

Giant Gram 2000 Move List

by Professor Revolution

Updated to v0.9c on Jul 7, 2001

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* Giant Gram 2000 Move List v0.9c          *
* by Professer Revolution                  *
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----- Revision History: -----

v0.9c--HELP ME version

v0.9b--Third and final beta release

- Everyone up to Mossman is in
- Next Revision updated

v0.7b--Second Beta release

- Akiyama to Honda moves are in
- Next Revision updated

v0.5b--Beta release

- Introduction, Key, Definition sections in
- Misawa to Kobashi moves are in

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1. INTRODUCTION

=====

Welcome to my Giant Gram 2000 Move List. It hasn't been updated in a very long time. Wondering why? Well, it's because I managed to lose my Technical Guide. I'M VERY SMART! So this is a special intro to the very special HELP ME! version of this guide. Basically, if anyone wants to help the good Professer out and send him their Tech Guide(the little booklet with all the moves for all the nonsecret wrestlers in it) then you'll get a big THANK YOU. I normally wouldn't make a plea like this, but I've been getting TONS of E-Mail asking why I haven't updated. Well,

not you know, and now YOU CAN HELP! If you don't want to part with your Tech Guide, then there is another option. If you have a scanner, and want to scan the movelists of the legends(the last 10 wrestlers in the booklet) for lil' ol' me that would be awesome too. As soon as I get the pages for the legends, I'll finish the movelist and everyone will be super happy!

Now back to the original document:

Before we get to the actual info, I'm imploring all readers, webmasters, etc to PLEASE not E-Mail me about this document until it's up to version 1.0 I already know what the E-Mails will say, and right now I'm just going to tell everyone "no." No you can;t use this on your site yet, No I don't know when the next version will be out, and no I won't send you the moves for a certain wrestler individually. This will only be on GameFAQs and Wrestling Games until it gets to v1.0. Once the Move List has reached 1.0, you're welcome to E-Mail me all you want.

Thank You and Enjoy

=====
2. KEY
=====

GRAPPLE: You must grapple(Default button A) with the opponent to perform this move.

CHARGE: Hold down the button(s) needed to perform this move for varying results. Sometimes you just do more damage with a strike, hold a German Suplex for a pin, or get a whole different move altogether.

COMBO: Either a series of button presses(ex: (X)(X)(X)) or a specific combination of the D-pad and a button during a simple move to make it more powerful(Ex: For Kobashi, (B) is a Brainbuster, during the Brainbuster hit dn(B) for the Orange Crush)

For in-move combos timing is crucial! In-move combos are indented below the original move, if there are more combos from the comboed move(it happens!) they are indented even further.If there are 2 combos indented the same, then they are seperate moves and don't combo into each other. Confused? I am^^ This will help:

```
Original move----- (command)
|_1st combo move----- (command)
  |_Chain combo move----- (command)-This move combos from the 1st
|_2nd combo move----- (command)-This is a seperate combo move
```

I've also added a few tips on the timing for some moves, I'll eventually have tips for all of the combo moves.

MAX: Your Spirt Meter must be full in order to perform this move. The Spirit Meter is the flame that burns above your wrestler's name. When it is full, it will say MAX above the flames.

CORNER:You must be near one of the corners of the ring in order to use this move

ROPES: You must be near the ropes to use this move

/: When two commands are seperated with a / that means there is

more than one way to perform the particular move

(A) (B) (X) (Y): The button(s) you must press to perform the move

-> Press D-pad towards the opponent

<- Press D-pad away from the opponent

up: Press the D-pad up: Press the D-pad down

df: Press the D-pad Down and towards the opponent(diagonally)

u/b:Press the D-pad up and away from opponent(diagonally)

HCF: Half Circle Forward.Roll D-pad from <- all the way to ->
in one fluid motion

HCB: Half Circle Back. Roll D-pad from -> all the way to <- in
one fluid motion

270*:Rotate D-Pad 270 degrees. These are for Tiger's moves only. The
command the game gives you is One Complete Turn of D-pad, but
much like Street Fighter, you can cheat and only go 270*
I usually start form away(<-) and roll to up.

Roll:Continually rotate D-Pad 360 degrees

=====
3. DEFINITIONS
=====

HAMMER THROW ATTACK: When you're in control of a Grapple, hit Y to walk
back to your partner and tag them in. Hold a Double Team button combo
(A+B, X+Y, etc) as your partner enters the ring.

SUPRISE ATTACK: Use a Surprise Attack to "suprise" the other team's
non-active member with a quick attack in a Tag Match. Helpful when
you are going to pin the active member to win the match, as the
other member usually runs in to make the save. You must be near the
opponent's partner and hit a Double Team button combo.

DOUBLE ATTACK:Hit (A)+(B)/(X)+(Y) when the other team has both of
their members in and you only have1(1 on 2) for an attack that
will hit both of them. Usually knocks the 2nd member out of the
ring for a short while.

SPIRIT ATTACK:What your Wrestler will perform if you hit any of
the button combinations when it's a 2 on 2 situation. Both of your
wrestlers must be free(not performing a move or in a grapple)to
perform a Spirit Move.

UNITED ATTACK:Hit a Double Team button combo when it's a 2 on 1
situation in your favor and your wrestlers will perform a double team
attack. Each wrestler has at least 2 United Attacks. You perform United
Attack 1 when your Burning Guage is below 50%, and United Attack 2 when
it's above 50%. Some wrestlers also have United Attack 3's, these can
only be performed with a specified partner and both wrestlers' Burning
Guages must be at MAX.

=====
4. HEADERS

=====
STRIKES--These are the wrestler's striking moves
FRONT--The wrestler's moves while face to face with the opponent
SIDE--The wrestler's moves while facing the opponent's side
BACK--The wrestler's move when behind the opponent
GRAPPLE--The wrestler's moves when in a front grapple
HAMMER THROW--Moves performed after you've thrown the opponent ropes
DOWN--Moves for when the opponent is down
APRON--Moves for when the opponent is climbing into the ring
DIVE--Slingshot moves to attack an opponent outside the ring
SPECIAL COUNTERS--Special moves for when you reverse other moves
TEST OF STRENGTH--Moves performed out of a Test of Strength
SPECIAL OUTSIDE MOVES--Moves that become available out of the ring
TAG--Moves for when you are tagged into a match
DOUBLE TEAM MOVES--Moves for 2 on 1, 1 on 2, or 2 on 2 situations
PRE MATCH ATTACK--Move performed if attack before the introductions
APPEAL--Taunts and appeals to the crowd
BURNING--A wrestler's Burning Combo
PERSONAL ACTION--Wrestler specific bonuses and misc notes
=====

5.MOVE LISTS

=====

The Move Lists are listed in this order:

1. Giant Baba
2. Mitsuhashi Misawa
3. Toshiaki Kawada
4. Akira Taue
5. Kenta Kobashi
6. Jun Akiyama
7. Yoshinari Ogawa
8. Takao Omori
9. Yoshihiro Takayama
- 10.Hiroshi Hase
- 11.Tamon Honda
- 12.Masahito Kakihara
- 13.Kentaro Shiga
- 14.Stan Hansen
- 15.Vader
-
- 16.Steve Williams
- 17.Johnny Ace
- 18.Mike Barton
- 19.Johnny Smith
- 20.Wolf Hawkfield
- 21.Maunakea Mossman
- 22.Rikidozan
- 23.Jumbo Tsuruta
- 24.Bruiser Brody
- 25.Gary Albright
- 26.The Destroyer
- 27.Fritz Von Erich
- 28.Bruno Sammartino
- 29.Bobo Brazil
- 30.Gene Kiniski
- 31.Don Leo Jonathon

- 1. Giant Baba

=====

STRIKES

=====

Horizontal Chop----- (X)
charge for more damage
Combo Chop----- (X) (X)
charge for more damage
Combo Vertical Chop----- (X) (X) (X)
charge for more damage
Vertical Chop----- -> (X)
charge for more damage
Kesagiri Chop----- <- (X)
charge for more damage
Stomach Kick----- dn (X)
charge for more damage
Crown of Head Chop----- up (X)
charge for more damage

=====

FRONT

=====

High Angle Body Slam----- (B) / Grapple (B)
charge for more damage
Head Lock----- Grapple (X)
|_combo:Russian Leg Sweep----- (B) (press rapidly)
Stomping Rush----- -> (X) (corner)
Horizontal Rope Chop----- -> (X) (ropes)
charge for more damage
Giant Kitchen Sink----- <- (X) (ropes)

=====

SIDE

=====

Coconut Crusher----- (B) / Grapple (B)
|_combo:Combo Crusher----- (B)
|_combo:3rd Crusher----- (B)
Jumping Arm Breaker----- <-or-> (B) / Grapple <-or-> (B)
|_combo:Wakigatame----- (X)
Knee Crusher----- dn (B) / Grapple dn (B)
Elbow Stamp----- Grapple (X)
Arm Lock----- Grapple <-or-> (X)
|_combo:Hammer Throw----- (B)
|_combo:Wakigatame----- (X)
Leg Stomping----- Grapple dn (X)

=====

BACK

=====

Russian Leg Sweep----- (B) / Grapple (B)
Back Drop----- <- (B) / Grapple <- (B)
Atomic Drop----- dn (B) / Grapple dn (B)
charge for more damage
Sleeper Hold----- Grapple (X)
Rear Headbutt----- Grapple -> (X)
|_combo:Giant Cobra Twist----- (X)
Cobra Clutch----- Grapple dn (X)
|_combo:Giant Back Breaker----- <- -> (X) / -> <- (X)

=====

GRAPPLE

=====

Hammer Throw----- -> (B)
Hammer Throw to Corner----- -> (B) (corner)

```

Giant DDT----- <- (B)
File Driver----- dn (B)
    charge for more damage
Vertical Chop----- -> (X)
    charge for more damage
|_combo:Running Neck Breaker Drop----- -> -> (B)/<- <- (B)
=====
HAMMER THROW
=====
Horizontal Chop----- (X)
Sleeper Hold----- dn (X)
Vertical Chop----- up (X)
Running Neck Breaker Drop----- -> -> (B)/<- <- (B)
16 Ton Kick----- dn -> (X)/dn <- (X)          (MAX)
32 Ton Dropkick----- -> -> (X)/<- <- (X)          (MAX)
Shoulder Through----- ...
=====
DOWN
=====
Giant Stomping----- (X)
Giant Foot Stamp----- dn (X)
Leg Split----- -> (X)      (near legs, face up)
Half Boston Crab----- <- (X)      (near legs, face up)
|_combo:Giant STF----- -> <- (X)/<- -> (X)
Lift Up----- (A)
Drag----- dn (A)
Flip Over----- up (A)
Cover----- (B)
=====
APRON
=====
Over the Ropes Brainbuster----- -> (B)          (ropes)
=====
DIVE
=====
N/A
=====
SPECIAL REVERSALS
=====
Counter 16 Ton Kick----- Hammer Throw
Elbow Stamp Rush----- Rear Moves
|_combo:Russian Leg Sweep----- (B)
Giant DDT----- Brainbuster
Counter 16 Ton Kick----- Running to Corner
Double DDT----- Double Brainbuster
=====
TEST OF STRENGTH
=====
Giant Back Breaker----- (X)
Stomach Kick----- (A)
Shoulder Throw----- (B)
=====
OUTSIDE MOVES
=====
Hammer Throw to Railing----- Grapple -> (B)
Hammer Throw to Post----- Grapple -> (B)          (corner)
Lift Back Into Ring----- (A)/(B)          (down)
=====
TAG MOVES
=====

```

Stomach Kick-----Opponent Up

=====

DOUBLE TEAM MOVES

=====

Double Front Kick-----Hammer Throw Attack

Elbow Butt----- (X)+(A) / (X)+(Y) <Suprise Attack 1>

Shoulder Tackle----- (Y)+(B) / (A)+(B) <Suprise Attack 2>

Chops-----Double Attack

Pile Driver-----Spirit Attack

Coconut Crusher-----Spirit Attack with Tsuruta

Leg Split and Figure Four-----Spirit Attack with Destroyer

Double Back Drop-----United Attack 1

Pile Driver with Assistance-----United Attack 2

16 Ton Kick&Western Lariat-----United Attack 3 with Hansen

Big Chop&16 Ton Kick-----United Attack 3 with Rikidozan

=====

PRE MATCH ATTACK

=====

N/A

=====

APPEAL

=====

Giant Appeal----- L/R

Fighting Pose----- <-or-> + L/R

Arm Stretch----- up or dn + L/R

=====

BURNING COMBO

=====

16 Ton Kick to 32 Ton Dropkick----- L+R (in ring)

Rail Throw Rush----- L+R (outside)

2. Mitsuvara Misawa

=====

STRIKES

=====

Elbow----- (X)

Combo Elbow----- (X) (X)

Elbow Butt----- (X) (X) (X)

Rolling Elbow----- (X) (X) (X) (X)

Spin Kick----- -> (X)

Back Elbow----- <- (X)

Low Kick----- dn (X)

Drop Kick----- -> -> (X)

Rolling Elbow----- <- -> (X)

Running Elbow----- (X) while running

=====

FRONT

=====

Body Slam----- (B)/Grapple (B)

|_combo:Frozen Emerald----- -> dn (B)/<- dn (B)

Front Suplex----- <- (B)

Monkey Flip----- -> <- (B)

Tiger Driver----- -> dn (B)

|_combo:Tiger Driver'91----- dn (B) (MAX)

Head Lock----- Grapple (X)

|_combo:Elbow Butt----- (X)

Top Rope Double Arm Suplex----- -> (B)/Grapple (B) (corner)

Top Rope DDT----- -> <- (B) (corner)

Stomping Rush----- -> (X) (corner)

```

Rope Elbow Rush----- -> (X) (ropes)
|_combo:Hammer Throw----- (B)
Throw Outside----- -> -> (B) (ropes)
====
SIDE
====
Flying Mare----- (B)/Grapple (B)
|_combo:Surfboard Stretch----- (X)
|_combo:Face Lock----- dn (X)
Arm Breaker----- <-or-> (B)/Grapple <-or-> (B)
Knee Crusher----- dn (B)/Grapple dn (B)
Elbow Stamp----- Grapple (X)
Arm Lock----- Grapple <-or-> (X)
Leg Stomping----- Grapple dn (X)
====
BACK
====
Turning Back Drop----- (B)/Grapple (B)
German Suplex----- <- (B)/Grapple <- (B)
    charge to hold for pin
|_combo:Release German Suplex----- (B)
Tiger Suplex----- -> (B)/Grapple -> (B)
    charge to hold for pin
|_combo:Release Tiger Suplex----- (B)
Tiger Suplex'85----- -> <-(B)/Grapple -> <-(B) (MAX)
    charge to hold for pin
Sleeper Hold----- Grapple (X)
Rear Elbow----- Grapple -> (X)
Enziguri----- Grapple up (X)
|_combo:Camel Clutch----- (X)
=====
GRAPPLE
=====
Hammer Throw----- -> (B)
Hammer Throw to Corner----- -> (B) (corner)
DDT----- <- (B)
Tiger Driver----- dn (B)
Elbow Rush----- -> (X)
|_combo:Hammer Throw----- (B)
Jump Kick----- dn (X)
|_combo:2nd Jump Kick----- (X)
|_combo:Flip Kick----- dn (X)
Elbow Butt----- up (X)
|_combo:Double Elbow----- (X)
=====
HAMMER THROW
=====
Flying Lariat----- (X)
Drop Kick----- <-or-> (X)
Spin Kick----- ...
Corner Elbow----- Hammer Throw to corner, (X)
Leap Frog----- up (A)
Lay Down----- dn (A)
====
DOWN
====
Stomping----- (X)
Senton----- up (X)
Face Lock----- dn (X) (near head, face up)
Mounted Elbows----- -> -> (X) (near legs, face up)

```


tap rapidly for more hits

Half Boston Crab----- <- (X) (near legs, face up)
Diving Elbow----- -> (X)
Missile Kick----- -> -> (X)
Diving Neck Breaker Drop----- dn (B)
Diving Body Press----- up (B) (face up)
Lift Up----- (A)
Drag----- dn (A)
Flip Over----- up (A)
Cover----- (B)

=====

APRON

=====

Running Elbow----- (X) while running (ropes)
Sliding Kick----- dn (X) while running (ropes)
Tiger Driver to Floor----- -> dn (B) (ropes)

=====

DIVE

=====

Elbow Suicida----- -> (X)
|_combo:Feint----- (A)
|_combo:Plancha Suicida----- -> (X)
Rolling Plancha----- -> -> (X)

=====

SPECIAL REVERSALS

=====

Head Scissor Whip----- Power Bomb
Huracanrana----- Power Bomb (B.Guage 50%+)
Reverse Huracanrana----- Rana in corner(?)
Reversal Press----- Back Drop
Head Scissors Whip----- Double Team Power Bomb
Jumping High Kick----- Enziguri(?)
Land Behind Opponent----- Shoulder Through/Brain Buster
Reverse Full Nelson----- Swinging Strikes
|_combo:Tiger Driver----- -> dn (B)/<- dn (B)
|_combo:Tiger Driver'91----- dn (B) (MAX)
Counter Elbow----- Running to Corner

=====

TEST OF STRENGTH

=====

Arm Lock----- (X)
Stomach Kick----- (A)
Double Wrist Arm Throw----- (B)

=====

OUTSIDE MOVES

=====

Hammer Throw to Railing----- Grapple -> (B)
Hammer Throw to Post----- Grapple -> (B) (corner)
Lift into Ring----- (A)/(B) (down)

=====

TAG MOVES

=====

Diving Elbow----- Opponent down
Jump Kick----- Tagged in

=====

DOUBLE TEAM MOVES

=====

Double Drop Kick----- Hammer Throw Attack
Elbow Butt----- (X)+(A)/(X)+(Y) <Spirit Attack 1>
Shoulder Tackle----- (Y)+(B)/(A)+(B) <Spirit Attack 2>

Elbow----- Double Attack
Tiger Driver----- Spirit Attack
Face Lock----- Spirit Attack with Kawada
Double Brain Buster----- United Attack 1
Diving Body Press+Body Slam----- United Attack 2
Endless German Suplex----- United Attack 3 with Akiyama
Senton&Double Elbow Drop----- United Attack 3 with Kawada
Double Tiger Driver----- United Attack 3 with Ogawa

=====
PRE MATCH ATTACK
=====

Shoulder Tackle----- (A)+(B)+(X)+(Y)
=====

APPEAL
=====

Face Wipe----- L/R
Stretching----- <-or-> + L/R
Arm Stretch----- up or dn + L/R

=====
BURNING COMBO
=====

Elbow Barrage----- L+R
Railing Throw Rush----- L+R (outside)

3. Toshiaki Kawada

=====
STRIKES
=====

Binta----- (X)
Combo Binta----- (X) (X)
Stomach Kick----- (X) (X) (X)
Ubisegiri----- (X) (X) (X) (X)
Middle Kick----- -> (X)
Horizontal Chop----- <- (X)
Low Kick----- dn (X)
Yamengiri----- up (X)
Front Kick----- dn -> (X)
Drop Kick----- -> -> (X)
Ubisegiri----- -> dn (X)
Short Range Lariat----- <- -> (X)
Knuckle Punch----- -> <- (X)
Dash High Kick----- (X) while running

=====
FRONT
=====

Body Slam----- (B)/Grapple (B)
Brain Buster----- -> (B)
|_combo: Dangerous Brain Buster----- dn (B)
Head Lock----- Grapple (X)
Top Rope Brain Buster----- -> (B)/Grapple -> (B) (corner)
Kick Rush----- -> (X) (corner)
tap rapidly for more strikes
Jumping Head Kick----- -> -> (X) (corner)
Throw Outside----- -> -> (B) (ropes)
Kitchen Sink----- <- (X) (ropes)

=====
SIDE
=====

Flying Mare----- (B)/Grapple (B)
|_combo:Soccer Ball Kick----- (X)
|_combo:Stretch Plum----- dn (X)
Arm Breaker----- <-or-> (B)/Grapple <-or-> (B)
Knee Crusher----- dn (B)/Grapple dn (B)
Elbow Stamp----- Grapple (X)
|_combo:Knee Lift----- (X)
Wakigatame----- Grapple <-or-> (X)
Leg Stomping----- Grapple dn (X)

=====

BACK

=====

Back Drop----- (B)/Grapple (B)
|_combo:Dangerous Back Drop----- dn (B)
German Suplex----- <- (B)
 charge to hold for pin
|_combo:Release German Suplex----- (B)
Dragon Suplex----- dn (B)/Grapple dn (B)
 charge to hold for pin
Sleeper Hold----- Grapple (X)
Rear Lariat----- Grapple -> (X)
Rear Spinning Backhand----- Grapple <- -> (X)
Stretch Plum----- Grapple dn (X)
Enziguri----- Grapple up (X)

=====

GRAPPLE

=====

Hammer Throw----- -> (B)
Corner Hammer Throw----- -> (B) (corner)
DDT----- <- (B)
Power Bomb----- dn (B)
 charge for Kawada Cover to pin
Leg Lariat----- -> (X)
Step Kick----- dn (X)
 tap rapidly for more kicks
|_combo:Guillotine Cutter----- up (X)
Repeating Lariat----- up (X)
|_combo:Cross Arm Breaker----- <- -> (X)/-> <- (X)
Elbow Rush----- <- (X)

=====

HAMMER THROW

=====

Lariat----- (X)
Ubisegiri----- dn (X)
Power Slam----- (B)
 charge to hold for pin
Counter Kick----- ...
Corner High Kick----- (X) after hammer throw to corner

=====

DOWN

=====

Stomping----- (X)
 tap rapidly for more strikes
Jumping Knee Drop----- up (X)
Foot Stamp----- -> -> (X)
Step Kick----- dn (X) (near head, face up)
 tap rapidly for more strikes
|_combo:Guillotine Cutter----- up (X)
Chop and Kick----- -> (X) (near head, face up)
 tap rapidly for more strikes

Kawada Crab(?)----- <- (X) (near legs, face up)
Cross Arm Breaker----- -> <- (X) (near head, face up)
Stretch Plum----- -> dn (X) (near head, face up)
Lift Up----- (A)
Drag----- dn (A)
Flip Over----- up (A)
Cover----- (B)

=====
APRON

=====
Dash High Kick----- (X) while running (ropes)
Over the Rope Brain Buster----- -> (B) (ropes)

=====
DIVE

N/A

=====

SPECIAL REVERSALS
=====

| | |
|--------------------------|---------------------|
| Dragon Screw----- | Kicks |
| Reverse Press----- | Back Drop |
| Jumping High Kick----- | Enziguri(?) |
| Duck and Go Behind----- | Swinging Strikes |
| Overhead Kick----- | Various Rear Throws |
| Double Counter Kick----- | Corner Counter |
| Ganso Bomb----- | Hurracanrana |

=====

TEST OF STRENGTH
=====

| | |
|-----------------------------|-----|
| High Kick----- | (X) |
| Stomach Kick----- | (A) |
| Double Wrist Arm Throw----- | (B) |

=====

OUTSIDE MOVES
=====

| | | |
|------------------------------|------------|--------------|
| Hammer Throw to Railing----- | Grapple -> | (B) |
| Hammer Throw to Post----- | Grapple -> | (B) (corner) |
| Lift Back into Ring----- | (A)/(B) | (down) |

=====

TAG MOVES
=====

| | |
|----------------|-----------|
| High Kick----- | Tagged In |
|----------------|-----------|

=====

DOUBLE TEAM MOVES
=====

| | |
|------------------------------|------------------------------------|
| Double Front Kick----- | Hammer Throw Attack |
| Elbow Butt----- | (X)+(A)/(X)+(Y) <Suprise Attack 1> |
| Shoulder Tackle----- | (Y)+(B)/(A)+(B) <Suprise Attack 2> |
| Chop----- | Double Attack |
| Power Bomb----- | Spirit Attack |
| Stretch Plum----- | Spirit Attack with Misawa |
| Double Brain Buster----- | United Attack 1 |
| Power Bomb w/Assist----- | United Attack 2 |
| Power Bomb + Choke Slam----- | United Attack 3 with Taue |

=====

PRE MATCH ATTACK
=====

| | |
|---------------------|-----------------|
| Dash High Kick----- | (A)+(B)+(X)+(Y) |
|---------------------|-----------------|

=====

APPEAL

=====

L+R
up/dn L+R
<-/-> L+R

=====

BURNING COMBO

=====

Kawada Kick Barrage-----L+R
Railing Throw Rush-----L+R (outside)

4. Akira Taue

=====

STRIKES

=====

Chop----- (X)
Teppo----- (X) (X)
Teppo 2----- (X) (X) (X)
Teppo 3----- (X) (X) (X) (X)
Front Kick----- -> (X)
Binta----- <- (X)
Stomach Kick----- dn (X)
Jumping Vertical Chop----- up (X)
Drop Kick----- -> -> (X)
Dynamic Kick----- dn -> (X)

=====

FRONT

=====

High Angle Body Slam----- (B)/Grapple (B)
charge for more damage
|_combo:Guillotine Whip----- Charge+D-pad towards ropes (ropes)
Choke Slam----- -> <- (B)
|_combo:2nd Choke Slam----- -> <- (B)
Brain Buster----- -> (B)
Back Flip----- <- (B)
Head Lock----- Grapple (X)
|_combo:Coconut Crusher----- (B)
Top Rope Brain Buster----- -> (B)/Grapple ->(B) (corner)
Top Rope Choke Slam----- -> <- (B) (corner)
Choke Slam to Corner----- -> -> (B) (corner)
|_combo:Top Rope Choke Slam----- -> <- (B)
Stomping Rush----- -> (X) (corner)
Throw Outside----- -> -> (B) (ropes)

=====

SIDE

=====

Flying Mare----- (B)/Grapple (B)
|_combo:Face Smash----- (X)
tap rapidly to increase damage
Arm Breaker----- <-or-> (B)/Grapple <-or-> (B)
Knee Crusher----- dn (B)/Grapple dn (B)
Elbow Stamp----- Grapple (X)
Kanmeki----- Grapple <-or-> (X)
|_combo:Kanmeki Suplex----- (B) (tap rapidly)
Leg Stomping----- Grapple dn (X)

=====

BACK

=====

Back Drop----- (B)/Grapple (B)

Atomic Whip----- -> (B)/Grapple -> (B)
charge for more damage

German Suplex----- <- (B)/Grapple <- (B)
charge to hold for pin
|_combo:Release German Suplex----- (B)

Reverse Choke Slam----- -> <- (B)/Grapple -> <- (B)

Atomic Drop----- dn (B)/ Grapple dn (B)
charge for more damage
|_combo:Back Drop----- (B)
|_combo:German Suplex----- <- (B)

Sleeper Hold----- Grapple (X)
=====

GRAPPLE
=====

Hammer Throw----- -> (B)
Hammer Throw to Corner----- -> (B) (corner)
Dynamic DDT----- <- (B)
Dynamic Bomb----- dn (B)
Leg Lariat----- -> (X)
Strong Lariat----- <- (X)
Pressing Cobra Twist----- up (X)
Strong Enzugiri----- dn (X)
=====

HAMMER THROW
=====

Tackle----- (X)
Drop Kick----- <-or-> (X)
Dynamic Kick----- -> -> (X)/<- <- (X)
Power Slam----- (B)
charge to hold for pin
Running Neck Breaker Drop----- <-or-> (B)
Counter Kick----- ...
Corner High Kick----- (X) after hammer throw to corner
=====

DOWN
=====

Stomping----- (X)
Elbow Drop----- dn (X)
Boston Crab----- -> (X) (near legs, face up)
Half Boston Crab----- <- (X) (near legs, face up)
Diving Elbow Drop----- up (X)
Diving Dynamic Kick----- dn -> (X)
Lift Up----- (A)
Drag----- dn (A)
Flip Over----- up (A)
Cover----- (B)
=====

APRON
=====

Dynamic Kick----- (X) while running (ropes)
Choke Slam to Floor----- -> <- (B) (ropes)
=====

DIVE
=====

Tope Suicida----- -> (X)
=====

SPECIAL REVERSALS
=====

Counter Choke Slam----- Swinging Strike
|_combo:2nd Choke Slam----- -> <- (B)/<- -> (B)

Elbow Stamp Rush----- Various Back Throws
Counter Kick----- Corner Counter
Catch Choke Slam----- Diving Moves

=====

TEST OF STRENGTH

=====

Arm Lock----- (X)
Stomach Kick----- (A)
Carry Over----- (B)

=====

OUTSIDE MOVES

=====

Hammer Throw to Railing----- Grapple -> (B)
Hammer Throw to Post----- Grapple -> (B) (corner)
Lift Back into Ring----- (A)/(B)

=====

TAG MOVES

=====

Diving Elbow Drop----- Opponent Down
Jumping Vertical Chop----- Tagged In

=====

DOUBLE TEAM MOVES

=====

Double Front Kick----- Hammer Throw Attack
Elbow Butt----- (X)+(A)/(X)+(Y)<Suprise Attack 1>
Shoulder Tackle----- (Y)+(B)/(A)+(B)<Suprise Attack 2>
Chop----- Double Attack
Dynamic Bomb----- Spirit Attack
Double Back Drop----- United Attack 1
Choke Slam+Back Drop----- United Attack 2
Choke Slam+Power Bomb----- United Attack 3 wth Kawada
Sandwich Strong Enziguri----- United Attack 3 with Honda

=====

PRE MATCH ATTACK

=====

Dash High Kick----- (A)+(B)+(X)+(Y)

=====

APPEAL

=====

L+R
up/dn L+R
<-/-> L+R

=====

BURNING COMBO

=====

Top Rope Choke Slam----- L+R
|_combo:2nd Top Rope Choke Slam----- -> <- (B)/<- -> (B)
Railing Throw Rush----- L+R (outside)

5. Kenta Kobashi

=====

STRIKES

=====

Horizontal Chop----- (X)
Strong Horizontal Chop----- -> (X)
charge for more damage
Rolling Chop----- <- (X)
Thrash Kick----- dn (X)

```

Kesagiri Chop----- up (X)
Drop Kick----- -> -> (X)
Strong Lariat----- <- -> (X)
    charge for more damage
Rolling Sole Butt----- dn -> (X)
Dash Lariat----- (X) while running
=====
FRONT
=====
Body Slam----- (B)/Grapple (B)
Brain Buster----- -> (B)
    charge for Stalling Brain Buster
|_combo:Orange Crush----- dn (B)
|_combo:Face Buster----- <-or-> (B)
Reverse Full Nelson DDT----- <- dn (B)
Head Lock----- Grapple (X)
Top Rope Brain Buster----- -> (B)/Grapple -> (B) (corner)
Burning Hammer----- -> <- (B) (corner)
Machine Gun Horizontal Chop----- -> (X)
    tap rapidly for more strikes
Throw Outside----- -> -> (B) (ropes)
Rope Chops----- -> (X)
    tap rapidly for more strikes
Kitchen Sink----- <- (X) (ropes)
|_combo:Russian Leg Sweep----- (B)
=====
SIDE
=====
Flying Mare----- (B)/Grapple (B)
Arm Breaker----- <-or-> (B)/Grapple <-or-> (B)
Knee Crusher----- dn (B)/Grapple dn (B)
Elbow Stamp----- Grapple (X)
Arm Lock----- Grapple <-or-> (X)
|_combo:Neck Chops----- (X)
    tap rapidly for more strikes
Leg Stomping----- Grapple dn (X)
=====
BACK
=====
Stalling Back Drop----- (B)/Grapple (B)
German Suplex----- <- (B)/Grapple <- (B)
    charge to hold for pin
|_combo:Release German Suplex----- (B)
Half Nelson Suplex----- up (B)/Grapple up (B)
Sleeper Hold----- Grapple (X)
Sleeper Suplex----- <- -> (B)/-> <- (B)
Cobra Twist----- Grapple -> (X)
|_combo:Kentucky Bomb----- (B) (tap rapidly)
|_combo:Grand Cobra----- (X) (tap rapidly)
    |_combo:Rolling Cradle----- Rotate D-Pad
        keep rotating for more rolls
Enziguri----- Grapple up (X)
=====
GRAPPLE
=====
Hammer Throw----- -> (B)
Hammer Throw to Corner----- -> (B) (corner)
DDT----- <- (B)
Power Bomb----- dn (B)
    charge for Power Jack

```



```

|_combo:2nd Power Bomb----- dn (B)
    charge for Power Jack
Corner Buckle Power Bomb----- dn (B)                (corner)
Strong Horizontal Chop----- -> (X)
    charge for more damage
Neck Chop----- <- (X)
    tap rapidly for more strikes
Rolling Neck Chop----- up (X)
|_combo:Rolling Rear Neck Chop----- (X)
=====
HAMMER THROW
=====
Jumping Shoulder Tackle----- (X)
Running Neck Breaker Drop----- <-or-> (B)
Drop Kick----- <-or-> (X)
Strong Lariat----- <- -> (X)/-> <- (X)
Shoulder Through----- ...
Corner Jumping Knee----- (X) after hammer throw to corner
=====
DOWN
=====
Stomping----- (X)
    tap rapidly for more hits
Guillotine Drop----- dn (X)
Boston Crab----- -> (X)    (near legs, face up)
Half Boston Crab----- <- (X)    (near legs, face up)
Texas Clover Hold----- -> <- (X) (near legs, face up)
Strong Lift Up Lariat----- <- -> (X) (near head, face up) (MAX)
Diving Guillotine----- up (X)
Diving Shoulder Tackle----- -> -> (X)
Moonsault----- up (B)                (face up)
Lift Up----- (A)
Drag----- dn (A)
Flip Over----- up (A)
Cover----- (B)
=====
APRON
=====
Lariat----- (X) while running    (ropes)
Sliding Kick----- dn (X) while running    (ropes)
Over the Ropes Brain Buster----- -> (B)    (ropes)
    charge for Stalling Brain Buster
=====
DIVE
=====
Plancha Suicida----- -> (X)
Diving Shoulder Attack----- -> -> (X)
=====
SPECIAL REVERSALS
=====
Dragon Screw----- Kick
Full Nelson Suplex----- Swinging Strikes
Boston Crab----- Huracanrana
=====
TEST OF STRENGTH
=====
Chops----- (X)
Stomach Kick----- (A)
Double Wrist Arm Throw----- (B)
=====

```

OUTSIDE MOVES

=====

Hammer Throw to Railing----- Grapple -> (B)
Hammer Throw to Post----- Grapple -> (B) (corner)
Lift into Ring----- (A)/(B)

=====

TAG MOVES

=====

Diving Guillotine----- Opponent down
Horizontal Chop----- Tagged In

=====

DOUBLE TEAM MOVES

=====

Double Tackle----- Hammer Throw Attack
Elbow Butt----- (X)+(A)/(X)+(Y)<Suprise Attack 1>
Shoulder Tackle----- (Y)+(B)/(A)+(B)<Suprise Attack 2>
Chop----- Double Attack
Power Bomb----- Spirit Attack
Double Brain Buster----- United Attack 1
Power Bomb w/Assist----- United Attack 2
Back Drop + Power Bomb----- United Attack 3 with Akiyama
Power Bomb + Ace Crusher----- United Attack 3 with Ace
Power Bomb + Diving Body Press----- United Attack 3 with Shiga

=====

PRE MATCH ATTACK

=====

Shoulder Tackle----- (A)+(X)+(B)+(Y)

=====

APPEAL

=====

L/R
up or dn L/R
<-or-> L/R

=====

BURNING COMBO

=====

Lariat to Burning Lariat----- L+R
Railing Throw Rush----- L+R (outside)

6. Jun Akiyama

=====

STRIKES

=====

Elbow----- (X)
Combo Elbow----- (X) (X)
Elbow Butt----- (X) (X) (X)
Drop Kick----- (X) (X) (X) (X)
Binta----- -> (X)
Horizontal Chop----- <- (X)
Low Dropkick----- -> dn (X)
Drop Kick----- -> -> (X)
Rolling Lariat----- <- -> (X)
Jumping Knee Attack----- (X) while running

=====

FRONT

=====

Body Slam----- (B)/Grapple (B)
Front Suplex----- <- (B)

```

Brain Buster----- -> (B)
|_combo:Dangerous Brain Buster----- dn (B)
Tombstone Driver----- dn (B)
Exploder----- -> <- (B)
|_combo:Feint,Stomach Crusher----- dn (B)
One Hand Clutch Exploder----- <- dn (B)
Double Arm Face Buster----- -> dn (B)
Personal Action----- <- -> (B)
Head Lock----- Grapple (X)
Top Rope Brain Buster----- -> (B)/Grapple -> (B) (corner)
Top Rope Exploder----- -> <- (B) (corner)
Stomping Rush----- -> (X) (corner)
Throw Outside----- -> -> (B) (ropes)
Rope Elbow Rush----- -> (X) (ropes)
|_combo:Hammer Throw----- (X)
=====
SIDE
=====
Flying Mare----- (B)/Grapple (B)
|_combo:Snap Drop Kick----- dn (X)
Arm Breaker----- <-or-> (B)/Grapple <-or-> (B)
Knee Crusher----- dn (B)/Grapple dn (B)
Elbow Stamp----- Grapple (X)
Arm Lock----- Grapple <-or-> (X)
Leg Stomping----- Grapple dn (X)
=====
BACK
=====
Back Drop----- (B)/Grapple (B)
German Suplex----- <- (B)/Grapple <- (B)
  charge to hold for pin
|_combo:Release German Suplex----- (B)
|_combo:Rolling German Suplex----- dn (B)
  charge to hold for pin
  |_combo:Rolling Blue Thunder----- dn (B)
Blue Thunder----- Grapple dn (B)
Sleeper Hold----- Grapple (X)
Rear Elbow----- Grapple -> (X)
Enziguri----- Grapple up (X)
=====
GRAPPLE
=====
Hammer Throw----- -> (B)
Hammer Throw to Corner----- -> (B) (corner)
DDT----- <- (B)
Side Suplex----- dn (B)
Northern Lights Suplex----- up (B)
=====
HAMMER THROW
=====
Lariat----- (X)
Drop Kick----- <-or-> (X)
Single Arm Throw Over----- <-or-> (B)
Jumping Knee Attack----- ...
Corner Elbow----- (X) after hammer throw to corner
|_combo:Northern Lights Suplex Hold----- (B)
|_combo:Exploder----- <- -> (B)/-> <- (B)
Corner Jumping Knee----- up (X) after hammer throw to corner
=====
DOWN

```

=====

Stomping----- (X)
tap rapidly to increase strikes
Elbow Drop----- dn (X)
Sanrigatame (Sharpshooter/SDL)----- -> (X) (near legs, face down)
Half Boston Crab----- <- (X) (near legs, face up)
Neck & Arm Bridge----- -> <- (X) (near head, face up)
Diving Knee Drop----- up (X)
Diving Elbow----- -> -> (X)
Diving Knee Attack----- dn -> (X)
Lift Up----- (A)
Drag----- dn (A)
Flip Over----- up (A)
Cover----- (B)

=====

APRON

=====

Jumping Knee Attack----- (X) while running (ropes)
Sliding Kick----- dn (X) while running (ropes)
Calf Branding to Floor----- -> (B) (ropes)

=====

DIVE

=====

Plancha Suicida----- -> (X)

=====

SPECIAL REVERSALS

=====

Dragon Screw----- Kick
Reverse Press----- Back Drop
Land Behind----- Brain Buster, etc
Dodge into Exploder----- Swinging Strikes
Northern Lights Suplex Hold----- Front Neck Lock

=====

TEST OF STRENGTH

=====

Arm Lock----- (X)
Stomach Kick----- (A)
Double Wrist Arm Throw----- (B)

=====

OUTSIDE MOVES

=====

Hammer Throw to Railing----- Grapple -> (B)
Hammer Throw to Post----- Grapple -> (B) (corner)
Lift Back into Ring----- (A) / (B) (down)

=====

TAG MOVES

=====

Diving Knee Drop----- (X) (down)
Elbow Butt----- (X)

=====

DOUBLE TEAM MOVES

=====

Double Drop Kick----- Hammer Throw Attack
Elbow Butt----- (X) + (A) / (X) + (Y) <Suprise Attack 1>
Shoulder Tackle----- (Y) + (B) / (A) + (B) <Suprise Attack 2>
Elbow----- Double Attack
Exploder----- Spirit Attack
Double Brain Buster----- United Attack 1
Double Back Drop----- United Attack 2
Diving Lariat+Back Drop----- United Attack 3 with Kobashi

Endless German Suplexes----- United Attack 3 with Misawa

=====
PRE MATCH ATTACK
=====

Shoulder Tackle----- (A) + (B) + (X) + (Y)

=====

APPEAL

=====

L/R

up or dn L/R

<-or-> L/R

=====

BURNING COMBO

=====

Exploder Rush----- L+R

|_combo:Chain Exploders----- <- -> (B) /-> <- (B)

Hammer Throw Rush----- L+R (outside)

7. Yoshinari Ogawa

=====
STRIKES

=====

Short Punch----- (X)

2nd Punch----- (X) (X)

3rd Punch----- (X) (X) (X)

Right Hook----- (X) (X) (X)

Right Hook----- -> (X)

Binta----- <- (X)

Stomach Kick----- dn (X)

Drop Kick----- -> -> (X)

Low Drop Kick----- -> dn (X)

=====

FRONT

=====

Body Slam----- (B) / Grapple (B)

Neck Breaker Drop----- -> (B)

Front Suplex----- <- (B)

Tiger Driver----- -> dn (B)

Sliding Leg Scissors----- dn (B)

Head Lock----- Grapple (X)

|_combo:Eye Rake----- (X)

Top Rope Brain Buster----- -> (B) / Grapple (B) (corner)

Top Rope Fisherman Suplex----- -> <- (B) (corner)

Stomping Rush----- -> (X) (corner)

Rope Elbow Rush----- -> (X) (ropes)

|_combo:Hammer Throw----- (B)

Throw Outside----- -> -> (B)

=====

SIDE

=====

Flying Mare----- (B) / Grapple (B)

|_combo:Neck Figure Four (?)----- (X)

|_combo:Face Lock----- dn (X)

Arm Breaker----- <-or-> (B) / Grapple <-or-> (B)

Knee Crusher----- dn (B) / Grapple dn (B)

|_combo:Jumping Back Drop----- (B)

Elbow Stamp----- Grapple (X)

Arm Lock----- Grapple <-or-> (X)

Leg Stomping----- Grapple dn (X)

=====

BACK

=====

Jumping Back Drop----- (B)/Grapple (B)

Back Drop Hold----- <- (B)/Grapple <- (B)

Rolling Clutch Hold----- -> (B)/Grapple -> (B)

Atomic Drop----- dn (B)

charge for more damage

|_combo:Jumping Back Drop----- (B)

School Boy----- -> <- (B)/Grapple -> <- (B)

Sleeper Hold----- Grapple (X)

Rear Elbow----- Grapple -> (X)

Enziguri----- Grapple up (X)

=====

GRAPPLE

=====

Hammer Throw----- -> (B)

Hammer Throw to Corner----- -> (B) (corner)

DDT----- <- (B)

Rope Slamming----- <- (B) (ropes)

Tiger Driver----- dn (B)

Fisherman Suplex----- up (B)

Eye Rake----- up (X)

|_combo:Chin Crusher----- dn (B)

|_combo:Neck Breaker Drop----- -> (B)

|_combo:Figure Four Jack Knife----- -> <- (B)

Neck Lock and Gut Punch----- <- (X)

|_combo:Brain Buster----- (B)

Sledge Hammer----- dn (X)

=====

HAMMER THROW

=====

Sleeper Hold----- (X)

|_combo:Leg Scissor Sleeper Hold----- -> <- (X)/<- -> (X)

Drop Kick----- -> -> (X)/<- <- (X)

Leap Frog----- up (A)

Lay Down----- dn (A)

Manhattan Drop----- up (B)

Ogawa Neck Breaker Drop----- ...

Corner Elbow----- (X) after hammer throw to corner

=====

DOWN

=====

Stomping----- (X)

tap rapidly for more strikes

Foot Stamp----- up (X)

Face Lock----- dn (X) (near head, face up)

Face Cut----- -> dn (X) (near head, face up)

Sliding Leg Breaker----- <- (X) (near legs, face up)

Sanrigatame (Sharpshooter, SDL, etc)----- -> (X) (near legs, face up)

Groin Knee Stamp----- -> <- (X) (near legs, face up)

Lift Up----- (A)

Drag----- dn (A)

Flip Over----- up (A)

Cover----- (B)

=====

APRON

=====

Drop Kick----- (X) while running (ropes)

Sliding Kick----- dn (X) while running (ropes)
Over the Ropes Brain Buster----- -> (B) (ropes)

=====

DIVE

=====

N/A

=====

SPECIAL REVERSALS

=====

Small Package Hold----- Brain Buster, Front Neck Throws
Reverse Press----- Back Drop, etc
Jumping High Kick----- Enziguri(?)
Dodge----- Corner
|_combo:Second Rope Slamming----- (X)
Rolling Clutch Hold----- Shoulder Through, Hammer Throw, etc
Snap DDT----- Swinging Strikes
Reverse Chin Crusher----- Various Clutches
|_combo:Rolling Clutch Hold----- (B)
Rolling Clutch Hold----- Various Rear Holds
Small Package Hold----- Various Front Holds

=====

TEST OF STRENGTH

=====

Eye Rake----- (X)
Stomach Kick----- (A)
Double Wrist Arm Throw----- (B)

=====

OUTSIDE MOVES

=====

Hammer Throw to Railing----- Grapple -> (B)
Hammer Throw to Post----- Grapple -> (B) (ropes)
Lift Back into Ring----- (A) / (B)

=====

TAG MOVES

=====

Diving Foot Stamp----- (X) (Opponent Down)
Stomach Kick----- (X)

=====

DOUBLE TEAM MOVES

=====

Double Drop Kick----- Hammer Throw Attack
Elbow Butt----- (X) + (A) / (X) + (Y) <Suprise Attack 1>
Shoulder Tackle----- (Y) + (B) / (A) + (B) <Suprise Attack 2>
Elbow----- Double Attack
Tiger Driver----- Spirit Attack
Double Brain Buster----- United Attack 1
Double Foot Stamp+Body Slam----- United Attack 2
Crab Nip+Elbow Drop----- United Attack 3 with Misawa

=====

PRE MATCH ATTACK

=====

Shoulder Tackle----- (A) + (X) + (Y) + (B)

=====

APPEAL

=====

L/R

up or dn L/R

<-or-> L/R

=====

BURNING COMBO

=====
Back Drop Requiem----- L+R
Railing Throw Rush----- L+R (outside)

8. Takao Omori

=====
STRIKES
=====

Elbow----- (X)
Elbow Smash----- (X) (X)
Wind Up Elbow Smash----- (X) (X) (X)
charge for more damage
Chop----- -> (X)
Sledge Hammer----- <- (X)
Stomach Kick----- dn (X)
Elbow Smash----- up (X)
Wind Up Elbow Smash----- dn -> (X)
charge for more damage
Drop Kick----- -> -> (X)
Flying Heel Kick----- <- -> (X)
Axe Bomber----- (X) while running

=====
FRONT
=====

Body Slam----- (B)/Grapple (B)
Brain Buster----- -> (B)
Avalanche Hold----- <- (B)
Frankensteiner----- up (B)
Neck Breaker Drop----- dn (B)
Omori Running Neck Breaker Drop----- (B) while running
Head Lock----- Grapple (X)
Bull Dogging Head Lock----- (B) (tap rapidly)
Top Rope Brain Buster----- -> (B)/Grapple (B) (corner)
Stomping Rush----- -> (X) (corner)
Throw Outside----- -> -> (B) (ropes)
Kitchen Sink----- <- (X) (ropes)

=====
SIDE
=====

Flying Mare----- (B)/Grapple (B)
|_combo:Elbow Stab----- (X)
Arm Breaker----- <-or-> (B)/Grapple <-or-> (B)
Knee Crusher----- dn (B)/Grapple dn (B)
Elbow Stamp----- Grapple (X)
Arm Lock----- <-or-> (X)/Grapple <-or-> (X)
Leg Stomping----- Grapple dn (X)

=====
BACK
=====

Back Drop----- (B)/Grapple (B)
German Suplex----- <- (B)/Grapple <- (B)
charge to hold for pin
|_combo:Release German Suplex----- (B)
Full Nelson Bomb----- up (B)/Grapple up (B)
Dragon Suplex----- dn (B)/Grapple dn (B)
charge to hold for pin
Sleeper Hold----- Grapple (X)
Enziguri----- Grapple up (X)

=====

GRAPPLE

=====

Hammer Throw----- -> (B)
Hammer Throw to Corner----- -> (B) (corner)
DDT----- <- (B)
Pile Driver----- dn (B)
 charge for more damage
Side Buster----- up (B)
Elbow Smash----- up (X)
|_combo:Elbow Smash----- up (X)
 |_combo:Wind Up Elbow Smash----- (X)
 charge for more damage
Sledge Hammer----- dn (X)

=====

HAMMER THROW

=====

Tackle----- (X)
Drop Kick----- <-or-> (X)
Flying Hell Kick----- -> -> (X)/<- <- (X)
Axe Bomber----- <- -> (X)/<- -> (X)
Shoulder Through----- ...
Corner Elbow----- (X) after hammer throw to corner

=====

DOWN

=====

Stomping----- (X)
 tap rapidly for more strikes
Jumping Fist Drop----- <- -> (X) (near head)
Achilles Hold----- -> <- (X) (near legs, face up)
Half Boston Crab----- <- (X) (near legs, face up)
Diving Elbow Drop----- up (X)
Diving Double Knee Drop----- dn (X)
Missile Kick----- -> -> (X)
Lift Up----- (A)
Drag----- dn (A)
Flip Over----- up (A)
Cover for Pin----- (B)

=====

APRON

=====

Axe Bomber----- (X) while running (ropes)
Over the Rope Brain Buster----- -> (B) (ropes)

=====

DIVE

=====

N/A

=====

SPECIAL REVERSALS

=====

Dragon Screw----- Kick

=====

TEST OF STRENGTH

=====

Arm Lock----- (X)
Stomach Kick----- (A)
Trip Down----- (B)

=====

OUTSIDE MOVES

=====

Hammer Throw to Railing----- -> (B)
Hammer Throw to Post----- -> (B) (corner)
Lift Back into Ring----- (A)/(B) (down)

=====

TAG MOVES

=====

Diving Double Knee Drop----- (X) when opp is down
Elbow Smash----- (X)

=====

DOUBLE TEAM MOVES

=====

Double Tackle----- Hammer Throw Attack
Elbow Butt----- (X)+(A)/(X)+(Y) Suprise Attack 1
Shoulder Tackle----- (Y)+(B)/(A)+(B) Suprise Attack 2
Chop----- Double Attack
Avalanche Hold----- Spirit Attack
Double Brain Buster----- United Attack 1
Axe Bomber w/ Hold----- United Attack 2
Sandwich Axe Bomber----- United Attack 3 with Takayama

=====

PRE MATCH ATTACK

=====

Shoulder Tackle----- (A)+(X)+(Y)+(B)

=====

APPEAL

=====

L/R
<- or -> L/R
up or dn L/R

=====

BURNING COMBO

=====

Wild Express----- L+R
Railing Throw Rush----- L+R (outside)

9. Yoshihiro Takayama

=====

STRIKES

=====

Binta----- (X)
2nd Binta----- (X) (X)
Big Boot----- (X) (X) (X)
Middle Kick----- -> (X)

=====

FRONT

=====

High Angle Body Slam----- (B)/Grapple (B)
charge for more damage
Brain Buster----- -> (B)
Throwing Front Suplex----- <- (B)
Knee Lift----- Grapple (X)
tap rapidly for more strikes
|_combo:Stabbing Knee Lift----- <- -> (X)/ -> <- (X)
Top Rope Brain Buster----- -> (B)/Grapple (B) (corner)
Stomping Rush----- -> (X) (corner)
Kitchen Sink----- <- (X) (ropes)
Outside Throw----- -> -> (B) (ropes)

=====

SIDE

=====

Flying Mare----- (B)/Grapple (B)
|_combo:Soccer Ball Kick----- (X)
Arm Breaker----- <- or -> (B)/Grapple <- or -> (B)
Knee Crusher----- dn (B)/Grapple dn (B)
Elbow Stamp----- Grapple (X)
Wakigatame----- Grapple <- or -> (X)
Knee Stomping----- Grapple dn (X)

=====

BACK

=====

Back Drop----- (B)/Grapple (B)
German Suplex----- <- (B)/ Grapple <- (B)
 charge to hold for pin
|_combo:Release German Suplex----- (B)
Russian Leg Sweep----- dn (B)
|_combo:Leg Breaker----- (X)
Dangerous German Suplex----- -> <- (B)/Grapple -> <- (B)
Sleeper Hold----- Grapple (X)
|_combo:Choke Sleeper----- <- -> (X)/ -> <- (X)
Cobra Twist----- Grapple up (X)
Chicken Wing Face Lock----- dn (X)
|_combo:Crossface Lock----- <- -> (X)/-> <- (X)
Rear Elbow----- Grapple -> (X)

=====

GRAPPLE

=====

Hammer Throw----- -> (B)
Hammer Throw to corner----- -> (B) (corner)
DDT----- <- (B)
Side Suplex----- dn (B)
Knee Lift----- <- (X)
|_combo:Stabbing Knee Lift----- <- -> (X)/-> <- (X)
|_combo:Knee Lift----- (X)
 |_combo:Stabbing Knee Lift----- <- -> (X)/-> <- (X)
 |_combo:Knee Attack----- (X)
Neck Hanging----- up (X)
Sledge Hammer----- dn (X)

=====

HAMMER THROW

=====

Lariat----- (X)
Counter Elbow----- dn (X)
Tackle----- <- or -> (X)
Stabbing Knee Lift----- <- -> (X)/ -> <- (X)
Running Knee Lift----- dn -> (X)/ dn <- (X)
Big Boot----- ...
Corner Jumping Knee----- (X) after hammer throw to corner

=====

DOWN

=====

Stomping----- (X)
 tap rapidly for more strikes
Guillotine Drop----- dn (X)
King Kong Drop----- up (X)
Missile Kick----- -> -> (X)
Cross Arm Breaker----- -> <- (X) (face up, near arms)
Leg Breaker----- -> <- (X) (face up, near legs)
Achilles Hold----- -> (X) (face up, near legs)

Half Boston Crab----- <- (X) (face up, near legs)

Lift Up----- (A)

Drag----- dn (A)

charge to continue dragging

Flip over----- up (A)

Cover for Pin----- (B)

=====

APRON

=====

Tackle----- (X) while running (ropes)

Rope Guillotine Drop----- -> (X) (ropes)

Over the Ropes Brain Buster----- -> (B) (ropes)

=====

DIVE

=====

N/A

=====

SPECIAL REVERSALS

=====

Counter Kick----- Corner Reversal

Cap Shoot----- Kick

=====

TEST OF STRENGTH

=====

Knee Lift----- (X)

Stomach Kick----- (A)

Throw Over----- (B)

=====

OUTSIDE MOVES

=====

Hammer Throw to Railing----- Grapple -> (B)

Hammer Throw to Post----- Grapple -> (B) (corner)

Lift Back into Ring----- (A)/(B) (down)

=====

TAG MOVES

=====

High Kick----- (X)

=====

DOUBLE TEAM MOVES

=====

Double Tackle----- Hammer Throw Attack

Elbow Butt----- (X)+(A)/(X)+(Y) (Suprise Attack 1)

Shoulder Tackle----- (Y)+(B)/(A)+(B) (Suprise Attack 2)

Elbow----- Double Attack

Throwing Front Suplex----- Spirit Attack

Stabbing Knee Lift w/Hold----- United Attack 1

Jumping Neck Breaker+Back Drop----- United Attack 2

Big High Demolition----- United Attack 3 with Omori

Double Middle Kick----- United Attack 3 with Kakiyara

=====

PRE MATCH ATTACK

=====

Dash High Kick----- (A)+(B)+(X)+(Y)

=====

APPEAL

=====

L/R

<- or -> L/R

up or dn L/R

=====

BURNING COMBO

=====

Selfish Knee Attack----- L+R
Railing Throw Rush----- L+R (outside)

10.Hiroshi Hase

=====

STRIKES

=====

Horizional Chop----- (X)
Combo Chop----- (X) (X)
Elbow Smash----- (X) (X) (X)
Front Kick----- -> (X)
Binta----- <- (X)
Elbow Smash----- up (X)
Low Drop Kick----- -> dn (X)
Drop Kick----- -> -> (X)

=====

FRONT

=====

Body Slam----- (B)/Grapple (B)
Brain Buster----- -> (B)
Side Suplex----- dn (B)
Uranage----- -> <- (B)
|_combo:Dangerous Uranage----- dn (B)
|_combo:2nd Uranage----- -> <- (B)
 |_combo:Dangerous Uranage----- dn (B)
 |_combo:3rd Uranage----- -> <- (B)
 |_combo:Dangerous Uranage----- dn (B)
 |_combo:4th Uranage----- -> <- (B)
 |_combo:Dangerous Uranage----- dn (B)

=====

SIDE

=====

Flying Mare----- (B)/Grapple (B)
|_combo:Sleeper Hold----- (X)
Arm Breaker----- <- or -> (B)/Grapple <- or -> (B)
Knee Crusher----- dn (B)/Grapple dn (B)
Elbow Stamp----- Grapple (X)
Arm Lock----- Grapple <- or -> (X)
|_combo:Chicken Wing Face Lock----- dn (X)
Knee Stomping----- Grapple dn (X)

=====

BACK

=====

Back Drop----- (B)/ Grapple (B)
German Suplex----- <- (B)/Grapple <- (B)
 charge to hold for pin
|_combo:Release German Suplex----- (B)
Dragon Suplex----- dn (B)
 charge to hold for pin
Sleeper Hold----- Grapple (X)
Rear Headbutt----- Grapple -> (X)
Enziguri----- Grapple up (X)
|_combo:Reverse Indian Death Lock----- (X)
 tap rapidly for more strikes
 |_combo:Reverse STF----- up (X)
Giant Back Breaker----- Grapple dn (X)

=====

GRAPPLE

=====

Hammer Throw----- -> (B)
Hammer Throw to Corner----- -> (B) (corner)
DDT----- <- (B)
Power Bomb----- dn (B)
charge to hold for pin
Northern Lights Suplex----- up (B)
Octopus Hold----- dn (X)
Cobra Twist----- up (X)

=====

HAMMER THROW

=====

Lariat----- (X)
Sleeper Hold----- dn (X)
Drop Kick----- <- or -> (X)
Leap Frog----- up (A)
Lie Down----- dn (A)
Shoulder Through----- ...
Corner Elbow----- (X) after hammer throw to corner
Face Crusher----- up (X) after hammer throw to corner

=====

DOWN

=====

Stomping----- (X)
Somersault Drop----- dn (X)
Sharp Shooter----- -> (X) (face up, near legs)
Half Boston Crab----- <- (X) (face up, near legs)
|_combo:STF----- -> <- (X)/<- -> (X)
|_combo:Rolling STF----- up (X)
Figure Four Leg Lock----- -> <- (X) (face up, near legs)
Indian Death Lock----- -> dn (X) (face up, near legs)
tap rapidly for more strikes/Bintas
Giant Swing----- dn (B) (face up, near legs)
roll d-pad for more swings
Diving Elbow Drop----- up (X)
Missile Kick----- -> -> (X)
Diving Double Knee Drop----- -> dn (X)
Lift Up----- (A)
Drag----- dn (A)
Flip Over----- up (A)
Cover for Pin----- (B)

=====

APRON

=====

Drop Kick----- (X) while running (ropes)
Sliding Kick----- dn (X) while running (ropes)
Over the Ropes Brain Buster----- -> (B) (ropes)

=====

DIVE

=====

Tope con Hilo----- -> (X)

=====

SPECIAL REVERSALS

=====

Dragon Screw----- Kick
Uranage----- Swinging Strikes
|_combo:2nd Uranage----- <- -> (B)
Flip Over and Land Behind----- Brain Buster

Double Counter Kick----- Corner Reversal
Northern Lights Suplex----- Front Neck Holds

=====

TEST OF STRENGTH

=====

Arm Lock----- (X)
Stomach Kick----- (A)
Double Wrist Arm Throw----- (B)

=====

OUTSIDE MOVES

=====

Hammer Throw to Railing----- Grapple -> (B)
Hammer Throw to Post----- Grapple -> (B) (corner)
Lift Back into Ring----- (A)/(B) (down)

=====

TAG MOVES

=====

Missile Kick----- (X) while opp is down
Horizontal Chop----- (X)

=====

DOUBLE TEAM MOVES

=====

Double Tackle----- Hammer Throw Attack
Elbow Butt----- (X)+(A)/(X)+(Y) (Suprise Attack 1)
Shoulder Tackle----- (Y)+(B)/(A)+(B) (Suprise Attack 2)
Chop----- Double Attack
Uranage----- Spirit Attack
Double Brain Buster----- United Attack 1
Diving Elbow Drop+Body Slam----- United Attack 2

=====

PRE MATCH ATTACK

=====

Dash High Kick----- (A)+(B)+(X)+(Y)

=====

APPEAL

=====

L/R
<- or -> L/R
up or dn L/R

=====

BURNING COMBO

=====

Infinite Giant Swing----- L+R
roll d-pad for more swings
Railing Throw Rush----- L+R

11.Tamon Honda

=====

STRIKES

=====

Chop----- (X)
Combo Chop----- (X) (X)
Sledge Hammer----- (X) (X) (X)
Forceful Headbutt----- -> (X)
One Step Headbutt----- <- (X)
Body Blow Headbutt----- dn (X)
Drop Kick----- -> -> (X)
Short Range Lariat----- <- -> (X)

Lariat----- (X) while running

=====

FRONT

=====

Body Slam----- (B)/Grapple (B)

Brain Buster----- -> (B)

Front Suplex----- <- (B)

Airplane Spin----- -> <- (B)

|_combo:Stomach Crusher----- dn (B)

Tackle----- -> -> (B)

|_combo:Leg Breaker----- (X)

Head Lock-----Grapple (X)

|_combo:Bulldog Head Lock----- (B) tap rapidly

|_combo:Head Butt----- (X)

 |_combo:2nd Headbutt----- (X)

 |_combo:3rd Headbutt----- (X)

 |_combo:Falling Headbutt----- dn (X)

Top Rope Brain Buster----- -> (B)/Grapple (B) (corner)

Top Rope Front Suplex----- -> <- (B) (corner)

Head Butt Rush----- -> (X) (corner)

Climbing Headbutt----- -> -> (X) (corner)

Throw Outside----- -> -> (B) (ropes)

=====

SIDE

=====

Flying Mare----- (B)/Grapple (B)

Arm Breaker----- <- or -> (B)/Grapple <- or -> (B)

Knee Crusher----- dn (B)/Grapple dn (B)

Elbow Stamp----- Grapple (X)

Arm Lock----- Grapple <- or -> (X)

|_combo: Rear Headbutt----- (X)

Knee Stomping----- Grapple dn (X)

=====

BACK

=====

Slow Back Drop----- (B)/Grapple (B)

Dead End----- <- (B)/Grapple <- (B)

Sleeper Hold----- Grapple (X)

|_combo:Leg Locking Sleeper----- <- -> (X) or -> <- (X)

|_combo:Rear Headbutt----- (X)

Rear Headbutt----- Grapple -> (X)

=====

GRAPPLE

=====

Hammer Throw----- -> (B)

Hammer Throw to Corner----- -> (B) (corner)

Dynamic DDT----- <- (B)

Power Bomb----- dn (B)

 charge to hold for pin

Honda Headbutt----- -> (X)

|_combo:Honda Headbutt 2----- (X)

 |_combo:Honda Headbutt 3----- (X)

 |_combo:Falling Headbutt----- dn (X)

One Step Headbut----- up (X)

|_combo:Double Headbutt----- -> (X)

 |_combo:Triple Headbutt----- -> (X)

=====

HAMMER THROW

=====

Lariat----- (X)

Drop Kick----- <- or -> (X)
Running Neck Breaker Drop----- <- or -> (B)
Tamon's Power Do----- dn (B)
Counter Kick----- ...
Lariat----- (X) after hammer throw to corner
|_combo:Climbing Headbutt----- -> -> (X)/ <- <- (X)
====
DOWN
====
Stomping----- (X)
Elbow Drop----- up (X)
Half Boston Crab----- <- (X) (face up, near legs)
|_combo:STF----- <- -> (X)/ -> <- (X)
|_combo:Tamon's Shooter----- up (X)
Falling Headbutt----- dn (X)
Dead End----- dn (B) (face down, near legs)
Diving Headbutt----- -> -> (X)
Lift Up----- (A)
Drag----- dn (A)
Flip Over----- up (A)
Cover for Pin----- (B)
====
APRON
====
Lariat----- (X) while running (ropes)
Over the Ropes Brainbuster----- -> (B) (ropes)
====
DIVE
====
Tope Suicida----- -> (X)
====
SPECIAL REVERSALS
====
Elbow Stamp Rush----- Various Back Throws
High Angle Tamon's Power Do----- Diving Moves
Return Headbutt----- Headbutts
====
TEST OF STRENGTH
====
One Step Headbutt----- (X)
Stomach Kick----- (A)
Double Wrist Arm Throw----- (B)
====
OUTSIDE
====
Hammer Throw to Railing----- -> (B)
Hammer Throw to Post----- -> (B) (corner)
Lift Back into Ring----- (A)/(B)
====
TAG MOVES
====
Diving Headbutt----- (X) while opp is down
One Step Headbutt----- (X)
====
DOUBLE TEAM MOVES
====
Double Tackle----- Hammer Throw Attack
Elbow Butt----- (X)+(A)/(X)+(Y) (Suprise Attack 1)
Shoulder Tackle----- (Y)+(B)/(A)+(B) (Suprise Attack 2)
Elbow----- Double Attack

Airplane Spin----- Spirit Attack
Falling Headbutt w/Assistance----- United Attack 1
Diving Headbutt+Body Slam----- United Attack 2

=====

PRE MATCH ATTACK

=====

Shoulder Tackle----- (A) + (B) + (X) + (Y)

=====

APPEAL

=====

L/R

<- or -> L/R

up or dn L/R

=====

BURNING COMBO

=====

Headbutt Rush+Tamon's Power Do----- L+R

Railing Throw Rush----- L+R

12.Masahito Kakihara

=====

STRIKES

=====

Palm Strike----- (X)
2nd Strike----- (X) (X)
Lifting Palm Strike----- (X) (X) (X)
Rolling Palm Strike----- (X) (X) (X) (X)
Middle Kick----- -> (X)
Low Kick----- dn (X)
Roundhouse Kick----- up (X)
Drop Kick----- -> -> (X)
Lifting Palm Strike----- dn -> (X)
Rolling Palm Strike----- <- -> (X)
Axe Kick----- -> dn (X)
Flying Heel Kick----- (X) while running

=====

FRONT

=====

Body Slam----- (B)/Grapple (B)
Snap Brain Buster----- -> (B)
Front Suplex----- <- (B)
Kaki Cutter----- -> <- (B)
Neck and Arm Throw Over----- <- -> (B)
Head Lock----- Grapple (X)
Kick Rush----- -> (X) (corner)
tap rapidly for more strikes
Shouda(Palm Strike)Rush----- -> -> (X) (corner)
tap rapidly for more strikes
Throw Outside----- -> -> (B) (ropes)

=====

SIDE

=====

Flying Mare----- (B)/Grapple (B)
Rolling Arm Scissors----- <- or -> (B)/Grapple <- or -> (B)
Sliding Leg Scissors----- dn (B)/Grapple dn (B)
Elbow Stamp----- Grapple (X)
Standing Wakigatame----- Grapple <- or -> (X)
|_combo:Wakigatame----- dn (X)

|_combo:Russian Leg Sweep----- (B)
|_combo:Leg Breaker----- (X)
Knee Stomping----- Grapple dn (X)

====

BACK

====

Back Drop----- (B)/Grapple (B)
German Suplex----- <- (B)/Grapple <- (B)
charge to hold for pin

|_combo:Release German Suplex----- (B)
Sleeper Hold----- Grapple (X)
|_combo:Leg Lock Sleeper Hold----- <- -> (X)/ -> <- (X)
Rear Elbow----- -> (X)

=====

GRAPPLE

=====

Hammer Throw----- -> (B)
Hammer Throw to Corner----- -> (B) (corner)
DDT----- <- (B)
Side Suplex----- dn (B)
Lifting Palm Strike----- up (X)
Knee Lift----- <- (X)
|_combo:Axe Kick----- dn (X)
|_combo:2nd Knee Lift----- (X)
|_combo:Axe Kick----- dn (X)
|_combo:Knee Attack----- (X)
Axe Kick----- dn (X)

=====

HAMMER THROW

=====

Flying Heel Kick----- (X)
Running Palm Strike----- <- -> (X)/ -> <- (X)
Drop Kick----- <- or -> (X)
Lifting Palm Strike----- ...
Corner Palm Strike----- (X) after hammer throw to corner

====

DOWN

====

Stomping----- (X)
tap rapidly for more strikes
|_combo:Soccer Ball Kick----- dn (X)
Cross Arm Breaker----- -> <- (X) (face up, near arms)
Leg Breaker----- -> <- (X) (face up, near legs)
Achilles Hold----- -> (X) (face up, near legs)
Half Boston Crab----- <- (X) (face up, near legs)
Sharpshooter----- dn (X) (face up, near legs)
Lift Up----- (A)
Drag----- dn (A)
Flip Over----- up (A)
Cover for Pin----- (B)

=====

APRON

=====

Flying Heel Kick----- (X) while running (ropes)
Sliding Kick----- dn (X) while running (ropes)

====

DIVE

====

N/A

=====

SPECIAL REVERSALS

=====

???----- ???
Achilles Hold----- Kicks
|_combo:Leg Breaker----- (X)
Wakigatame----- Swinging Strikes

=====

TEST OF STRENGTH

=====

Standing Wakigatame----- (X)
Stomach Kick----- (A)
Trip Down----- (B)

=====

OUTSIDE

=====

Hammer Throw to Railing----- Grapple -> (B)
Hammer Throw to Post----- Grapple -> (B) (corner)
Lift Back into Ring----- (A)/(B) (down)

=====

TAG MOVES

=====

Middle Kick----- (X)

=====

DOUBLE TEAM MOVES

=====

Double Tackle----- Hammer Throw Attack
Elbow Butt----- (X)+(A)/(X)+(Y) (Suprise Attack 1)
Shoulder Tackle----- (Y)+(B)/(A)+(B) (Suprise Attack 2)
Elbow----- Double Attack
Kaki Cutter----- Spirit Attack
Lifting Palm Strike w/ Hold----- United Attack 1
Kick Rush w/ Hold----- United Attack 2
Double Middle Kick----- United Attack 3 with Takayama

=====

PRE MATCH ATTACK

=====

Shoulder Tackle----- (A)+(B)+(X)+(Y)

=====

APPEAL

=====

L/R
<- or -> L/R
up or dn L/R

=====

BURNING COMBO

=====

Kaki Rush----- L+R
Railing Throw Rush----- L+R (outside)

(Personal Action)

Hit (Y)+ <-, up, or dn for quick back or side steps

13.Kentaro Shiga

=====

STRIKES

=====

Elbow----- (X)

Binta----- (X) (X)
2nd Binta----- (X) (X) (X)
Drop Kick----- (X) (X) (X) (X)
Binta----- -> (X)
Stomach Kick----- dn (X)
Big Elbow Smash----- up (X)
Drop Kick----- -> -> (X)
Snap Drop Kick----- -> dn (X)
Shoulder Tackle----- (X) while running

=====

FRONT

=====

Body Slam----- (B)/Grapple (B)
Brain Buster----- -> (B)
Jumping Swinging DDT----- -> dn (B)
Head Lock----- Grapple (X)
Stomping Rush----- -> (X) (corner)
Top Rope Brain Buster----- -> (B)/Grapple (B) (corner)
Cross Arm Swinging DDT----- -> <- (B) (corner)
Kitchen Sink----- <- (X) (ropes)
Binta Rush----- -> (X) (ropes)

tap rapidly for more strikes

|_combo:Hammer Throw----- (B)
Throw Outside----- -> -> (B) (ropes)

=====

SIDE

=====

Flying Mare----- (B)/Grapple (B)
Arm Breaker----- <- or -> (B)/Grapple <- or -> (B)
Knee Crusher----- dn (B)/Grapple dn (B)
Elbow Stamp----- Grapple (X)
Arm Lock----- Grapple <- or -> (X)
Knee Stomping----- Grapple dn (X)

=====

BACK

=====

Back Drop----- (B)/Grapple (B)
German Suplex----- <- (B)/Grapple <- (B)
charge to hold for pin
|_combo:Release German Suplex----- (B)
Russian Leg Sweep----- dn (B)/Grapple dn (B)
School Boy----- -> <- (B)/Grapple -> <- (B)
Sleeper Hold----- (X)
Cobra Twist----- Grapple -> (X)
|_combo:Great Cobra----- (X) (tap rapidly)
|_combo:Rolling Cradle----- Rotate D-Pad 360'
Roll D-Pad repeatedly for more damage

=====

GRAPPLE

=====

Hammer Throw----- -> (B)
Hammer Throw to Corner----- -> (B) (corner)
DDT----- <- (B)
Second Rope Swing DDT----- <- (B) (ropes)
Fisherman Suplex----- up (B)
Neck Breaker Drop----- dn (B)
Binta Rush----- -> (X)
tap rapidly for more hits
|_combo:Hammer Throw----- (B)
Rolling Arm Scissors----- up (X)

Sledge Hammer----- dn (X)

=====

HAMMER THROW

=====

Tackle----- (X)

Drop Kick----- <- or -> (X)

Leap Frog----- up (A)

Lie Down----- dn (A)

Shoulder Through----- ...

Corner Elbow----- (X) after hammer throw to corner

|_combo:Corner Swing DDT----- (X)

=====

DOWN

=====

Stomping----- (X)

tap rapidly for more strikes

Thigh Stomping----- dn (X) (face up, near legs)

tap rapidly for more strikes

Half Boston Crab----- <- (X) (face up, near legs)

Swan Dive Missile Kick----- -> -> (X)

Swan Dive Flying Body Press----- -> -> (B) (face up)

Diving Body Press----- up (B) (face up)

Lift Up----- (A)

Drag----- dn (A)

Flip Over----- up (A)

Cover for Pin----- (B)

=====

APRON

=====

Shoulder Tackle----- (X) while running (ropes)

Swinging DDT to Floor----- -> dn (B) (ropes)

=====

DIVE

=====

Plancha Suicida----- -> (X)

=====

SPECIAL REVERSALS

=====

Rolling Cradle Hold----- Rear Catch(?)

Small Package Hold----- Brain Busters, Frontal Neck holds

Double Counter Kick----- Corner Reversal

Standing Swinging DDT----- ???

=====

TEST OF STRENGTH

=====

Arm Lock----- (X)

Stomach Kick----- (A)

Trip Over----- (B)

=====

OUTSIDE

=====

Hammer Throw to Railing----- Grapple -> (B)

Hammer Throw to Post----- Grapple -> (B) (corner)

Lift Back into Ring----- (A)/(B) (down)

=====

TAG MOVES

=====

Swan Dive Missile Kick----- (X) while opp is down

Drop Kick----- (X)

=====

DOUBLE TEAM MOVES

=====

Double Drop Kick----- Hammer Throw Attack
 Elbow Butt----- (X)+(A)/(X)+(Y) (Suprise Attack 1)
 Shoulder Tackle----- (Y)+(B)/(A)+(B) (Suprise Attack 2)
 Elbow----- Double Attack
 Jumping Swinging DDT----- Spirit Attack
 Double Brain Buster----- United Attack 1
 Hijack Swinging DDT----- United Attack 2
 Diving Body Attack + Power Bomb----- United Attack 3 with Kobashi

PRE MATCH ATTACK

=====

Shoulder Tackle----- (A)+(B)+(X)+(Y)

=====

APPEAL

=====

L/R

<- or -> L/R

up or dn L/R

=====

BURNING COMBO

=====

Triple Twister Swinging DDT----- L+R

Railing Throw Rush----- L+R (outside)

 14.Stan Hansen

=====

STRIKES

=====

Binta----- (X)
 Combo Binta----- (X) (X)
 Combo Binta 2----- (X) (X) (X)
 Tackle----- (X) (X) (X) (X)
 Body Blow----- -> (X)
 Elbow Butt----- <- (X)
 Stomach Kick----- dn (X)
 Elbow Stamp----- up (X)
 Drop Kick----- -> -> (X)
 American Football Tackle----- dn -> (X)
 Western Lariat----- <- -> (X)
 Shoulder Tackle----- (X) while running

=====

FRONT

=====

Body Slam----- (B)/ Grapple (B)
 |_combo:Hansen Elbow Drop----- up (X)
 |_combo:Cover for pin----- (B)
 Snap Brain Buster----- -> (B)
 Side Suplex----- dn (B)
 Hammer Throw----- -> <- (B)
 Head Lock----- Grapple (X)
 Top Rope Brain Buster----- -> (B)/ Grapple (B) (corner)
 Hammer Throw to Corner----- -> <- (B) (corner)
 Machine Gun Tackle----- -> -> (X) (corner)
 tap rapidly for more strikes
 Throw Outside----- -> -> (B) (ropes)
 Kitchen Sink----- <- (X) (ropes)

=====

SIDE

=====

Flying Mare----- (B) / Grapple (B)
|_combo:Elbow Stamp----- (X)
|_combo:Soccer Ball Kick----- dn (X)
Arm Breaker----- <- or -> (B) / Grapple <- or -> (B)
Knee Crusher----- dn (B) / Grapple dn (B)
Elbow Stamp----- Grapple (X)
Arm Lock----- Grapple <- or -> (X)
Knee Stomping----- Grapple dn (X)

=====

BACK

=====

Back Drop----- (B) / Grapple (B)
Sleeper Hold----- Grapple (X)
Rear Elbow----- Grapple -> (X)
Rear Headbutt----- Grapple <- -> (X)

=====

GRAPPLE

=====

Hammer Throw----- -> (B)
Hammer Throw to Corner----- -> (B) (corner)
DDT----- <- (B)
Power Bomb----- dn (B)
 charge to hold for pin
Stomach Punch----- -> (X)
Knee Lift----- <- (X)
|_combo:Elbow Stamp----- dn (X)
|_combo:Knee Lift----- (X)
 |_combo:Knee Attack----- (X)
Sledge Hammer----- dn (X)
Cobra Twist----- up (X)

=====

HAMMER THROW

=====

Counter Elbow----- (X)
Body Elbow----- dn (X)
Drop Kick----- <- or -> (X)
American Football Tackle----- dn <- or -> (X)
Western Lariat----- <- -> (X) / -> <- (X) (MAX)
Coutner Kick----- ...
Corner Elbow----- (X) after hammer throw to corner
Corner Western Lariat----- <- or -> (X) after hammer throw to corner

=====

DOWN

=====

Stomping----- (X)
 tap rapidly for more strikes
|_combo:Soccer Ball Kick----- dn (X)
Knee Drop----- dn (X)
Hansen Elbow Drop----- up (X)
|_combo:Cover for Pin----- (B)
Boston Crab----- -> (X) (face up, near legs)
Half Boston Crab----- <- (X) (face up, near legs)
Camel Clutch----- -> <- (X) (face down, near head)
Mounted Punches----- -> -> (X) (face up, near legs)
 tap rapidly for more strikes
Short Range Western Lariat----- <- -> (X) (MAX)
Lift Up----- (A)

Drag----- dn (A)
Flip Over----- up (A)
Cover for Pin----- (B)

=====

APRON

=====

Shoulder Tackle----- (X) while running (ropes)
Over the Rope Sleeper Hold----- -> (X) (ropes)
Over the Rope Brain Buster----- -> (B) (ropes)

=====

DIVE

=====

N/A

=====

SPECIAL REVERSALS

=====

Counter Kick----- Corner Reversal

=====

TEST OF STRENGTH

=====

Knee Lift----- (X)
Stomach Kick----- (A)
Trip Over----- (B)

=====

OUTSIDE

=====

Hammer Throw to Railing----- Grapple -> (B)
Hammer Throw to Post----- Grapple -> (B) (corner)
Lift Back into Ring----- (A) / (B)

=====

TAG MOVES

=====

Elbow Stamp----- (X)

=====

DOUBLE TEAM MOVES

=====

Double Tackle----- Hammer Throw Attack
Elbow Butt----- (X)+(A) / (X)+(Y) (Suprise Attack 1)
Shoulder Tackle----- (Y)+(B) / (A)+(B) (Suprise Attack 2)
Elbow----- Double Attack
Power Bomb----- Spirit Attack
Double Back Drop----- United Attack 1
Power Bomb w/Assistance----- United Attack 2
16 Mon Kick + Western Lariat----- United Attack 3 with Baba
Hammer Throw + Western Lariat----- United Attack 3 with Brody

=====

PRE MATCH ATTACK

=====

Shoulder Tackle----- (A)+(B)+(X)+(Y)

=====

APPEAL

=====

L/R

<- or -> L/R

up or dn L/R

=====

BURNING COMBO

=====

Unstoppable "danpukaa" (??)----- L+R
Railing Throw Rush----- L+R

15.Vader

=====
STRIKES
=====

Vader Hammer----- (X)
Vader Hammer 2----- (X) (X)
Vader Hammer 3----- (X) (X) (X)
Big Punch----- -> (X)
Binta----- <- (X)
Body Blow----- dn (X)
???----- up (X)
Short Range Lariat----- <- -> (X)
Vader Attack----- -> -> (X) / (X) while running

=====
FRONT
=====

High Angle Body Slam----- (B)/Grapple (B)
|_combo:Avalanche Hold----- Charge (B)
Brain Buster----- -> (B)
|_combo:Dangerous Brain Buster----- dn (B)
Front Suplex----- <- (B)
 charge to hold for pin
Choke Slam----- -> <- (B)
Head Lock----- Grapple (X)
Body Blow Rush----- -> (X) (corner)
 tap rapidly for more strikes
Vader Hammer Rush----- -> -> (X) (corner)
 tap rapidly for more strikes
Throw Outside----- -> -> (B) (ropes)

=====
SIDE
=====

Flying Mare----- (B)/ Grapple (B)
|_combo:Dragon Sleeper----- dn (X)
Jumping Arm Breaker----- <- or -> (B)/Grapple <- or -> (B)
|_combo:Wakigatame----- (X)
Knee Crusher----- dn (B)/ Grapple dn (B)
Elbow Stamp----- Grapple (X)
Wakigatame----- Grapple <- or -> (X)
Knee Stomping----- Grapple dn (X)

=====
BACK
=====

Stalling Back Drop----- (B)/ Grapple (B)
3rd Degree German Suplex----- -> <- (B)/ Grapple -> <- (B)
Reverse Power Bomb----- dn (B)/ Grapple dn (B)
Sleeper Hold----- Grapple (X)
Rear Lariat----- Grapple -> (X)

=====
GRAPPLE
=====

Hammer Throw----- -> (B)
Hammer Throw to Corner----- -> (B) (corner)
Lift Up Slam----- <- (B)
Big Crunch----- dn (B)
Avalanche Hold----- up (B)
Stomach Punch----- -> (X)

```

Vader Hammer----- <- (X)
  charge for more damage
Sledge Hammer----- dn (X)
Head Butt----- up (X)
  tap rapidly for more strikes
=====
HAMMER THROW
=====
Lariat----- (X)
Drop Kick----- <- or -> (X)
Bear Hug----- -> <- (X) or <- -> (X)
Shoulder Thru----- (B)
Vader Attack----- ...
Corner Vader Attack----- (X) after hammer throw to corner
|_combo:Reverse Splash----- dn (B)
====
DOWN
====
Stomping----- (X)
  tap rapidly for more strikes
Elbow Drop----- dn (X)
Half Boston Crab----- <- (X)          (face up, near legs)
Reverse Power Bomb----- dn (B)          (face down, near legs)
Big Van Crush----- -> -> (B)          (face up)
  charge to hold for pin
Diving Body Attack----- up (X)
Second Rope Diving Big Van Crush----- dn (B)          (face up)
Top Rope Diving Big van Crush----- dn (B)          (face up) (MAX)
Moonsault----- up (B)          (face up)
Lift Up----- (A)
Drag----- dn (A)
Flip Over----- up (A)
Cover for pin----- (B)
====
APRON
====
Vader Attack----- (X) while running          (ropes)
Over the Rope Brainbuster----- -> (B)          (ropes)
====
DIVE
====
N/A
=====
SPECIAL REVERSALS
=====
Double Counter Kick----- Corner reversal
Hip Drop----- Rolling Clutch Hold reversal
=====
TEST OF STRENGTH
=====
Wakigatame----- (X)
Stomach Kick----- (A)
Trip Over----- (B)
=====
OUTSIDE
=====
Hammer Throw to Railing----- Grapple -> (B)
Hammer Throw to Post----- Grapple -> (B)          (corner)
Lift back in to Ring----- (A)/(B)          (down)
=====

```

TAG MOVES

=====

Vader Hammer----- (X)

=====

DOUBLE TEAM MOVES

=====

Double Tackle----- Hammer Throw Attack

Elbow Butt----- (X)+(A) / (X)+(Y) (Suprise Attack 1)

Shoulder Tackle----- (B)+(Y) / (A)+(B) (Suprise Attack 2)

Vader Hammer----- Double Attack

Front Suplex----- Spirit Attack

Double Brain Buster----- United Attack 1

Power Bomb w/ Assist----- United Attack 2

=====

PRE MATCH ATTACK

=====

Shoulder Tackle----- (A) + (B) + (X) + (Y)

=====

APPEAL

=====

L/R

up or dn L/R

<- or -> L/R

=====

BURNING COMBO

=====

Destiny Hammer----- L+R

Chair Attack Rush----- L+R (outside)

16.Steve Williams

=====

STRIKES

=====

Short Punch----- (X)

2nd Short Punch----- (X) (X)

Strong Punch----- (X) (X) (X)

charge for more damage

Strong Punch----- -> (X)

charge for more damage

Horizontal Chop----- <- (X)

Stomach Kick----- dn (X)

Drop Kick----- -> -> (X)

Short Range Lariat----- <- -> (X)

Snap Drop Kick----- -> dn (X)

Shoulder Tackle----- (X) while running

=====

FRONT

=====

High Angle Body Slam----- (B) / Grapple (B)

|_combo:Oklahoma Stampede----- charge (B)

Brain Buster----- -> (B)

Head Lock----- Grapple (X)

|_combo:Throw Over----- (B) <tap rapidly>

Top Rope Oklahoma Stampede----- -> (B) / Grapple -> (B) (corner)

Corner Oklahoma Stampede----- -> <- (B) (corner)

|_combo:Continuing Oklahoma Stampede--- (B)

Stomping Rush----- -> (X) (corner)

Machine Gun Tackle----- -> -> (X) (corner)

```

    tap rapidly for more strikes
Throw Outside-----> -> (B)                                (ropes)
=====
SIDE
=====
Side Suplex----- (B)/ Grapple (B)
Arm Breaker-----<- or -> (B)/Grapple <- or-> (B)
Knee Crusher----- dn (B)/ Grapple dn (B)
Elbow Stamp----- Grapple (X)
Arm Lock----- Grapple <- or -> (X)
Knee Stomping----- Grapple dn (X)
=====
BACK
=====
Back Drop----- (B)/ Grapple (B)
|_combo:Dangerous Back Drop----- dn (B)
|_combo:Head First Back Drop----- dn (B)                                (MAX)
German Suplex-----<- (B)/ Grapple <- (B)
    charge to hold for pin
|_combo:Release German Suplex----- (B)
Release Tiger Suplex-----> (B)/ Grapple -> (B)
Sleeper Hold----- Grapple (X)
|_combo:Leg Lock Sleeper Hold-----<- -> (X)/ -> <- (X)
Rear Elbow----- Grapple -> (X)
Cobra Twist----- Grapple up (X)
Full Nelson----- Grapple dn (X)
|_combo:Release Full Nelson Suplex----- (B)                                <tap rapidly>
=====
GRAPPLE
=====
Hammer Throw-----> (B)
Hammer Throw to corner-----> (B)                                (corner)
DDT-----<- (B)
Lift Up Slam----- up (B)
    charge for more damage
Doctor Bomb----- dn (B)
Short Punch-----> (X)
|_combo:Short Punch----- (X)
    |_combo:Strong Punch----- (X)
        charge for more damage
Head Butt----- up (X)
Sledge Hammer----- dn (X)
=====
HAMMER THROW
=====
Lariat----- (X)
Power Slam----- (B)
    charge to hold for pin
Lift Up Slam----- up (B)
    charge for more damage
Spine Buster----- dn (B)
Tackle----- ...
Corner Lariat----- (X) after hammer throw to corner
Corner Handspring Attack-----<- or -> (X) after HT to corner
=====
DOWN
=====
Stomping----- (X)
    tap rapidly for more strikes
Elbow Drop----- dn (X)

```

Achilles Hold----- -> (X) (face up, near legs)
Mounted Punch----- -> -> (X) (face up, near legs)
tap rapidly for more strikes
Half Boston Crab----- <- (X) (face up, near legs)
Lift Up Strong Punch----- dn (B)
Lift Up----- (A)
Drag----- dn (A)
Flip Over----- up (A)
Cover for Pin----- (B)

=====
APRON
=====

Shoulder Tackle----- (X) while running (ropes)
Top Rope Brain Buster----- -> (B) (ropes)

=====
DIVE
=====

Tope Suicida----- -> (X)

=====
SPECIAL REVERSALS
=====

Dragon Screw----- Kick Reverse
Dangerous Back Drop----- Swing Punch Reverse

=====
TEST OF STRENGTH
=====

Strong Punch----- (X)
Stomach Kick----- (A)
Trip Over----- (B)

=====
OUTSIDE
=====

Hammer Throw to Railing----- Grapple -> (B)
Hammer Throw to Corner----- Grapple -> (B) (corner)
Lift Back into Ring----- (A)/(B) (down)

=====
TAG MOVES
=====

Strong Punch----- (X)

=====
DOUBLE TEAM MOVES
=====

Double Tackle----- Hammer Throw Attack
Elbow Butt----- (X)+(A)/(X)+(Y) Suprise Attack 1
Shoulder Tackle----- (B)+(Y)/(A)+(B) Suprise Attack 2
Chop----- Double Attack
Doctor Bomb----- Spirit Attack
Doctor Bomb w/ Assist----- United Attack 1
Double Dangerous Back Drop----- United Attack 2
Double Achilles Hold----- United Attack 3 with Albright

=====
PRE MATCH ATTACK
=====

Shoulder Tackle----- (A)+(B)+(X)+(Y)

=====
APPEAL
=====

L/R
up or dn L/R
<- or -> L/R

=====
BURNING COMBO
=====

Head Dropping Combo-----L+R
Railing Throw Rush-----L+R (outside)

17.Johnny Ace

=====
STRIKES
=====

Horizontal Chop----- (X)
Combo Elbow----- (X) (X)
Elbow Butt----- (X) (X) (X)
Front Kick----- -> (X)
Binta----- <- (X)
Stomach Kick----- dn (X)
Elbow Smash----- up (X)
Drop Kick----- -> -> (X)
Short Range Lariat----- <- -> (X)
Dash Lariat----- (X) while running

=====
FRONT
=====

Body Slam----- (B)/ Grapple (B)
Brain Buster----- -> (B)
|_combo: Dangerous Brain Buster----- dn (B)
Front Suplex----- <- (B)
Ace Crusher----- -> <- (B)
Johnny Spike----- <- dn (B)
Running Ace Crusher----- (B) while running
Head Lock----- Grapple (X)
|_combo: Elbow Smash----- (X)
Top Rope Brain Buster----- -> (B)/ Grapple (B) (corner)
Top Rope Ace Crusher----- -> <- (B) (corner)
Stomping Rush----- -> (X) (corner)
Throw Outside----- -> -> (B) (ropes)

=====
SIDE
=====

Flying Mare----- (B)/ Grapple (B)
Arm Breaker----- <- or -> (B)/ Grapple <- or -> (B)
Knee Crusher----- dn (B)/ Grapple dn (B)
Elbow Stamp----- Grapple (X)
Arm Lock----- Grapple <- or -> (X)
|_combo: Cobra Clutch----- (X)
|_combo: Cobra Clutch Suplex----- (B) <tap rapidly>
Knee Stomping----- Grapple dn (X)

=====
BACK
=====

Stalling Back Drop----- (B)/ Grapple (B)
German Suplex----- <- (B)/ Grapple <- (B)
chrage to hold for pin
|_combo: Release German Suplex----- (B)
Sleeper Hold----- Grapple (X)
Rear Elbow----- Grapple -> (X)
Cobra Clutch----- Grapple dn (X)
|_combo: Cobra Clutch Suplex----- (B) <tap rapidly>

Enziguri----- Grapple up (X)

=====

GRAPPLE

=====

Hammer Throw----- -> (B)
Hammer Throw to Corner----- -> (B) (corner)
DDT----- <- (B)
Neck Breaking Ace Crusher----- up (B)
Guillotine Ace Crusher----- dn (B)
Cobra Twist----- up (X)

=====

HAMMER THROW

=====

Lariat----- (X)
Drop Kick----- <- or -> (X)
Shoulder Thru----- (B)
Mexican Ace Crusher----- -> <- (B) / <- -> (B)
Counter Elbow----- ...
Corner Heel Kick----- up (X) after hammer throw to corner
Corner Lariat----- (X) after hammer throw to corner
|_combo:Repeating Lariat----- (X)
tap rapidly for more strikes

=====

DOWN

=====

Stomping----- (X)
tap rapidly for more strikes
Elbow Drop----- dn (X)
Guillotine Drop----- up (X)
Lift Up Cobra Clutch----- dn (X) (face up, near head)
|_combo:Cobra Clutch Suplex----- (B) <tap rapidly>
Front Neck Lock----- dn (X) (face down, near head)
|_combo:Johnny Spike----- (B) <tap rapidly>
Half Boston Crab----- <- (X) (face up, near legs)
Diving Lariat----- -> (X)
Moonsault Press----- up (B) (face up)
Lift Up----- (A)
Drag----- dn (A)
Flip Over----- up (A)
Cover for Pin----- (B)

=====

APRON

=====

Dash Lariat----- (X) while running (ropes)
Over the Rope Brain Buster----- -> (B) (ropes)
Ace Crusher to Floor----- -> <- (B) (ropes)

=====

DIVE

=====

Plancha Suicida----- -> (X)

=====

SPECIAL REVERSALS

=====

Stun Gun Ace Crusher----- Apron Move Reversal
Flip over and land behind----- Brain Buster Reversal
Counter Kick----- Corner Reversal
Duck and Go Behind----- Swinging Strikes Reversal
Catching Ace Crusher----- Diving Move Reversal

=====

TEST OF STRENGTH

=====

Arm Lock----- (X)

Stomach Kick----- (A)

Trip Over----- (B)

=====

OUTSIDE

=====

Hammer Throw to Railing----- Grapple -> (B)

Hammer Throw to Post----- Grapple -> (B) (corner)

Lift Up Back into Ring----- (A)/(B) (down)

=====

TAG MOVES

=====

Diving Lariat----- (X) when opp is down

Front Kick----- (X)

=====

DOUBLE TEAM MOVES

=====

Double Front Kick----- Hammer Throw Attack

Elbow Butt----- (X)+(A)/(X)+(Y) Suprise Attack 1

Shoulder Tackle----- (Y)+(B)/(A)+(B) Suprise Attack 2

Chop----- Double Attack

Ace Crusher----- Spirit Attack

Johnny Spike----- Spirit Attack with Barton

Diving Lariat + Back Drop----- United Attack 1

Ace Crusher + Back Drop----- United Attack 2

Ace Crusher + Power Bomb----- United Attack 3 with Kobashi

Movement Crusher----- United Attack 3 with Barton

=====

PRE MATCH ATTACK

=====

Dash High Kick----- (A)+(B)+(X)+(Y)

=====

APPEAL

=====

L/R

up or dn L/R

<- or -> L/R

=====

BURNING COMBO

=====

Final Ace Crusher----- L+R

Chair Attack Rush----- L+R (outside)

18.Mike Barton

=====

STRIKES

=====

Elbow----- (X)

Combo Elbow----- (X) (X)

Body Blow----- (X) (X) (X)

Left Hook----- (X) (X) (X) (X)

|_combo:Stabbing Left Hook----- charge 4th (X)

Left Straight Punch----- -> (X)

Body Blow----- dn (X)

Left Hook----- up (X)

|_combo:Stabbing Left Hook----- charge (X)

Drop Kick----- -> -> (X)

Golden Left----- <- -> (X)
Shoulder Tackle----- (X) while running

=====

FRONT

=====

Body Slam----- (B)/ Grapple (B)
Brain Buster----- -> (B)
 charge for Stalling Brain Buster
Shooting Tackle----- -> -> (B)
Hell Bent----- up (B)
Scrap Buster----- dn (B)
Barton Spike----- <- dn (B)
Barton Bash----- -> <- (B)
Head Lock----- Grapple (X)
Top Rope Brain Buster----- -> (B)/ Grapple (B) (corner)
Body Blow Rush----- -> (X) (corner)
 tap rapidly for more strikes
Turnbuckle Punch----- -> -> (X) (corner)
 tap rapidly for more strikes
Kitchen Sink----- <- (X) (ropes)
Throw Outside----- -> -> (B) (ropes)

=====

SIDE

=====

Flying Mare----- (B)/ Grapple (B)
Arm Breaker----- <- or -> (B)/ Grapple <-or-> (B)
Knee Crusher----- dn (B)/ Grapple dn (B)
Elbow Stamp----- Grapple (X)
Arm Lock----- Grapple <- or -> (X)
Knee Stomping----- Grapple dn (X)

=====

BACK

=====

Back Drop----- (B)/ Grapple (B)
German Suplex----- <- (B)/ Grapple <- (B)
 charge to hold for pin
|_combo:Release German Suplex----- (B)
Sleeper Hold----- Grapple (X)
Rear Elbow----- Grapple -> (X)
Cobra Twist----- Grapple up (X)

=====

GRAPPLE

=====

Hammer Throw----- -> (B)
Hammer Throw to Corner----- -> (B) (corner)
DDT----- <- (B)
Lift Up Slam----- up (B)
Power Bomb----- dn (B)
 charge to hold for pin
Front Neck Lock----- <- (X)
|_combo:Barton Spike----- (B) <tap rapidly>
Sledge Hammer----- dn (X)
Left Hook----- up (X)
|_combo:Stabbing Left Hook----- charge (X)

=====

HAMMER THROW

=====

Counter Elbow----- (X)
Drop Kick----- <- or -> (X)
Golden Left----- <- -> (X)/ -> <- (X)

Shoulder Thru----- ...

Corner Elbow----- (X) after hammer throw to corner

|_combo:Turnbuckle Punches----- -> -> (X) / <- <- (X)

tap rapidly for more strikes

====

DOWN

====

Stomping----- (X)

Elbow Drop----- up (X)

Front Neck Lock----- dn (X) (face down, near head)

|_combo:Barton Spike----- (B) <tap rapidly>

Half Boston Crab----- <- (X) (face up, near legs)

Diving Guillotine----- dn (X)

Missile Kick----- -> -> (X)

Diving Shoulder Tackle----- dn -> (X)

Lift Up----- (A)

Drag----- dn (A)

Flip Over----- up (A)

Cover for Pin----- (B)

====

APRON

====

Tackle----- (X) while running (ropes)

Over the Ropes Brain Buster----- -> (B)

charge for Stalling Brain Buster

====

DIVE

====

N/A

=====

SPECIAL REVERSALS

=====

Counter Kick----- Corner Reversal

Flip Over and land behind----- Brain Buster Reversal

Duck and Go Behind----- Swinging Strikes Reversal

Counter Golden Left----- Diving Move Reversal

=====

TEST OF STRENGTH

=====

Arm Lock----- (X)

Stomach Kick----- (A)

Trip Over----- (B)

=====

OUTSIDE

=====

Hammer Throw to Railing----- Grapple -> (B)

Hammer Throw to Post----- Grapple -> (B) (corner)

Lift Up Back into Ring----- (A) / (B) (down)

=====

TAG MOVES

=====

Diving Shoulder Tackle----- (X) while opp is down

Left Hook----- (X)

=====

DOUBLE TEAM MOVES

=====

Double Tackle----- Hammer Throw Attack

Elbow Butt----- (X)+(A) / (X)+(Y) Suprise Attack 1

Shoulder Tackle----- (Y)+(B) / (A)+(B) Suprise Attack 2

Elbow----- Double Attack

Barton Bash----- Spirit Attack
Barton Spike----- Spirit Attack with Ace
Double Brain Buster----- United Attack 1
Barton Bash w/ Assist----- United Attack 2
Movement Drop----- United Attack 3 with Ace

=====

PRE MATCH ATTACK

=====

Shoulder Tackle----- (A)+(B)+(X)+(Y)

=====

APPEAL

=====

L/R
up or dn L/R
<- or -> L/R

=====

BURNING COMBO

=====

Machine Gun Golden Left----- L+R
Chair Attack Rush----- L+R (outside)

19.Johnny Smith

=====

STRIKES

=====

Elbow Smash----- (X)
2nd Elbow Smash----- (X) (X)
Winding Elbow Smash----- (X) (X) (X)
Elbow Butt----- -> (X)
Stomach Kick----- dn (X)
Winding Elbow Smash----- up (X)
Snap Dropkick----- -> dn (X)
Drop Kick----- -> -> (X)
Short Range Lariat----- <- -> (X)
Dash Lariat----- (X) while running

=====

FRONT

=====

Body Slam----- (B) / Grapple (B)
|_combo:British Fall----- dn (B)
Brain Buster----- -> (B)
Power Slam----- <- (B)
charge to hold for pin
Arm Lock Avalanche Hold----- dn (B)
|_combo:Chicken Wing Arm Lock----- (X)
Head Lock----- Grapple (X)
|_combo:Throw Over----- (B) <tap rapidly>
|_combo:Sleeper Hold----- (X)
Stomping Rush----- -> (X) (corner)
Throw Outside----- -> -> (B) (ropes)

=====

SIDE

=====

Flying Mare----- (B) / Grapple (B)
Arm Wrench----- <-or-> (B) / Grapple <-or-> (B)
|_combo:Johnny Magic----- (X)
tap rapidly for more
Knee Crusher----- dn (B) / Grapple dn (B)

Elbow Stamp----- Grapple (X)
 Arm Lock----- Grapple <- or -> (X)
 |_combo:Elbow Stamp----- (X)
 |_combo:Elbow Stamp----- (X)
 |_combo:Vicious Arm Wrench----- (B)
 |_combo:Johnny Magic----- (X)
 tap rapidly for more strikes
 Knee Stomping----- Grapple dn (X)
 =====
 BACK
 =====
 Back Drop----- (B)/ Grapple (B)
 German Suplex----- <- (B)/ Grapple <- (B)
 charge to hold for pin
 |_combo:Release German Suplex----- (B)
 British Fall----- dn (B)
 Sleeper Hold----- Grapple (X)
 Cobra Twist----- Grapple -> (X)
 Chicken Wing Face Lock----- Grapple dn (X)
 =====
 GRAPPLE
 =====
 Hammer Throw----- -> (B)
 Hammer Throw to Corner----- -> (B) (corner)
 DDT----- <- (B)
 Death Valley Bomb----- up (B)
 Power Pratt----- dn (B)
 Single Leg Take Down----- -> (X)
 |_combo:Elbow Drop to Leg----- dn (X)
 tap rapidly for more strikes
 |_combo:Leg Lock----- dn (X)
 Wind Up Elbow Smash----- up (X)
 Stomach Kick----- dn (X)
 |_combo:Cradle Pile Driver----- (B)
 =====
 HAMMER THROW
 =====
 Lariat----- (X)
 Drop Kick----- <- or -> (X)
 Leap Frog----- up (A)
 Lie Down----- dn (A)
 Power Slam----- (B)
 charge to hold for pin
 Shoulder Through----- ...
 Corner Elbow----- (X) after Hammer Throw to Corner
 =====
 DOWN
 =====
 Stomping----- (X)
 Elbow Drop----- dn (X)
 Half Boston Crab----- <- (X) (face up, near legs)
 Elbow Drop to Leg----- -> <- (X) (face up, near legs)
 tap rapidly for more strikes
 |_combo:Leg Lock----- dn (X)
 Diving Elbow Drop----- up (X)
 Head Spring Missile Kick----- -> -> (X)
 Lift up----- (A)
 Drag----- dn (A)
 Flip Over----- up (A)
 Cover for pin----- (B)

=====

APRON

=====

Dash Lariat----- (X) while running (ropes)

Over the Ropes Brain Buster----- -> (B) (ropes)

=====

DIVE

=====

Plancha Suicida----- -> (X)

=====

SPECIAL REVERSALS

=====

Flip Over and Land Behind----- Brain Buster Reversal

Duck and Go Behind----- Swinging Strikes Reversal

???----- ???

=====

TEST OF STRENGTH

=====

Arm Lock----- (X)

Stomach Kick----- (A)

Double Wrist Arm Throw----- (B)

=====

OUTSIDE

=====

Hammer Throw to Railing----- Grapple -> (B)

Hammer Throw to Post----- Grapple -> (B) (corner)

Lift Up Back into Ring----- (A)/(B) (down)

=====

TAG MOVES

=====

Head Spring Missile Kick----- (X) while opp is down

Elbow Smash----- (X)

=====

DOUBLE TEAM MOVES

=====

Double Drop Kick----- Hammer Throw Attack

Elbow Butt----- (X)+(A)/(X)+(Y) <Suprise Attack 1>

Shoulder Tackle----- (Y)+(B)/(A)+(B) <Suprise Attack 2>

Elbow----- Double Attack

Power Slam----- Spirit Attack

Double Brain Buster----- United Attack 1

Double Back Drop----- United Attack 2

Double Guillotine Whip----- United Attack 3 with Wolf

=====

PRE MATCH ATTACK

=====

Shoulder Tackle----- (A)+(B)+(X)+(Y)

=====

APPEAL

=====

L/R

up or dn L/R

<- or -> L/R

=====

BURNING COMBO

=====

British Tornado----- L+R

Railing Throw Rush----- L+R while outside

20.Wolf Hawkfield

=====
STRIKES
=====

Elbow----- (X)
Combo Elbow----- (X) (X)
Stomach Kick----- (X) (X) (X)
Hammer Punch----- (X) (X) (X) (X)
Elbow Butt----- -> (X)
Hammer Punch----- <- (X)
Short Range Lariat----- <- -> (X)
Shoulder Tackle----- dn -> (X)
Dash Lariat----- (X) while running

=====
FRONT
=====

High Angle Body Slam----- (B)/ Grapple (B)
charge for more damage
|_combo:Double Claw----- dn (X)
|_combo:Change----- <- or -> (B)
|_combo:Front Suplex----- up (B)
|_combo:Push----- <- -> (B)/ -> <- (B)
|_combo:Short Range Lariat----- <- -> (X)
|_combo:Snap Dropkick----- -> dn (X)
|_combo:Tackle----- dn -> (X)
Brain Buster----- -> (B)
Arm Whip----- up (B)
Head Lock----- Grapple (X)
Stomping Rush----- -> (X) (corner)
Machine Gun Tackle----- -> -> (X) (corner)
tap rapidly for more strikes
Top Rope Brain Buster----- -> (B)/ Grapple (B) (corner)
Throw into Turn Buckle----- -> -> (B) (corner)
Throw Outside----- -> -> (B) (ropes)

=====
SIDE
=====

Flying Mare----- (B)/ Grapple (B)
|_combo:Back Stomping----- (X)
Arm Breaker----- <- or -> (B)/ Grapple <- or -> (B)
Knee Crusher----- dn (B)/ Grapple dn (B)
Elbow Stamp----- Grapple (X)
Arm Lock----- Grapple <- or -> (X)
|_combo:Wrist Lock Throw----- (B) <tap rapidly>
Leg Stomping----- Grapple dn (X)

=====
BACK
=====

Back Drop----- (B)/ Grapple (B)
Push----- -> (B)/ Grapple -> (B)
|_combo:Short Range Lariat----- -> (X)
|_combo:Tackle----- dn -> (X)
German Suplex----- <- (B)/ Grapple <- (B)
charge to hold for pin
|_combo:Release German Suplex----- (B)
Russian Leg Sweep----- dn (B)/ Grapple dn (B)
Sleeper Hold----- Grapple (X)
|_combo:Swing Sleeper----- <- -> (X)/ -> <- (X)

=====

GRAPPLE

=====

Hammer Throw-----> (B)
 Hammer Throw to Corner-----> (B) (corner)
 Side Suplex-----dn (B)
 |_combo:Table Drop 2-----> <- (B)/ <- -> (B)
 Lift Up Slam-----<- (B)
 Push-----up (B)
 |_combo:Short Range Lariat-----<- -> (X)
 |_combo:Snap Dropkick-----> dn (X)
 |_combo:Tackle-----dn -> (X)
 Hammer Punch-----dn (X)
 Elbow Butt-----<- (X)
 Sliding Leg Scissors-----up (X)

=====

HAMMER THROW

=====

Lariat----- (X)
 Tackle-----<- or -> (X)
 Leap Frog-----up (A)
 Lie Down-----dn (A)
 Power Slam----- (B)
 charge to hold for pin
 Bear Hug Front Suplex-----<- or -> (B)
 charge for more damage
 Table Drop-----> <- (B)/ <- -> (B)
 charge to hold for pin
 Arm Whip----- ...
 Corner Lariat----- (X) after Hammer Throw to Corner
 |_combo:DDT-----<- -> (B)

=====

DOWN

=====

Stomping----- (X)
 tap rapidly for more strikes
 Elbow Drop-----dn (X)
 Half Boston Crab-----<- (X) (face up, near legs)
 Giant Swing-----dn (B) (face up, near legs)
 tap rapidly for more swings
 Diving Shoulder Attack-----up (X)
 Diving Body Press-----up (B)
 Lift up----- (A)
 Drag-----dn (A)
 Flip over-----up (A)
 Cover for pin----- (B)

=====

APRON

=====

Dash Lariat----- (X) while running (ropes)

=====

DIVE

=====

Plancha Suicida-----> (X)

=====

SPECIAL REVERSALS

=====

???----- Full Nelson Reversal
 Flip Over and Land Behind----- Brain Buster Reversal
 Counter Kick----- Corner Reversal

=====

TEST OF STRENGTH

=====

Hammer Punch----- (X)

Stomach Kick----- (A)

Double Wrist Arm Throw----- (B)

=====

OUTSIDE

=====

Hammer Throw to Railing----- Grapple -> (B)

Hammer Throw to Post----- Grapple -> (B) (corner)

Lift Up Back into Ring----- (A)/(B) (down)

=====

TAG MOVES

=====

Diving Body Press----- (X) while opp is down

Stomach Kick----- (X)

=====

DOUBLE TEAM MOVES

=====

Double Tackle----- Hammer Throw Attack

Elbow Butt----- (X)+(A)/(X)+(Y) <Suprise Attack 1>

Shoulder Tackle----- (Y)+(B)/(A)+(B) <Suprise Attack 2>

Chop----- Double Attack

Table Drop 2----- Spirit Attack

Double Brain Buster----- United Attack 1

Diving Body Press+Body Slam----- United Attack 2

Double Guillotine Whip----- United Attack 2 with Smith

=====

PRE MATCH ATTACK

=====

Shoulder Tackle----- (A)+(B)+(X)+(Y)

=====

APPEAL

=====

L/R

up or dn L/R

<- or -> L/R

=====

BURNING COMBO

=====

Stampede Table Drop----- L+R

Railing Throw Rush----- L+R while outside

21.Maunakea Mossman

=====
STRIKES

=====

Binta----- (X)

2nd Binta----- (X) (X)

Middle Kick----- (X) (X) (X)

Head Kick----- (X) (X) (X) (X)

Middle Kick----- -> (X)

Stomach Kick----- dn (X)

Head Kick----- up (X)

Drop Kick----- -> -> (X)

Snap Drop Kick----- -> dn (X)

Rolling Sole Butt----- dn <- (X)

Zero Remorse Kick----- (X) while running

=====

FRONT

=====

Body Slam----- (B)/ Grapple (B)

Snap Brain Buster----- -> (B)

Front Suplex----- <- (B)

Hawaiian Crusher----- -> <- (B)

Running Swinging DDT----- (B) while running

Head Lock----- Grapple (X)

Kick Rush----- -> (X) (corner)

tap rapidly for more strikes

Top Rope Brain Buster----- -> (B)/ Grapple (B) (corner)

Reverse Top Rope Brain Buster----- -> <- (B) (corner)

Throw Outside----- -> -> (B) (ropes)

Kitchen Sink----- <- (X) (ropes)

=====

SIDE

=====

Flying Mare----- (B)/ Grapple (B)

Arm Breaker----- <-or-> (B)/ Grapple <-or-> (B)

Knee Crusher----- dn (B)/ Grapple dn (B)

Elbow Stamp----- Grapple (X)

Arm Lock----- Grapple <- or -> (X)

Leg Stomping----- Grapple dn (X)

=====

BACK

=====

Back Drop----- (B)/ Grapple (B)

German Suplex----- <- (B)/ Grapple <- (B)

charge to hold for pin

|_combo:Release German Suplex----- (B)

Hariken Crunch----- dn (B)/ Grapple dn (B)

Sleeper Hold----- Grapple (X)

|_combo:Leg Scissor Sleeper Hold----- <- -> (X)/ -> <- (X)

Rear Elbow----- Grapple -> (X)

Enziguri----- Grapple up (X)

=====

GRAPPLE

=====

Hammer Throw----- -> (B)

Hammer Throw to Corner----- -> (B) (corner)

DDT----- <- (B)

Second Rope Swing DDT----- <- (B) (ropes)

Northern Lights Suplex----- up (B)

Side Suplex----- dn (B)

Elbow Butt----- up (X)

Sledge Hammer----- dn (X)

=====

HAMMER THROW

=====

Zero Remorse Kick----- (X)

Drop Kick----- <- or -> (X)

Leap Frog----- up (A)

Lie Down----- dn (A)

Snap Arm Drag----- <- or -> (B)

Middle Kick----- ...

Corner Elbow----- (X) after Hammer Throw to Corner

|_combo:Northern Lights Suplex----- (B)

Corner Zero Remorse Kick----- <- or -> (X) after HT to Corner

```

|_combo:Reverse Splash----- dn (B)
=====
DOWN
=====
Stomping----- (X)
    tap rapidly for more strikes
|_combo:Soccer Ball Kick----- dn (X)
Thigh Stomping----- dn (X)          (face up, near legs)
    tap rapidly for more strikes
Sharpshooter----- -> (X)          (face up, near legs)
Half Boston Crab----- <- (X)          (face up, near legs)
Swan Dive Missile Kick----- -> -> (X)
Moonsault Press----- up (B)          (face up)
Lift up----- (A)
Drag----- dn (A)
Flip over----- up (A)
Cover for pin----- (B)
=====
APRON
=====
Zero Remorse Kick----- (X) while running          (ropes)
Sliding Kick----- dn (X) while running
Over the Ropes Brain Buster----- -> (B)          (ropes)
=====
DIVE
=====
Plancha Suicida----- -> (X)
=====
SPECIAL REVERSALS
=====
Rolling Clutch Hold----- ???
Flip Over and Land Behind----- Brain Buster Reversal
Dragon Screw----- Kick Reversal
Duck and Go Behind----- Swinging Strikes Reversal
=====
TEST OF STRENGTH
=====
Arm Lock----- (X)
Stomach Kick----- (A)
Throw Over----- (B)
=====
OUTSIDE
=====
Hammer Throw to Railing----- Grapple -> (B)
Hammer Throw to Post----- Grapple -> (B)          (corner)
Lift Up Back into Ring----- (A)/(B)          (down)
=====
TAG MOVES
=====
Swan Dive Missile Kick----- (X) while opp is down
Middle Kick----- (X)
=====
DOUBLE TEAM MOVES
=====
Double Drop Kick----- Hammer Throw Attack
Elbow Butt----- (X)+(A)/(X)+(Y) <Suprise Attack 1>
Shoulder Tackle----- (Y)+(B)/(A)+(B) <Suprise Attack 2>
Elbow----- Double Attack
Hawaiian Crusher----- Spirit Attack
Double Brain Buster----- United Attack 1

```

Kick Rush w/ Hold----- United Attack 2

=====
PRE MATCH ATTACK
=====

Shoulder Tackle----- (A)+(B)+(X)+(Y)
=====

APPEAL
=====

L/R
up or dn L/R
<- or -> L/R
=====

BURNING COMBO
=====

Hawaiian Big Whip----- L+R
Railing Throw Rush----- L+R

--

- 22.Rikidozan
- 23.Jumbo Tsuruta
- 24.Bruiser Brody
- 25.Gary Albright
- 26.The Destroyer
- 27.Fritz Von Erich
- 28.Bruno Sammartino
- 29.Bobo Brazil
- 30.Gene Kiniski
- 31.Don Leo Jonathon

=====
5. NEXT REVISION
=====

HELP ME HELP HELP ME HELP ME

As I stated in the Intro, I need a Technical Guide as I have lost mine. If anyone is willing to send their's to me, or scan in the pages of the last 10 wrestlers and E-Mail them to me, then break me off an E-Mail to te addy below. We can work something out. Scanning would be the easiest way to do this, so if anyone has the ability to do this and wants to see a complete version of this guide, PLEASE CONTACT ME! Thanks^_^

See you soon, and thanks again for your patience! =P

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6. ABOUT THE AUTHOR
=====

This is just one of a few FAQs I've written, all of which are available at GameFAQS. A few my FAQs are on various other websites (usually with proper creditO_o) as well. I hope this or any of the other FAQs I've written help you in some way, or allow you to enjoy a game more than before, or maybe just get a good read out of it.

If you have any questions about this game, or any other I've written a FAQ for, feel free to drop me an E-Mail. BUT keep in mind a few things:

- 1. Please don't ask when the next revision will be out, or if I can send it to you. I don't really have a set schedule for these things,and you can pick up the FAQ(s) at GameFAQs.

2. Please don't ask about something already covered in the FAQ. Usually once a FAQ comes out I'm swamped with E-Mails and skip ones that are covered in the FAQ. If it's really desperate I may answer, but otherwise everything I know is in the FAQ.

3. Don't mail asking for codes, I don't have a Gameshark or keep track of cheat codes or anything.

Other than that, I try to answer every single E-Mail I get and am usually pretty good at getting back to people quickly, but sometimes I lose letters in my computer or forget to keep them as new. If I don't answer in a week or so it's safe to say I screwed up somehow^_^

My E-Mail address: ProfessorRevolution@neo.rr.com

I used to have a web site, but I never updated it and now I don't even have my AOL account anymore, so I scrapped it.

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END

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