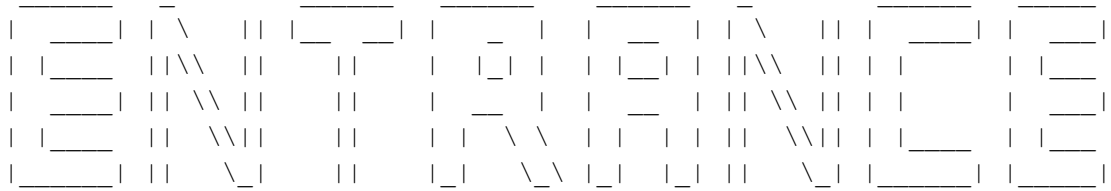
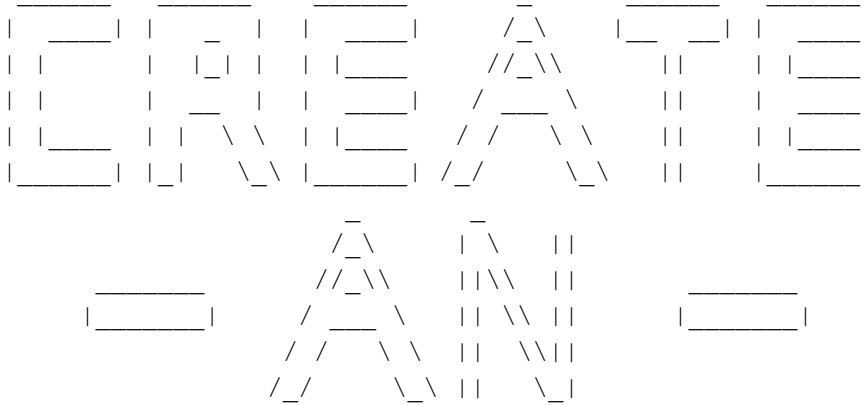


WWE WrestleMania XIX Create-An-Entrance Guide

by Foxillusion

Updated to v1.20 on Feb 6, 2005



Game: WWE Wrestlemania XIX
 Platform: Gamecube
 Author: Adam Tuck
 Version: 1.20
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I. Introduction

For those who haven't even seen this game yet (and chances are, if you're reading THIS, that doesn't apply to you), this game is worth every penny. Arguably surpassing even No Mercy's standards, this game has all sorts of amazing features that basically took Wrestlemania X8's primary idea and ran with it... about five times faster than the speed of light. This game is SUCH an improvement over its predecessor that it's not even funny. Revenge mode, ShopZone, Weaponry Grapples, extensive Create - A - Wrestler mode... However, as you probably have guessed by now, my personal favorite part of this game is the Entrance Creator...

by
far, the most in-depth entrance editor for your C.A.W.'s that's ever
been included in a wrestling game. Which is where I come in.

Now. Again, chances are that you saw this title on the GameFAQ's site,
became interested in it by the apparent difference from the other FAQs
on this site, and came in for a gander. Or perhaps you even got stuck
thinking of how exactly to make YOUR wrestler enter the arena. Well,
I'm here for two reasons... one, to supply you, the viewer, with as many
different entrances as possible, in hopes that you'll find at least one
useful (and of course, to hopefully find other people willing to
contribute to the guide). Second, to answer your questions. If you
happen to have any.

Now, we HAVE made considerable progress through this guide, although
there's still a ways to go. I'll be constantly adding to it as often as
I can. Remember, though, I'm hoping for SOME help with it, so if you'd
be so kind as to contribute to this guide by sending me an email with
an entrance, or a question, or a tip... then I will guarantee you that
it'll be answered ASAP, and even be posted right in the SMACKmail! if
you wish. So start sending those in!

II. Version History

1.0 - Al-righty-o! Finished the primary version... whew... that was a
lot of writing to transfer... six entrances to begin with, soon I'll get
some more. Glad it's done for now, though. Hopefully people will
actually use some of the stuff in this... perhaps even share a few with
me, lately I haven't been able to get MY creative juices flowing. Anyway.
I also made a failed effort at some ASCII art, that's on hiatus for
awhile, at least until I know that this guide even MAKES it to
GameFAQ's, so it'll be worth my while. If it DOES, hi!

1.01 - Got up a mail and a new entrance. I'm still working on an art
thingy, but it'll probably take an amount of time for me to finish it,
I've got a lot going on and honestly I have better things to do than
mess around with that kind of stuff. I'm still on the lookout for
someone to supply me with another entrance or two that has all the
details; camera, lights, the whole package.

1.02 - Got up two more entrances this time. They're really well done;
two individuals have been kind enough to send me COMPLETE formulas for
their entrances! This makes it look really professional and accurate,
it's excellent. I hope I'll see some more stuff like this soon! Myself,
I'm working on a couple more to post up here, along with that evasive
ASCII art.

1.10 - YES! Why is this a rather more large update? Doi! Look at the top
of this page! My trademark-terrible ASCII title is finally finished! How
lovely is this... anyways, I've got a few more entrances lined up,
hopefully I'll get THOSE posted within a few days.

1.12 - Got a few more entrances up to speed... I kind of did two updates
in one before remembering to make an entry to this thing. The guide's
looking a lot like I hoped it would, now. I may settle down. ...But not
for too long, of course. I'll be cooking up new entrance ideas in the
next little while.

1.13 - All right, all right, each and every one of you has permission to
kill me. Seriously. Now, the thing is, I just got this new bombass
computer and I've been busy setting it up. The downside is that all my
old gameFAQs files were on the old one, which is now in my basement. So
I was really lazy and didn't bother with moving them up here until now.
I apologise to everyone who has sent in an entrance that I haven't

posted yet. I've made a small update now, I'm going to go on a spree and get everything done as soon as I can. So if you DON'T see your entrance up here by Monday, THEN you REALLY have permission to kill me.

1.14 - Once again, with the computer difficulties, I'm afraid to report. Long story short, my old computer's processor died. Now we have the equivalent of a Pentium 0.3. I'm not kidding, it had to be custom-built to suck that much so our crapass computer can keep up with it. Through all this, I'm slowly starting to get my GameFAQs things back in order on my new hardware. Expect updates with all your custom entrances up soon.

1.20 - Finally. Got a whole set of new entrances up. This'll be my last update here for a while. I'll accept new Entrances for a little while longer, but then I suppose I'll close this FAQ down. I've got a good set of Entrances as it is right now. Plus, I'm getting started on an Entrance FAQ for Day of Reckoning, and that takes effort. Therefore, if you're reading this and want your entrance in, send now so I can get it up. If you sent yours and I didn't post it... my utmost apologies, it's been lost in my old computer's bowels somewhere and I won't be able to retrieve it. If you wish to resend it, then I'll take it and I'll guarantee it'll go up. If you angrily tell me I lost your old one I'll put it right up near the top, how about that? Sounds good. For now, enjoy what's here.

III. Basic Guidelines

Now, this section contains every selection you'll have to make while customizing your wrestler's entrance sequence. If you've got an entrance you'd like to share, hey, by all means, use the below stuff as a guideline to write up yours! That's why it's there.

1. Theme Music (The music that plays as your wrestler enters.)
2. Titantron (What video is displayed on the arena's titantron.)
3. Animation (Taunts, walks and other stuff your wrestler does.)
 - A. Stage (The taunt your wrestler uses as he's standing onstage.)
 - B. Ramp (The taunt your wrestler uses as he's going down the ramp.)
 - C. Ring (The taunt your wrestler uses as he's in the ring.)
 - D. General (The walk, run, dance, etc. as your wrestler advances.)
4. Effects (NOW things start getting tricky!)
 - A. Camera (Pick out every camera angle used in your entrance.)
 - I. Intro
 - II. Gate In
 - III. Stage Appeal S
 - IV. Stage Appeal 1
 - V. Go Ramp
 - VI. Ramp Appeal S
 - VII. Ramp Appeal 1
 - VIII. Go Arena
 - IX. Go Ring
 - X. Ring Appeal S
 - XI. Ring Appeal 1
 - XII. Ring Appeal 2
 - XIII. Ring Appeal 3
 - XIV. Ring Appeal 4
 - XV. Ring Appeal 5
 - XVI. Ring Appeal 6
 - B. Lighting (Select lighting effects for your wrestler here.)
 - I. Intro
 - II. Gate In
 - III. Stage Appeal S
 - IV. Stage Appeal 1

- V. Go Ramp
- VI. Ramp Appeal S
- VII. Ramp Appeal 1
- VIII. Go Arena
- IX. Go Ring
- X. Ring Appeal S
- XI. Ring Appeal 1
- XII. Ring Appeal 2
- XIII. Ring Appeal 3
- XIV. Ring Appeal 4
- XV. Ring Appeal 5
- XVI. Ring Appeal 6

C. Pyrotechnics (All explosions and such are brought to life here!)

- I. Intro
- II. Gate In
- III. Stage Appeal S
- IV. Stage Appeal 1
- V. Stage Appeal 2
- VI. Stage Appeal 3
- VII. Go Ramp
- VIII. Ramp Appeal S
- IX. Ramp Appeal 1
- X. Ramp Appeal 2
- XI. Ramp Appeal 3
- XII. Go Arena
- XIII. Go Ring
- XIV. Ring Appeal S
- XV. Ring Appeal 1
- XVI. Ring Appeal 2

5. Screen

- A. Cinema Scope (Movie-up your entrance with this feature.)

6. Unique

- A. Bike (Punk off 'Taker's Motorcycle with this feature!)
- B. Mattitude (Use Matt Hardy's internet window, Matt facts and all!)

7. Option (If it didn't fit into another category... it's here.)

- A. Start Position - Left, Right, Centre. (Select where your wrestler enters the arena from.)
- B. Start Wait - *In Seconds* (How long your wrestler waits before entering at the above location.)
- C. Appeal Point - On Stage, In Gate. (Where your "Stage Appeal" animation occurs... on the stage or in the gate. The stage is just at the top of the ramp, the gate is the entrance point to the arena.)
- D. Telop Point - Gate, Stage, Road, Ring. (At which point your wrestler's name is displayed at the bottom of the screen.)
- E. Group - Raw, SMACKDOWN! (Which show your wrestler performs on.)

...And that's all there is to it! I know, it's a good deal of stuff, but hey! That's what makes it so customisable and cool!

IV. Entrance Emporium

If you want to send us in YOUR masterpiece of an entrance, drop me a SMACKmail at the address in the Contact Info section pertaining to the above guidelines/below examples (please include name of entrance, your desired signature, and description of the entrance), putting in as much information about camera, lighting, etc. as you deem necessary to get the desired effect. If you're here to find an entrance for YOUR wrestler, then... you're at the right place, my friend. Okay, no more introduction. Here come the entrances.

1. FIERY ENTRANCE

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Contributed by Adam

Description: This entrance is for... well, I guess a bigger, more powerful (and yet energetic) character, and it has lots of fire and booms in it. It says, "Here comes the apocalypse, now get the hell out of his way," you know? Not only that, but you get to... kinda see your screen explode. Pretty neat.

1. Theme Music - Randy Orton

2. Titantron - Al Snow (But you can change this if you wish.)

3. Animation

A. Stage - Rock

B. Ramp - None

C. Ring - Al Snow

D. General - Rock 02

4. Effects

A. Camera

I. Intro - Intro 7

II. Gate In - HD 1 Stage 3

III. Stage Appeal S - Continue

IV. Stage Appeal 1 - Continue

V. Go Ramp - HD 1 Road 13

VI. Ramp Appeal S - Continue

VII. Ramp Appeal 1 - Continue

VIII. Go Arena - HD 1 Road 8

IX. Go Ring - Main 1

X. Ring Appeal S - Crane 5

XI. Ring Appeal 1 - Continue

XII. Ring Appeal 2 - Main 3

XIII. Ring Appeal 3 - Continue

XIV. Ring Appeal 4 - Crane 5

XV. Ring Appeal 5 - Continue

XVI. Ring Appeal 6 - Continue

B. Lighting

I. Intro - Dudley Boys 1

II. Gate In - Continue

III. Stage Appeal S - Continue

IV. Stage Appeal 1 - Continue

V. Go Ramp - Steiner 2

VI. Ramp Appeal S - Continue

VII. Ramp Appeal 1 - Continue

VIII. Go Arena - Continue

IX. Go Ring - Continue

X. Ring Appeal S - Continue

XI. Ring Appeal 1 - Continue

XII. Ring Appeal 2 - Continue

XIII. Ring Appeal 3 - Continue

XIV. Ring Appeal 4 - Continue

XV. Ring Appeal 5 - Continue

XVI. Ring Appeal 6 - Continue

C. Pyrotechnics

I. Intro - Missile Gate

II. Gate In - None

III. Stage Appeal S - None

IV. Stage Appeal 1 - None

V. Stage Appeal 2 - None

VI. Stage Appeal 3 - None

VII. Go Ramp - Booker T Gate

VIII. Ramp Appeal S - None

- IX. Ramp Appeal 1 - None
- X. Ramp Appeal 2 - None
- XI. Ramp Appeal 3 - None
- XII. Go Arena - None
- XIII. Go Ring - None
- XIV. Ring Appeal S - None
- XV. Ring Appeal 1 - Kane Ring
- XVI. Ring Appeal 2 - None

5. Screen

- A. Cinema Scope - Off

6. Unique

- A. Bike - Off
- B. Mattitude - Off

7. Option

- A. Start Position - Centre
- B. Start Wait - \*3"80\*
- C. Appeal Point - On Stage
- D. Telop Point - Stage
- E. Group - Raw

2. FIERY ENTRANCE V 2.0

~~~~~

Contributed by Adam

Description: Much like the above version, but instead of the screen itself exploding, the main focus is on the ramp. Kinda like before, with the missiles, but you'll get a dramatic shot of your wrestler walking down the ramp with the stage blowing up behind him. It's a neat effect.

- 1. Theme Music - Scott Steiner
- 2. Titantron - Al Snow (But you can change this if you wish.)

3. Animation

- A. Stage - None
- B. Ramp - None
- C. Ring - Taunt 20
- D. General - Rock 01

4. Effects

A. Camera

- I. Intro - Intro 2
- II. Gate In - HD 1 Road 7
- III. Stage Appeal S - Continue
- IV. Stage Appeal 1 - Continue
- V. Go Ramp - Continue
- VI. Ramp Appeal S - Continue
- VII. Ramp Appeal 1 - Continue
- VIII. Go Arena - Crane 13
- IX. Go Ring - Continue
- X. Ring Appeal S - Triple H Main Bodyzoom
- XI. Ring Appeal 1 - Main 2
- XII. Ring Appeal 2 - Continue
- XIII. Ring Appeal 3 - Continue
- XIV. Ring Appeal 4 - Continue
- XV. Ring Appeal 5 - Continue
- XVI. Ring Appeal 6 - Continue

B. Lighting

- I. Intro - Hurricane 01
- II. Gate In - Continue
- III. Stage Appeal S - Continue
- IV. Stage Appeal 1 - Continue
- V. Go Ramp - Continue
- VI. Ramp Appeal S - Continue
- VII. Ramp Appeal 1 - Continue

- VIII. Go Arena - Continue
- IX. Go Ring - Continue
- X. Ring Appeal S - Continue
- XI. Ring Appeal 1 - Goldberg
- XII. Ring Appeal 2 - Continue
- XIII. Ring Appeal 3 - Continue
- XIV. Ring Appeal 4 - Continue
- XV. Ring Appeal 5 - Continue
- XVI. Ring Appeal 6 - Continue

C. Pyrotechnics

- I. Intro - Jericho Gate
- II. Gate In - None
- III. Stage Appeal S - None
- IV. Stage Appeal 1 - None
- V. Stage Appeal 2 - None
- VI. Stage Appeal 3 - None
- VII. Go Ramp - Missile Gate
- VIII. Ramp Appeal S - None
- IX. Ramp Appeal 1 - None
- X. Ramp Appeal 2 - None
- XI. Ramp Appeal 3 - None
- XII. Go Arena - None
- XIII. Go Ring - None
- XIV. Ring Appeal S - None
- XV. Ring Appeal 1 - HBK Ring
- XVI. Ring Appeal 2 - None

5. Screen

- A. Cinema Scope - Off

6. Unique

- A. Bike - Off
- B. Mattitude - Off

7. Option

- A. Start Position - Centre
- B. Start Wait - *7"20*
- C. Appeal Point - On Stage
- D. Telop Point - Ring
- E. Group - SMACKdown!

FIERY ENTRANCE V 3.0

~~~~~

Contributed by Adam

Description: If the FIRST of this series wasn't exactly your style, this one might be what you're after. This one, you see your screen blow up, yes, but then the wrestler steps out of the fire and smoke feet in front of the camera. The other nice part of this one is the usage of Edge's rope-bounding Ring taunt to make a hazy ring/flashing light background to really add an effect.

- 1. Theme Music - Test
- 2. Titantron - Al Snow (But you can change this if you wish.)
- 3. Animation
  - A. Stage - Rock
  - B. Ramp - Al Snow
  - C. Ring - Edge
  - D. General - Rock 01
- 4. Effects
  - A. Camera
    - I. Intro - Intro 6
    - II. Gate In - HD 1 Stage 3
    - III. Stage Appeal S - Continue
    - IV. Stage Appeal 1 - Continue

- V. Go Ramp - HD 1 Road 5
- VI. Ramp Appeal S - HD 1 Arena 01
- VII. Ramp Appeal 1 - Continue
- VIII. Go Arena - HD 1 Road 13
- IX. Go Ring - Continue
- X. Ring Appeal S - Sub 03
- XI. Ring Appeal 1 - HD 1 Post 01C
- XII. Ring Appeal 2 - Continue
- XIII. Ring Appeal 3 - Continue
- XIV. Ring Appeal 4 - Arena 3
- XV. Ring Appeal 5 - Continue
- XVI. Ring Appeal 6 - Continue

B. Lighting

- I. Intro - Batista
- II. Gate In - Triple H 04
- III. Stage Appeal S - Continue
- IV. Stage Appeal 1 - Continue
- V. Go Ramp - Goldberg
- VI. Ramp Appeal S - Continue
- VII. Ramp Appeal 1 - Continue
- VIII. Go Arena - Continue
- IX. Go Ring - Continue
- X. Ring Appeal S - Continue
- XI. Ring Appeal 1 - Continue
- XII. Ring Appeal 2 - Continue
- XIII. Ring Appeal 3 - Continue
- XIV. Ring Appeal 4 - Continue
- XV. Ring Appeal 5 - Continue
- XVI. Ring Appeal 6 - Continue

C. Pyrotechnics

- I. Intro - None
- II. Gate In - Missile Gate
- III. Stage Appeal S - None
- IV. Stage Appeal 1 - None
- V. Stage Appeal 2 - None
- VI. Stage Appeal 3 - None
- VII. Go Ramp - None
- VIII. Ramp Appeal S - None
- IX. Ramp Appeal 1 - Booker T Gate
- X. Ramp Appeal 2 - None
- XI. Ramp Appeal 3 - None
- XII. Go Arena - None
- XIII. Go Ring - None
- XIV. Ring Appeal S - None
- XV. Ring Appeal 1 - Ring Smoke 01
- XVI. Ring Appeal 2 - None

5. Screen

- A. Cinema Scope - Off

6. Unique

- A. Bike - Off
- B. Mattitude - Off

7. Option

- A. Start Position - Centre
- B. Start Wait - \*5"35\*
- C. Appeal Point - On Stage
- D. Telop Point - Stage
- E. Group - Raw

GENERIC FEMALE ENTRANCE

~~~~~


Contributed by Adam

As the name suggests, this entrance can fit almost any of your created Divas. It's got a bit of everything in it... purple-y flourish, with sparkly gold colours... and some fiery passion in there as well. It's actually one of my favourites, I like switching from one theme to another very quickly.

1. Theme Music - Stephanie McMahon
2. Titantron - Al Snow (But you can change this if you wish.)
3. Animation
 - A. Stage - Stephanie
 - B. Ramp - None
 - C. Ring - Victoria
 - D. General - Walk 02
4. Effects
 - A. Camera
 - I. Intro - Main 07
 - II. Gate In - Big Show GoRoad
 - III. Stage Appeal S - Continue
 - IV. Stage Appeal 1 - Continue
 - V. Go Ramp - HD 1 Road 11
 - VI. Ramp Appeal S - Continue
 - VII. Ramp Appeal 1 - Continue
 - VIII. Go Arena - HD 1 Road 9
 - IX. Go Ring - Continue
 - X. Ring Appeal S - Continue
 - XI. Ring Appeal 1 - Crane 05
 - XII. Ring Appeal 2 - HD 2 Ring
 - XIII. Ring Appeal 3 - Continue
 - XIV. Ring Appeal 4 - Continue
 - XV. Ring Appeal 5 - Continue
 - XVI. Ring Appeal 6 - Continue
 - B. Lighting
 - I. Intro - Stephanie
 - II. Gate In - Continue
 - III. Stage Appeal S - Continue
 - IV. Stage Appeal 1 - Continue
 - V. Go Ramp - Goldust 02
 - VI. Ramp Appeal S - Continue
 - VII. Ramp Appeal 1 - Continue
 - VIII. Go Arena - Continue
 - IX. Go Ring - Continue
 - X. Ring Appeal S - Continue
 - XI. Ring Appeal 1 - Hogan
 - XII. Ring Appeal 2 - Continue
 - XIII. Ring Appeal 3 - Continue
 - XIV. Ring Appeal 4 - Continue
 - XV. Ring Appeal 5 - Continue
 - XVI. Ring Appeal 6 - Continue
 - C. Pyrotechnics
 - I. Intro - None
 - II. Gate In - Confetti
 - III. Stage Appeal S - None
 - IV. Stage Appeal 1 - None
 - V. Stage Appeal 2 - None
 - VI. Stage Appeal 3 - None
 - VII. Go Ramp - Goldust Road
 - VIII. Ramp Appeal S - None
 - IX. Ramp Appeal 1 - None
 - X. Ramp Appeal 2 - None
 - XI. Ramp Appeal 3 - None

- XII. Go Arena - None
- XIII. Go Ring - None
- XIV. Ring Appeal S - None
- XV. Ring Appeal 1 - Kane Ring
- XVI. Ring Appeal 2 - None

5. Screen

- A. Cinema Scope - Off

6. Unique

- A. Bike - Off
- B. Mattitude - Off

7. Option

- A. Start Position - Centre
- B. Start Wait - *0"95*
- C. Appeal Point - On Stage
- D. Telop Point - Road
- E. Group - SMACKdown!

COOL ENTRANCE

~~~~~

Contributed by Adam

Description: Well, there's not much else I can call this one. I made it originally for a wrestler that had the nickname of "Phoenix" (explaining the flying... ish... entrance style). It's more smoky and sparkly than explosive, making it counteractive to the Fiery ones. Give it a whirl!

- 1. Theme Music - The Rock
- 2. Titantron - Edge (But you can change this if you wish.)

3. Animation

- A. Stage - Mysterio
- B. Ramp - Mysterio
- C. Ring - Taunt 17
- D. General - Rock 01

4. Effects

A. Camera

- I. Intro - Intro 06
- II. Gate In - Continue
- III. Stage Appeal S - HD 1 Stage 02
- IV. Stage Appeal 1 - Continue
- V. Go Ramp - HD 1 Road 01
- VI. Ramp Appeal S - Continue
- VII. Ramp Appeal 1 - HD 1 Arena 04
- VIII. Go Arena - Continue
- IX. Go Ring - Continue
- X. Ring Appeal S - Sub 08
- XI. Ring Appeal 1 - HD 1 Post 02D
- XII. Ring Appeal 2 - Rock Ring In
- XIII. Ring Appeal 3 - HD 1 Post 01A
- XIV. Ring Appeal 4 - Continue
- XV. Ring Appeal 5 - Continue
- XVI. Ring Appeal 6 - Continue

B. Lighting

- I. Intro - Triple H 04
- II. Gate In - Rock
- III. Stage Appeal S - Continue
- IV. Stage Appeal 1 - Continue
- V. Go Ramp - Continue
- VI. Ramp Appeal S - Continue
- VII. Ramp Appeal 1 - Continue
- VIII. Go Arena - Continue
- IX. Go Ring - Continue
- X. Ring Appeal S - Continue

- XI. Ring Appeal 1 - Continue
- XII. Ring Appeal 2 - Continue
- XIII. Ring Appeal 3 - Continue
- XIV. Ring Appeal 4 - Continue
- XV. Ring Appeal 5 - Continue
- XVI. Ring Appeal 6 - Continue
- C. Pyrotechnics
  - I. Intro - Goldberg Gate
  - II. Gate In - None
  - III. Stage Appeal S - None
  - IV. Stage Appeal 1 - None
  - V. Stage Appeal 2 - None
  - VI. Stage Appeal 3 - None
  - VII. Go Ramp - None
  - VIII. Ramp Appeal S - HBK Gate
  - IX. Ramp Appeal 1 - None
  - X. Ramp Appeal 2 - None
  - XI. Ramp Appeal 3 - None
  - XII. Go Arena - None
  - XIII. Go Ring - None
  - XIV. Ring Appeal S - Ring Smoke 01
  - XV. Ring Appeal 1 - None
  - XVI. Ring Appeal 2 - None
- 5. Screen
  - A. Cinema Scope - Off
- 6. Unique
  - A. Bike - Off
  - B. Mattitude - Off
- 7. Option
  - A. Start Position - Centre
  - B. Start Wait - \*15"00\*
  - C. Appeal Point - In Gate
  - D. Telop Point - Gate
  - E. Group - Raw

FIERY ENTRANCE - BIKEIFIED!

~~~~~

Contributed by Adam

Description: Alright, we had a break... now back to the hell fire and brimstone. This entrance is like the other fiery ones, with lots of booms and bangs and crashes. Plus, you punk off Taker's Bike and enter with it! You also use HHH's ring taunt to the max, and set off fireworks with it at every turn... you even explode in Kane's ring fire while you're on the turnbuckle! Classic.

- 1. Theme Music - Goldberg
- 2. Titantron - Al Snow (But you can change this if you wish.)
- 3. Animation
 - A. Stage - None
 - B. Ramp - None
 - C. Ring - Triple H
 - D. General - Rock 01
- 4. Effects
 - A. Camera
 - I. Intro - Default (Isn't used, the wait counter is at zero)
 - II. Gate In - HD 1 Stage 4
 - III. Stage Appeal S - Continue
 - IV. Stage Appeal 1 - Continue
 - V. Go Ramp - HD 1 Road 06
 - VI. Ramp Appeal S - Continue
 - VII. Ramp Appeal 1 - Continue

- VIII. Go Arena - Triple H Arena In
- IX. Go Ring - Continue
- X. Ring Appeal S - Continue
- XI. Ring Appeal 1 - Triple H Main Zoom In
- XII. Ring Appeal 2 - Triple H Main Body Zoom
- XIII. Ring Appeal 3 - Triple H Main Face Zoom In
- XIV. Ring Appeal 4 - Main 05
- XV. Ring Appeal 5 - HD 2 Post 01A
- XVI. Ring Appeal 6 - Continue

B. Lighting

- I. Intro - Triple H 04
- II. Gate In - Continue
- III. Stage Appeal S - Continue
- IV. Stage Appeal 1 - Continue
- V. Go Ramp - Al Snow
- VI. Ramp Appeal S - Continue
- VII. Ramp Appeal 1 - Continue
- VIII. Go Arena - Continue
- IX. Go Ring - Continue
- X. Ring Appeal S - Continue
- XI. Ring Appeal 1 - Hurricane 01
- XII. Ring Appeal 2 - Continue
- XIII. Ring Appeal 3 - Rock
- XIV. Ring Appeal 4 - Continue
- XV. Ring Appeal 5 - Continue
- XVI. Ring Appeal 6 - Continue

C. Pyrotechnics

- I. Intro - Booker T Gate
- II. Gate In - None
- III. Stage Appeal S - None
- IV. Stage Appeal 1 - None
- V. Stage Appeal 2 - None
- VI. Stage Appeal 3 - None
- VII. Go Ramp - None
- VIII. Ramp Appeal S - None
- IX. Ramp Appeal 1 - None
- X. Ramp Appeal 2 - None
- XI. Ramp Appeal 3 - None
- XII. Go Arena - None
- XIII. Go Ring - None
- XIV. Ring Appeal S - None
- XV. Ring Appeal 1 - HBK Ring
- XVI. Ring Appeal 2 - Kane Ring

5. Screen

- A. Cinema Scope - Off

6. Unique

- A. Bike - On
- B. Mattitude - Off

7. Option

- A. Start Position - Right
- B. Start Wait - *0"00*
- C. Appeal Point - On Stage
- D. Telop Point - Gate
- E. Group - Raw

GOLDEN FEMALE ENTRANCE

~~~~~

Contributed by Adam

Description: Now, another of my female C.A.W. characters called for a gold - themed entrance. Of course, I used a lot of Goldust's features,

as well as some other Diva's taunts, and some controlled pyro's. And then it kind of hit me... I really liked what I had done. It was catchy, and not too crazy, but just right. Excellent. If you want a rip off of Goldust's entrance, hey, here it is... although I'm not sure why anyone else would even be interested in this one... but try it anyway!

1. Theme Music - Goldust
2. Titantron - Goldust (But you can change this if you wish.)
3. Animation
  - A. Stage - Stephanie
  - B. Ramp - None
  - C. Ring - Trish
  - D. General - Walk 14
4. Effects
  - A. Camera
    - I. Intro - Sub 04
    - II. Gate In - Crane 3
    - III. Stage Appeal S - Continue
    - IV. Stage Appeal 1 - Continue
    - V. Go Ramp - HD 1 Road 07
    - VI. Ramp Appeal S - Continue
    - VII. Ramp Appeal 1 - Continue
    - VIII. Go Arena - HD 1 Road 08
    - IX. Go Ring - Sub 8
    - X. Ring Appeal S - Main 05
    - XI. Ring Appeal 1 - Continue
    - XII. Ring Appeal 2 - Continue
    - XIII. Ring Appeal 3 - HD 2 On Apron
    - XIV. Ring Appeal 4 - Continue
    - XV. Ring Appeal 5 - Continue
    - XVI. Ring Appeal 6 - Continue
  - B. Lighting
    - I. Intro - Goldust 01
    - II. Gate In - Continue
    - III. Stage Appeal S - Goldust 02
    - IV. Stage Appeal 1 - Continue
    - V. Go Ramp - Continue
    - VI. Ramp Appeal S - Continue
    - VII. Ramp Appeal 1 - Continue
    - VIII. Go Arena - Continue
    - IX. Go Ring - Continue
    - X. Ring Appeal S - Continue
    - XI. Ring Appeal 1 - Continue
    - XII. Ring Appeal 2 - Continue
    - XIII. Ring Appeal 3 - Continue
    - XIV. Ring Appeal 4 - Continue
    - XV. Ring Appeal 5 - Continue
    - XVI. Ring Appeal 6 - Continue
  - C. Pyrotechnics
    - I. Intro - Gate Fire Work 02
    - II. Gate In - Gate Fore Work 01
    - III. Stage Appeal S - None
    - IV. Stage Appeal 1 - None
    - V. Stage Appeal 2 - None
    - VI. Stage Appeal 3 - None
    - VII. Go Ramp - Goldust Confetti
    - VIII. Ramp Appeal S - None
    - IX. Ramp Appeal 1 - None
    - X. Ramp Appeal 2 - None
    - XI. Ramp Appeal 3 - None
    - XII. Go Arena - None

- XIII. Go Ring - None
- XIV. Ring Appeal S - None
- XV. Ring Appeal 1 - None
- XVI. Ring Appeal 2 - None

5. Screen

- A. Cinema Scope - On

6. Unique

- A. Bike - Off
- B. Mattitude - Off

7. Option

- A. Start Position - Centre
- B. Start Wait - \*0"85\*
- C. Appeal Point - On Stage
- D. Telop Point - Road
- E. Group - SMACKdown!

SHOWTIME ENTRANCE

~~~~~

Contributed By Rashad JACKSON

Now, when I received this entrance, I got the music, pyrotechnics, and taunts. Camera angles, options, and lighting weren't given, so feel free to mess around with that stuff. This entrance, though, is well timed. I like the whole foot stomp-explosion idea; it's really quite a nice effect. Give it a shot!

- 1. Theme Music - Original 3
- 2. Titantron - Undefined (So pick your own!)
- 3. Animation
 - A. Stage - Batista
 - B. Ramp - None
 - C. Ring - Angle
 - D. General - Walk 01
- 4. Effects
 - A. Camera (All these were undefined; just use defaults.)
 - I. Intro
 - II. Gate In
 - III. Stage Appeal S
 - IV. Stage Appeal 1
 - V. Go Ramp
 - VI. Ramp Appeal S
 - VII. Ramp Appeal 1
 - VIII. Go Arena
 - IX. Go Ring
 - X. Ring Appeal S
 - XI. Ring Appeal 1
 - XII. Ring Appeal 2
 - XIII. Ring Appeal 3
 - XIV. Ring Appeal 4
 - XV. Ring Appeal 5
 - XVI. Ring Appeal 6
 - B. Lighting (Again, all undefined.)
 - I. Intro
 - II. Gate In
 - III. Stage Appeal S
 - IV. Stage Appeal 1
 - V. Go Ramp
 - VI. Ramp Appeal S
 - VII. Ramp Appeal 1
 - VIII. Go Arena
 - IX. Go Ring
 - X. Ring Appeal S

- XI. Ring Appeal 1
 - XII. Ring Appeal 2
 - XIII. Ring Appeal 3
 - XIV. Ring Appeal 4
 - XV. Ring Appeal 5
 - XVI. Ring Appeal 6
 - C. Pyrotechnics
 - I. Intro - None
 - II. Gate In - None
 - III. Stage Appeal S - None
 - IV. Stage Appeal 1 - HBK Gate
 - V. Stage Appeal 2 - None
 - VI. Stage Appeal 3 - None
 - VII. Go Ramp - None
 - VIII. Ramp Appeal S - None
 - IX. Ramp Appeal 1 - None
 - X. Ramp Appeal 2 - None
 - XI. Ramp Appeal 3 - None
 - XII. Go Arena - None
 - XIII. Go Ring - None
 - XIV. Ring Appeal S - None
 - XV. Ring Appeal 1 - HBK Ring
 - XVI. Ring Appeal 2 - None
 - 5. Screen
 - A. Cinema Scope - Off
 - 6. Unique
 - A. Bike - Off
 - B. Mattitude - Off
 - 7. Option
 - A. Start Position - Undefined
 - B. Start Wait - Undefined
 - C. Appeal Point - Undefined
 - D. Telop Point - Undefined
 - E. Group - Undefined
- "EVOLUTION PUNK" ENTRANCE
 ~~~~~
- Contributed by <^>DLou722<^>
- Description: This entrance is mainly for a punk-ish member of evolution. A cocky character with a huge ego and the skill to back his attitude. Has the possibility of being a fan-favourite but yet people hate him and continue to boo him.
- 1. Theme Music - Orton
  - 2. Titantron - Jericho
  - 3. Animation
    - A. Stage - Batista
    - B. Ramp - Jericho
    - C. Ring - Taunt 11
    - D. General - Walk 01
  - 4. Effects
    - A. Camera
      - I. Intro - HD 1 Stage 04
      - II. Gate In - Continue
      - III. Stage Appeal S - Continue
      - IV. Stage Appeal 1 - HD 1 Arena 04
      - V. Go Ramp - HD 1 Road 01
      - VI. Ramp Appeal S - Continue
      - VII. Ramp Appeal 1 - HD 1 Road 08
      - VIII. Go Arena - Continue
      - IX. Go Ring - Continue

- X. Ring Appeal S - Main 05
- XI. Ring Appeal 1 - Continue
- XII. Ring Appeal 2 - Main 03
- XIII. Ring Appeal 3 - HD 1 Post 01A
- XIV. Ring Appeal 4 - Continue
- XV. Ring Appeal 5 - Continue
- XVI. Ring Appeal 6 - Continue

B. Lighting

- I. Intro - Taker
- II. Gate In - Continue
- III. Stage Appeal S - Continue
- IV. Stage Appeal 1 - Steiner 01
- V. Go Ramp - Continue
- VI. Ramp Appeal S - Continue
- VII. Ramp Appeal 1 - Continue
- VIII. Go Arena - Continue
- IX. Go Ring - Continue
- X. Ring Appeal S - Continue
- XI. Ring Appeal 1 - Continue
- XII. Ring Appeal 2 - Continue
- XIII. Ring Appeal 3 - Continue
- XIV. Ring Appeal 4 - Continue
- XV. Ring Appeal 5 - Continue
- XVI. Ring Appeal 6 - Continue

C. Pyrotechnics

- I. Intro - None
- II. Gate In - Edge Gate
- III. Stage Appeal S - None
- IV. Stage Appeal 1 - Kane Gate
- V. Stage Appeal 2 - None
- VI. Stage Appeal 3 - None
- VII. Go Ramp - None
- VIII. Ramp Appeal S - None
- IX. Ramp Appeal 1 - None
- X. Ramp Appeal 2 - None
- XI. Ramp Appeal 3 - None
- XII. Go Arena - None
- XIII. Go Ring - Ring Smoke 02
- XIV. Ring Appeal S - None
- XV. Ring Appeal 1 - None
- XVI. Ring Appeal 2 - None

5. Screen

- A. Cinema Scope - Off

6. Unique

- A. Bike - Off
- B. Mattitude - Off

7. Option

- A. Start Position - Left or Right
- B. Start Wait - \*4"70\*
- C. Appeal Point - In Gate
- D. Telop Point - Road
- E. Group - RAW

FEMININE MALE ENTRANCE

~~~~~

Contributed by xpirtgamer

Description: Hey dude, I got this real kick-ass entrance. It's has a real feminine touch, but it has a guy. He's not supposed to be gay but more of a flamboyant ladies man.

ADAM SAYS: Oh, you mean kinda like Val Venis? ...Oh, sorry, thinking

aloud...

1. Theme Music - Torrie Wilson
2. Titantron - Torrie Wilson
3. Animation
 - A. Stage - Lance
 - B. Ramp - Taunt 02
 - C. Ring - Mysterio
 - D. General - Walk 01
4. Effects
 - A. Camera
 - I. Intro - Sub 05
 - II. Gate In - HD 1 Stage 02
 - III. Stage Appeal S - Continue
 - IV. Stage Appeal 1 - Continue
 - V. Go Ramp - HD 1 Road Rolling 1
 - VI. Ramp Appeal S - HD 1 Road Rolling 2
 - VII. Ramp Appeal 1 - Continue
 - VIII. Go Arena - Main R 02
 - IX. Go Ring - Main 02
 - X. Ring Appeal S - Main 02
 - XI. Ring Appeal 1 - Continue
 - XII. Ring Appeal 2 - Main 05
 - XIII. Ring Appeal 3 - Continue
 - XIV. Ring Appeal 4 - HD 1 Post 01A
 - XV. Ring Appeal 5 - Continue
 - XVI. Ring Appeal 6 - HD 2 Post 02A
 - B. Lighting
 - I. Intro - Stacy 02
 - II. Gate In - Continue
 - III. Stage Appeal S - Hurricane 02
 - IV. Stage Appeal 1 - Continue
 - V. Go Ramp - Continue
 - VI. Ramp Appeal S - Continue
 - VII. Ramp Appeal 1 - Continue
 - VIII. Go Arena - Benoit
 - IX. Go Ring - Continue
 - X. Ring Appeal S - Continue
 - XI. Ring Appeal 1 - Goldust
 - XII. Ring Appeal 2 - Continue
 - XIII. Ring Appeal 3 - Steiner 01
 - XIV. Ring Appeal 4 - Continue
 - XV. Ring Appeal 5 - Cena
 - XVI. Ring Appeal 6 - Continue
 - C. Pyrotechnics
 - I. Intro - Gate Fire Work 02
 - II. Gate In - None
 - III. Stage Appeal S - None
 - IV. Stage Appeal 1 - Confetti
 - V. Stage Appeal 2 - None
 - VI. Stage Appeal 3 - None
 - VII. Go Ramp - None
 - VIII. Ramp Appeal S - None
 - IX. Ramp Appeal 1 - None
 - X. Ramp Appeal 2 - None
 - XI. Ramp Appeal 3 - None
 - XII. Go Arena - None
 - XIII. Go Ring - None
 - XIV. Ring Appeal S - None
 - XV. Ring Appeal 1 - None
 - XVI. Ring Appeal 2 - None

- 5. Screen
 - A. Cinema Scope - Off
- 6. Unique
 - A. Bike - Off
 - B. Mattitude - Off
- 7. Option
 - A. Start Position - Left
 - B. Start Wait - *1"66*
 - C. Appeal Point - On Stage
 - D. Telop Point - Gate
 - E. Group - SMACKdown!

"MaXinator" ENTRANCE

~~~~~

Contributed by Max

Description: hey I was reading your guide and I wanted to send in my awesome wrestler entrance. It was originally for my main CAW "The MaXinator".

ADAM SAYS: Man, I'm really loving reading these original CAW entrances... people always like pulling out all the stops for 'em in the entrance-making... thing.

\*\*\*SPECIAL NOTE - Set Template to Al Snow before you start.\*\*\*

- 1. Theme Music - Original 5
- 2. Titantron - The Undertaker
- 3. Animation
  - A. Stage - Mysterio
  - B. Ramp - Mysterio
  - C. Ring - Angle
  - D. General - Austin
- 4. Effects
  - A. Camera
    - I. Intro - Sub 03
    - II. Gate In - HD 1 Stage 02
    - III. Stage Appeal S - Crane 03
    - IV. Stage Appeal 1 - Crane 04
    - V. Go Ramp - HD 1 Road 05
    - VI. Ramp Appeal S - Continue
    - VII. Ramp Appeal 1 - Continue
    - VIII. Go Arena - Continue
    - IX. Go Ring - Main 02
    - X. Ring Appeal S - HD 1 Arena 05
    - XI. Ring Appeal 1 - Main 02
    - XII. Ring Appeal 2 - Continue
    - XIII. Ring Appeal 3 - Main 05
    - XIV. Ring Appeal 4 - Main 09
    - XV. Ring Appeal 5 - Continue
    - XVI. Ring Appeal 6 - Continue
  - B. Lighting
    - I. Intro - Al Snow
    - II. Gate In - Continue
    - III. Stage Appeal S - Continue
    - IV. Stage Appeal 1 - Continue
    - V. Go Ramp - Continue
    - VI. Ramp Appeal S - Continue
    - VII. Ramp Appeal 1 - Continue
    - VIII. Go Arena - Continue
    - IX. Go Ring - Continue
    - X. Ring Appeal S - Continue
    - XI. Ring Appeal 1 - Continue
    - XII. Ring Appeal 2 - Continue

XIII. Ring Appeal 3 - Continue

XIV. Ring Appeal 4 - Continue

XV. Ring Appeal 5 - Continue

XVI. Ring Appeal 6 - Continue

C. Pyrotechnics

I. Intro - Jericho Gate

II. Gate In - None

III. Stage Appeal S - Gate Firework 01 OR Mysterio Gate

IV. Stage Appeal 1 - None

V. Stage Appeal 2 - None

VI. Stage Appeal 3 - None

VII. Go Ramp - None

VIII. Ramp Appeal S - None

IX. Ramp Appeal 1 - None

X. Ramp Appeal 2 - None

XI. Ramp Appeal 3 - None

XII. Go Arena - None

XIII. Go Ring - None

XIV. Ring Appeal S - None

XV. Ring Appeal 1 - Ring Firework

XVI. Ring Appeal 2 - None

5. Screen

A. Cinema Scope - Off

6. Unique

A. Bike - Off

B. Mattitude - Off

7. Option

A. Start Position - Left

B. Start Wait - \*1"68\*

C. Appeal Point - In Gate

D. Telop Point - Road

E. Group - SMACKdown!

THE ELITE ENTRANCE

~~~~~

Contributed by Stavrouam

Description: This Entrance is for a big & strong tough guy like Batista for instance who isn't afraid to rip somebody's head off. This entrance does have a little bit of everything from a couple of superstars. Anyway you don't really have to tinker with anything so it is all done for you but I really hope you like it.

1. Theme Music - Batista

2. Titantron - Brock Lesnar

3. Animation

A. Stage - Batista

B. Ramp - Christian

C. Ring - Brock

D. General - Batista

4. Effects

A. Camera

I. Intro - HD 1 Stage 04

II. Gate In - Continue

III. Stage Appeal S - Continue

IV. Stage Appeal 1 - Continue

V. Go Ramp - HD 1 Road 03

VI. Ramp Appeal S - Continue

VII. Ramp Appeal 1 - Continue

VIII. Go Arena - Main 02

IX. Go Ring - Continue

- X. Ring Appeal S - Crane 05
- XI. Ring Appeal 1 - Main 02
- XII. Ring Appeal 2 - Continue
- XIII. Ring Appeal 3 - Continue
- XIV. Ring Appeal 4 - Continue
- XV. Ring Appeal 5 - Continue
- XVI. Ring Appeal 6 - Continue

B. Lighting

- I. Intro - Mysterio 01
- II. Gate In - Brock 01
- III. Stage Appeal S - Continue
- IV. Stage Appeal 1 - Continue
- V. Go Ramp - Continue
- VI. Ramp Appeal S - Continue
- VII. Ramp Appeal 1 - Continue
- VIII. Go Arena - Continue
- IX. Go Ring - Continue
- X. Ring Appeal S - Continue
- XI. Ring Appeal 1 - Continue
- XII. Ring Appeal 2 - Continue
- XIII. Ring Appeal 3 - Continue
- XIV. Ring Appeal 4 - Continue
- XV. Ring Appeal 5 - Continue
- XVI. Ring Appeal 6 - Continue

C. Pyrotechnics

- I. Intro - None
- II. Gate In - None
- III. Stage Appeal S - None
- IV. Stage Appeal 1 - Kane Gate
- V. Stage Appeal 2 - None
- VI. Stage Appeal 3 - None
- VII. Go Ramp - None
- VIII. Ramp Appeal S - None
- IX. Ramp Appeal 1 - Booker T Gate
- X. Ramp Appeal 2 - None
- XI. Ramp Appeal 3 - None
- XII. Go Arena - None
- XIII. Go Ring - None
- XIV. Ring Appeal S - Brock Ring
- XV. Ring Appeal 1 - None
- XVI. Ring Appeal 2 - None

5. Screen

- A. Cinema Scope - Off

6. Unique

- A. Bike - Off
- B. Mattitude - Off

7. Option

- A. Start Position - Center
- B. Start Wait - *6"25*
- C. Appeal Point - In Gate
- D. Telop Point - Road
- E. Group - Raw

WRESTLEMANIA XIX ENTRANCE

~~~~~

Contributed by Rob Mullins

Description - None \*ADAM SAYS: Though it appears to be an entrance that's Goldberg and Undertaker inspired, with bits of other wrestlers here or there. Give it a go.\*

- 1. Theme Music - Undertaker

2. Titantron - Undertaker
3. Animation
  - A. Stage - Goldberg
  - B. Ramp - RVD 02
  - C. Ring - Taunt 20
  - D. General - Walk 01
4. Effects
  - A. Camera
    - I. Intro - Intro 11
    - II. Gate In - Continue
    - III. Stage Appeal S - Continue
    - IV. Stage Appeal 1 - HD 1 Stage 03
    - V. Go Ramp - HD 1 Road 01
    - VI. Ramp Appeal S - Continue
    - VII. Ramp Appeal 1 - Continue
    - VIII. Go Arena - Continue
    - IX. Go Ring - Continue
    - X. Ring Appeal S - Main 02
    - XI. Ring Appeal 1 - Continue
    - XII. Ring Appeal 2 - Continue
  - B. Lighting
    - I. Intro - Los Guerreros
    - II. Gate In - Continue
    - III. Stage Appeal S - Continue
    - IV. Stage Appeal 1 - Continue
    - V. Go Ramp - Continue
    - VI. Ramp Appeal S - Continue
    - VII. Ramp Appeal 1 - Continue
    - VIII. Go Arena - Continue
    - IX. Go Ring - Continue
    - X. Ring Appeal S - Continue
    - XI. Ring Appeal 1 - Continue
    - XII. Ring Appeal 2 - Continue
  - C. Pyrotechnics
    - I. Intro - None
    - II. Gate In - Goldberg Gate
    - III. Stage Appeal S - None
    - IV. Stage Appeal 1 - None
    - V. Stage Appeal 2 - Goldberg Road
    - VII. Go Ramp - None
    - VIII. Ramp Appeal S - None
    - IX. Ramp Appeal 1 - HBK Gate
    - XII. Go Arena - None
    - XIII. Go Ring - None
    - XIV. Ring Appeal S - None
    - XV. Ring Appeal 1 - None
    - XVI. Ring Appeal 2 - None
5. Screen
  - A. Cinema Scope - Off
6. Unique
  - A. Bike - Off
  - B. Mattitude - Off
7. Option
  - A. Start Position - Centre
  - B. Start Wait - \*9"00\*
  - C. Appeal Point - In Gate
  - D. Telop Point - Stage
  - E. Group - Raw

~~~~~  
Contributed by Sp11

Description - The character ("The Show") likes to hog the spotlight, get a lot of attention. He can also dish out the pain. Like a Rock, HHH, or Hogan type. Has a pretty large ego. The show is nothing without him.

1. Theme Music - Original 6
2. Titantron - The Hurricane (Doesn't matter. I just like the screen)
3. Animation
 - A. Stage - Taunt 18
 - B. Ramp - Taunt 03
 - C. Ring - Taunt 15
 - D. General - Rock 02
4. Effects
 - A. Camera
 - I. Intro - Sub 05
 - II. Gate In - Continue
 - III. Stage Appeal S - HD 1 Stage 02
 - IV. Stage Appeal 1 - Continue
 - V. Go Ramp - HD 1 Road 01
 - VI. Ramp Appeal S - HD 1 Arena 01
 - VII. Ramp Appeal 1 - HD 1 Road 12
 - VIII. Go Arena - HD 1 Stage 03
 - IX. Go Ring - Continue
 - X. Ring Appeal S - HD 1 Post 02a
 - XI. Ring Appeal 1 - Continue
 - XII. Ring Appeal 2 - HD 2 Post 02b
 - XIII. Ring Appeal 3 - Main 05
 - XIV. Ring Appeal 4 - Continue
 - XV. Ring Appeal 5 - Main 02 (In grey so doesn't matter)
 - XVI. Ring Appeal 6 - Continue (Same deal as above)
 - B. Lighting
 - I. Intro - Christian 01
 - II. Gate In - Continue
 - III. Stage Appeal S - Continue
 - IV. Stage Appeal 1 - Continue
 - V. Go Ramp - Continue
 - VI. Ramp Appeal S - Steiner 02
 - VII. Ramp Appeal 1 - Continue
 - VIII. Go Arena - Continue
 - IX. Go Ring - Continue
 - X. Ring Appeal S - RVD
 - XI. Ring Appeal 1 - Continue
 - XII. Ring Appeal 2 - Continue
 - C. Pyrotechnics
 - I. Intro - Edge Gate
 - II. Gate In - None
 - III. Stage Appeal S - None
 - IV. Stage Appeal 1 - None
 - V. Stage Appeal 2 - None
 - VII. Go Ramp - None
 - VIII. Ramp Appeal S - None
 - IX. Ramp Appeal 2 - Angle Road
 - XII. Go Arena - None
 - XIII. Go Ring - None
 - XIV. Ring Appeal S - None
 - XV. Ring Appeal 1 - HBK Ring
 - XVI. Ring Appeal 2 - None
5. Screen
 - A. Cinema Scope - Off (On looks good as well)
6. Unique

- A. Bike - Off
- B. Mattitude - Off
- 7. Option
 - A. Start Position - Centre
 - B. Start Wait - *1"20*
 - C. Appeal Point - On Stage
 - D. Telop Point - Stage
 - E. Group - Raw

THE STUFF'S ENTRANCE

~~~~~

Contributed by Sp11

Description - This guy ("The Stuff", The Show's Partner) loves his body, hence the name. He showboats a lot, but has more substance and can hold his ground. Good for a HBK type, and maybe a Jeff Hardy. He's more about style than muscles.

- 1. Theme Music - Rob Van Dam
- 2. Titantron - Al Snow
- 3. Animation
  - A. Stage - Taunt 03
  - B. Ramp - HBK
  - C. Ring - Taunt 09
  - D. General - Austin
- 4. Effects
  - A. Camera
    - I. Intro - Crane 6
    - II. Gate In - Continue
    - III. Stage Appeal S - HD 1 Arena 04
    - IV. Stage Appeal 1 - HD 1 Road 01
    - V. Go Ramp - HD 1 Road 07
    - VI. Ramp Appeal S - HD 1 Road 03
    - VII. Ramp Appeal 1 - HD 1 Road 11
    - VIII. Go Arena - HD 1 Stage 01
    - IX. Go Ring - Main 02 (In grey, doesn't matter)
    - X. Ring Appeal S - HD 1 Post 01a
    - XI. Ring Appeal 1 - Main R 02
    - XII. Ring Appeal 2 - Continue
    - XIII. Ring Appeal 3 - Main 04
  - B. Lighting
    - I. Intro - Lita 01
    - II. Gate In - Continue
    - III. Stage Appeal S - Continue
    - IV. Stage Appeal 1 - Continue
    - V. Go Ramp - Continue
    - VI. Ramp Appeal S - Lita 02
    - VII. Ramp Appeal 1 - Continue
    - VIII. Go Arena - Continue
    - IX. Go Ring - Continue
    - X. Ring Appeal S - HBK
    - XI. Ring Appeal 1 - Continue
    - XII. Ring Appeal 2 - Continue
  - C. Pyrotechnics
    - I. Intro - None
    - II. Gate In - None
    - III. Stage Appeal S - None
    - IV. Stage Appeal 1 - Jericho Gate
    - V. Stage Appeal 2 - None
    - VII. Go Ramp - None
    - VIII. Ramp Appeal S - None
    - IX. Ramp Appeal 1 - HBK Gate

- XII. Go Arena - None
- XIII. Go Ring - None
- XIV. Ring Appeal S - None
- XV. Ring Appeal 1 - HBK Ring
- XVI. Ring Appeal 2 - None

5. Screen

- A. Cinema Scope - Off

6. Unique

- A. Bike - Off
- B. Mattitude - Off

7. Option

- A. Start Position - Left
- B. Start Wait - \*1"66\*
- C. Appeal Point - On Stage
- D. Telop Point - Stage
- E. Group - Raw

SILHOUETTE ENTRANCE

~~~~~

Contributed by Tyler Moeller

Description - This is pretty much a Jeff hardy meets psychotic edge entrance. The BT gate will make a silhouette of the CAW so you can really use any still taunt and it will look cool.

1. Theme Music - Edge

2. Titantron - Triple H

3. Animation

- A. Stage - Taunt 03 (But Changeable)
- B. Ramp - Taunt 02
- C. Ring - Taunt 12
- D. General - Run 01

4. Effects

A. Camera

- I. Intro - Intro 08
- II. Gate In - Continue
- III. Stage Appeal S - HD 1 Stage 02
- IV. Stage Appeal 1 - HD 1 Stage 04
- V. Go Ramp - HD 1 Road 06
- VI. Ramp Appeal S - HD 1 Road Rolling 01
- VII. Ramp Appeal 1 - Continue
- VIII. Go Arena - Continue
- IX. Go Ring - Continue
- X. Ring Appeal S - HD 2 Post 01d
- XI. Ring Appeal 1 - Continue
- XII. Ring Appeal 2 - Main 05
- XIII. Ring Appeal 3 - Continue
- XIV. Ring Appeal 4 - HD 1 Post 01a

B. Lighting

- I. Intro - Hurricane 01
- II. Gate In - Continue
- III. Stage Appeal S - Continue
- IV. Stage Appeal 1 - Continue
- V. Go Ramp - Continue
- VI. Ramp Appeal S - Hogan
- VII. Ramp Appeal 1 - Continue
- VIII. Go Arena - Lita 01
- IX. Go Ring - Continue
- X. Ring Appeal S - RVD
- XI. Ring Appeal 1 - Continue
- XII. Ring Appeal 2 - Continue
- XIII. Ring Appeal 3 - Christian 02

- C. Pyrotechnics
 - I. Intro - None
 - II. Gate In - None
 - III. Stage Appeal S - None
 - IV. Stage Appeal 1 - Booker T Gate
 - V. Stage Appeal 2 - None
 - VII. Go Ramp - None
 - VIII. Ramp Appeal S - None
 - IX. Ramp Appeal 1 - Dudley Boyz Gate Set
 - XII. Go Arena - None
 - XIII. Go Ring - None
 - XIV. Ring Appeal S - None
 - XV. Ring Appeal 1 - Ring Smoke 01
 - XVI. Ring Appeal 2 - None
- 5. Screen
 - A. Cinema Scope - On
- 6. Unique
 - A. Bike - Off
 - B. Mattitude - Off
- 7. Option
 - A. Start Position - Centre
 - B. Start Wait - *22"00*
 - C. Appeal Point - In Gate
 - D. Telop Point - In Gate (But Changeable)
 - E. Group - Raw

FALLEN ONE ENTRANCE

~~~~~

Contributed by Marc Ryan

Description - this entrance is pretty cool cause well you'll see.

\*ADAM SAYS: We will see, Marc. We'll see indeed.\*

- 1. Theme Music - John Cena
- 2. Titantron - Al Snow
- 3. Animation
  - A. Stage - Jericho
  - B. Ramp - Angle
  - C. Ring - Triple H
  - D. General - Austin
- 4. Effects
  - A. Camera
    - I. Intro - Intro 11
    - II. Gate In - Continue
    - III. Stage Appeal S - HD 1 Stage 01
    - IV. Stage Appeal 1 - Continue
    - V. Go Ramp - HD 1 Road 03
    - VI. Ramp Appeal S - Continue
    - VII. Ramp Appeal 1 - Continue
    - VIII. Go Arena - Main 02
    - IX. Go Ring - Continue
    - X. Ring Appeal S - Continue
    - XI. Ring Appeal 1 - Continue
    - XII. Ring Appeal 2 - HD 1 Post 01a
  - B. Lighting
    - I. Intro - John Cena
    - II. Gate In - Chris Benoit
    - III. Stage Appeal S - John Cena
    - IV. Stage Appeal 1 - Continue
    - V. Go Ramp - Continue
    - VI. Ramp Appeal S - Continue
    - VII. Ramp Appeal 1 - Continue

- VIII. Go Arena - Continue
- IX. Go Ring - Continue
- X. Ring Appeal S - Continue
- XI. Ring Appeal 1 - Continue
- XII. Ring Appeal 2 - Continue
- C. Pyrotechnics
  - I. Intro - Missile Gate
  - II. Gate In - Goldberg Gate
  - III. Stage Appeal S - None
  - IV. Stage Appeal 1 - None
  - V. Stage Appeal 2 - None
  - VII. Go Ramp - None
  - VIII. Ramp Appeal S - Road Firework
  - IX. Ramp Appeal 1 - None
  - XII. Go Arena - None
  - XIII. Go Ring - None
  - XIV. Ring Appeal S - None
  - XV. Ring Appeal 1 - HBK Ring
  - XVI. Ring Appeal 2 - None
- 5. Screen
  - A. Cinema Scope - Off
- 6. Unique
  - A. Bike - Off
  - B. Mattitude - Off
- 7. Option
  - A. Start Position - Unspecified
  - B. Start Wait - Unspecified
  - C. Appeal Point - Unspecified
  - D. Telop Point - Unspecified
  - E. Group - Unspecified

V. SMACKmail! Version 2.0

\*\*\*\*\*

Now, the following section can possibly be a break from the above entrances. If you have ANY other questions pertinent to the Guide, or Wrestlemania XIX in general, ask. We'll answer with undying clarity and honesty, and possibly with a sense of humour, depending on how funny your question was. So send away! I want to hear from YOU! \*Does U.S. Military poster-style finger point\*

#1 - Kimiza opens things up...

"Hello there,

Can I send you a couple of my Wrestler's entrances? Their "coolness" depends on wrestler that uses it, and, of course, best wrestlers for them are the original made by me, but I don't think I have to send those Create-a-wrestler- tips :). Did you understand? Good, neither did I."

\* ADAM SAYS: Well, to be quite honest, I like details. So if any of you sitting at your computers at home wanting to contribute, well, want to contribute, the best strategy is to go to the "III. Basic Guidelines" portion of the guide and fill that in to get all the necessary stuff in there. If not, then someone could, for example, put in some purple flowery lighting when you need extreme strobe lighting or something. But to be honest, if changing aspects of the entrance doesn't matter, then heck, go ahead and be blunt. I'll post any kind of entrance I receive. So go ahead and start sending!

#2 - YankeeZRcool1210 dropped me a line the other day...

"hey i read your faq on WMX8 XIX and i thought it rocked. i need some questions answered. if u can help me please do:

1: How do you target the ref in a 1 on 1 match in WMXIX and X8? I want to beat him down in the cell targeting him, ya see.

2: Have u got WM XIX yet? I got it for my birthday and me and my friend ryan think it rox. No storyline season though.....maybe in XX.....

3: Hopw do i write a free faq for gameFAQs. i would like to give it a shot.

thx for your time to read this"

ADAM SAYS: All right, well, first of all, targeting the ref in both games isn't possible. You see, the producers of the game felt that you should WORK for pleasures like whipping some ref ass, so you've got to position yourself so that when you strike or grapple, the ref is in between you and your opponent. It's tough but rewarding if done right. Next, well, yes, I have gotten the game. Me and my friends have been picking it apart and looking at all the different aspects, and we're having WAY more fun with it than we did with No Mercy, so I'm quite happy. Finally, well, this isn't really related but I'll answer it anyway. Writing for GameFAQs is easy stuff. Just check out...

[http://www.gamefaqs.com/features/help/hcontrib\\_1.html](http://www.gamefaqs.com/features/help/hcontrib_1.html)

And read what's down there to find out more.

#3 - Josh May sent in this one to ponder.

"Hey man this is just a fan of your create an entrance from Wrestlmain XIX and I was wondering if you were going to be doing any create an entrance for the new Day of Reckoning and if you are IW was wondering if you needed any help cause i would like to help out any way i can so let me know if your going to and than i will help you out in any way i can."

ADAM SAYS: Well, first of all, thank you for the offer (I did take him up on it, he gave me a good pre-visual for what the general engine looked like). Does that mean I'm going to move on to a Create-an-Entrance guide for DoR? Why yes. Yes it does. Since people took a liking to this one more than I anticipated, I'm going to be writing another one for Day of Reckoning. I talk more about that in the version update. Anywho.

## VI. Credits

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Woo hoo. Time for the ol' credits. Here we go...

-> Matt, Peter, and Jon, for helping me research all the glorious aspects of this lovely new game.

-> CjayC, for hosting my Guides and running this most excellent website.

-> Big thanks to DARK ANDY the List Man for all his super-fun confirmation lists during our wait for this superb game. Also preps for his Chris Jericho move list and profile. (Not many know this about me, but I'm an avid Jerichoholic.)

-> Yukes, THQ, Jakks Pacific, and Nintendo, for making this game happen in North America.

-> Everyone who hopefully will contribute to our SMACKmail.

-> Spl1. Special shout out to you. Why? Out of all the Entrances I've received, his have been the most clear, concise, and easy to follow. Plus they look pretty damn good. Way to go, man.

-> Not forgetting YOU, for taking the time to read this Guide!

## VII. Contact Info

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Drop me a line at [adamtuck5050@hotmail.com](mailto:adamtuck5050@hotmail.com) if you want help with this game, any other game, or with GameFAQs in general. And smile as you see your letter lovingly posted in the SMACKmail! section of the guide!

## VIII. Copyright Info

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Here we go, once again, with the copyright. \*Clears Throat\* AHEM... this Guide is NOT Copyright 2003 for ANYBODY. This guide may be freely copied, plagiarized, printed for personal use or even duplicated and have all the names changed so everyone will think it's really somebody else's. I didn't make this thing to get credit. I made it for people to get informed. And if people copy the information to distribute to others, well, that's just doing what I HOPED would happen, right? (Oh, and don't send me mails asking to host this, you got that? Just do it without my permission if you want to!) So, go ahead. Do whatever you wish with this information. This guide is for the peoples. Treat it as such!

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~ CubeFreak \\/\ Adam Tuck

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