Running Strike vs. Standing, Facing Opponent	×	Clothesline 9
Running Strike vs. Standing, Facing Opponent	×+D-pad	Flying Clothesline 1
Running Strike vs. Downed Opponent	×	Elbow Drop 10
Running Strike vs. Downed Opponent	×+D-pad	Running Leg Drop
Running Grapple vs. Back of Standing Opponent	●	Mat Slam 2
Running Grapple vs. Back of Groggy, Standing Opponent	●	Bulldog 2
Grapples vs. Running Opponent		
Standing Facing Running Opponent	●	Powerslam 1
Standing Facing Running Opponent	●+↑ or ●+↓	Back Body Drop 1
Standing Facing Running Opponent	●+← or ●+→	Hip Toss 2
Double Team Moves		
When Partner Has Opponent Grappled	●	Double Flapjack
When Partner Has Opponent Grappled	●+↓	Double DDT
When Partner Has Opponent Grappled	●+←	Double Suplex
When Partner Has Opponent Grappled	●+↑	Double Clothesline
When Partner Has Opponent Grappled	●+→	Double Beat Head
When Opponent Is Leaning on Your Turnbuckle	●	Irish Whip
When Opponent Is Leaning on Your Turnbuckle	●+↓	Front Slam
When Opponent Is Leaning on Your Turnbuckle	●+←	Double Stomping
When Opponent Is Leaning on Your Turnbuckle	●+↑	Powerbomb 1
When Opponent Is Leaning on Your Turnbuckle	●+→	Kick to Gut
Combination Strikes		
First Strike, Facing Standing Opponent	×	Body Punch
Second Strike, Facing Standing Opponent	×	Undertaker Body Punch
Third Strike, Facing Standing Opponent	×	Throat Thrust 3
Grappled Strikes		
When Grappling Opponent	×	Grapple Body Attack 1
When Grappling Opponent	×+↑ or ×+↓	Grapple Body Attack 2
When Grappling Opponent	×+← or ×+→	Grapple Punch 4