

# ECW: Hardcore Revolution FAQ/Move List

by Professor Revolution

Updated to v3.0 on May 31, 2000

```
*****
** ECW Hardcore Revolution(DC version) Movelist/FAQ v3.0 **
** by Professor Revolutiuon(ProfRev777@aol.com) **
** This document is copyright(c)2000 by the author **
** ECW:HR and all other TM's are copyright(c) Acclaim **
*****
```

## WARNING

This document is meant for personal use and may be distributed around the internet provided it isn't altered in any way and proper credit is given to the author. This document may not be printed in a magazine, or any other for-profit publication. This document may not be used as incentive to buy a product. And above all else, don't steal info from this document and call it your own.

## Revision History:

v3.0--Added missing move for RVD from Josh Bozarth  
-Thank You section created  
-Josh Bozarth added to Thank You section  
-The rest of the Jobber List guys' moves added  
-Next Revision updated

v2.0--Added a bit more to the intro  
-Added some Basic Gameplay Tips  
-Added the moves for the Jobber List guys

v1.0--Added moves for The Featured List wrestlers  
-Introduction is in  
-Control description in  
-Quick Menu Descriptions in  
-About the author in

## ===== CONTENTS =====

1. INTRODUCTION
2. CONTROLS
3. MENU DESCRIPTIONS
4. GAMEPLAY BASICS
5. CHARACTER MOVES
6. NEXT REVISION
7. ABOUT THE AUTHOR

## ===== 1.INTRODUCTION =====

This is my FAQ/Movelist for the Acclaim developed "ECW: Hardcore Revolution" wrestling game. The movelist is based on the Dreamcast version of the game. I made this movelist in the style of my one for Giant Gram, but because ECW:HR is a simpler game, it's not as in-depth.

Admittedly, this game has it's faults. It's based on the limited Attitude engine, which means it looks good but plays a bit stiff. Many people are

dismissing this game simply because it's very similar to Attitude. While this is true, it doesn't mean it's a totally worthless game. For one, it's the first ECW game, so if you're a fan it's worth a pick up. And secondly, the gameplay has been sped up a bit from it's predecessor's. The game is flawed in some areas but still enjoyable. You should at least give it a rental before you write it off.

Of course the game features the wrestlers from the 3rd largest wrestling federation in the US, Extreme Championship Wrestling. There's a large amount of wrestlers, over 40, but they do share alot of moves. The graphics are great but the animation and sound are a bit lacking. Alot of the moves don't feel like they have much impact. BUT this IS the only ECW game available for now, so it's a good game to pick up if you like ECW. Hopefully the next ECW game by Acclaim will feature what they are promising. Chairs, tables, more weapons, etc. Presently, we'll just have to make due with Hardcore Revolution.

-----

#### STATS

-----

Released: 3/01/00 for the Dreamcast

Players: 1-4

Memory Usage: variable

Standard Controller

Jump Pack compatible

=====

#### 2.CONTROLS

=====

Analog Stick: Leave/Enter Ring, change focus, climb turnbuckle, pick up weapon

D Pad: Move wrestler, use in conjunction with buttons for moves

X button: Kick

Y button: Punch

A Button: Block

B Button: Tie Up

=====

#### 3. MENU DESCRIPTIONS

=====

##### MAIN MENU

Exhibition- A single match, 1-4 players

Career- Start at the bottom and work your way through the ranks

Tournament- Climb your way up the Ladder to take the #1 spot

PPV- Setup matches, the building, the ring, etc for your own PPV

Create/Edit-Build your own wrestler to use in the game

Utilities- VMS, options, controller config. etc

##### MATCH OPTIONS

Deathmatch- Weapons, no count out

Cage match- Add a cage around the ring, climb out to win(usually)

Last Man- Get up before 10 Count or lose

Toughman- If 2on1/3on1 you must pin the 2/3 wrestlers to win

Streetfight-No count out, pin in or out of the ring

Barbed Wire-No ropes, but wire!

##### WIN MODIFIER

Iron Man- Get the most pins within Time Limit

I Quit- Force opponent to submit

First Blood-Make other wrestler bleed to win

Finisher- First one to hit their Finisher wins

2 out of 3- Meet winning conditions 2 out of 3 times

#### PREMATCH OPTIONS

Simulation- CPU vs CPU mode

Arena Type- Select Areana or Customize one

Time Limit- Set time limit 1-60 minutes, or none

TKO- If On wrestlers can get knocked out

Announcer- turn Joey Styles' commentary on/off

=====

#### 4.GAMEPLAY BASICS

=====

ECW: Hardcore Revolution runs on the Attitude engine, which means the gameplay is kinda, well, screwy. It;s more of a fighter than a wrestling game really, it just happens to be set in a wrestling ring with ECW characters. That being said, it IS possible to come to grips with the control and gameplay and have an enjoyable experience with the game. Hopefully the following tips will help you out.

\*Remember that you don't have to be right next to your opponent to pull off a move. Most of the moves have a couple steps or a reaching animation built into them, so you can start the command for a move while there's still a bit of distance between you and the opponent.

\*Don't rely on Kicks and Punches too much, they can be blocked easily and you can be grabbed out of them by most moves. BUT they can be used every now and then to help wear down the opponent and make them dizzy. A good mix of Strikes, Grapple moves, and Throws is your best bet.

\*If you need to do some quick damage or catch your breath, the Vertical Suplex is your best bet. Most of the characters have it(-> -> B) and it hardly,if ever, gets reversed by your opponent, unlike the hip toss and Body Slam(which gives your opponent a free back move)

\*Never try to Tag out to your partner when the opponent is up, you'll just get pounded as you try to turn round. When going to tag out, always use the Trigger that make you focus on your partner instead of using the Analog Stick. Too many things can go wrong when using the Stick.

<<MORE TO COME>>

=====

#### 5.CHARACTER MOVES

=====

KEY:

<- left on D Pad  
-> right on D Pad  
up up on D Pad  
dn down on D pad  
X X button  
Y Y button  
A A button  
B B button

or when there's more than one way to pull off a move  
+ hit buttons at the same time  
(F) a wrestler's Finisher  
( ) special conditions that must be met to pull off a move

ready both wrestlers are upright  
down opponent is down  
head your near down opponent's head  
side your near down opponent's side  
feet your near down opponent's feet  
turnbuckle you're up on the top turnbuckle  
corner the opponent is in the corner  
tie up you're grappling with opponent

-----  
DEFINITIONS  
-----

READY MOVES: Both you and opponent are upright  
TIE UP MOVES: You're grappling with opponent  
BEHIND MOVES: You're grappling opponent from behind  
WHIP MOVES: After whipping opponent opponent into ropes  
RUNNING MOVES: You're running at opponent  
COUNTER MOVES: Opponent is running at you  
CORNER MOVES: Opponent is dazed in corner  
TURNBUCKLE MOVES: You're standing on opponent  
DAZED MOVES: Opponent is dazed on their feet  
OUTSIDE MOVES: Opponent is outside the ring and you're near ropes  
DOWN MOVES: Opponent is down  
SPECIAL MOVES: A wrestler's trademark and finishing moves

-----  
The Featured List  
-----

=====  
ANGEL  
=====

READY MOVES

Reverse Tiger Suplex----- <-or->, dn X  
Spinning Neck Breaker----- <-or->, up Y  
Double Underhook Suplex----- <- -> X or -> <- X  
Body Slam----- <- <- Y or -> -> Y  
Hip Toss----- <- <- X or -> -> X  
Vertical Suplex----- <- <- B or -> -> B

TIE UP MOVES

Side Neck Buster----- <- -> Y or -> <- Y  
Front Brain Buster----- <-or-> B  
Three Knee Combo----- <-or-> Y  
Side Slam----- <-or-> X  
Arm Wrench----- Y  
Hammer Lock----- X  
Top Wristlock----- B  
Whip----- <- <- A or -> -> A  
Switch Behind----- up up A or dn dn A

BEHIND MOVES

Fallaway Pump Slam----- <-or-> B  
Reverse DDT----- <-or-> Y  
Neck Breaker----- <-or-> X  
Belly to Back Suplex----- Y  
Full Nelson----- X  
Opponent on Shoulders----- B  
Atomic Whip----- <- <- A or -> -> A

WHIP MOVES

Power Slam----- B  
Back Body Drop----- Y

RUNNING MOVES

Running Clothesline----- Y  
Charging Avalanche----- Y (corner)

COUNTER MOVES

Drop Kick----- Y

CORNER MOVES

Tree of Woe----- up up Y or dn dn Y  
Boot Choke----- <- <- X or -> -> X  
Kick----- X  
Chop to Chest----- Y  
Turnbuckle Punches----- up Y  
Superplex----- B  
Whip----- <- <- A or -> -> A

TURNBUCKLE MOVES

Clothesline----- X+A  
Ax Handle Smash----- Y  
Fist Drop----- Y+B (down)  
Elbow Drop----- Y (down)

DAZED MOVES

Boxer Jab Combo----- Y  
Shuffle Side Kick----- X  
Toss Over Ropes----- <- <- A or -> -> A

OUTSIDE MOVES

Standing Dropkick----- X  
Suicide Dive----- Y  
Standing Legdrop----- X (down)

DOWN MOVES

Stomp----- X  
Pick Up----- B (head)  
Rear Chinlock----- Y (head)  
Mounted Punches----- <- -> B or -> <- B (side)  
Twitching Knee Drop----- up dn B or dn up B (side)  
Elbow Drop----- Y (side)  
Cover----- B (side)  
Texas Cloverleaf----- <- -> <- X or -> <- -> X (feet)  
Elbow to Groin----- <- -> X or -> <- X (feet)  
Knee to Leg----- Y (feet)  
Toe Hold----- B (feet)

SPECIAL MOVES

Enziguri----- dn up X or up dn X (Ready)  
Fallen Angel (F)----- <- -> dn B or -> <- dn B (Ready)

=====  
MIKE AWESOME  
=====

READY MOVES

Overhead Belly to Belly----- <- -> Y or -> <- Y

Gorilla Press Slam----- up dn up Y or dn up dn Y  
 Snap Suplex----- up dn Y or dn up Y  
 Body Slam----- <- <- Y or -> -> Y  
 Hip Toss----- <- <- X or -> -> X  
 Veritcal Suplex----- <- <- B or -> -> B

TIE UP MOVES

Side Belly to Belly----- <-or-> Y  
 Double Underhook Suplex----- <-or-> X  
 Sitout Piledriver----- <-or-> up B  
 Pinning Powerbomb----- <-or-> B  
 Arm Wrench----- Y  
 Hammer Lock----- X  
 Top Wrist Lock----- B  
 Whip----- <- <- A or -> -> A  
 Switch Behind----- up up A or dn dn A

BEHIND MOVES

German Suplex w/Bridge----- <-or-> B  
 German Suplex----- <-or-> Y  
 Rolling Prawn Hold----- <-or-> X  
 Belly to Back Suplex----- Y  
 Full Nelson----- X  
 Opponent on Shoulders----- B  
 Atomic Whip----- <- <- A or -> -> A

WHIP MOVES

Power Slam----- B  
 Back Body Drop----- Y

RUNNING MOVES

Spear----- X  
 Cross Body Block----- B  
 Running Clothesline----- Y  
 Charging Avalanche----- Y (corner)

COUNTER MOVES

Drop Kick----- Y

CORNER MOVES

Boot Choke----- <- -> X or -> <- X  
 Belly to Belly----- up up X  
 Kick----- X  
 Chop----- Y  
 Turnbuckle Punches----- up Y  
 Superplex----- B  
 Whip----- <- <- A or -> -> A

TURNBUCKLE MOVES

Ax Handle Smash----- Y  
 Awesome Splash----- X+A (down)  
 Elbow Drop----- Y

DAZED MOVES

Haymaker----- Y  
 Push Kick----- X  
 Toss Over Ropes----- <- <- A or -> -> A

OUTSIDE MOVES

Standing Dropkick----- X

Suicide Dive----- Y  
Standing Legdrop----- X (down)

#### DOWN MOVES

Stomp----- X  
Pick Up----- B (head)  
Rear Chinlock----- Y (head)  
Camel Clutch----- <- -> Y or -> <- Y (head)  
Leglock Chokehold----- <- -> X or -> <- X (head)  
Elbow Drop----- Y (side)  
Cover----- B (side)  
Knee to Leg----- Y (feet)  
Toe Hold----- B (feet)

#### SPECIAL MOVES

Sitout Powerbomb----- <- -> X or -> <- X (ready)  
Awesome Bomb(F)----- <- -> up Y or -> <- up Y (ready)

=====  
AXL ROTTEN  
=====

#### READY MOVES

Death Valley Driver----- <- -> <- Y or -> <- -> Y  
Crucifix Powerbomb----- <-or-> up X  
One Hand Chokeslam----- <-or-> dn X  
Jazz Stinger----- up dn Y or dn up Y  
Gorilla Press Slam----- up dn up B or dn up dn B  
Tiger Driver----- <- -> Y or -> <- Y  
Body Slam----- <- <- Y or -> -> Y  
Hip Toss----- <- <- X or -> -> X  
Vertical Suplex----- <- <- B or -> -> B

#### TIE UP MOVES

Samoan Drop----- <-or-> B  
European Uppercut----- <-or-> Y  
Chest Breaker----- <-or-> X  
Arm Wrench----- Y  
Hammer Lock----- X  
Top Wrist Lock----- B  
Whip----- <- <- A or -> -> A  
Switch Behind----- up up A or dn dn A

#### BEHIND MOVES

School Boy----- <-or-> X  
Full Nelson Slam----- <-or-> Y  
High Angle Back Drop----- <-or-> B  
Belly to Back Suplex----- Y  
Full Nelson----- X  
Opponent on Shoulders----- B  
Atomic Whip----- <- <- A or -> -> A

#### WHIP MOVES

Spine Buster----- X  
Back Body Drop----- Y

#### RUNNING MOVES

Flying Clothesline----- X  
Running Clothesline----- Y

COUNTER MOVES

Drop Kick----- Y

CORNER MOVES

Snake Eyes----- up up X

Kick----- X

Chop----- Y

Turnbuckle Punches----- up Y

Superplex----- B

Whip----- <- <- A or -> -> A

TURNBUCKLE MOVES

Bionic Elbow----- Y+B

Ax Handle Smash----- Y

Elbow Drop----- Y (down)

DAZED MOVES

Clothesline----- Y

Mafia Kick----- X

Toss Over Ropes----- <- <- A or -> -> A

OUTSIDE MOVES

Standing Dropkick----- X

Suicide Dive----- Y

Standing Legdrop----- X (down)

DOWN MOVES

Stomp----- X

Pick Up----- B (head)

Rear Chinlock----- Y (head)

Mounted Punches----- up dn B or dn up B (side)

Elbow Drop----- Y (side)

Cover----- B (side)

STF----- <- -> X or -> <- X (feet)

Knee to Leg----- Y (feet)

Toe Hold----- B (feet)

SPECIAL MOVES

T-Bone Suplex----- <- -> X or -> <- X (tie up)

Severe Skull Trauma (F)----- <- -> B or <- -> B (behind)

=====
BALLS MAHONEY
=====

READY MOVES

Overhead Belly to Belly----- <-or-> dn X

Shoulder Breaker----- <- -> B or -> <- B

DDT----- <-or-> dn Y

Small Package----- <-or-> up X

Body Slam----- <- <- Y or -> -> Y

Hip Toss----- <- <- X or -> -> X

Vertical Suplex----- <- <- B or -> -> B

TIE UP MOVES

Hanging Vertical Suplex----- <-or-> up Y

Bulldog----- <-or-> B

Atomic Drop----- <-or-> Y

Back Breaker----- <-or-> X

Arm Wrench----- Y

Hammer Lock----- X



Top Wrist Lock----- B  
Whip----- <- <- A or -> -> A  
Switch Behind----- up up A or dn dn A

BEHIND MOVES

Victory Roll----- <-or-> X  
Russian Leg Sweep----- <-or-> Y  
Reverse DDT----- <-or-> B  
Belly to Back Suplex----- Y  
Full Nelson----- X  
Opponent on Shoulders----- B  
Atomic Whip----- <- <- A or -> -> A

WHIP MOVES

Ball Breaker----- B  
Sidewalk Slam----- X  
Back Body Drop----- Y

RUNNING MOVES

Running Clothesline----- Y

COUNTER MOVES

Drop Kick----- Y

CORNER MOVES

Kick----- X  
Chop----- Y  
Turnbuckle Punches----- up Y  
Superplex----- B  
Whip----- <- <- A or -> -> A

TURNBUCKLE MOVES

Bionic Elbow----- Y+B  
Ax Handle Smash----- Y  
Splash----- X+A (down)  
New Jersey Jam----- A+B (down)  
Elbow Drop----- Y (down)

DAZED MOVES

Mahoney Combo----- Y  
Boot to Face----- X  
Toss Over Ropes----- <- <- A or -> -> A

OUTSIDE MOVES

Standing Dropkick----- X  
Suicide Dive----- Y  
Standing Legdrop----- X (down)

DOWN MOVES

Stomp----- X  
Camel Clutch----- <- -> Y or -> <- Y (head)  
Pick up----- B (head)  
Rear Chinlock----- Y (head)  
Leg Drop----- up dn B or dn up B (side)  
Elbow Drop----- Y (side)  
Cover----- B (side)  
STF----- <- -> X or -> <- X (side)  
Knee to Leg----- Y (feet)  
Toe Hold----- B (feet)

SPECIAL MOVES

Super Kick----- up dn X or dn up X (ready)  
Nutcracker Suite (F)----- <- -> up B or -> <- up B (ready)

=====

BIG SAL E. GRAZIANO

READY MOVES

One Hand Chokeslam----- <- -> up Y or -> <- up Y  
Rocker Dropper----- up dn X or dn up X  
Running Powerslam----- <-or-> dn B  
Avalanche Hold----- up dn Y or dn up Y  
Dominator----- up dn up B or dn up dn B  
Body Slam----- <- <- Y or -> -> Y  
Hip Toss----- <- <- X or -> -> X  
Vertical Suplex----- <- <- B or -> -> B

TIE UP MOVES

Chokeslam----- <- -> X or -> <- X  
Powerbomb----- <- or -> B  
Side Buster----- <-or-> Y  
Chest Breaker----- <-or-> X  
Arm Wrench----- Y  
Hammer Lock----- X  
Top Wrist Lock----- B  
Whip----- <- <- A or -> -> A  
Switch Behind----- up up A or dn dn A

BEHIND MOVES

Pump Handle Slam----- <-or-> B  
Neck Breaker----- <-or-> Y  
Cobra Clutch----- <-or-> X  
Belly to Back Suplex----- Y  
Full Nelson----- X  
Opponent on Shoulders----- B  
Atomic Whip----- <- <- A or -> -> A

WHIP MOVES

Back Body Drop----- Y

RUNNING MOVES

Running Clothesline----- Y

COUNTER MOVES

Drop Kick----- Y

CORNER MOVES

Tree of Woe----- up up B  
Kick----- X  
Chop----- Y  
Turnbuckle Punches----- up Y  
Superplex----- B  
Whip----- <- <- A or -> -> A

TURNBUCKLE MOVES

Ax Handle Smash----- Y  
Splash----- X+A (down)  
Elbow Drop----- Y (down)

DAZED MOVES

Windup Punch----- Y  
Mafia Kick----- X  
Toss Over Ropes----- <- <- A or -> -> A

OUTSIDE MOVES

Standing Dropkick----- X  
Suicide Dive----- Y  
Standing Legdrop----- X (down)

DOWN MOVES

Stomp----- X  
Blatant Choke----- <- -> Y or -> <- Y (head)  
Pick Up----- B (head)  
Rear Chinlock----- Y (head)  
Leg Drop----- up dn B or dn up B (side)  
Pinning Splash----- up dn up Y or dn up dn Y (side)  
Elbow Drop----- Y (side)  
Cover----- B (side)  
Elbow to Groin----- up dn X or dn up X (feet)  
Knee to Leg----- Y (feet)  
Toe Hold----- B (feet)

SPECIAL MOVES

Bearhug Slam----- <-or-> dn Y (tie up)  
Bada Bing (F) ----- up dn X or dn up X (corner)

=====  
C.W. ANDERSON  
=====

READY MOVES

Super Kick----- <- -> B or -> <- B  
Spinning Neck Breaker----- up dn B or dn up B  
Tiger Driver----- <- -> Y or -> <- Y  
Shortarm Clothesline----- up dn Y or dn up Y  
Single Arm DDT----- up dn X or dn up X  
Arm Drag----- <- -> X or -> <- X  
Snap Suplex----- <-or-> dn X  
Body Slam----- <- <- Y or -> -> Y  
Hip Toss----- <- <- X or -> -> X  
Vertical Suplex----- <- <- B or -> -> B

TIE UP MOVES

Front Brain Buster----- <-or-> B  
Powerbomb----- <-or-> Y  
Armbar----- <-or-> X  
Arm Wrench----- Y  
Hammer Lock----- X  
Top Wristlock----- B  
Whip----- <- <- A or -> -> A  
Switch Behind----- up up A or dn dn A

BEHIND MOVES

Sleeper Hold----- <-or-> B  
Atomic Drop----- <-or-> Y  
Low Blow----- <-or-> X  
Reverse Brain Buster----- up dn Y or dn up Y  
Belly to Back Suplex----- Y  
Full Nelson----- X  
Opponent on Shoulders----- B  
Atomic Whip----- <- <- A or -> -> A

WHIP MOVES

Power Slam----- B  
Back Body Drop----- Y

RUNNING MOVES

Running Clothesline----- Y

COUNTER MOVES

Drop Kick----- Y

CORNER MOVES

Oklahoma Stampede----- up up Y  
Kick----- X  
Chop----- Y  
Turnbuckle Punches----- up Y  
Superplex----- B  
Whip----- <- <- A or -> -> A

TURNBUCKLE MOVES

Ax Handle Smash----- Y  
Tennessee Jam----- A+B (down)  
Elbow Drop----- Y (down)

DAZED MOVES

European Uppercut----- Y  
Side Kick----- X  
Toss over Ropes----- <- <- A or -> -> A

OUTSIDE MOVES

Standing Dropkick----- X  
Suicide Dive----- Y  
Standing Legdrop----- X (down)

DOWN MOVES

Stomp----- X  
Step Over Facelock----- <-or-> up X (head)  
Pick Up----- B (head)  
Rear Chinlock----- Y (head)  
Elbow Drop----- Y (side)  
Leg Lock----- <- -> X or -> <- X (feet)  
Knee to Leg----- Y (feet)  
Toe Hold----- B (feet)

SPECIAL MOVES

Big Left Punch----- <- -> X or -> <- X (tie up)  
Spine Buster(F)----- X (whip)

=====  
CHRIS CHETTI  
=====

READY MOVES

Enziguri----- <- -> X or -> <- X  
Super Kick----- up dn B or dn up B  
Axe Kick----- up dn up Y or dn up dn Y  
Flying Head Scissors----- <- -> B or -> <- B  
Hurricanrana----- <-or-> up X  
Revrse Fujiwara----- <-or-> dn X  
Body Slam----- <- <- Y or -> -> Y  
Hip Toss----- <- <- X or -> -> X

Vertical Suplex----- <- <- B or -> -> B

#### TIE UP MOVES

Northern Lights Suplex----- <-or-> B  
Front Suplex----- <-or-> Y  
Arm Bar----- <-or-> X  
Arm Wrench----- Y  
Hammer Lock----- X  
Top Wrist Lock----- B  
Whip----- <- <- A or -> -> A  
Switch Behind----- up up A or dn dn A

#### BEHIND MOVES

Rolling German Suplex----- <-or-> B  
Low Blow----- <-or-> Y  
School Boy----- <-or-> X  
Belly to Back Suplex----- Y  
Full Nelson----- X  
Opponent on Shoulder----- B  
Atomic Whip----- <- <- A or -> -> A

#### WHIP MOVES

Spinning Heel Kick----- X  
Drop Kick----- Y

#### RUNNING MOVES

Running Clothesline----- Y  
Charging Avalanche----- Y (corner)

#### COUNTER MOVES

Spinning Heel Kick----- X  
Drop Kick----- Y

#### CORNER MOVES

Spin Kick Combo----- up dn Y or dn up Y  
Four Kick Combo----- <- -> Y or -> <- Y  
Springboard Dropkick----- <- -> X or -> <- X  
Kick----- X  
Chop----- Y  
Turnbuckle Punches----- up Y  
Superplex----- B  
Whip----- <- <- A or -> -> A

#### TURNBUCKLE MOVES

Ax Handle Smash----- Y  
Elbow Drop----- Y (down)

#### DAZED MOVES

Chetti's Punch Combo----- Y  
Kick Combo----- X  
Toss Over Ropes----- <- <- A or -> -> A

#### OUTSIDE MOVES

Standing Dropkick----- X  
Suicide Dive----- Y  
Standing Legdrop----- X (down)

#### DOWN MOVES

Stomp----- X  
Pick Up----- B (head)

Rear Chinlock----- Y (head)  
 La Magistral----- dn up B or up dn B (side)  
 Senton Splash----- dn up Y or up dn Y (side)  
 Elbow Drop----- Y (side)  
 Cover----- B  
 Knee to Leg----- Y (feet)  
 Toe Hold----- B (feet)

SPECIAL MOVES

Amityville Horror----- <-or-> up Y (tie up)  
 Turnaround Moonsault (F)----- X+A (turnbuckle, down)

=====

STEVE CORINO

=====

READY MOVES

Spinal Tap----- <- -> X or -> <- X  
 DDT----- up dn Y or dn up Y  
 Spinning Neck Breaker----- <- -> Y or -> <- Y  
 Fireman's Carry----- <-or-> dn X  
 Body Slam----- <- <- Y or -> -> Y  
 Hip Toss----- <- <- X or -> -> X  
 Vertical Suplex----- <- <- B or -> -> B

TIE UP MOVES

Hanging Vertical Suplex----- dn up Y or up dn Y  
 Bulldog----- <-or-> B  
 Arm Wrench----- Y  
 Hammer Lock----- X  
 Top Wrist Lock----- B  
 Whip----- <- <- A or -> -> A  
 Switch Behind----- up up A or dn dn A

BEHIND MOVES

Full Nelson Slam----- <-or-> B  
 Sleeper Hold----- <-or-> Y  
 Abdominal Stretch----- <-or-> X  
 Corino Driver----- <- -> X or -> <- X  
 Belly to Back Suplex----- Y  
 Full Nelson----- X  
 Opponent on Shoulders----- B  
 Atomic Whip----- <- <- A or -> -> A

WHIP MOVES

High Leg Clothesline----- X  
 Power Slam----- B  
 Back Body Drop----- Y

RUNNING MOVES

Flying Back Elbow----- B  
 Running Clothesline----- Y  
 Charging Clothesline----- X (corner)  
 Charging Avalanche----- Y (corner)

COUNTER MOVES

Drop Kick----- Y

CORNER MOVES

Kick----- X  
 Chop----- Y

Turnbuckle Punches----- up Y  
Superplex----- B  
Whip----- <- <- A or -> -> A

#### TURNBUCKLE MOVES

Body Press----- X+A  
Ax Handle Smash----- Y  
Tennessee Jam----- A+B (down)  
Fist Drop----- Y+B (down)  
Elbow Drop----- Y (down)

#### DAZED MOVES

Windup Punch----- Y  
Drop Kick----- X  
Toss Over Ropes----- <- <- A or -> -> A

#### OUTSIDE MOVES

Standing Dropkick----- X  
Suicide Dive----- Y  
Standing Legdrop----- X (down)

#### DOWN MOVES

Stomp----- X  
Blatant Choke----- up dn Y or dn up Y (head)  
Pick Up----- B (head)  
Rear Chinlock----- Y (head)  
Elbow Drop----- Y (side)  
Cover----- B (side)  
Knee to Leg----- Y (feet)  
Toe Hold----- B (feet)

#### SPECIAL MOVES

Super Kick----- up dn X or dn up X (ready)  
Old School Plex(F)----- <-or-> Y (tie up)

=====

#### JUSTIN CREDIBLE

=====

#### READY MOVES

Enziguri----- <- -> Y or -> <- Y  
Choke----- <-or-> up X  
Chin Crusher----- up dn Y or dn up Y  
Knee to Face----- up dn X or dn up X  
Body Slam----- <- <- Y or -> -> Y  
Hip Toss----- <- <- X or -> -> X  
Vertical Suplex----- <- <- B or -> -> B

#### TIE UP MOVES

Hanging Vertical Suplex----- <- -> Y or -> <- Y  
Gutwrench Powerbomb----- <-or-> dn X  
Back Breaker----- <-or-> Y  
Armbar----- <-or-> X  
Northern Lights Suplex----- <-or-> B  
Arm Wrench----- Y  
Hammer Lock----- X  
Top Wrist Lock----- B  
Whip----- <- <- A or -> -> A  
Switch Behind----- up up A or dn dn A

#### BEHIND MOVES

Russian Leg Sweep----- <-or-> B  
 Low Blow----- <-or-> Y  
 School Boy----- <-or-> X  
 Belly to Back Suplex----- Y  
 Full Nelson----- X  
 Opponent on Shoulders----- B  
 Atomic Whip----- <- <- A or -> -> A

WHIP MOVES

Power Slam----- B  
 Arm Drag----- X  
 Back Body Drop----- Y

RUNNING MOVES

Running Clothesline----- Y  
 Charging Avalanche----- Y (corner)

COUNTER MOVES

Drop Kick----- Y

CORNER MOVES

Boot Choke----- up up X  
 Beatdown Powerbomb----- <-or-> dn X  
 Kick----- X  
 Chop----- Y  
 Turnbuckle Punches----- up Y  
 Superplex----- B  
 Whip----- <- <- A or -> -> A

TURNBUCKLE MOVES

Clothesline----- X+A  
 Drop Kick----- Y+B  
 Ax Handle Smash----- Y  
 Elbow Drop----- Y (down)

DAZED MOVES

Head Punch----- Y  
 Crescent Kick----- X  
 Toss Over Ropes----- <- <- A or -> -> A

OUTSIDE MOVES

Standing Dropkick----- X  
 Suicide Dive----- Y  
 Standing Legdrop----- X (down)

DOWN MOVES

Stomp----- X  
 Pick Up----- B (head)  
 Rear Chinlock----- Y (head)  
 Elbow Drop----- Y (side)  
 Cover----- B (side)  
 Figure Four----- <- -> <- X or -> <- -> X (feet)  
 Knee to Leg----- Y (feet)  
 Toe Hold----- B (feet)

SPECIAL MOVES

Spinning DDT----- <-or-> dn X (ready)  
 That's Incredible----- <- -> dn B or -> <- dn B (ready)

=====



DANNY DORING

=====

READY MOVES

TKO----- <- -> up B or -> <- B  
Flying Head Scissors----- <- -> B or -> <- B  
Crucifix Pin----- up dn Y or dn up Y  
Japanese Arm Drag----- up dn X or dn up X  
Body Slam----- <- <- Y or -> -> Y  
Hip Toss----- <- <- X or -> -> X  
Vertical Suplex----- <- <- B or -> -> B

TIE UP MOVES

Pile Driver----- up dn Y or dn up Y  
Brain Buster----- <- -> X -> <- X  
Front Suplex----- <-or-> B  
European Uppercut----- <-or-> Y  
Inverted Atomic Drop----- <-or-> X  
Arm Wrench----- Y  
Hammer Lock----- X  
Top Wrist Lock----- B  
Whip----- <- <- A or -> -> A  
Switch Behind----- up up A or dn dn A

BEHIND MOVES

Reverse DDT----- <-or-> B  
Front Russian Leg Sweep----- <-or-> Y  
Rolling Prawn Hold----- <-or-> X  
Belly to Back Suplex----- Y  
Full Nelson----- X  
Opponent on SShoulders----- B  
Atomic Whip----- <- <- A or -> -> A

WHIP MOVES

Back Body Drop----- Y

RUNNING MOVES

Drop Kick----- X  
Running Clothesline----- Y  
Charging Clothlesine----- X (corner)  
Charging Avalanche----- Y (corner)

COUNTER MOVES

Drop Kick----- Y

CORNER MOVES

Turnpost Slam----- up up B or dn dn B  
Kick----- X  
Chop----- Y  
Turnbuckle Punches----- up Y  
Superplex----- B  
Whip----- <- <- A or -> -> A

TURNBUCKLE MOVES

Drop Kick----- X+A  
Ax Handle Smash----- Y  
Tennessee Jam----- A+B (down)  
Driving Elbow----- X+A (down)  
Elbow Drop----- Y (down)

DAZED MOVES

Haymaker----- Y  
Crescent Kick----- X  
Toss over Ropes----- <- <- A or -> -> A

#### OUTSIDE MOVES

Standing Dropkick----- X  
Suicide Dive----- Y  
Standing Legdrop----- X (down)

#### DOWN MOVES

Stomp----- X  
Fujiwara Armbar----- <- -> Y or -> <- Y (head)  
Pick Up----- B (head)  
Rear Chinlock----- Y (head)  
Elbow Drop----- Y (side)  
Cover----- B (side)  
Knee to Leg----- Y (feet)  
Toe Hold----- B (feet)

#### SPECIAL MOVES

Bareback----- <- -> up Y or -> <- up Y (ready)  
Wham Bam Thank You Maam(F)----- dn up dn B or up dn up B (ready)

=====

#### DAWN MARIE

=====

#### READY MOVES

Hair Grab Takeover----- <-or-> dn X  
Leg Scissor Stomp----- up dn X or dn up X  
Double Arm Facebuster----- up dn up B or dn up dn B  
Body Slam----- <- <- Y or -> -> Y  
Hip Toss----- <- <- X or -> -> X  
Vertical Suplex----- <- <- B or -> -> B

#### TIE UP MOVES

European Uppercut----- <-or-> Y  
Neck Breaker----- <-or-> X  
Arm Wrench----- Y  
Hammer Lock----- X  
Top Wrist Lock----- B  
Whip----- <- <- A or -> -> A  
Switch Behind----- up up A or dn dn A

#### BEHIND MOVES

Russian Leg Sweep----- <-or-> Y  
Low Blow----- <-or-> X  
Belly to Back Suplex----- Y  
Full Nelson----- X  
Opponent on Shoulders----- B  
Atomic Whip----- <- <- A or -> -> A

#### WHIP MOVES

Tilt-a-Whirl Slam----- X  
Arm Drag----- B  
Back Body Drop----- Y

#### RUNNING MOVES

Drop Kick----- X  
Running Clothesline----- Y  
Charging Avalanche----- Y (corner)

COUNTER MOVES

Drop Kick----- Y

CORNER MOVES

Four Kick Combo----- up up Y  
 Boot Choke----- up up X  
 Kick----- X  
 Chops----- Y  
 Turnbuckle Punches----- up Y  
 Superplex----- B  
 Whip----- <- <- A or -> -> A

TURNBUCKLE MOVES

Body Press----- X+A  
 Ax Handle Smash----- Y  
 Driving Elbow----- Y+B (down)  
 Elbow Drop----- Y (down)

DAZED MOVES

Groin Punch----- Y  
 Back Heel Kick----- X  
 Toss Over Ropes----- <- <- A or -> -> A

OUTSIDE MOVES

Standing Dropkick----- X  
 Suicide Dive----- Y  
 Standing Legdrop----- X (down)

DOWN MOVES

Stomp----- X  
 Blatant Choke----- <- -> Y or -> <- Y (head)  
 Fujiwara Armbar----- <- -> dn Y or -> <- dn Y (head)  
 Pick Up----- B (head)  
 Rear Chinlock----- Y (head)  
 Leg Drop to Arm----- dn up B or up dn B (side)  
 Elbow Drop----- Y (side)  
 Cover----- B (side)  
 Headbutt to Groin----- dn up X or up dn X (feet)  
 Knee to Leg----- Y (feet)  
 Toe Hold----- B (feet)

SPECIAL MOVES

Throat Toss----- <- -> X or -> <- X (ready)  
 Bytch Slap----- <-or-> B (tie up)

=====  
 TOMMY DREAMER  
 =====

READY MOVES

Fallaway Slam----- <-or-> dn Y  
 Enziguri----- <- -> Y or -> <- Y  
 Spinning Neck Breaker----- up dn Y or dn up Y  
 Frontface DDT----- <- -> X or -> <- X  
 Japanese Arm Drag----- up dn X or dn up X  
 Body Slam----- <- <- Y or -> -> Y  
 Hip Toss----- <- <- X or -> -> X  
 Vertical Suplex----- <- <- B or -> -> B

TIE UP MOVES

Pile Driver----- <-or-> B  
 Side Slam----- <-or-> Y  
 Neck Breaker----- <-or-> B  
 Big Head Punch----- <- -> B or -> <- B  
 Arm Wrench----- Y  
 Hammer Lock----- X  
 Top Wrist Lock----- B  
 Whip----- <- <- A or -> -> A  
 Switch Behind----- up up A or dn dn A

BEHIND MOVES

Pumphandle Slam----- <- -> X or -> <- X  
 Russian Leg Sweep----- <-or-> B  
 Bulldog----- <-or-> Y  
 Cobra Clutch----- <-or-> X  
 Belly to Back Suplex----- Y  
 Full Nelson----- X  
 Opponent of Shoulders----- B  
 Atomic Whip----- <- <- A or -> -> A

WHIP MOVES

Spine Buster----- B  
 Back Body Drop----- Y

RUNNING MOVES

Tackle w/ Punches----- B  
 Running Clothesline----- Y  
 Charging Avalanche----- Y (corner)

COUNTER MOVES

Drop Kick----- Y

CORNER MOVES

Baseball Slide----- dn dn B or up up B  
 Big Punch Combo----- up dn X or dn up X  
 Kick----- X  
 Chops----- Y  
 Turnbuckle Punches----- up Y  
 Superplex----- B  
 Whip----- <- <- A or -> -> A

TURNBUCKLE MOVES

Ax Handle Smash----- Y  
 Splash----- Y+B (down)  
 Elbow Drop----- Y (down)

DAZED MOVES

Windup Punch----- Y  
 Push Kick----- X  
 Toss Over Ropes----- <- <- A or -> -> A

OUTSIDE MOVES

Standing Dropkick----- X  
 Suicide Dive----- Y  
 Standing Legdrop----- X (down)

DOWN MOVES

Stomp----- X  
 Pick Up----- B (head)  
 Rear Chinlock----- Y (head)

Mounted Punches----- up dn B or dn up B (side)  
Elbow Drop----- Y (side)  
Cover----- B (side)  
Knee to Leg----- Y (feet)  
Toe Hold----- B (feet)

#### SPECIAL MOVES

Dreamer Driver----- up dn up Y or dn up dn Y (ready)  
Dreamer DDT----- <- -> Y or -> <- Y (tie up)

=====

#### FRANCINE

=====

#### READY MOVES

Hair Grab Takeover----- <- -> X or -> <- X  
Choke----- up dn X or dn up X  
Ace Crusher----- <- -> dn Y or -> <- dn Y  
Small Package----- <-or-> dn X  
Body Slam----- <- <- Y or -> -> Y  
Hip Toss----- <- <- X or -> -> X  
Veritcal Suplex----- <- <- B or -> -> B

#### TIE UP MOVES

Side Belly to Belly----- <-or-> B  
Bulldog----- <-or-> Y  
Armbar----- <-or-> X  
Arm Wrench----- Y  
Hammer Lock----- X  
Top Wrist Lock----- B  
Whip----- <- <- A or -> -> A  
Switch Behind----- up up A or dn dn A

#### BEHIND MOVES

Sleeper Hold----- <-or-> Y  
Low Blow----- <-or-> X  
Belly to Back Suplex----- Y  
Full Nelson----- X  
Opponent on Shoulders----- B  
Atomic Whip----- <- <- A or -> -> A

#### WHIP MOVES

Back Body Drop----- Y

#### RUNNING MOVES

Spear----- X  
Running Clothesline----- Y  
Charging Avalanche----- Y (corner)

#### COUNTER MOVES

Drop Kick----- Y

#### CORNER MOVES

Kick----- X  
Chops----- Y  
Turnbuckle Punches----- up Y  
Superplex----- B  
Whip----- <- <- A or -> -> A

#### TURNBUCKLE MOVES

Body Press----- X+Y

Ax Handle Smash----- Y  
Front Flip Senton----- A+B (down)  
Elbow Drop----- Y (down)

#### DAZED MOVES

Groin Punch----- Y  
Back Heel Kick----- X  
Toss Over Ropes----- <- <- A or -> -> A

#### OUTSIDE MOVES

Standing Dropkick----- X  
Suicide Dive----- Y  
Standing Legdrop----- X (down)

#### DOWN MOVES

Stomp----- X  
Blatant Choke----- up dn Y or dn up Y (head)  
Pick Up----- B (head)  
Rear Chinlock----- Y (head)  
Leg Drop----- up dn B or dn up B (side)  
Double Stomp----- <-or-> up B (side)  
Elbow Drop----- Y (side)  
Cover----- B (side)  
Figure Four----- <- -> dn X or -> <- dn X (feet)  
Elbow to Groin----- up dn X or dn up X (feet)  
Knee to Leg----- Y (feet)  
Toe Hold----- B (feet)

#### SPECIAL MOVES

Dreamer DDT----- <- -> B or -> <- B (tie up)  
Bronco Buster (F)----- up up B (corner)

=====

#### GUIDO

=====

#### READY MOVES

Spinal Tap----- <-or-> up X  
Hurricanrana----- up dn Y or dn up Y  
Flying Head Scissors----- <- -> <- X or -> <- -> X  
Reverse Fujiwara----- <- -> X or -> <- X  
Body Slam----- <- <- Y or -> -> Y  
Hip Toss----- <- <- X or -> -> X  
Vertical Suplex----- <- <- B or -> -> B

#### TIE UP MOVES

Hanging Vertical Suplex----- <-or-> B  
Powerbomb----- <-or-> Y  
Floatover Suplex----- <-or-> X  
Arm Wrench----- Y  
Hammer Lock----- X  
Top Wrist Lock----- B  
Whip----- <- <- A or -> -> A  
Switch Behind----- up up A or dn dn A

#### BEHIND MOVES

German Suplex----- <-or-> B  
Reverse DDT----- <-or-> Y  
Low Blow----- <-or-> X  
Belly to Back Suplex----- Y  
Full Nelson----- X

Opponent on Shoulders----- B  
Atomic Whip----- <- <- A or -> -> A

WHIP MOVES

Arm Drag----- B  
Back Body Drop----- Y

RUNNING MOVES

Vertical Body Press----- B  
Running Clothesline----- Y  
Monkey Flip----- X (corner)  
Charging Avalanche----- Y (corner)

COUNTER MOVES

Drop Kick----- Y

CORNER MOVES

Turnpost Slam----- up up Y or dn dn Y  
Kick----- X  
Chops----- Y  
Turnbuckle Punches----- up Y  
Superplex----- B  
Whip----- <- <- A or -> -> A

TURNBUCKLE MOVES

Body Press----- X+A  
Missile Dropkick----- Y+B  
Ax Handle Smash----- Y  
Elbow Drop----- Y (down)

DAZED MOVES

European Uppercut----- Y  
Shuffle Sidekick----- X  
Toss Over Ropes----- <- <- A or -> -> A

OUTSIDE MOVES

Standing Dropkick----- X  
Suicide Dive----- Y  
Standing Legdrop----- X (down)

DOWN MOVES

Stomp----- X  
Leg Lock Chokehold----- up dn Y or dn up Y (head)  
Pick Up----- B (head)  
Rear Chinlock----- Y (head)  
Elbow Drop----- Y (side)  
Cover----- B (side)  
Ankle Lock----- <- -> dn X or -> <- dn X (feet)  
Grapevine----- up dn X or dn up X (feet)  
Knee to Leg----- Y (feet)  
Toe Hold----- B (feet)

SPECIAL MOVES

Sicilian Drop----- <- -> <- B or -> <- -> B (ready)  
Sicilian Crab----- <- -> up X or -> <- up X (down,feet)

=====  
JACK VICTORY  
=====  
READY MOVES

Running Powerslam----- <- -> X or -> <- X  
 Pump Kick----- <-or-> dn X  
 Shoulder Breaker----- <- -> dn X or -> <- dn X  
 DDT----- <- -> Y or -> <- Y  
 Shortarm Clothesline----- <-or-> dn X  
 Knee to Face----- <-or-> up X  
 Body Slam----- <- <- Y or -> -> Y  
 Hip Toss----- <- <- X or -> -> X  
 Veritcal Suplex----- <- <- B or -> -> B

TIE UP MOVES

Hanging Vertical Suplex----- <- -> B or -> <- B  
 Big Head Punch----- <-or-> Y  
 Arm Wrench----- Y  
 Hammer Lock----- X  
 Top Wrist Lock----- B  
 Whip----- <- <- A or -> -> A  
 Switch Behind----- up up A or dn dn A

BEHIND MOVES

Reverse Powerbomb----- <-or-> B  
 Low Blow----- <-or-> X  
 Belly to back Suplex----- Y  
 Full Nelson----- X  
 Opponent on Shoulders----- B  
 Atomic Whip----- <- <- A or -> -> A

WHIP MOVES

Spine Buster----- B  
 Boot to Face----- X  
 Back Body Drop----- Y

RUNNING MOVES

Flying Back Elbow----- X  
 Running Clothesline----- Y

COUNTER MOVES

Drop Kick----- Y

CORNER MOVES

Snake Eyes----- up up X  
 Victory Combo----- up dn X or dn up X  
 Kick----- X  
 Chop----- Y  
 Turnbuckle Punches----- up Y  
 Superplex----- B  
 Whip----- <- <- A or -> -> A

TURNBUCKLE MOVES

Bionic Elbow----- Y+B  
 Ax Handle Smash----- Y  
 Fist Drop----- Y+B (down)  
 Elbow Drop----- Y (down)

DAZED MOVES

Victory Combo----- Y  
 Boot to Face----- X  
 Toss Over Ropes----- <- <- A or -> -> A

OUTSIDE MOVES



Standing Dropkick----- X  
Suicide Dive----- Y  
Standing Legdrop----- X (down)

#### DOWN MOVES

Stomp----- X  
Pick Up----- B (head)  
Rear Chinlock----- Y (head)  
Mounted Punches----- <-or-> dn B (side)  
Pretzel----- <-or-> up B (side)  
Elbow Drop----- Y (side)  
Knee to Leg----- Y (feet)  
Toe Hold----- B (feet)

#### SPECIAL MOVES

Front Suplex----- <-or-> B (tie up)  
Pile Driver(F)----- up dn Y or dn up Y (tie up)

=====

JASON

=====

#### READY MOVES

Pump Kick----- <- -> Y or -> <- Y  
Snapmare----- up dn X or dn up X  
Knee Breaker----- <-or-> up X  
Snap Suplex----- up dn B or dn up B  
Body Slam----- <- <- Y or -> -> Y  
Hip Toss----- <- <- X or -> -> X  
Vertical Suplex----- <- <- B or -> -> B

#### TIE UP MOVES

Hanging Vertical Suplex----- <-or-> up Y  
Steiner Suplex----- <-or-> B  
Inverted Atomic Drop----- <-or-> Y  
Back Breaker----- <-or-> X  
Arm Wrench----- Y  
Hammer Lock----- X  
Top Wrist Lock----- B  
Whip----- <- <- A or -> -> A  
Switch Behind----- up up A or dn dn A

#### BEHIND MOVES

Russian Leg Swep----- <-or-> B  
Low Blow----- <-or-> X  
High Angle Back Drop----- <-or-> dn X  
Front Russian Leg Sweep----- <-or-> Y  
Belly to Back Suplex----- Y  
Full Nelson----- X  
Opponent on Shoulders----- B  
Atomic Whip----- <- <- A or -> -> A

#### WHIP MOVES

Arm Drag----- X  
Back Body Drop----- Y

#### RUNNING MOVES

Flying Back Elbow----- X  
Running Clothesline----- Y  
Charging Avalanche----- Y (corner)

COUNTER MOVES

Drop Kick----- Y

CORNER MOVES

Tree of Woe----- up up B or dn dn B

Kick----- X

Chop----- Y

Turnbuckle Punches----- up Y

Superplex----- B

Whip----- <- <- A or -> -> A

TURNBUCKLE MOVES

Body Press----- X+A

Ax Handle Smash----- Y

Driving Elbow----- Y+B (down)

Elbow Drop----- Y (down)

DAZED MOVES

Thrust to Throat----- Y

Leg Sweep----- X

Toss Over Ropes----- <- <- A or -> -> A

OUTSIDE MOVES

Standing Dropkick----- X

Suicide Dive----- Y

Standing Legdrop----- X (down)

DOWN MOVES

Stomp----- X

Pick Up----- B (head)

Rear Chinlock----- Y (head)

Elbow Drop----- Y (side)

Cover----- B (side)

Death Lock----- <- -> up X or -> <- up X (feet)

Figure Four----- <- -> dn X or -> <- dn X (feet)

Knee to Leg----- Y (feet)

Toe Hold----- B (feet)

SPECIAL MOVES

Enziguri----- <- -> X or -> <- X (ready)

Night Driver(F)----- <- -> <- Y or -> <- -> Y (ready)

====

JAZZ

====

READY MOVES

One Arm Slam----- <- -> dn B or -> <- dn B

Snapmare----- up dn Y or dn up Y

Crucifix Pin----- <-or-> up X

Drop Toe Hold----- <-or-> dn X

Body Slam----- <- <- Y or -> -> Y

Hip Toss----- <- <- X or -> -> X

Vertical Suplex----- <- <- B or -> -> B

TIE UP MOVES

Samoan Drop----- <-or-> B

Bulldog----- <-or-> Y

Armbar----- <-or-> X

Arm Wrench----- Y

Hammer Lock----- X

Top Wrist Lock----- B  
Whip----- <- <- A or -> -> A  
Switch Behind----- up up A or dn dn A

#### BEHIND MOVES

Low Blow----- <-or-> X  
Sleeper Hold----- <-or-> Y  
Bulldog----- <-or-> B  
Belly to Back Suplex----- Y  
Full Nelson----- X  
Opponent on Shoulders----- B  
Atomic Whip----- <- <- A or -> -> A

#### WHIP MOVES

Ball Breaker----- B  
Drop Kick----- X  
Back Body Drop----- Y

#### RUNNING MOVES

Cross Body Block----- B  
Running Clothesline----- Y  
Monkey Flip----- B (corner)  
Charging Avalanche----- Y (corner)

#### COUNTER MOVES

Drop Kick----- Y

#### CORNER MOVES

Bronco Buster----- up up B  
Kick----- X  
Chop----- Y  
Turnbuckle Punches----- up Y  
Superplex----- B  
Whip----- <- <- A or -> -> A

#### TURNBUCKLE MOVES

Body Press----- X+A  
Ax Handle Smash----- Y  
Splash----- X+A (down)  
Elbow Drop----- Y

#### DAZED MOVES

Grab Head and Punch----- Y  
Drop Kick----- X  
Toss Over Ropes----- <- <- A or -> -> A

#### OUTSIDE MOVES

Standing Dropkick----- X  
Suicide Dive----- Y  
Standing Leg Drop----- X (down)

#### DOWN MOVES

Stomp----- X  
Pick Up----- B (head)  
Rear Chinlock----- Y (head)  
Elbow Drop----- Y (side)  
Cover----- B (side)  
Groin Punch----- up dn X or dn up X (feet)  
Headbutt to Groin----- <-or-> dn X (feet)  
Knee to Leg----- Y (feet)

Toe Hold----- B (feet)

SPECIAL MOVES

Flying Swinging DDT----- up dn X or dn up X (corner)  
Jazz Stinger----- up dn B or dn up B (ready)

=====

JERRY LYNN

=====

READY MOVES

Enziguri----- up dn Y or dn up Y  
Jazz Stinger----- up dn up X or dn up dn X  
Tombstone Piledriver----- <- -> <- B or -> <- -> B  
Flying Head Scissors----- <-or-> dn Y  
Front Back Breaker----- <-or-> up Y  
Body Slam----- <- <- Y or -> -> Y  
Hip Toss----- <- <- X or -> -> X  
Vertical Suplex----- <- <- B or -> -> B

TIE UP MOVES

Northern Lights Suplex----- <-or-> B  
DDT----- <-or-> Y  
Chest Breaker----- <-or-> X

BEHIND MOVES

Reverse DDT----- <-or-> Y  
German Suplex w/Bridge----- <-or-> B  
Victory Roll----- <-or-> X  
Belly to Back Suplex----- Y  
Full Nelson----- X  
Opponent on Shoulders----- B  
Atomic Whip----- <- <- A or -> -> A

WHIP MOVES

Tilt-a-Whirl Slam----- B  
Back Body Drop----- Y

RUNNING MOVES

Running Clothesline----- Y  
Monkey Flip----- X (corner)  
Charging Avalanche----- Y (corner)

COUNTER MOVES

Drop Kick----- Y

CORNER MOVES

Hurricanrana----- up dn X or dn up X  
Kick----- X  
Chop----- Y  
Turnbuckle Punches----- up Y  
Superplex----- B  
Whip----- <- <- A or -> ->

TURNBUCKLE MOVES

Missile Dropkick----- Y+B  
Ax Handle Smash----- Y  
Elbow Drop----- Y (down)

DAZED MOVES

Grab Head and Punch----- Y

Back Heel Kick----- X  
Toss Over Ropes----- <- <- A or -> -> A

#### OUTSIDE MOVES

Standing Dropkick----- X  
Suicide Dive----- Y  
Standing Legdrop----- X (down)

#### DOWN MOVES

Stomp----- X  
La Magistral----- up dn Y or dn up Y (head)  
Pick Up----- B (head)  
Rear Chinlock----- Y (head)  
Mounted Punches----- <- -> B or -> <- B (side)  
Elbow Drop----- Y (side)  
Surfboard----- up dn X or dn up X (feet)  
Knee to Leg----- Y (feet)  
Toe Hold----- B (feet)

#### SPECIAL MOVES

Running Powerbomb----- <- -> up Y or -> <- up Y (ready)  
Cradle Piledriver (F)----- up dn up B or dn up dn B (ready)

=====

#### NEW JACK

=====

#### READY MOVES

Running Powerbomb----- <- -> dn B or -> <- dn B  
Choke----- up dn X or dn up X  
Armdrag----- <- -> X or -> <- X  
Knee to Face----- <-or-> dn X  
Snap Suplex----- up dn Y or dn up Y  
Body Slam----- <- <- Y or -> -> Y  
Hip Toss----- <- <- X or -> -> X  
Vertical Suplex----- <- <- B or -> -> B

#### TIE UP MOVES

Big Head Punch----- <-or-> B  
Inverted Atomic Drop----- <-or-> Y  
Powerbomb----- <- -> X or -> <- X  
Piledriver----- <- -> Y or -> <- Y  
Arm Wrench----- Y  
Hammer Lock----- X  
Top Wrist Lock----- B  
Whip----- <- <- A or -> -> A  
Switch Behind----- up up A or dn dn A

#### BEHIND MOVES

Low Blow----- <-or-> X  
Sleeping Neckbreaker----- <-or-> B  
Belly to Back Suplex----- Y  
Full Nelson----- X  
Opponent on Shoulders----- B  
Atomic Whip----- <- <- A or -> -> A

#### WHIP MOVES

Back Body Drop----- Y

#### RUNNING MOVES

Flying Clothesline----- X

Running Clothesline----- Y  
Charging Avalanche----- Y (corner)

COUNTER MOVES

Drop Kick----- Y

CORNER MOVES

Top Rope Superplex----- up dn X or dn up X  
Kick----- X  
Chop----- Y  
Turnbuckle Punches----- up Y  
Superplex----- B  
Whip----- <- <- A or -> -> A

TURNBUCKLE MOVES

Flying Butt Bump----- Y+B  
Ax Handle Smash----- Y  
Elbow Drop----- Y (down)

DAZED MOVES

Groin Punch----- Y  
Boot to Face----- X  
Toss over Ropes----- <- <- A or -> -> A

OUTSIDE MOVES

Standing Dropkick----- X  
Suicide Dive----- Y  
Standing Legdrop----- X (down)

DOWN MOVES

Stomp----- X  
Stranglehold Gamma----- <- -> dn Y or -> <- dn Y (head)  
Scissored Armbar----- up dn Y or dn up Y (head)  
Blatant Choke----- <- -> Y or -> <- Y (head)  
Pick Up----- B (head)  
Rear Chokehold----- Y (head)  
Knee Drop----- up dn B or dn up B (side)  
Elbow Drop----- Y (side)  
Headbutt to Groin----- <-or-> dn X (feet)  
Knee to Leg----- Y

SPECIAL MOVES

Side Belly to Belly Suplex----- up dn B or dn up B (ready)  
187 (F)----- Y+B (turnbuckle, down)

====

NOVA

====

READY MOVES

Novacaine----- up dn X or dn up X  
Snapmare----- <- -> X or -> <- X  
Sitdown Slam----- <- -> <- Y or -> <- -> Y  
Front Backbreaker----- <- -> B or -> <- B  
Body Slam----- <- <- Y or -> -> Y  
Hip Toss----- <- <- X or -> -> X  
Vertical Suplex----- <- <- B or -> -> B

TIE UP MOVES

Fisherman's Suplex----- <-or-> Y  
Inverted Atomic Drop----- <-or-> X

Side Neck Buster----- <-or-> B  
 Arm Wrench----- Y  
 Hammer Lock----- X  
 Top Wristlock----- B  
 Whip----- <- <- A or -> -> A  
 Switch Behind----- up up A or dn dn A

BEHIND MOVES

Bulldog----- <-or-> B  
 Rolling Prawn Hold----- <-or-> X  
 Front Russian Legsweep----- <-or-> Y  
 Reverse Brain Buster----- up dn B or dn up B  
 Belly to Back Suplex----- Y  
 Full Nelson----- X  
 Opponent on Shoulders----- B  
 Atomic Whip----- <- <- A or -> -> A

WHIP MOVES

Arm Drag----- B  
 Back Body Drop----- Y

RUNNING MOVES

Running Clothesline----- Y  
 Charging Avalanche----- Y (corner)

COUNTER MOVES

Drop Kick----- Y

CORNER MOVES

Rocker Dropper----- up up Y  
 Kick----- X  
 Chop----- Y  
 Turnbuckle Punches----- up Y  
 Superplex----- B  
 Whip----- <- <- A or -> -> A

TURNBUCKLE MOVES

Ax Handle Smash----- Y  
 Frog Splash----- A+B (down)  
 Elbow Drop----- Y (down)

DAZED MOVES

Haymaker----- Y  
 Front Jumpkick----- X  
 Toss Over Ropes----- <- <- A or -> -> A

OUTSIDE MOVES

Standing Dropkick----- X  
 Suicide Dive----- Y  
 Standing Legdrop----- X (down)

DOWN MOVES

Stomp----- X  
 Pick Up----- B (head)  
 Rear Chinlock----- Y (head)  
 Senton Splash----- up dn B or dn up B (side)  
 Axhandle Smash----- <- -> B or -> <- B (side)  
 Cloverleaf----- <- -> X or -> <- X (feet)  
 Knee to Leg----- Y (feet)  
 Toe Hold----- B (feet)

SPECIAL MOVES

Deep Impact----- up dn up B or dn up dn B (ready)  
Kryptonite Krunch (F)----- up dn B or dn up B (tie up)

=====

RAVEN

=====

READY MOVES

Running Knee Hit----- <- -> Y or -> <- Y  
Chin Crusher----- <-or-> dn X  
Snapmare----- up dn Y or dn up Y  
Double Arm DDT----- up dn dn B or dn up up B  
Double Underhook Suplex----- up dn X or dn up X  
Small Package----- <- -> X or -> <-X  
Body Slam----- <- <- Y or -> -> Y  
Hip Toss----- <- <- X or -> -> X  
Vertical Suplex----- <- <- B or -> -> B

TIE UP MOVES

Piledriver----- <- -> Y or -> <- Y  
Bulldog----- <-or-> B  
Big Head Punch----- <-or-> Y  
Inverted Atomic Drop----- <-or-> X  
Arm Wrench----- Y  
Hammer Lock----- X  
Top Wristlock----- B  
Whip----- <- <- A or -> -> A  
Switch Behind----- up up A or dn dn A

BEHIND MOVES

Russian Leg Sweep----- <-or-> B  
Low Blow----- <-or-> X  
Sleeper Hold----- <-or-> Y  
Belly to Back Suplex----- Y  
Full Nelson----- X  
Opponent on Shoulders----- B  
Atomic WHip----- <- <- A or -> -> A

WHIP MOVES

Arm Drag----- B  
Flapjack----- X  
Back Body Drop----- Y

RUNNING MOVES

Running Clothesline----- Y  
Charging Avalanche----- Y (corner)

COUNTER MOVES

Drop Kick----- Y

CORNER MOVES

Tree of Woe----- up dn X or dn up X  
Kick----- X  
Chop----- Y  
Turnbuckle Punches----- up Y  
Superplex----- B  
Whip----- <- <- A or -> -> A

TURNBUCKLE MOVES



Ax Handle Smash----- Y  
Elbow Drop----- Y (down)

#### DAZED MOVES

Boxer Jab Combo----- Y  
Mafia Kick----- X  
Toss Over Ropes----- <- <- A or -> -> A

#### OUTSIDE MOVES

Standing Dropkick----- X  
Suicide Dive----- Y  
Standing Legdrop----- X (down)

#### DOWN MOVES

Stomp----- X  
Camel Clutch----- <- -> <- Y or -> <- -> Y (head)  
Rear Chinlock----- Y (head)  
Pick Up----- B (head)  
Mounted Punches----- up dn B or dn up B (side)  
Elbow Drop----- Y (side)  
Groin Headbutt----- <-or-> up X (feet)  
Knee to Leg----- Y (feet)

#### SPECIAL MOVES

Groin Punch----- <-or-> dn X (down, feet)  
Evenflow DDT----- <- -> dn B or -> <- dn B (ready)

=====

#### RHINO

=====

#### READY MOVES

Running Powerslam----- <-or-> up B  
Running Powerbomb----- <-or-> dn B  
Gorilla Press Slam----- <- -> up Y or -> <- up Y  
Shortarm Clothesline----- <-or-> up X  
Spinning Neck Breaker----- <-or-> dn X  
Body Slam----- <- <- A or -> -> A  
Hip Toss----- <- <- X or -> -> X  
Vertical Suplex----- <- <- B or -> -> B

#### TIE UP MOVES

Hanging Powerslam----- <- -> y or -> <- Y  
Sitout Powerbomb----- up dn X or dn up X  
Bearhug Slam----- <-or-> B  
Side Slam----- <-or-> Y  
Arm Wrench----- Y  
Hammer Lock----- X  
Top Wristlock----- B  
Whip----- <- <- A or -> -> A  
Switch Behind----- up up A or dn dn A

#### BEHIND MOVES

Fallaway Pumpsam----- <-or-> B  
Rolling German Suplex----- <-or-> Y  
School Boy----- <-or-> X  
Belly to Back Suplex----- Y  
Full Nelson----- X  
Opponent on Shoulders----- B  
Atomic Whip----- <- <- A or -> -> A

WHIP MOVES

Powerslam----- B
Boot to Face----- X
Back Body Drop----- Y

RUNNING MOVES

Tackle with Punches----- X
Running Clothesline----- Y
Charging Avalanche----- Y

COUNTER MOVES

Drop Kick----- Y

CORNER MOVES

Snake Eyes----- up up X
Kick----- X
Chop----- Y
Turnbuckle Punches----- up Y
Superplex----- B
Whip----- <- <- A or -> -> A

TURNBUCKLE MOVES

Ax Handle Smash----- Y
Splash----- X+A (down)
Elbow Drop----- Y (down)

DAZED MOVES

European Uppercut----- Y
Mafia Kick----- X
Toss Over Ropes----- <- <- A or -> -> A

OUTSIDE MOVES

Standing Dropkick----- X
Suicide Dive----- Y
Standing Legdrop----- X (down)

DOWN MOVES

Stomp----- X
Triangle Hold----- <-or-> dn Y (head)
Pick Up----- B (head)
Rear Chinlock----- Y (head)
Elbow Drop----- Y (side)
Cover----- B (side)
Knee to Leg----- Y (feet)
Toe Hold----- B (feet)

SPECIAL MOVES

Death Valley Driver----- <- -> up B or -> <- up B (ready)
Rhino Driver----- up dn B or dn up B (tie up)

ROADKILL
READY MOVES

Fall Forward Powerslam----- <-or-> dn Y
Running Powerslam----- up dn X or dn up X
Crucifix Powerbomb----- <-or-> up X
Side Belly to Belly Suplex----- <- -> B or -> <- B
Tiger Driver----- <-or-> up Y
Hurricanrana----- <-or-> dn X

Body Slam----- <- <- Y or -> -> Y  
Hip Toss----- <- <- X or -> -> X  
Vertical Suplex----- <- <- B or -> -> B

#### TIE UP MOVES

Bearhug Slam----- <-or-> B  
Powerbomb----- <-or-> Y  
Side Slam----- <-or-> X  
Arm Wrench----- Y  
Hammer Lock----- X  
Top Wristlock----- B  
Whip----- <- <- A or -> -> A  
Switch Behind----- up up A or dn dn A

#### BEHIND MOVES

Reverse Powerbomb----- <- -> Y or -> <- Y  
Pumphandle Slam----- up dn X or dn up X  
Full Nelson Slam----- <-or-> Y  
Headbutt----- <-or-> X  
Belly to Back Suplex----- Y  
Full Nelson----- X  
Opponent on Shoulders----- B  
Atomic Whip----- <- <- A or -> -> A

#### WHIP MOVES

Power Slam----- B  
Back Body Drop----- Y

#### RUNNING MOVES

Running Clothesline----- Y  
Splash----- X (corner)  
Charging Avalanche----- Y (corner)

#### COUNTER MOVES

Dropkick----- Y

#### CORNER MOVES

Top Rope Suplex----- up up B  
Kick----- X  
Chop----- Y  
Turnbuckle Punches----- up Y  
Superplex----- B  
Whip----- <- <- A or -> -> A

#### TURNBUCKLE MOVES

Ax Handle Smash----- Y  
Senton Bomb----- Y+B (down)  
Elbow Drop----- Y (down)

#### DAZED MOVES

Grab Head and Punch----- Y  
Boot to Face----- X  
Toss Over Ropes----- <- <-A or -> -> A

#### OUTSIDE MOVES

Standing Dropkick----- X  
Suicide Dive----- Y  
Standing Legdrop----- X (down)

#### DOWN MOVES

Stomp----- X  
 Chicken Choke----- up dn Y or dn up Y (head)  
 Stump Puller----- <- -> Y or -> <- Y (head)  
 Pick Up----- B (head)  
 Rear Chinlock----- Y (head)  
 Elbow Drop----- Y (side)  
 Cover----- B (side)  
 Knee to Leg----- Y (feet)  
 Toe Hold----- B (feet)

SPECIAL MOVES

Running Powerbomb----- up dn up B or dn up dn B (ready)  
 Splash----- X+A (turnbuckle, down)

=====

ROB VAN DAM

=====

READY MOVES

Enziguri----- <- -> Y or -> <- Y  
 Pump Kick----- <- -> X or -> <- X  
 Superkick----- <-or-> up X  
 Hurricanrana----- up dn X or dn up X  
 Tiger Driver----- <- -> dn X or -> <- dn X  
 Body Slam----- <- <- Y or -> -> Y  
 Hip Toss----- <- <- X or -> -> X  
 Vertical Suplex----- <- <- B or -> -> B

TIE UP MOVES

Foatover Suplex----- <-or-> Y  
 Leg Stretch----- <-or-> X  
 Northern Lights Suplex----- <-or-> B  
 Arm Wrench----- Y  
 Hammer Lock----- X  
 Top Wristlock----- B  
 Whip----- <- <- A or -> -> A  
 Switch Behind----- up up A or dn dn A

BEHIND MOVES

German Suplex w/ Bridge----- <-or-> B  
 Victory Roll----- <-or-> X  
 Tiger Suplex----- <-or-> Y  
 Belly to Back Suplex----- Y  
 Full Nelson----- X  
 Opponent on Shoulders----- B  
 Atomic Whip----- <- <- A or -> -> A

WHIP MOVES

High Leg Clothesline----- X  
 Back Body Drop----- Y

RUNNING MOVES

Running Clothesline----- Y  
 Monkey Flip----- B (corner)  
 Charging Avalanche----- Y

COUNTER MOVES

Drop Kick----- Y

CORNER MOVES

Four Kick Combo----- up up X or dn dn X

Springboard Dropkick----- up up Y or dn dn Y  
 Kick----- X  
 Chop----- Y  
 Turnbuckle Punches----- up Y  
 Superplex----- B  
 Whip----- <- <- A or -> -> A

TURNBUCKLE MOVES

Ax Handle Smash----- Y  
 Somersault Legdrop----- A+B (down)  
 Turnaround Moonsault----- Y+B (down)  
 Elbow Drop----- Y (down)

DAZED MOVES

Forearm Shots----- Y  
 Kick Combo----- X  
 Toss Over Ropes----- <- <- A or -> -> A

OUTSIDE MOVES

Standing Drop Kick----- X  
 Suicide Dive----- Y  
 Standing Legdrop----- X (down)

DOWN MOVES

Stomp----- X  
 Pick Up----- B (head)  
 Rear Chinlock----- Y (head)  
 Spinning Splash----- <- -> dn B or -> <- dn B (side)  
 Elbow Drop----- Y (side)  
 Cover----- B (side)  
 Surfboard----- <- -> X or -> <- X (feet)  
 Knee to Leg----- Y (feet)  
 Toe Hold----- B (feet)

SPECIAL MOVES

Rolling Senton----- B (RUNNING, DOWN)  
 Five Star Frog Splash(F)----- Y+X (TURNBUCKLE, DOWN)

=====

SUPER CRAZY

=====

READY MOVES

Sitdown Slam----- <-or-> up X  
 Enziguri----- up dn B or dn up B  
 Flying Head Scissors----- up dn Y or dn up Y  
 Single Arm DDT----- <- -> Y or -> <- Y  
 Hurricanrana----- <-or-> dn X  
 Crucifix Pin----- up dn X or dn up X  
 Small Package----- <- -> B or -> <- B  
 Body Slam----- <- <- Y or -> -> Y  
 Hip Toss----- <- <- X or -> -> X  
 Vertical Suplex----- <- <- B or -> -> B

TIE UP MOVES

Reversal DDT----- <-or-> Y  
 Arm Wrench----- Y  
 Hammer Lock----- X  
 Top Wristlock----- B  
 Whip----- <- <- A or -> -> A  
 Switch Behind----- up up A or dn dn A

BEHIND MOVES

Reverse DDT----- <-or-> B  
Victory Roll----- <-or-> X  
Belly to Back Suplex----- Y  
Full Nelson----- X  
Opponent on Shoulders----- B  
Atomic Whip----- <- <- A or -> -> A

WHIP MOVES

Tilt-a-Whirl Slam----- X  
Back Body Drop----- Y

RUNNING MOVES

Flying Head Scissors----- B  
Running Clothesline----- Y  
Charging Avalanche----- Y (corner)

COUNTER MOVES

Dropkick----- Y

CORNER MOVES

Springboard Dropkick----- <- -> Y or -> <- Y  
Kick----- X  
Chop----- Y  
Turnbuckle Punches----- up Y  
Superplex----- B  
Whip----- <- <- A or -> -> A

TURNBUCKLE MOVES

Hurricanrana----- Y+B  
Ax Handle Smash----- Y  
Somersault Legdrop----- Y+X (down)  
Turnaround Moonsault----- X+A (down)  
Elbow Drop----- Y (down)

DAZED MOVES

Inside Forearm----- Y  
Super Crazy Spinkick----- X  
Toss over Ropes----- <- <- A or -> -> A

OUTSIDE MOVES

Standing Dropkick----- X  
Suicide Dive----- Y  
Standing Legdrop----- X (down)

DOWN MOVES

Stomp----- X  
La Magistral----- <-or-> up Y (head)  
Pick Up----- B (head)  
Rear Chinlock----- Y (head)  
Longbow Back Breaker----- <-or-> dn B (side)  
Elbow Drop----- Y (side)  
Cover----- B (side)  
Prawn Hold----- <- -> Y or -> <- Y (feet)  
Knee to Leg----- Y (feet)  
Toe Hold----- B (feet)

SPECIAL MOVES

Powerbomb----- <- -> X or -> <- X (tie up)

?

=====  
SIMON DIAMOND  
=====

READY MOVES

Wrap Around DDT----- <- -> up Y -> <- up Y  
Double Arm DDT----- up dn up Y or dn up dn Y  
Spinning Neck Breaker----- up dn Y or dn up Y  
Small Package----- <-or-> dn X  
Crucifix Pin----- <-or-> up X  
Drop Toe Hold----- up dn X or dn up X  
Snap Suplex----- <- -> X or -> <- X  
Body Slam----- <- <- Y or -> -> Y  
Hip Toss----- <- <- X or -> -> X  
Vertical Suplex----- <- <- B or -> -> B

TIE UP MOVES

Samoan Drop----- <-or-> Y  
Standing Dropkick----- <-or-> B  
Arm Wrench----- Y  
Hammer Lock----- X  
Top Wristlock----- B  
Whip----- <- <- A or -> -> A  
Switch Behind----- up up A or dn dn A

BEHIND MOVES

Russian Leg Sweep----- <-or-> B  
Octopus Hold----- <-or-> X  
Rolling Prawn Hold----- <-or-> Y  
Belly to Back Suplex----- Y  
Full Nelson----- X  
Opponent on Shoulders----- B  
Atomic Whip----- <- <- A or -> -> A

WHIP MOVES

Spinebuster----- X  
Back Body Drop----- Y

RUNNING MOVES

Dropkick----- X  
Running Clothesline----- Y  
Charging Avalanche----- Y (corner)

COUNTER MOVES

Drop Kick----- Y

CORNER MOVES

Kick----- X  
Chops----- Y  
Turnbuckle Punches----- up Y  
Superplex----- B  
Whip----- <- <- A or -> -> A

TURNBUCKLE MOVES

Missile Dropkick----- Y+B  
Ax Handle Smash----- Y  
Elbow Drop----- Y (down)

DAZED MOVES

European Uppercut----- Y  
Drop Kick----- X  
Toss over Ropes----- <- <- A or -> -> A

#### OUTSIDE MOVES

Standing Dropkick----- X  
Suicide Dive----- Y  
Standing Legdrop----- X (down)

#### DOWN MOVES

Stomp----- X  
Blatant Choke----- <-or-> Y (head)  
Pick Up----- B (head)  
Rear Chinlock----- Y (head)  
Leg Drop----- up dn B or dn up B (side)  
Elbow Drop----- Y (side)  
Knee to Leg----- Y (feet)  
Toe Hold----- B (feet)

#### SPECIAL MOVES

Simon Series----- <-or-> up B (tie up)  
Simonizer(F)----- <- -> Y or -> <- Y (tie up)

====

SABU

====

#### READY MOVES

Implant DDT----- up dn X or dn up X  
Pump Kick----- <- -> B or -> <- B  
Axe Kick----- up dn <- B or dn up <- B  
Shortarm Clothesline----- up dn Y or dn up Y  
Reverse Fujiwara----- <-or-> dn X  
Body Slam----- <- <- Y or -> -> Y  
Hip Toss----- <- <- X or -> -> X  
Vertical Suplex----- <- <- B or -> -> B

#### TIE UP MOVES

Northern Lights Suplex----- <-or-> Y  
Floatover Suplex----- <-or-> X  
Arm Wrench----- Y  
Hammer Lock----- X  
Top Wristlock----- B  
Whip----- <- <- A or -> -> A  
Switch Behind----- up up A or dn dn A

#### BEHIND MOVES

Rolling German Suplex----- <-or-> B  
Fallaway Pump Slam----- <-or-> Y  
Victory Roll----- <-or-> X  
Belly to Back Suplex----- Y  
Full Nelson----- X  
Opponent on Shoulders----- B  
Atomic Whip----- <- <- A or -> -> A

#### WHIP MOVES

High Leg Clothesline----- B  
Spinning Heel Kick----- X  
Back Body Drop----- Y

#### RUNNING MOVES



Tackle with Punches----- B  
Running Clothesline----- Y  
Monkey Flip----- X (corner)  
Charging Avalanche----- Y (corner)

#### COUNTER MOVES

Drop Kick----- Y

#### CORNER MOVES

Spin Kick Combo----- up up Y or dn dn Y  
Kick----- X  
Chops----- Y  
Turnbuckle Punches----- up Y  
Superplex----- B  
Whip----- <- <- A or -> -> A

#### TURNBUCKLE MOVES

Hurricanrana----- X+A  
Ax Handle Smash----- Y  
Senton Bomb----- Y+B (down)  
Elbow Drop----- Y

#### DAZED MOVES

Windup Punch----- Y  
Low Dropkick----- X  
Toss Over Ropes----- <- <- A or -> -> A

#### OUTSIDE MOVES

Standing Dropkick----- X  
Suicide Dive----- Y  
Standing Leg Drop----- X (down)

#### DOWN MOVES

Stomp----- X  
Blatant Choke----- <- -> Y or -> <- Y (head)  
Pick Up----- B (head)  
Rear Chinlock----- Y (head)  
Mounted Punches----- up dn B or dn up B (side)  
Elbow Drop----- Y (side)  
Knee to Leg----- Y (feet)  
Toe Hold----- B (feet)

#### SPECIAL MOVES

Camel Clutch----- up dn dn Y or dn up up Y (down,head)  
Arabian Guillotine (F)----- Y+X (turnbuckle,down)

=====  
TRACY SMOTHERS  
=====

#### READY MOVES

Enziguri----- <- -> X or -> <- X  
Spinal Tap----- <-or-> dn Y  
Shoulder Breaker----- up dn X or dn up X  
Fireman's Carry----- <-or-> up X  
Knee Breaker----- <-or-> dn X  
Body Slam----- <- <- Y or -> -> Y  
Hip Toss----- <- -> X or -> <- X  
Vertical Suplex----- <- -> B or -> <- B

#### TIE UP MOVES

Hanging Vertical Suplex----- <- -> Y or -> <- Y  
 Three Knee Combo----- <-or-> Y  
 Back breaker----- <-or-> X  
 Standing Dropkick----- <-or-> B  
 Arm Wrench----- Y  
 Hammer Lock----- X  
 Top Wristlock----- B  
 Whip----- <- <- A or -> -> A  
 Switch Behind----- up up A or dn dn A

BEHIND MOVES

Atomic Drop----- <-or-> Y  
 Rolling Prawn Hold----- <-or-> X  
 High Angle Back Drop----- <- -> Y or -> <- Y  
 Reverse Brain Buster----- up dn B or dn up B  
 Belly to Back Suplex----- Y  
 Full Nelson----- X  
 Opponent on Shoulders----- B  
 Atomic Whip----- <- <- A or -> -> A

WHIP MOVES

Sidewalk Slam----- B  
 Back Body Drop----- Y

RUNNING MOVES

Cross Body Block----- B  
 Running Clothesline----- Y  
 Charging Avalanche----- Y (corner)

COUNTER MOVES

Drop Kick----- Y

CORNER MOVES

Turnpost Slam----- up up Y or dn dn Y  
 Kick----- X  
 Chops----- Y  
 Turnbuckle Punches----- up Y  
 Superplex----- B  
 Whip----- <- <- A or -> -> A

TURNBUCKLE MOVES

Ax Handle Smash----- Y  
 Butt Drop----- X+A (down)  
 Elbow Drop----- Y (down)

DAZED MOVES

Tornado Punch----- Y  
 Shuffle Side Kick----- X  
 Toss over Ropes----- <- <- A or -> -> A

OUTSIDE MOVES

Standing Dropkick----- X  
 Suicide Dive----- Y  
 Standing Legdrop----- X (down)

DOWN MOVES

Stomp----- X  
 Pick Up----- B (head)  
 Rear Chinlock----- Y (head)  
 Elbow Drop----- Y (side)

Cover----- B (side)  
STF----- up dn X or dn up X (feet)  
Knee to Leg----- Y (feet)  
Toe Hold----- B (feet)

SPECIAL MOVES

Tennessee Jaw jacker----- A+B (turnbuckle)  
Pumphandle Slam(F)----- <- -> X or -> <- X (behind)

=====  
LITTLE SPIKE DUDLEY  
=====

READY MOVES

Rocker Dropper----- <- -> up Y or -> <- up Y  
Hurricanrana----- up dn B or dn up B  
Drop Toe Hold----- up dn X or dn up X  
Japanese Arm Drag----- <-or-> up X  
Small Package----- <-or-> dn X  
Body Slam----- <- <- Y or -> -> Y  
Hip Toss----- <- <- X or -> -> X  
Vertical Suplex----- <- <- B or -> -> B

TIE UP MOVES

Bulldog----- <-or-> B  
Three Knee Combo----- <-or-> Y  
Neck Breaker----- <-or-> X  
Arm Wrench----- Y  
Hammer Lock----- X  
Top Wristlock----- B  
Whip----- <- <- A or -> -> A  
Switch Behind----- up up A or dn dn A

BEHIND MOVES

Front Russian Legsweep----- <-or-> B  
Russian Leg Sweep----- <-or-> Y  
Abdominal Stretch----- <-or-> X  
Belly to Back Suplex----- Y  
Full Nelson----- X  
Opponent on Shoulders----- B  
Atomic Whip----- <- <- A or -> -> A

WHIP MOVES

Arm Drag----- B  
Back Body Drop----- Y

RUNNING MOVES

Tackle with Punches----- B  
Running Clothesline----- Y  
Charging Avalanche----- Y

COUNTER MOVES

Drop Kick----- Y

CORNER MOVES

Rocker Dropper----- <-or-> dn X  
Kick----- X  
Chop----- Y  
Turnbuckle Punches----- up Y  
Superplex----- B  
Whip----- <- <- A or -> -> A

TURNBUCKLE MOVES

Hurricanrana----- X+A  
 Dropkick----- Y+B  
 Ax Handle Smash----- Y  
 Splash----- X+A (down)  
 Elbow Drop----- Y (down)

DAZED MOVES

Forearm Shots----- Y  
 Mafia Kick----- X  
 Toss over Ropes----- <- <- A or -> -> A

OUTSIDE MOVES

Standing Dropkick----- X  
 Suicide Dive----- Y  
 Standing Legdrop----- X (down)

DOWN MOVES

Stomp----- X  
 Pick Up----- B (head)  
 Rear Chinlock----- Y (head)  
 Pinning Splash----- up dn up B or dn up dn B (side)  
 Elbow Drop----- Y (side)  
 Cover----- B (side)  
 STF----- <- -> X or -> <- X (feet)  
 Knee to Leg----- Y (feet)  
 Toe Hold----- B (feet)

SPECIAL MOVES

Swinging Bulldog----- up dn X or dn up X (corner)  
 Acid Drop (F) ----- <- -> X or -> <- X (corner)

=====  
 LANCE STORM  
 =====

READY MOVES

Falling Reverse DDT----- up dn B or dn up B  
 Enziguri----- <-or-> dn Y  
 Overhead Belly to Belly----- <- -> Y or -> <- Y  
 Gorilla Press Slam----- up dn X or dn up X  
 Tiger Driver----- up dn Y or dn up Y  
 Hurricanrana----- <- -> X or -> <- X  
 Small Package----- <-or-> dn X  
 Body Slam----- <- <- Y or -> -> Y  
 Hip Toss----- <- <- X or -> -> X  
 Vertical Suplex----- <- <- B or -> -> B

TIE UP MOVES

Northern Lights Suplex----- <-or-> X  
 Powerbomb----- <-or-> Y  
 Hanging Vertical Suplex----- <-or-> B  
 Sitout Powerbomb----- <- -> B or -> <- B  
 Arm Wrench----- Y  
 Hammer Lock----- X  
 Top Wristlock----- B  
 Whip----- <- <- A or -> -> A  
 Switch behind----- up up A or dn dn A

BEHIND MOVES

Russian Leg Sweep----- <-or-> Y  
 German Suplex----- <-or-> B  
 Belly to Back Suplex----- Y  
 Full Nelson----- X  
 Opponent on Shoulders----- B  
 Atomic Whip----- <- <- A or -> -> A

WHIP MOVES

High Leg Clothesline----- X  
 Back Body Drop----- Y

RUNNING MOVES

Spinning Heel Kick----- X  
 Running Clothesline----- Y  
 Charging Avalanche----- Y (corner)

COUNTER MOVES

Drop Kick----- Y

CORNER MOVES

Snake Eyes----- up dn X or dn up X  
 Kick----- X  
 Chop----- Y  
 Turnbuckle Punches----- up Y  
 Superplex----- B  
 Whip----- <- <- A or -> -> A

TURNBUCKLE MOVES

Clothesline----- Y+B  
 Ax Handle Smash----- Y  
 450' Splash----- X+A (down)  
 Elbow Drop----- Y

DAZED MOVES

European Uppercut----- Y  
 Drop Kick----- X  
 Toss Over Ropes----- <- <- A or -> -> A

OUTSIDE MOVES

Standing Dropkick----- X  
 Suicide Dive----- Y  
 Standing Legdrop----- X (down)

DOWN MOVES

Stomp----- X  
 Pick Up----- B (head)  
 Rear Chinlock----- Y (head)  
 Elbow Drop----- Y (side)  
 Cover----- B (side)  
 Deathlock----- <- -> dn X or -> <- dn X (feet)  
 Knee to Leg----- Y (feet)  
 Toe Hold----- B (feet)

SPECIAL MOVES

Baseball Slide----- <- -> X or -> <- X (corner)  
 Top Rope Spinkick(F)----- X+A (turnbuckle)

=====  
 TONY DIVITO  
 =====

READY MOVES

Running Powerslam----- <- -> X or -> <- X  
 Ball Breaker----- <- -> Y or -> <- Y  
 One Arm Slam----- up dn up Y or dn up dn Y  
 Double Arm DDT----- up dn dn Y or dn up up Y  
 Sitout Powerbomb----- up dn X or dn up X  
 Hurricanrana----- up dn Y or dn up Y  
 Flying Head Scissors----- <-or-> dn X  
 Body Slam----- <- <- Y or -> -> Y  
 Hip Toss----- <- <- X or -> -> X  
 Vertical Suplex----- <- <- B or -> -> B

TIE UP MOVES

Hanging Vertical Suplex----- up dn B or dn up B  
 Powerbomb----- <-or-> Y  
 Northern Lights Suplex----- <-or-> X  
 Floatover Suplex----- <-or-> B  
 Arm Wrench----- Y  
 Hammer Lock----- X  
 Top Wristlock----- B  
 Whip----- <- <- A or -> -> A  
 Switch Behind----- up up A or dn dn A

BEHIND MOVES

Reverse DDT----- <-or-> B  
 Cobra Clutch----- <-or-> Y  
 Victory Roll----- <-or-> X  
 Belly to back Suplex----- Y  
 Full Nelson----- X  
 Opponent on Shoulders----- B  
 Atomic Whip----- <- <- A or -> -> A

WHIP MOVES

Back Body Drop----- Y

RUNNING MOVES

Running Clothesline----- Y  
 Charging Avalanche----- Y (corner)

COUNTER MOVES

Drop Kick----- Y

CORNER MOVES

Kick----- X  
 Chop----- Y  
 Turnbuckle Punches----- up Y  
 Superplex----- B  
 Whip----- <- <- A or -> -> A

TURNBUCKLE MOVES

Missile Dropkick----- Y+B  
 Ax Handle Smash----- Y  
 Kamikaze Headbutt----- Y+B (down)  
 Elbow Drop----- Y (down)

DAZED MOVES

Whistle Smacks----- Y  
 Drop Kick----- X  
 Toss over Ropes----- <- <- A or -> -> A

OUTSIDE MOVES

Standing Dropkick----- X  
 Suicide Dive----- Y  
 Standing Legdrop----- X (down)

DOWN MOVES

Stomp----- X  
 Shortarm Scissor----- <- -> Y or -> <- Y (head)  
 Pick Up----- B (head)  
 Rear Chinlock----- Y (head)  
 Leg Drop----- up dn B or dn up B (side)  
 Elbow Drop----- Y (side)  
 Cover----- B (side)  
 Knee to Leg----- Y (feet)  
 Toe Hold----- B (feet)

SPECIAL MOVES

Front Brain Buster----- <- -> X or -> <- X (tie up)  
 Oklahoma Stampede (F)----- up dn X or dn up X (corner)

=====  
 YOSHIHIRO TAJIRI  
 =====

READY MOVES

Superkick----- <-or-> dn B  
 Pump Kick----- up dn Y or dn up Y  
 Enziguri----- <-or-> up Y  
 Double Arm Suplex----- <-or-> dn X  
 Hurricanrana----- <- -> Y or -> <- Y  
 Japanese Arm Drag----- up dn X or dn up X  
 Body Slam----- <- <- Y or -> -> Y  
 Hip Toss----- <- <- X or -> -> X  
 Vertical Suplex----- <- <- B or -> -> B

TIE UP MOVES

Double Underhook Suplex----- <-or-> X  
 Reversal DDT----- up dn X or dn up X  
 Roundhouse Kicks----- <-or-> B  
 Arm Wrench----- Y  
 Hammer Lock----- X  
 Top Wristlock----- B  
 Whip----- <- <- A or -> -> A  
 Switch Behind----- up up A or dn dn A

BEHIND MOVES

Victory Roll----- <-or-> X  
 Dragon Suplex----- up dn Y or dn up Y  
 German Suplex----- <-or-> B  
 Octopus Hold----- <-or-> Y  
 Belly to Back Suplex----- Y  
 Full Nelson----- X  
 Opponent on Shoulders----- B  
 Atomic Whip----- <- <- A or -> -> A

WHIP MOVES

Back Body Drop----- Y

RUNNING MOVES

Running Clothesline----- Y  
 Charging Avalanche----- Y (corner)

COUNTER MOVES

Drop Kick----- Y

CORNER MOVES

Hurricanrana----- up dn X or dn up X

Four Kick Combo----- <- -> X or -> <- X

Baseball Slide----- up up B or dn dn B

Kick----- X

Chop----- Y

Turnbuckle Punches----- up Y

Superplex----- B

Whip----- <- <- A or -> -> A

TURNBUCKLE MOVES

Ax Handle Smash----- Y

Elbow Drop----- Y (down)

DAZED MOVES

Inside Forearm----- Y

Tajiri Spinkick----- X

Toss over Ropes----- <- <- A or -> -> A

OUTSIDE MOVES

Standing Dropkick----- X

Suicide Dive----- Y

Standing Legdrop----- X (down)

DOWN MOVES

Stomp----- X

Stranglehold Gamma----- up dn up B or dn up dn B (head)

Pick Up----- B (head)

Rear Chinlock----- Y (head)

Double Stomp----- up dn B or dn up B (side)

Elbow Drop----- Y (side)

Cover----- B (side)

Knee to Leg----- Y (feet)

Toe Hold----- B (feet)

SPECIAL MOVES

Double Face Kick----- <-or-> up X (ready)

Hanging Brain Buster(F)----- <- -> Y or -> <- Y (tie up)

=====

WILD BILL

=====

READY MOVES

Sitdown Slam----- <- -> up B or -> <- up B

Running Powerbomb----- <- -> up Y or -> <- up Y

Running Powerslam----- up dn X or dn up X

Superkick----- <-or-> up X

Double Arm Suplex----- <- -> X or -> <- X

Japanese Arm Drag----- <- -> Y or -> <- Y

Dragon Screw----- <-or-> dn X

Body Slam----- <- <- Y or -> -> Y

Hip Toss----- <- <- X or -> -> X

Vertical Suplex----- <- <- B or -> -> B

TIE UP MOVES

Big Head Punch----- <-or-> B



European Uppercut----- <-or-> Y  
Side Slam----- <-or-> X  
Arm Wrench----- Y  
Hammer Lock----- X  
Top Wristlock----- B  
Whip----- <- <- A or -> -> A  
Switch behind----- up up A or dn dn A

BEHIND MOVES

Dragon Suplex----- <-or-> B  
German Suplex----- <-or-> Y  
Reverse DDT----- <-or-> X  
Belly to Back----- Y  
Full Nelson----- X  
Opponent on Shoulders----- B  
Atomic Whip----- <- <- A or -> -> A

WHIP MOVES

Back Body Drop----- Y

RUNNING MOVES

Running Clothesline----- Y  
Charging Avalanche----- Y (corner)

COUNTER MOVES

Drop Kick----- Y

CORNER MOVES

Turnpost Slam----- up up Y or dn dn Y  
Choke with Boot----- up up X or dn dn X  
Kick----- X  
Chop----- Y  
Turnbuckle Punches----- up Y  
Superplex----- B  
Whip----- <- <- A or -> -> A

TURNBUCKLE MOVES

Clothesline----- Y+B  
Ax Handle Smash----- Y  
Elbow Drop----- Y (down)

DAZED MOVES

Throat Thrust----- Y  
Boot to Face----- X  
Toss Over Ropes----- <- <- A or -> -> A

OUTSIDE MOVES

Standing Dropkick----- X  
Suicide Dive----- Y  
Standing Legdrop----- X (down)

DOWN MOVES

Stomp----- X  
Camel Clutch----- <- -> dn Y or -> <- dn Y (head)  
Pick Up----- B (head)  
Rear Chinlock----- Y (head)  
Knee Drop----- up dn B or dn up B (side)  
Elbow Drop----- Y (side)  
Cover----- B (side)  
Groin Punch----- up dn X or dn up X (feet)

Knee to Leg----- Y (feet)  
Toe Hold----- B (feet)

SPECIAL MOVES

Pile Driver----- <- -> Y -> <- Y (tie up)  
Time Bomb(F)----- X (whip)

-----  
The Jobber List  
-----

=====  
ARMS MASTER  
=====

READY MOVES

Snapmare----- <- or -> dn Y  
Samoan Drop----- <- or -> dn B  
DDT----- up dn Y or dn up Y  
Drop Toe Hold----- <- or -> dn X  
Sidewalk Slam----- <- or -> up X  
Shoulderbreaker----- <- -> B or -> <- B  
Body Slam----- <- <- Y or -> -> Y  
Hip Toss----- <- <- X or -> -> X  
Veritcal Suplex----- <- <- B or -> -> B

TIE UP MOVES

Samoan Drop----- <- or -> B  
Inverted Atomic Drop----- <- or -> Y  
Neck Breaker----- <- or -> X  
Pile Driver----- <- -> Y or -> <- Y  
Arm Wrench----- Y  
Hammer Lock----- X  
Top Wristlock----- B  
Whip----- <- <- A or -> -> A  
Switch Behind----- up up A or dn dn A

BEHIND MOVES

Reverse DDT----- <- or -> B  
Sleeper Hold----- <- or -> Y  
Roll Up Pin----- <- or -> X  
Belly to Back Suplex----- Y  
Full Nelson----- X  
Opponent on Shoulders----- B  
Atomic Whip----- <- <- A or -> -> A

WHIP MOVES

Power Slam----- B  
Back Body Drop----- Y

RUNNING MOVES

Running Clothesline----- Y  
Avalanche----- Y (corner)

COUNTER MOVES

Dropkick----- Y

CORNER MOVES

Kick----- X  
Chops----- Y

Turnbuckle Punches----- up Y  
Superplex----- B  
Whip----- <- <- A or -> -> A

#### TURNBUCKLE MOVES

Ax Handle Smash----- Y (standing)  
Driving Elbow----- Y+B (down)  
Elbow Drop----- Y (down)

#### DAZED MOVES

Haymaker----- Y  
Mafia Kick----- X

#### OUTSIDE MOVES

Standing Dropkick----- X (ropes)  
Suicide Dive----- Y (ropes)  
Standing Legdrop----- X (down)

#### DOWN MOVES

Stomp----- X (head)  
Step Over Facelock----- <- or -> up Y (head)  
Pick Up----- B (head)  
Rear Chinlock----- Y (head)  
Mounted Punches----- <- or -> dn B (side)  
Elbow Drop----- Y (side)  
Texas Cloverleaf----- <- or -> dn X (feet)  
Knee Drop to Leg----- Y (feet)

#### SPECIAL MOVES

Ace Crusher----- up dn up B or dn up dn B (READY)  
Vertical Body Press----- B (RUNNING)

=====

Bruzzese

=====

#### READY MOVES

Spinal Tap----- up dn Y or dn up Y  
DDT----- <- -> B or -> <- B  
Drop Toe Hold----- <- -> X or -> <- X  
Sidewalk Slam----- <- or -> dn X  
Neck Breaker----- <- -> Y or -> <- Y  
Knee to Face----- up dn B or dn up B  
Body Slam----- <- <- Y or -> -> Y  
Hip Toss----- <- <- X or -> -> X  
Vertical Suplex----- <- <- B or -> -> B

#### TIE UP MOVES

Pile Driver----- up dn B or dn up B  
Neck Breaker----- <- or -> X  
Vertical Suplex----- <- or -> Y  
Side Buster----- <- or -> B  
Arm Wrench----- Y  
Hammer Lock----- X  
Top Wristlock----- B  
Whip----- <- <- A or -> -> A  
Switch Behind----- up up A or dn dn A

#### BEHIND MOVES

Russian Leg Sweep----- <- or -> Y  
Roll Up Pin----- <- or -> X

Belly to Back Suplex----- Y  
 Full Nelson----- X  
 Opponent on Shoulders----- B  
 Atomic Whip----- <- <- A or -> -> A

WHIP MOVES

Back Body Drop----- Y

RUNNING MOVES

Flying Head Scissors----- B  
 Drop Kick----- X  
 Running Clothesline----- Y  
 Avalanche----- Y (corner)

COUNTER MOVES

Drop Kick----- Y

CORNER MOVES

Swinging Bulldog----- up dn X or dn up X  
 Kick----- X  
 Chop----- Y  
 Climb Turnbuckle and Punch----- up Y  
 Superplex----- B  
 Whip----- <- <- A or -> -> A

TURNBUCKLE MOVES

Drop Kick----- X+A  
 Ax Handle Smash----- Y  
 Elbow Drop----- Y (down)

DAZED MOVES

Three Point Charge----- Y  
 Drop Kick----- X

DOWN MOVES

Stomp----- X (head)  
 Flip Over Neck Whip----- up dn Y or dn up Y (head)  
 Pick Up----- B (head)  
 Rear Chinlock----- Y (head)  
 Elbow Drop----- Y (side)  
 Texas Cloverleaf----- <- -> <- X or -> <- -> X (feet)  
 Knee to Leg----- Y (feet)

OUTSIDE MOVES

Standing Drop Kick----- X  
 Suicide Dive----- Y  
 Standing Leg Drop----- X (down)

SPECIAL MOVES

Pump Handle Slam----- <- -> X or -> <- X  
 Shaky Legs Knee Drop----- <- -> B or -> <- B

=====  
 Buffone  
 =====

READY MOVES

Chin Crusher----- <- or -> dn Y  
 Leg Scissor Stomp----- up dn X or dn up X  
 Shoulder Breaker----- <- or -> dn X  
 Front Back Breaker----- up dn B or dn up B

Short Arm Clothesline----- up fn Y or dn up Y  
Sidewalk Slam----- <- -> X or -> <- X  
Body Slam----- <- <- Y or -> -> Y  
Hip Toss----- <- <- X or -> -> X  
Vertical Suplex----- <- <- B or -> -> B

TIE UP MOVES

Bulldog----- <- or -> B  
Inverted Atomic Drop----- <- or -> Y  
Neck Breaker----- <- or -> X  
Arm Wrench----- Y  
Hammer Lock----- X  
Top Wristlock----- B  
Whip----- <- <- A or -> -> A  
Switch Behind----- up up A or dn dn A

BEHIND MOVES

Bulldog----- <- or -> B  
Roll Up Pin----- <- or -> X  
Sleeper Hold----- <- or -> Y  
Belly to Back Suplex----- Y  
Full Nelson----- X  
Opponent on Shoulders----- B  
Atomic Whip----- <- <- A or -> -> A

WHIP MOVES

Spine Buster----- B  
Back Body Drop----- Y

RUNNING MOVES

Running Clothesline----- Y  
Avalanche----- Y (corner)  
Running Butt Bump----- X (corner)

COUNTER MOVES

Dropkick----- Y

CORNER MOVES

Kick----- X  
Chop----- Y  
Climb Turnbuckle and Punch----- up Y  
Superplex----- B  
Whip----- <- <- A or -> -> A

TURNBUCKLE MOVES

Flying Butt Bump----- A+B  
Ax Handle Smash----- Y  
Butt Drop----- X+A (down)  
Elbow Drop----- Y (down)

DAZED MOVES

Groin Punch----- Y  
Mafia Kick----- X

DOWN MOVES

Stomp----- X (head)  
Stump Puller----- <- or -> dn Y (head)  
Pick Up----- B (head)  
Rear Chinlock----- Y (head)  
Spinning Splash----- <- or -> dn B (side)

Elbow Drop----- Y (side)  
Headbutt to Groin----- <- -> X or -> <- X (feet)  
Knee to Leg----- Y (feet)

#### OUTSIDE MOVES

Standing Leg Drop----- X  
Suicide Dive----- Y  
Standing Leg Drop----- X (down)

#### SPECIAL MOVES

Kick to Groin----- <- -> X (CORNER)  
SST----- <- or -> up B (BEHIND)

=====

Excel

=====

#### READY MOVES

Running Knee Hit----- up dn Y or dn up B  
Reverse Tiger Suplex----- <- or -> dn X  
DDT----- <- or -> up Y  
Single Arm DDT----- <- -> Y or -> <- Y  
Body Slam----- <- <- Y or -> -> Y  
Hip Toss----- <- <- X or -> -> X  
Vertical Suplex----- <- <- B or -> -> B

#### TIE UP MOVES

Power Bomb----- <- -> B or -> <- B  
Pile Driver----- <- -> Y or -> <- Y  
Three Knee Combo----- <- -> X or -> <- X  
Bearhug Slam----- <- or -> B  
Neck Breaker----- <- or -> Y  
T-Bone Suplex----- <- or -> X  
Arm Wrench----- Y  
Hammer Lock----- X  
Top Wristlock----- B  
Whip----- <- <- A or -> -> A  
Switch Behind----- up up A or dn dn A

#### BEHIND MOVES

Full Nelson Slam----- dn up Y or up dn Y  
Sleeping Neck Breaker----- <- -> X or -> <- X  
Belly to Back Suplex----- Y  
Full Nelson----- X  
Opponent on Shoulders----- B  
Atomic Whip----- <- <- A or -> -> A

#### WHIP MOVES

Power Slam----- B  
Back Body Drop----- Y

#### RUNNING MOVES

Lou Thesz Press----- X  
Running Clothesline----- Y  
Charging Clothesline----- X (corner)  
Charging Avalanche----- Y (corner)

#### COUNTER MOVES

Jump Kick----- Y

CORNER MOVES

Four Kick Combo----- up up Y or dn dn Y  
Kick----- X  
Chop----- Y  
Turnbuckle Punches----- up Y  
Superplex----- B

TURNBUCKLE MOVES

Elbow Drop----- Y (down)  
Ax Handle Smash----- Y

DAZED MOVES

Boxer Jab Combo----- Y  
Mafia Kick----- X

OUTSIDE MOVES

Standing Dropkick----- X  
Suicide Dive----- Y  
Standing Leg Drop----- X (down)

DOWN MOVES

Stomp----- X  
Pick Up----- B (head)  
Rear Chinlock----- B (head)  
Mounted Punches----- <- or -> up B (side)  
Elbow Drop----- Y (side)  
Cloverleaf----- <- or -> up X (feet)  
Knee to Leg----- Y (feet)

SPECIAL MOVES

Falling Reverse DDT----- up dn X or dn up X (READY)  
Implant DDT(F)----- up dn B or dn up B (READY)

=====  
H Slash  
=====

READY MOVES

Hair Grab Takeover----- <- -> X or -> <- X  
Snapmare----- <- or -> dn Y  
Hurricanrana----- up dn B or dn up B  
Flying Head Scissors----- <- -> Y or -> <- Y  
Drop Toe Hold----- up dn X or dn up X  
Body Slam----- <- <- Y or -> -> Y  
Hip Toss----- <- <- X or -> -> X  
Vertical Suplex----- <- <- B or -> -> B

TIE UP MOVES

Bull Dog----- <- or -> B  
Three Knee Combo----- <- or -> Y  
Leg Stretch----- <- or -> X  
Arm Wrench----- Y  
Hammer Lock----- X  
Top Wristlock----- B  
Whip----- <- <- A or -> -> A  
Switch Behind----- dn dn A or up up A

BEHIND MOVES

Bull Dog----- <- or -> B  
Russian Leg Sweep----- <- or -> Y  
Victory Roll----- <- or -> X

Belly to Back Suplex----- Y  
 Full Nelson----- X  
 Opponent on Shoulders----- B  
 Atomic Whip----- <- <- A or -> -> A

WHIP MOVES

Leg Clothesline----- X  
 Back Body Drop----- Y

RUNNING MOVES

Cross Body Block----- X  
 Running Clothesline----- Y

COUNTER MOVES

Drop Kick----- Y

CORNER MOVES

Kick----- X  
 Chop----- Y  
 Turnbuckle Punches----- up Y  
 Superplex----- B

TURNBUCKLE MOVES

Body Press----- Y+X  
 Ax Handle Smash----- Y  
 Splash----- A+B (down)  
 Elbow Drop----- Y (down)

DAZED MOVES

Inside Forearm----- Y  
 Crescent Kick----- X

OUTSIDE MOVES

Standing Dropkick----- X  
 Suicide Dive----- Y  
 Standing Leg Drop----- X (down)

DOWN MOVES

Stomp----- X  
 Leglock Chokehold----- <- -> Y or -> <- Y (head)  
 Pick Up----- B (head)  
 Rear Chinlock----- Y (head)  
 Standing Splash----- <- -> B or -> <- B (side)  
 Elbow Drop----- Y (side)  
 Leg Grapevine----- <- -> X or -> <- X (feet)  
 Knee to Leg----- Y (feet)

SPECIAL MOVES

Hurricanrana----- up dn X or dn up X (CORNER)  
 Power Bomb (F)----- <- or -> up X (TIE UP)

=====

Mack Daddy

=====

READY MOVES

Black Tiger Bomb----- <- -> <- Y or -> <- -> Y  
 Fall Away Slam----- up dn B or dn up B  
 Gorilla Press Slam----- <- -> <- B or -> <- -> B  
 Neck Breaker----- <- or -> up Y  
 Body Slam----- <- <- Y or -> -> Y



Hip Toss----- <- <- X or -> -> X  
Vertical Suplex----- <- <- B or -> -> B

#### TIE UP MOVES

Power Bomb----- <- or -> dn X  
Front Suplex----- <- or -> B  
Shoulder Breaker----- <- or -> Y  
Arm Bar----- <- or -> X  
Arm Wrench----- Y  
Hammer Lock----- X  
Top Wristlock----- B  
Whip----- <- <- A or -> -> A  
Switch Behind----- up up A or dn dn A

#### BEHIND MOVES

Neck Breaker----- <- or -> Y  
Roll Up Pin----- <- or -> X  
Belly to Back Suplex----- Y  
Full Nelson----- X  
Opponent on Shoulders----- B  
Atomic Whip----- <- <- A or -> -> A

#### WHIP MOVES

Power Slam----- B  
Back Body Drop----- Y

#### RUNNING MOVES

Flying Back Elbow----- B  
Running Clothesline----- Y  
Charging Avalanche----- Y (corner)

#### COUNTER MOVES

Drop Kick----- Y

#### CORNER MOVES

Charging Shoulder----- up up X or dn dn X  
Overhead Press----- up up Y or dn dn Y  
Kick----- X  
Chop----- Y  
Turnbuckle Punches----- up Y  
Superplex----- B

#### TURNBUCKLE MOVES

Ax Handle Smash----- Y  
Elbow Drop----- Y (down)

#### DAZED MOVES

Three Point Charge----- Y  
Drop Kick----- X

#### OUTSIDE MOVES

Standing Drop Kick----- X  
Suicide Dive----- Y  
Standing Leg Drop----- X (down)

#### DOWN MOVES

Stomp----- X  
Scissored Arm Bar----- up dn Y or dn up Y (head)  
Pick Up----- B (head)  
Rear Chinlock----- Y (head)

Elbow Drop----- Y (side)  
 Wishbone Leg Breaker----- <- -> X or -> <- X (feet)  
 Surf Board----- up dn X or dn up X (feet)  
 Knee to Leg----- Y (feet)

SPECIAL MOVES

Double Underhook Suplex----- <- or -> dn B (READY)  
 Pinning Power Bomb----- <- -> Y or -> <- Y (TIE UP)

=====

Mad Goat

=====

READY MOVES

Bare Back----- <- -> dn Y or -> <- dn Y  
 Pump Kick----- <- -> B or -> <- B  
 Sitdown Slam----- up dn Y or dn up Y  
 Deep Impact----- <- -> up Y or -> <- up Y  
 Snap Suplex----- <- -> X or -> <- X  
 DDT----- <- -> X or -> <- Y  
 Body Slam----- <- <- Y or -> -> Y  
 Hip Toss----- <- <- X or -> -> X

TIE UP MOVES

Atomic Drop----- <- or -> X  
 Bull Dog----- <- or -> B  
 Front Suplex----- <- or -> Y  
 Arm Wrench----- Y  
 Hammer Lock----- X  
 Top Wristlock----- B  
 Whip----- <- <- A or -> -> A  
 Switch Behind----- up up A or dn dn A

BEHIND MOVES

Headbutt----- <- or -> B  
 Sleeper Hold----- <- or -> Y  
 Roll Up Pin----- <- or -> X  
 Belly to Back Suplex----- Y  
 Full Nelson----- X  
 Opponent on Shoulders----- B  
 Atomic Whip----- <- <- A or -> -> A

WHIP MOVES

Boot to Face----- B  
 Back Body Drop----- Y

RUNNING MOVES

Flying Back Elbow----- X  
 Running Clothesline----- Y  
 Charging Avalanche----- Y (corner)

COUNTER MOVES

Drop Kick----- Y

CORNER MOVES

Kick----- X  
 Chop----- Y  
 Turnbuckle Punches----- up Y  
 Superplex----- B

TURNBUCKLE MOVES

Ax Handle Smash----- Y  
 Elbow Drop----- Y (down)

DAZED MOVES

Clothesline----- Y  
 Back Heel Kick----- X

OUTSIDE MOVES

Standing Dropkick----- X  
 Suicide Dive----- Y  
 Standing Leg Drop----- X (down)

DOWN MOVES

Stomp----- X  
 Chicken Choke----- <- -> dn B or -> <- dn B (head)  
 Pick Up----- B (head)  
 Rear Chinlock----- Y (head)  
 Ax Handle Smash----- <- -> B or -> <- B (side)  
 Elbow Drop----- Y (side)  
 Groin Punch----- <- -> X or -> <- X (feet)  
 Knee to Leg----- Y

SPECIAL MOVES

Beatdown Power Bomb----- up dn X or dn up X (CORNER)  
 Single Arm Slam(F)----- X (WHIP)

=====  
 Nurse  
 =====

READY MOVES

Leg Scissor Stomp----- up dn Y or dn up Y  
 Reverse Tiger Suplex----- <- -> X or -> <- X  
 Frontface DDT----- up dn B or dn up B  
 Double Underhook Suplex----- <- or -> dn Y  
 Arm Drag----- up dn X  
 Body Slam----- <- <- Y or -> -> Y  
 Hip Toss----- <- <- X or -> -> X  
 Vertical Suplex----- <- <- B or -> -> B

TIE UP MOVES

Pile Driver----- up dn up B or dn up dn B  
 Double Underhook Suplex----- <- or -> Y  
 Side Slam----- <- or -> X  
 Arm Wrench----- Y  
 Hammer Lock----- X  
 Top Wristlock----- B  
 Whip----- <- <- A or -> -> A  
 Switch Behind----- up up A or dn dn A

BEHIND MOVES

Rolling German----- <- or -> up X  
 Reverse DDT----- <- or -> Y  
 Roll Up Pin----- <- or -> X  
 Belly to Back Suplex----- Y  
 Full Nelson----- X  
 Opponent on Shoulders----- B

WHIP MOVES

Leg Clothesline----- X

Back Body Drop----- Y

RUNNING MOVES

Running Clothesline----- Y  
Monkey Flip----- X (corner)  
Charging Avalanche----- Y (corner)

COUNTER MOVES

Drop Kick----- Y

CORNER MOVES

To Rope Arm Wrench----- up up Y or dn dn Y  
Kick----- X  
Chop----- Y  
Turnbuckle Punches----- up Y  
Superplex----- B

TURNBUCKLE MOVES

Ax Handle Smash----- Y  
Elbow Drop----- Y (down)

DAZED MOVES

Windup Punch----- Y  
Drop Kick----- X

OUTSIDE MOVES

Standing Dropkick----- X  
Suicide Dive----- Y  
Standing Leg Drop----- X (down)

DOWN MOVES

Stomp----- X  
Cross Face Punch----- up dn Y or dn up Y (head)  
Pick Up----- B (head)  
Rear Chinlock----- Y (head)  
Elbow Drop----- Y (side)  
STF----- up dn X or dn up X (feet)  
Knee to Leg----- Y (feet)

SPECIAL MOVES

Underhook Headbutts----- <- or -> B (TIE UP)  
Snow Plow(F)----- <- or -> up Y (TIE UP)

=====

Santoro

=====

READY MOVES

Chin Crusher----- <- or -> up Y  
Running Knee Hit----- <- or -> up X  
BearHug----- <- -> X or -> <- X  
Gutwrench Power Bomb----- <- or -> up B  
Samoan Drop----- <- or -> dn Y  
Small Package----- up dn X or dn up X  
Body Slam----- <- <- Y or -> -> Y  
Hip Toss----- <- <- X or -> -> X  
Vertical Suplex----- <- <- B or -> -> B

TIE UP MOVES

Pile Driver----- up dn Y or dn up Y  
Samoan Drop----- <- or -> B

DDT----- <- or -> Y  
 Arm Bar----- <- or -> X  
 Arm Wrench----- Y  
 Hammer Lock----- X  
 Top Wristlock----- B  
 Whip----- <- <- A or -> -> A  
 Switch Behind----- up up A or dn dn A

BEHIND MOVES

Bull Dog----- <- or -> B  
 Russian Leg Sweep----- <- or -> Y  
 Low Blow----- <- or -> X  
 Belly to Back Suplex----- Y  
 Full Nelson----- X  
 Opponent on Shoulders----- B  
 Atomic Whip----- <- <- A or -> -> A

WHIP MOVES

Power Slam----- B  
 Back Body Drop----- Y

RUNNING MOVES

Running Clothesline----- Y  
 Charging Avalanche----- Y (corner)

COUNTER MOVES

Drop Kick----- Y

CORNER MOVES

Overhead Press----- up up B or dn dn B  
 Kick----- X  
 Chop----- Y  
 Turnbuckle Punches----- up Y  
 Superplex----- B

TURNBUCKLE MOVES

Ax Handle Smash----- Y  
 Elbow Drop----- Y (down)

DAZED MOVES

Hell Stab----- Y  
 Front Jump Kick----- X

OUTSIDE MOVES

Standing Dropkick----- X  
 Suicide Dive----- Y  
 Standing Leg Drop----- X (down)

DOWN MOVES

Stomp----- X  
 Camel Clutch----- up dn up Y or dn up dn Y (head)  
 Pick Up----- B (head)  
 Rear Chinlock----- Y (head)  
 Leg Drop----- up up B or dn dn B (side)  
 Elbow Drop----- Y (side)  
 Inverted STF----- <- or -> up X (feet)  
 Knee to Leg----- Y (feet)

SPECIAL MOVES

Turn Around Moonsault----- X+A (TURNBUCKLE, DOWN)

Gorilla Press Slam(F)----- <- -> dn B or -> <- dn B (READY)

=====

Sound Guy

=====

#### READY MOVES

Running Power Bomb----- <- -> X or -> <- X  
Superkick----- <- -> Y or -> <- Y  
Gorilla Press Slam----- up dn up Y or dn up dn Y  
Japanese Arm Drag----- <- or -> up X  
Short Arm Clothesline----- up dn X or dn up X  
Body Slam----- <- <- Y or -> -> Y  
Hip Toss----- <- <- X or -> -> X  
Vertical Suplex----- <- <- B or -> -> B

#### TIE UP MOVES

Hanging Vertical Suplex----- <- or -> B  
Big Head Punch----- <- or -> Y  
Shoulder Breaker----- <- or -> X  
Arm Wrench----- Y  
Hammer Lock----- X  
Top Wrist Lock----- B  
Whip----- <- <- A or -> -> A  
Switch Behind----- up up A or dn dn A

#### BEHIND MOVES

Sleeping Neck Breaker----- <- or -> B  
Russian Leg Sweep----- <- or -> Y  
Roll Up Pin----- <- or -> X  
Belly to Back Suplex----- Y  
Full Nelson----- X  
Opponent on Shoulders----- B  
Atomic Whip----- <- <- A or -> -> A

#### WHIP MOVES

Power Slam----- B  
Tilt A Whirl Slam----- X  
Back Body Drop----- Y

#### RUNNING MOVES

Spinning Heel Kick----- X  
Running Clothesline----- Y  
Charging Avalanche----- Y (corner)

#### COUNTER MOVES

Drop Kick----- Y

#### CORNER MOVES

Kick----- X  
Chop----- Y  
Turnbuckle Punches----- up Y

#### TURNBUCKLE MOVES

Clothesline----- Y+B  
Ax Handle Smash----- Y  
Elbow Drop----- Y (down)

#### DAZED MOVES

Haymaker----- Y  
Shuffle Side Kick----- X

OUTSIDE MOVES

Standing Drop Kick----- X  
Suicice Dive----- Y  
Standing Leg Drop----- Y (down)

DOWN MOVES

Stomp----- X  
Pick Up----- B (head)  
Rear Chinlock----- Y (head)  
Knee Drop----- up dn B or dn up B (side)  
Elbow Drop----- Y (side)  
Elevated Crab----- <- -> dn Y or -> <- dn Y (feet)  
Shuffle----- up dn X or dn up X (feet)  
Knee to Leg----- Y (feet)

SPECIAL MOVES

Flying Elbow----- A+B (TURNBUCKLE, DOWN)  
Swinging DDT----- <- -> dn Y or -> <- dn Y (READY)

=====

Trainer

=====

READY MOVES

Gutwrench PowerBomb----- up dn up B or dn up dn B  
Front Face Gutwrench----- up dn up Y or dn up dn Y  
Tiger Driver----- up dn Y or dn up Y  
Gorilla Press Slam----- up dn X or dn up X  
High Angle Suplex----- <- -> Y or -> <- Y  
Small Package----- <- -> X or -> <- X  
Body Slam----- <- <- Y or -> -> Y  
Hip Toss----- <- <- X or -> -> X  
Vertical Suplex----- <- <- B or -> -> B

TIE UP MOVES

Pinning Power Bomb----- <- or -> B  
Front Brain Buster----- <- or -> Y  
Front Suplex----- <- or -> X  
Arm Wrench----- Y  
Hammer Lock----- X  
Top Wristlock----- B  
Whip----- <- <- A or -> -> A  
Switch Behind----- up up A or dn dn A

BEHIND MOVES

Rolling German----- <- or -> B  
Tiger Suplex----- <- or -> Y  
Beast Choker----- <- or -> X  
Belly to Back Suplex----- Y  
Full Nelson----- X  
Opponent on Shoulders----- B  
Atomic Whip----- <- <- A or -> -> A

WHIP MOVES

Flap Jack----- B  
Back Body Drop----- Y

RUNNING MOVES

Spear----- X

Running Clothesline----- Y  
Splash----- X (corner)  
Charging Avalanche----- Y (corner)

#### COUNTER MOVES

Drop Kick

#### CORNER MOVES

Power Slam----- up up B or dn dn B  
Kick----- X  
Chop----- Y  
Turnbuckle Punches----- up Y  
Superplex----- B

#### TURNBUCKLE MOVES

Ax Handle Smash----- Y  
Elbow Drop----- Y (down)

#### DAZED MOVES

Crane Wing Punch----- Y  
Low Dropkick----- X

#### OUTSIDE MOVES

Standing Dropkick----- X  
Suicide Dive----- Y  
Standing Leg Drop----- X

#### DOWN MOVES

Stomp----- X  
Blatant Choke----- up dn B or dn up B (head)  
Pick Up----- B (head)  
Rear Chinlock----- Y (head)  
Spinning Splash----- up dn X or dn up X (side)  
Elbow Drop----- Y (side)  
Cloverleaf----- up dn <- Y or dn up <- Y (feet)  
Knee to Leg----- Y (feet)

#### SPECIAL MOVES

Inverted Pile Driver----- up dn Y or dn up Y (TIE UP)

=====  
6.THANK YOU's  
=====

Josh Bozarth(jbozarth@usa.com): For RVD's "Rolling Senton" move

=====  
7.NEXT REVISION  
=====

I was going to do some of the secret characters' movelists in this revision, but I decided to just finish the Jobber list guys for now. The next revision will have a few of the secret people though, like Taz, Tommy Rich, Cyrus, Louie Spiccoli, etc.

If anyone knows the Trainer's Finisher be sure to drop me a line, I'll give you full credit if you send it in.

=====  
8.ABOUT THE AUTHOR  
=====



My E-Mail address is ProfRev777@aol.com

Feel free to E-mail me with any questions or suggestions you have for this game or FAQ/Movelist. But keep in mind a few things:

1. Don't ask me about something already covered in the FAQ (i.e. "What's Sabu's Finisher?")
2. Please don't ask me when the next revision will be out and if I'll mail it to you, because I don't know and this document is easy to find at GameFAQs or my site.
3. Thank You's and contributions are always welcome!

If you have a correction, suggestion, contribution, etc mail to me and if I put it in the FAQ I'll give you full credit in the Thank You section (when one is made, which will happen when I get contributions). Usually I answer mail pretty quickly, say within a couple days, but sometimes I get really bogged down (especially when a new FAQ comes out) and it'll take awhile.

My webpage: [members.aol.com/profrev777/index.html](http://members.aol.com/profrev777/index.html)

You can find any of the FAQs I've written there, like this one. Keep up with what FAQs I'm currently planning or working on. It hasn't been updated in awhile, but that's because I don't have a webpage program anymore. Yikes! I should pick one up soon, and the updates will continue.

There's also a couple specialty pages that deal with games in-depth, and some templates, etc. Check it out if you've got a couple minutes to spare. It's not much but I'm working on it. There aren't any counters or anything, so no, I'm not begging for clicks^\_^

===  
END  
===