

three button and six button controller configurations.

As such, the moveset of each Wrestler has been simplified to accomodate both controller types and the cheat section has also been updated as well.

Furthermore, comments, corrections and additions:
feel free to email me at: justin.imprint.m@gmail.com

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*****CONTROLS*****
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Three button layout:

=====
While standing:
=====

A - Punch

B - Block

C - Kick

A + B - Special

A + C - Run

B + C - Super Kick

Forward, Forward + A + B - Head Hold

=====
From top ropes:
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Up + Left - Climb top left turnbuckle

Up + Right - Climb top right turnbuckle

Down - Climb down from top ropes

A/B/C - Top rope attack

=====
While running:
=====

A - Running attack
B - Stop running
C/B + C - Strong running attack

B - Splash (while opponent is grounded)

=====
While opponent is running:
=====

A/C - Counter

=====
While opponent is on ground:
=====

A/C - stomp

A + B + C - Pickup (not every wrestler can use this move)

Run + A/C - Running stomp/press

A/B/C - Pin (when opponent's health is depleted)

=====
Ringside:
=====

Left/Right - Enter/exit the ring

Six Button Layout:

=====
While standing:
=====

X - Punch

X + A - Run

B - Block

Z - Super Punch

A - Kick

C - Super Kick

Forward, Forward + Z - Head Hold

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From top ropes:

=====

Up + Left - Climb top left turnbuckle

Up + Right - Climb top right turnbuckle

Down - Climb down from top ropes

X/B/ - Top rope attack

=====

While running:

=====

X - Running attack

B - Stop running

A - Strong running attack

A - Splash (while opponent is grounded)

=====

While opponent is running:

=====

X/A - Counter

=====

While opponent is on ground:

=====

X/A - stomp

X + A + C - Pickup (not every wrestler can use this move)

Run + X/A - Running stomp/press

X/A/C - Pin (when opponent's health is depleted)

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Ringside:

=====

Left/Right - Enter/exit the ring

*****GAMEPLAY*****

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Life Bar:
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The amount of health a player has.

When a player's life bar is fully depleted,
the player will collapse instantly.

If the collapsed player is not pinned after
their Life Bar has been fully depleted, the
player will still lose the round under grounds
of a knockout.

In tag team matches, both wrestlers on a team
must have their Life Bars fully depleted before
their tag team can be defeated.

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PERFECT:
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When a player wins a round taking any damage.
The player will win the match under a perfect.

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DOUBLE PERFECT:
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When a player wins two rounds without taking
any damage. The player will win the match with
a double perfect.

=====
TIME EXPIRED:
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When the time limit of the round finishes before
a pinfall can be reached resulting in a game over.

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2ND WIND:
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When a player recovers before the other player can
attempt a pinfall.

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RECOVER BAR:

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When a player is knocked to the ground, a special energy meter is then displayed allowing the player to mash buttons in order to rise to their feet quickly.

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COMBO METER:

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An energy meter that fills up with every attack against an opponent.

When the Combo Meter is full, the word "COMBO" will start flashing; indicating that a player can now perform a highly damaging combo on the opponent.

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*****THE WRESTLERS*****

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DOINK	RAZOR
THE CLOWN	RAMON
UNDERTAKER	YOKOZUNA
SHAWN	BAM BAM
MICHAELS	BIGELOW
BRET	LEX
HART	LUGER

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DOINK THE CLOWN

=====

From: The Circus
Height: 6 ft, 0 in
Weight: 243 lbs
Favorite quote:

"Life's a joke."

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Special moves:

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Joybuzzer - Punch (hold)

Hip Toss - Back, Back + Punch (in close range)

Ear Slap - Down, Down-Forward, Forward + Punch

Giant Hand Slap - Super Punch

Happy Hammer - Forward, Forward + Super Kick (during Head Hold)

Boxing Glove Smash - Forward + Punch (button mash during Head Hold)

Piledriver - Forward, Forward + Super Punch (during Head Hold)

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RAZOR RAMON

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From: Miami, Florida

Height: 6 ft, 7 in

Weight: 262 lbs

Favorite quote:

"Take a look at
the bad guy."

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Special moves:

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Hip Toss - Back, Back + Punch (in close range)

Razor Swipe - Up/Down + Punch (during Head Hold)

Rug Snake - Down, Down + Kick (during Head Hold)

Uppercut - Down + Super Punch (during Head Hold)

Piledriver - Down + Super Kick (during Head Hold)

The Razor's Edge - Forward, Forward + Super Punch (during Head Hold)

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UNDERTAKER

=====

From: Death Valley

Height: 6 ft, 11 in

Weight: 322 lbs

Favorite Quote:

"Rest in peace."

=====
Special moves:
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Neck Bender - Punch (hold)

Chokehold - Down, Down-Forward, Forward + Punch

Chokeslam - Down + Super Kick (during Chokehold)

Demon Howl - Down, Down-Forward, Forward + Kick

Demon Dizzy - Down, Down-Back, Back + Kick

Snapmare - Back, Back + Punch (in close range)

Tombstone Slam - Forward, Forward + Super Kick

Neck Twist - Forward, Forward + Super Punch (during Head Hold)

Shadow Slam - Down, Down + Kick (during Head Hold)

Tombstone Piledriver - Down, Down + Super Kick (during Head Hold)

=====
YOKOZUNA
=====

From: Japan
Height: 6 ft, 4 in
Weight: 568 lbs
Favorite quote:

"Banzai!"

=====
Special moves:
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Salt Throw - Punch (hold)

Belly Bounce - Forward, Forward + Punch

Pickup - A + B + C/X + A + B (in close range)

Body Slam - Punch/Kick (during Pickup)

Bucket Slam - Super Punch (in close range)

Scissor Smash - Forward, Forward + Super Kick

Banzai Drop - A/B/C or X/A/B (from top ropes)

Seat Press - Forward, Forward + Super Punch (during Head Hold)

Speedy Jabs - Forward, Forward + Super Punch (input during Head Hold)

Salt Throw 2 - Down, Down-Forward, Forward + Punch (during Head Hold)

Suplex - Down, Down + Super Kick (during Head Hold)

Uppercut - Down + Super Punch (during Head Hold)

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SHAWN MICHAELS
=====

From: San Antonio, TX

Height: 6 ft, 1 in

Weight: 235 lbs

Favorite quote:

"I'm the greatest
thing going on
God's green earth."

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Special moves:
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Baseball Bat Strike - Forward, Forward + Super Punch (in close range)

Front Leg Trip - Forward, Forward + Kick

Jump Kick - Back, Back + Super Kick

Flying Kick - Super Kick (hold)

Speed Kick - Down, Down-Forward, Forward + Kick

Sunset Flip - Super Punch (while running)

Bodyslam - Back, Back + Punch (in close range)

Frankensteiner - Forward, Forward + Super Kick (in close range)

Double Snap Kick - kick, Back, Back + Super Kick

Arm Breaker - Forward, Forward + Punch (during Head Hold)

Face Smash - Forward, Forward + Super Kick (during Head Hold)

Back Suplex - Down, Down + Super Kick (during Head Hold)

Frankensteiner - Forward, Forward + Super Punch (during Head Hold)

=====
BAM BAM BIGELOW
=====

From: Asbury Park, NJ
Height: 6 ft, 4 in
Weight: 400 lbs

Favorite quote:

"Im the beast from the east."

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Special moves:
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Jump Kick - Back, Back + Super Kick

Fire Kick - Super Kick

Fire Punch - Punch (hold)

Flaming Headbutt - Super Punch

Back Drop - Back, Back + Punch (in close range)

Super Clothesline - Super Punch/Punch (while running)

Fire Downed Opponent - Down, Down + Punch (while opponent is grounded)

Pickup - A + B + C or X + A + B (in close range)

Backbreaker - Down + Super Kick (during Pickup)

Piledriver - Forward, Forward + Super Punch (during Head Hold)

Pogo Piledriver - Down, Down + Super Kick (during Head Hold)

=====
BRET 'HITMAN' HART
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Nickname: The Hitman
Height:
Weight:
From: Calgary, Alberta

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Special moves:
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Rolling Uppercut - Down, Down-Forward, Forward + Super Punch

Arm Drag - Back, Back + Punch (in close range)

Eye Rake - Down, Down-Forward, Forward + Punch

Face Slam - Down, Down-Forward, Forward + Punch (during Head Hold)

Bulldog - Down + Super Kick (during Head Hold)

Piledriver - Forward, Forward + Super Punch (during Head Hold)

Sharpshooter - Super Punch (at feet of downed opponent)

=====
LEX LUGER
=====

From: Atlanta, GA
Height: 6 ft, 5 in
Weight: 275 lbs
Favorite quote:

"Lex Luger is the
All American Hero."

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Special moves:
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Pickup - A + B + C / X + A + B (in close range)

Rebel Rack - Up + Super Kick (during Pickup)

Hip Toss - Back, Back, + Punch (in close range)

Sliding Elbow - Forward, Forward + Punch

Double Axehandle Smash - Super Punch

Medieval Mace - Forward, Forward + Super Kick

Vertical Suplex - Forward, Forward + Super Punch (during Head Hold)

Elbow Grider - Down, Down + Super Kick (during Head Hold)

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*****THE MODES*****

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=====
INTERCONTINENTAL CHAMPIONSHIP:
=====

Take on the WWF roster to become the Intercontinental Champion.

There are a total of seven matches:

- * Four singles matches
- * & Three handicap matches (1 vs 2 & 1 vs 3).

=====

WORLD WRESTLING FEDERATION CHAMPIONSHIP:

=====

Take on the WWF roster to become the WWF World Heavyweight Champion.

There are a total of seven matches:

- * Four singles matches
- * Two handicap matches (1 vs 3)
- * & the Wrestlemania CHallenge (1 vs 8)

In the Wrestlemania Challenge, Player 1 must face and defeat a team of eight opponents (two at a time) consecutively to become the WWF World Heavyweight Champion.

The following modes can only be accessed when Player 2 presses START on the Wrestler selection screen.

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HEAD TO HEAD:

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The standard versus mode where Player 1 fights against Player 2.

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COOPERATIVE:

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Player 1 and 2 team up in a tornado tag team against the entire WWF roster in a Wrestlemania Challenge tournament.

In the Wrestlemania Challenge, both Player 1 and Player 2 must defeat eight opponents consecutively to become the new WWF tag team champions.

*****OPTIONS*****

SKILL:

Adjust the computer's difficulty:

- * VERY EASY
- * EASY
- * MEDIUM (default)
- * HARD
- * VERY HARD

LIFE:

The amount of health a player has.

- * 10% *60%
- * 20% *70%
- * 30% *80%
- * 40% *90%
- * 50% *100% (default)

MUSIC:

Turn the background music on or off.

- * ON (default)
- * OFF

JOYPAD:

Adjust controller settings.

*****SECRETS, TIPS & TRICKS*****

Stop The Timer:

During a match, Pause the game and press Left, Punch, Up, Down, Block, Punch, Up, Down.

If done correctly, a special sound effect will play.

=====
Invincible:
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Jerry The King Lawler will say "What's that cheater up to?".

=====
Max power:
=====

During a match, Pause the game and press D, Up, Punch, Left, Kick, Left, Up, Block.

If done correctly, Jerry Lawler will shout "HIT HIM! HIT HIM!" and it will take two to three blows to finish an opponent.

=====
Unlimited Combos:
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During a match, Pause the game and press Block, Punch, Down, Block, Up, and Left twice.

If inputted correctly, Vince McMahon will shout "Boom Shakalaka!"

=====
Unknown Code:
=====

During a match, Pause the game and press Right, Punch, Down, Block, Left, Up, Right.

If inputted correctly, Vince McMahon will say "Heeere we go!"

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*****CREDITS*****
=====

[Acclaim] - for releasing WWF Wrestlemania The Arcade Game.

[oblivion from aoc & pool of jello] - for uncovering the Genesis codes for this game.

[Megnetto] - for uncovering each Wrestler's special moves from the Saturn port.

[MldnightRider] - for providing the six button configurations.

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of this FAQ.

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*****CONTACT*****

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