



```

|      --> Reese                               |*| (REESE) |
|-----|-----|-----|
|      WCW 1                                   |*|         |
|      --> Diamond Dallas Page                 |*| (DPAGE)  |
|      --> Goldberg                             |*| (GOLDB)  |
|      --> Bret Hart                           |*| (BHART)  |
|      --> Chris Benoit                        |*| (BENOI)  |
|      --> Rick Steiner                        |*| (RSTEI)  |
|      --> Fit Finley                          |*| (FTFIN)  |
|      --> Booker T                            |*| (BOOKT)  |
|-----|-----|-----|
|      WCW 2                                   |*|         |
|      --> Saturn                             |*| (SATUR)  |
|      --> Disco Inferno                       |*| (DISCO)  |
|      --> Jim Neidhart                        |*| (JNEID)  |
|      --> British Bulldog                     |*| (BBULL)  |
|      --> Glacier                             |*| (GLACE)  |
|      --> Van Hammer                         |*| (HAMMR)  |
|-----|-----|-----|
|      WCW 3                                   |*|         |
|      --> Yugi Nagata                          |*| (YUGIN)  |
|      --> Larry Zbysko                        |*| (LARRY)  |
|      --> La Parka                            |*| (PARKA)  |
|      --> Stevie Ray                          |*| (STRAY)  |
|-----|-----|-----|
|      WCW 4                                   |*|         |
|      --> Chris Jericho                       |*| (JERIC)  |
|      --> Eddy Guerrero                       |*| (EDDYG)  |
|      --> Psychosis                           |*| (PSYCH)  |
|      --> Rey Mysterio Jr.                   |*| (REYJR)  |
|      --> Dean Malenko                        |*| (DEANM)  |
|      --> Juventud Guerrera                   |*| (JUVIG)  |
|      --> Ultimo Dragon                       |*| (ULTIM)  |
|      --> Chavo Guerrero Jr.                 |*| (CHAVO)  |
|      --> Alex Wright                         |*| (ALEXW)  |
|-----|-----|-----|
|      EWF                                     |*|         |
|      --> AKI Man                             |*| (AKIMA)  |
|      --> Shogun                             |*| (SHOGU)  |
|      --> Executioner                         |*| (EXECU)  |
|      --> Dr. Frank                           |*| (FRANK)  |
|      --> Jekel                              |*| (JEKEL)  |
|      --> Maya Inca Boy                       |*| (MIBOY)  |
|-----|-----|-----|
|      DAW                                     | |         |
|      --> Hawk Hana                           |*| (HAWKH)  |
|      --> Kim Chee                            |*| (KCHEE)  |
|      --> Dake Ken                            |*| (DAKEK)  |
|      --> Brickowski                          |*| (BRICK)  |
|      --> Ming Chee                           |*| (MCHEE)  |
|      --> Han Zo Mon                          | | (HANZO)  |
|-----|-----|-----|
|      05. Credits                             | [CREDS]  |
| \_/|_____|\_/|
| \_/|_____|\_/|

```

And for the people who may not know about the search function: If you press the Control + F keys on your computer, you'll get a search dialog. Put in one of the keys you see on the right, and you'll be brought directly to that section. For example, if you want to go to Ultimo Dragon's move list, type in [ULTIM]

and press enter.

```

  /_____) _____
(  \_/_____) - - - - - (_____) \_/_____)
\      /=====
/      \_  01. Legal Disclaimer          [LEGAL]  \_/_____)
(  /  \_____)===== (_____) \_/_____)
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 \_____ ) - - - - - (_____) /

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```

  /_____) _____
(  \_/_____) - - - - - (_____) \_/_____)
\      /=====
/      \_  02. Game Basics          [BASIC]  \_/_____)
(  /  \_____)===== (_____) \_/_____)
\      \_____
 \_____ ) - - - - - (_____) /

```

In every match, you will meters like the one shown below, in the corners of the screen. These meters play a vital part to the gameplay in WCW/NWO Revenge. Below, is a description of what it is.

_____	_____	(1) This will either be a number, or the
(1)   (2)	_____	letter "C". The number represents the
_____    _____	_____	controller set to that particular player. A
_____	_____	"C" means it's computer-controlled.

(2) This is the spirit meter. It ranges from color, from dark blue, to bright red. As you nail moves, counter moves, and taunt, the meter will gradually fill. And when it begins blinking, you can taunt once more, by wiggling the control stick, to gain SPECIAL! status. However, be careful. If you are hit alot, to little countering, or spend to much time outside of the ring, you may enter DANGER! status.

[[Note, that you can turn the spirit meter on and off via the pause menu.]]

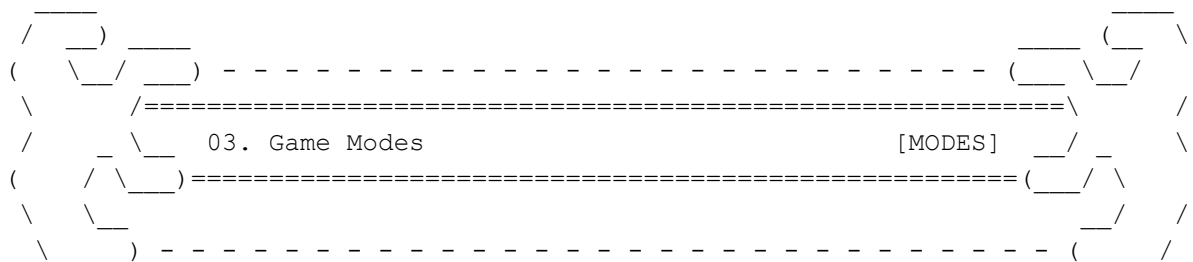
- (SPECIAL!) - While in SPECIAL! you have a sudden boost of moment; Opponents will have harder times countering, and you'll seem to have the advantage. The big thing, however, is the ability to use your finisher! Enter a strong grapple, and wiggle the control stick, to lay some real hurt on your opponent.
- (DANGER!) - While in DANGER!, it will become easier for an opponent to Pin, or make you submit. It will also become easier for a person to TKO you with a particularly dangerous move, like the Facebuster. It will also become easier for opponents to reverse your moves.

+ WEAPONS

Don't expect all matches to go as smoothly as that though. You can pull weapons out of the audiences by pressing the C-Up button. You can then hit your opponents with it, and even smash them when their down, with certain wepaons, like the steel chair. You will however, lose this when hit. On a side note, if you counter a weapon strike, you will steal the weapon.

+ INTERFERENCES

Also, if you are doing really well in a match, someone might interfere to help your opponent. You'll notice, that the faster you are gaining momentum and hurting your opponent, the sooner they will come. They will only stay in the ring for a minute or so however, before they exit the ring, and stand at ringside. There, they are relatively harmless, as they will even let you be, if you exit the ring yourself.



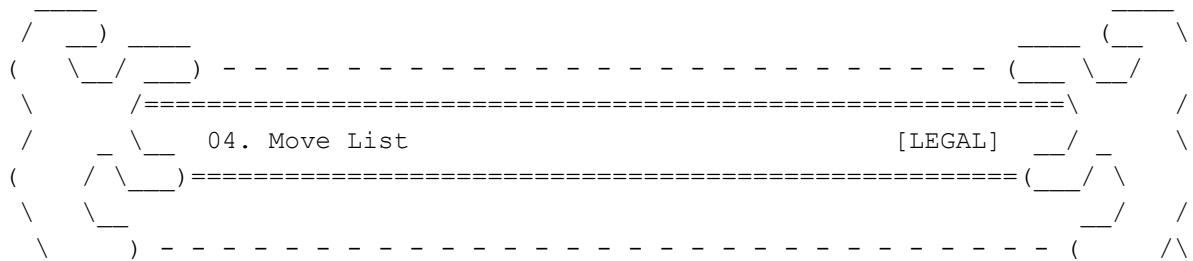
[Championship] - In this mode, you'll compete in a number of matches in a row, in attempt to earn belts. There are several different belts to choose from, such as the Cruiserweight, and Tag Titles. When you obtain a belt, you will also unlock a secret character.

[Single Exhibition] - This is your average one-on-one match. If you begin doing very well, an interference may occur, however. These matches are basically just a sit-down-and-play experience, but there is a high-score list for it.

[Tag Exhibition] - This has the same premise as Single Exhibition, except it is a two-on-two match, obviously. There is a seperate high-score list for this type of match.

[Handicap] - This is a match set up of two-on one combonations: Player and Computer vs Player, Computer and Computer vs Player, etc. There are many varieties to the combinations, and it can be for one or two players.

[Battle Royal] - In this mode, you can choose a number of entrants, from four to forty, and set if they will be random or in a particular order that you pick. In this match, the idea is to knock the oppononet out of the ring, to eliminate them. New opponents will enter as the match goes on, to replace the eliminated ones. When it's all over, the last man standing is the winner.



|\_\_| |\_\_|-----|\_\_| |\_\_|

## Basic Controls

=====

A ----> Grapple  
A (Hold) ----> Strong Grapple  
C-Right ----> Change Targets  
C-Up ----> Go Through Ropes  
C-Down ----> Run  
Analog Stick ----> Taunt  
R ----> Guard

## Standing Attacks

=====

B (Close) ----> Punch  
B (Away) ----> Kick  
B (Hold) ----> Push  
B + Forward ----> Face Slap

## Front Weak Grapple

=====

A ----> Headlock Punch  
A + Up ----> Body Slam  
A + Down ----> Knee to Face  
B ----> Headlock Takedown  
B + Up ----> Armbar Takedown  
B + Down ----> Piledriver  
C-Down ----> Weak Irish Whip  
L ----> Switch to Back Weak Grapple

## Front Strong Grapple

=====

A ----> Drop onto Ropes  
A + Up ----> Verticle Suplex  
A + Down ----> Leg Sweep  
B ----> Clothesline  
B + Up ----> Gorilla Press Slam  
B + Down ----> Sideslam  
C-Down ----> Strong Irish Whip  
L ----> Switch to Back Strong Grapple

## Back Weak Grapple

=====

A ----> Back Suplex  
B ----> Lower-back Punch  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

## Back Strong Grapple

=====

A ----> Schoolboy Pin  
B ----> Abdominal Stretch  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

## Running

=====

B ----> Shoulder Block  
B + Forward ----> Clothesline

Opponent Running (After Weak Irish Whip)

=====

- B -----> Big Boot
- A -----> Back Body Drop
- A (Hold) -----> Arm Toss

Opponent Running (After Strong Irish Whip)

=====

- B -----> Big Boot
- A -----> Gorilla Press Slam
- A (Hold) -----> Sleeper Hold

Opponent In Corner Weak Grapple

=====

- A -----> Headbutt to Stomache
- B -----> Mounted Punches

Opponent In Corner Strong Grapple

=====

- A -----> Superplex
- B -----> Side Superplex

Opponent Face Up

=====

- A (Head) -----> Choke
- A (Feet) -----> Knee Drop
- B (Standing) -----> Leg Drop
- B (Running) -----> Stomp
- C-Left -----> Flip Opponent

Opponent Face Down

=====

- A (Head) -----> Chin Lock
- A (Feet) -----> Boston Crab
- B (Standing) -----> Elbow Drop
- B (Running) -----> Stomp
- C-Left -----> Flip Opponent

Special

=====

Hulk Hogan Leg Drop

```

  |  |          |  |-----|  | (GIANT) |  |
  |  | - : - : - |  | Giant          |  | - : - : - |  |
  |__|          |__|-----|__|          |__|

```

Basic Controls

=====

- A -----> Grapple
- A (Hold) -----> Strong Grapple
- C-Right -----> Change Targets
- C-Up -----> Go Through Ropes
- C-Down -----> Run
- Analog Stick -----> Taunt
- R -----> Guard

Standing Attacks

=====

- B (Close) -----> Punch

B (Away) -----> Kick  
B (Hold) -----> Roundhouse  
B + Forward -----> Clothesline

#### Front Weak Grapple

=====

A -----> Headbutt  
A + Up -----> Punch to Back  
A + Down -----> Knee to Face  
B -----> Armbar Takedown  
B + Up -----> Front Suplex  
B + Down -----> Russian Leg Sweep  
C-Down -----> Weak Irish Whip  
L -----> Switch to Back Weak Grapple

#### Front Strong Grapple

=====

A -----> Drop onto Ropes  
A + Up -----> Gorilla Press Slam  
A + Down -----> Powerbomb  
B -----> Leg Toss  
B + Up -----> Shoulder Lift  
B + Down -----> Piledriver  
C-Down -----> Strong Irish Whip  
L -----> Switch to Back Strong Grapple

#### Back Weak Grapple

=====

A -----> Snap Suplex  
B -----> Lower-back Punch  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

#### Back Strong Grapple

=====

A -----> Sidewalk Slam  
B -----> Abdominal Stretch  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

#### Running

=====

B -----> Yakuza Kick  
B + Forward -----> Clothesline

#### Opponent Running (After Weak Irish Whip)

=====

B -----> Backhand Slap  
A -----> Hip Toss  
A (Hold) -----> Arm Toss

#### Opponent Running (After Strong Irish Whip)

=====

B -----> Roundhouse  
A -----> Powerslam  
A (Hold) -----> Sleeper Hold

#### Opponent In Corner Weak Grapple

=====

A -----> Foot to Throat





## Front Strong Grapple

=====

A -----> Powerslam  
A + Up -----> Gorilla Press Slam  
A + Down -----> Belly-to-Belly Suplex  
B -----> Clothesline  
B + Up -----> Atomic Drop  
B + Down -----> Powerbomb  
C-Down -----> Strong Irish Whip  
L -----> Switch to Back Strong Grapple

## Back Weak Grapple

=====

A -----> Backdrop  
B -----> Backbreaker  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

## Back Strong Grapple

=====

A -----> Schoolboy Pin  
B -----> Back Side Slam  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

## Running

=====

B -----> High Kick  
B + Forward -----> High Kick

## Opponent Running (After Weak Irish Whip)

=====

B -----> Big Boot  
A -----> Back Toss  
A (Hold) -----> Abdominal Stretch

## Opponent Running (After Strong Irish Whip)

=====

B -----> Big Boot  
A -----> Tilt-o-whirl Slam  
A (Hold) -----> Abdominal Stretch

## Opponent In Corner Weak Grapple

=====

A -----> Headbutt to Stomache  
B -----> Chop

## Opponent In Corner Strong Grapple

=====

A -----> Superplex  
B -----> Samoan Drop

## Opponent Face Up

=====

A (Head) -----> Jump on Face  
A (Feet) -----> Boston Crab  
B (Standing) -----> Leg Drop  
B (Running) -----> Flying Elbow Drop  
C-Left -----> Flip Opponent

Opponent Face Down

=====

- A (Head) ----> Chin Lock
- A (Feet) ----> Ankle Lock
- B (Standing) ----> Elbow Drop
- B (Running) ----> Flying Elbow Drop
- C-Left ----> Flip Opponent

Special

=====

Till-a-Whirl Power Slam

```

  | |           | |-----| | (SHALL) | |
  | | - : - : - | | Scott Hall           | | - : - : - | |
  | |           | |-----| |           | |

```

Basic Controls

=====

- A ----> Grapple
- A (Hold) ----> Strong Grapple
- C-Right ----> Change Targets
- C-Up ----> Go Through Ropes
- C-Down ----> Run
- Analog Stick ----> Taunt
- R ----> Guard

Standing Attacks

=====

- B (Close) ----> Punch
- B (Away) ----> Kick
- B (Hold) ----> Hard Punch
- B + Forward ----> Diving Clothesline

Front Weak Grapple

=====

- A ----> Knee to Face
- A + Up ----> Verticle Suplex
- A + Down ----> Back Drop
- B ----> Fallaway Slam
- B + Up ----> Headbutt/Shoulder Tackle
- B + Down ----> Jaw Breaker
- C-Down ----> Weak Irish Whip
- L ----> Switch to Back Weak Grapple

Front Strong Grapple

=====

- A ----> Neckbreaker
- A + Up ----> Verticle Suplex
- A + Down ----> Back Drop
- B ----> Fallaway Slam
- B + Up ----> Clothesline
- B + Down ----> Chokeslam
- C-Down ----> Strong Irish Whip
- L ----> Switch to Back Strong Grapple

Back Weak Grapple

=====

- A ----> Belly-to-Back Suplex
- B ----> Punch to Lower Back

L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

Back Strong Grapple

=====

A -----> Abdominal Stretch  
B -----> Atomic Drop  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

Running

=====

B -----> Shoulder Tackle  
B + Forward -----> Clothesline

Opponent Running (After Weak Irish Whip)

=====

B -----> Kick  
A -----> Hip Toss  
A (Hold) -----> Samoan Drop

Opponent Running (After Strong Irish Whip)

=====

B -----> Kick  
A -----> Sleeper Hold  
A (Hold) -----> Armbar Takedown

Opponent In Corner Weak Grapple

=====

A -----> Shoulder Tackle  
B -----> Punches

Opponent In Corner Strong Grapple

=====

A -----> Superplex  
B -----> Samoan Drop

Opponent Face Up

=====

A (Head) -----> Mounted Punches  
A (Feet) -----> Headbutt to Groin  
B (Standing) -----> Stomp  
B (Running) -----> Elbow Drop  
C-Left -----> Flip Opponent

Opponent Face Down

=====

A (Head) -----> Camel Clutch  
A (Feet) -----> Knee Drop  
B (Standing) -----> Stomp  
B (Running) -----> Elbow Drop  
C-Left -----> Flip Opponent

Special

=====

Outsiders Edge

\_\_\_\_\_|\_\_\_\_\_|-----|\_\_\_\_\_|\_\_\_\_\_|  
| | - : - : - | | Scott Norton | | - : - : - | |  
\_\_\_\_\_|\_\_\_\_\_|-----|\_\_\_\_\_|\_\_\_\_\_|

## Basic Controls

=====

A -----> Grapple  
A (Hold) -----> Strong Grapple  
C-Right -----> Change Targets  
C-Up -----> Go Through Ropes  
C-Down -----> Run  
Analog Stick -----> Taunt  
R -----> Guard

## Standing Attacks

=====

B (Close) -----> Punch  
B (Away) -----> Kick  
B (Hold) -----> Hard Punch  
B + Forward -----> Tackle

## Front Weak Grapple

=====

A -----> Knee to Face  
A + Up -----> Punch to Back  
A + Down -----> Front Suplex  
B -----> Neckbreaker  
B + Up -----> Side Suplex  
B + Down -----> Backbreaker  
C-Down -----> Weak Irish Whip  
L -----> Switch to Back Weak Grapple

## Front Strong Grapple

=====

A -----> Belly-to-Belly Suplex  
A + Up -----> Gorilla Press Slam  
A + Down -----> Spinning Sideslam  
B -----> Clothesline  
B + Up -----> Choke Pickup  
B + Down -----> Powerbomb  
C-Down -----> Strong Irish Whip  
L -----> Switch to Back Strong Grapple

## Back Weak Grapple

=====

A -----> Backdrop  
B -----> Punch to Lower Back  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

## Back Strong Grapple

=====

A -----> Pumphandle Slam  
B -----> German Suplex  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

## Running

=====

B -----> Clothesline  
B + Forward -----> Diving Headbutt

Opponent Running (After Weak Irish Whip)

=====  
B -----> Kick  
A -----> Leg Toss  
A (Hold) -----> Body Press Slam

Opponent Running (After Strong Irish Whip)

=====  
B -----> Punch  
A -----> Powerslam  
A (Hold) -----> Body Press Slam

Opponent In Corner Weak Grapple

=====  
A -----> Headbutts to Stomache  
B -----> Chop

Opponent In Corner Strong Grapple

=====  
A -----> Superplex  
B -----> Samoan Drop

Opponent Face Up

=====  
A (Head) -----> Sleeper  
A (Feet) -----> Boston Crab  
B (Standing) -----> Elbow Drop  
B (Running) -----> Flying Elbow Drop  
C-Left -----> Flip Opponent

Opponent Face Down

=====  
A (Head) -----> Chinlock  
A (Feet) -----> Anklelock  
B (Standing) -----> Elbow Drop  
B (Running) -----> Flying Elbow Drop  
C-Left -----> Flip Opponent

Special

=====  
Powerbomb

\_			\_		-----	\_		(BUFFB)	\_	
	- : - : -		Bugg Bagwell		- : - : -					
\_			\_		-----	\_			\_	

Basic Controls

=====  
A -----> Grapple  
A (Hold) -----> Strong Grapple  
C-Right -----> Change Targets  
C-Up -----> Go Through Ropes  
C-Down -----> Run  
Analog Stick -----> Taunt  
R -----> Guard

Standing Attacks

=====  
B (Close) -----> Punch

B (Away) ----> Kick  
B (Hold) ----> Dropkick  
B + Forward ----> Face Slap

#### Front Weak Grapple

=====

A ----> Knee to Face  
A + Up ----> Punch to Back of the Head  
A + Down ----> Arm Drag  
B ----> Armbar Takedown  
B + Up ----> Snap Suplex  
B + Down ----> Jawbreaker  
C-Down ----> Weak Irish Whip  
L ----> Switch to Back Weak Grapple

#### Front Strong Grapple

=====

A ----> Neckbreaker  
A + Up ----> Drop on Ropes  
A + Down ----> Schoolboy Pin  
B ----> DDT  
B + Up ----> Clothesline  
B + Down ----> Piledriver  
C-Down ----> Strong Irish Whip  
L ----> Switch to Back Strong Grapple

#### Back Weak Grapple

=====

A ----> Belly-to-Back Suplex  
B ----> Punch-to-Back  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

#### Back Strong Grapple

=====

A ----> Sleeper Hold  
B ----> Clothesline  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

#### Running

=====

B ----> Back Tackle  
B + Forward ----> Diving Clothesline

#### Opponent Running (After Weak Irish Whip)

=====

B ----> Kick  
A ----> Back Drop  
A (Hold) ----> Arm Toss

#### Opponent Running (After Strong Irish Whip)

=====

B ----> Kick  
A ----> Samoan Drop  
A (Hold) ----> Atomic Drop

#### Opponent In Corner Weak Grapple

=====

A ----> Headbutts to Stomache

B -----> Tree of Woe Plus Kicks to Face

Opponent In Corner Strong Grapple

=====

- A -----> Superplex
- B -----> Double Underhook Superplex

Opponent Face Up

=====

- A (Head) -----> Jump on Face
- A (Feet) -----> Headbutt to Groin
- B (Standing) -----> Fist Drop
- B (Running) -----> Flying Elbow Drop
- C-Left -----> Flip Opponent

Opponent Face Down

=====

- A (Head) -----> Chin Lock
- A (Feet) -----> Ankle Stomp
- B (Standing) -----> Fist Drop
- B (Running) -----> Flying Elbow Drop
- C-Left -----> Flip Opponent

Special

=====

Buff Blockbuster

		-----		(ERICB)	
	: - : -	Eric Bischoff		: - : -	
		-----			

\*\* Note \*\* Eric Bischoff is unlike other wrestlers. He does not use grapple moves; Instead, he has a large variety of basic attacks.

Standing Attacks

=====

- A (Close) -----> Punch
- A (Away) -----> Front Kick
- A (Hold) -----> High Kick
- A + Forward -----> Roundhouse
- B (Close) -----> Hook Punch
- B (Away) -----> Low Kick
- B + Forward -----> One-Two Kick

Running

=====

- B -----> Running Kick
- B + Forward -----> Running Punch

Opponent Face Up

=====

- B (Standing) -----> Face Stomp
- B (Running) -----> Running Face Stomp
- C-Left -----> Flip Opponent

Opponent Face Down

=====

- B (Standing) -----> Face Stomp
- B (Running) -----> Running Face Stomp





Running

=====

B -----> Shoulder Block

B + Forward -----> Clothesline

Opponent Running (After Weak Irish Whip)

=====

B -----> Standing Clothesline

A -----> Back Body Drop

A (Hold) -----> Gorilla Press Slam

Opponent Running (After Strong Irish Whip)

=====

B -----> Dropkick

A -----> Frankensteiner

A (Hold) -----> Tilt-a-whirl Slam

Opponent In Corner Weak Grapple

=====

A -----> Headbutts to Stomache

B -----> Knees to Stomache

Opponent In Corner Strong Grapple

=====

A -----> Release German Superplex

B -----> Belly-to-Back Superplex

Opponent Face Up

=====

A (Head) -----> Sleeper Hold

A (Feet) -----> Ankle Lock

B (Standing) -----> Elbow Drop

B (Running) -----> Flying Elbow Drop

C-Left -----> Flip Opponent

Opponent Face Down

=====

A (Head) -----> Steiner Recliner

A (Feet) -----> Kick to Leg

B (Standing) -----> Elbow Drop

B (Running) -----> Flying Elbow Drop

C-Left -----> Flip Opponent

Special

=====

Steiner Recliner

		-----		(KNASH)	
	: - : -	Kevin Nash		: - : -	
		-----			

Basic Controls

=====

A -----> Grapple

A (Hold) -----> Strong Grapple

C-Right -----> Change Targets

C-Up -----> Go Through Ropes

C-Down -----> Run

Analog Stick -----> Taunt

R -----> Guard

### Standing Attacks

=====

B (Close) -----> Punch  
B (Away) -----> Kick  
B (Hold) -----> High Kick  
B + Forward -----> Strong Punch

### Front Weak Grapple

=====

A -----> Elbow to Back of Head  
A + Up -----> Headbutt  
A + Down -----> Knee to Face  
B -----> Headlock Takedown  
B + Up -----> Vertical Side Suplex  
B + Down -----> Backbreaker  
C-Down -----> Weak Irish Whip  
L -----> Switch to Back Weak Grapple

### Front Strong Grapple

=====

A -----> Spinning Neckbreaker  
A + Up -----> Drop on Ropes  
A + Down -----> Shoulder Breaker  
B -----> Clothesline  
B + Up -----> Running Knee  
B + Down -----> Piledriver  
C-Down -----> Strong Irish Whip  
L -----> Switch to Back Strong Grapple

### Back Weak Grapple

=====

A -----> Backbreaker  
B -----> Clothesline  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

### Back Strong Grapple

=====

A -----> Backbreaker  
B -----> Sleeper Hold  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

### Running

=====

B -----> Shoulder Block  
B + Forward -----> Clothesline

### Opponent Running (After Weak Irish Whip)

=====

B -----> Big Boot  
A -----> Back Body Drop  
A (Hold) -----> Arm Toss

### Opponent Running (After Strong Irish Whip)

=====

B -----> Big Boot  
A -----> Flapjack

A (Hold) ----> Abdominal Stretch

Opponent In Corner Weak Grapple

=====

A ----> Headbutts to Stomache

B ----> Knees to Stomache

Opponent In Corner Strong Grapple

=====

A ----> Foot to Throat

B ----> Super Powerbomb

Opponent Face Up

=====

A (Head) ----> Sleeper Hold

A (Feet) ----> Knee Drop

B (Standing) ----> Elbow Drop

B (Running) ----> Flying Elbow Drop

C-Left ----> Flip Opponent

Opponent Face Down

=====

A (Head) ----> Sleeper Hold

A (Feet) ----> Back Knee Smash

B (Standing) ----> Elbow Drop

B (Running) ----> Flying Elbow Drop

C-Left ----> Flip Opponent

Special

=====

Jackknife Powerbomb

		-----		(STING)	
	: - : -	Sting		: - : -	
		-----			

Basic Controls

=====

A ----> Grapple

A (Hold) ----> Strong Grapple

C-Right ----> Change Targets

C-Up ----> Go Through Ropes

C-Down ----> Run

Analog Stick ----> Taunt

R ----> Guard

Standing Attacks

=====

B (Close) ----> Punch

B (Away) ----> Kick

B (Hold) ----> Drop Kick

B + Forward ----> Strong Punch

Front Weak Grapple

=====

A ----> Punch

A + Up ----> Fireman's Takedown

A + Down ----> Body Slam

B ----> Headlock Takedown

B + Up ----> Gorilla Press Slam

B + Down ----> Jawbreaker  
C-Down ----> Weak Irish Whip  
L ----> Switch to Back Weak Grapple

#### Front Strong Grapple

=====

A ----> Tossback Slam  
A + Up ----> Belly-to-Belly Suplex  
A + Down ----> Schoolboy Pin  
B ----> DDT  
B + Up ----> Atomic Drop  
B + Down ----> Powerbomb Pin  
C-Down ----> Strong Irish Whip  
L ----> Switch to Back Strong Grapple

#### Back Weak Grapple

=====

A ----> Bulldog  
B ----> Reverse Suplex  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

#### Back Strong Grapple

=====

A ----> German Suplex  
B ----> German Suplex Pin  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

#### Running

=====

B ----> Running Boot  
B + Forward ----> Clothesline

#### Opponent Running (After Weak Irish Whip)

=====

B ----> Dropkick  
A ----> Arm Toss  
A (Hold) ----> Samoan Drop

#### Opponent Running (After Strong Irish Whip)

=====

B ----> Release German Suplex  
A ----> German Suplex Pin  
A (Hold) ----> German Suplex Pin

#### Opponent In Corner Weak Grapple

=====

A ----> Headbutts to Stomache  
B ----> Mounted Punches

#### Opponent In Corner Strong Grapple

=====

A ----> Superplex  
B ----> Super Samoan Drop

#### Opponent Face Up

=====

A (Head) ----> Sleeper Hold  
A (Feet) ----> Ankle Lock

B (Standing) ----> Elbow Drop  
B (Running) ----> Flying Elbow Drop  
C-Left ----> Flip Opponent

#### Opponent Face Down

=====

A (Head) ----> Chin Lock  
A (Feet) ----> Half-Crab  
B (Standing) ----> Elbow Drop  
B (Running) ----> Flying Elbow Drop  
C-Left ----> Flip Opponent

#### Special

=====

#### Scorpion Death Lock

```
  _      _      _      _  
| |      | |-----| | (LUGER) | |  
| | - : - : - | | Lex Luger | | - : - : - | |  
|_|      |_|-----|_|      |_|
```

#### Basic Controls

=====

A ----> Grapple  
A (Hold) ----> Strong Grapple  
C-Right ----> Change Targets  
C-Up ----> Go Through Ropes  
C-Down ----> Run  
Analog Stick ----> Taunt  
R ----> Guard

#### Standing Attacks

=====

B (Close) ----> Punch  
B (Away) ----> Kick  
B (Hold) ----> Dropkick  
B + Forward ----> Strong Punch

#### Front Weak Grapple

=====

A ----> Knee to Face  
A + Up ----> Punch to Back of Head  
A + Down ----> Arm Toss  
B ----> Headlock Takedown  
B + Up ----> Verticle Suplex  
B + Down ----> Piledriver  
C-Down ----> Weak Irish Whip  
L ----> Switch to Back Weak Grapple

#### Front Strong Grapple

=====

A ----> Bodyslam  
A + Up ----> Gorilla Press Slam  
A + Down ----> Snapemare  
B ---->  
B + Up ---->  
B + Down ----> Powerslam  
C-Down ----> Strong Irish Whip  
L ----> Switch to Back Strong Grapple

#### Back Weak Grapple

=====  
A -----> Atomic Drop  
B -----> Backbreaker  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

#### Back Strong Grapple

=====  
A -----> Punch  
B -----> Belly-to-Back Suplex  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

#### Running

=====  
B -----> Diving Clothesline  
B + Forward -----> Diving Clothesline

#### Opponent Running (After Weak Irish Whip)

=====  
B -----> Punch  
A -----> Back Body Drop  
A (Hold) -----> Hiptoss

#### Opponent Running (After Strong Irish Whip)

=====  
B -----> Punch  
A -----> Gorilla Press Slam  
A (Hold) -----> Powerslam

#### Opponent In Corner Weak Grapple

=====  
A -----> Headbutts to Stomache  
B -----> Mounted Punches

#### Opponent In Corner Strong Grapple

=====  
A -----> Double Underhook Suplex  
B -----> Super Samoan Drop

#### Opponent Face Up

=====  
A (Head) -----> Sleeper Lock  
A (Feet) -----> Boston Crab  
B (Standing) -----> Elbow Drop  
B (Running) -----> Flying Elbow Drop  
C-Left -----> Flip Opponent

#### Opponent Face Down

=====  
A (Head) -----> Chin Lock  
A (Feet) -----> Ankle Lock  
B (Standing) -----> Elbow Drop  
B (Running) -----> Flying Elbow Drop  
C-Left -----> Flip Opponent

#### Special

=====  
Torture Rack

```

|_| | |_| |-----|_| | (MACHO) |_| |
| | - : - : - | | Macho Man Randy Savage | | - : - : - | |
|_| | |_| |-----|_| | |_| |

```

#### Basic Controls

=====

A -----> Grapple  
A (Hold) -----> Strong Grapple  
C-Right -----> Change Targets  
C-Up -----> Go Through Ropes  
C-Down -----> Run  
Analog Stick -----> Taunt  
R -----> Guard

#### Standing Attacks

=====

B (Close) -----> Slap  
B (Away) -----> Kick  
B (Hold) -----> Dropkick  
B + Forward -----> Push

#### Front Weak Grapple

=====

A -----> Punch to Face  
A + Up -----> Drop on Ropes  
A + Down -----> Front Suplex  
B -----> Armbar Takedown  
B + Up -----> Verticle Suplex  
B + Down -----> Armbar Takedown  
C-Down -----> Weak Irish Whip  
L -----> Switch to Back Weak Grapple

#### Front Strong Grapple

=====

A -----> Reverse Suplex  
A + Up -----> Drop on Ropes  
A + Down -----> Jawbreaker  
B -----> Atomic Drop  
B + Up -----> Stalling Verticle Suplex  
B + Down -----> Piledriver  
C-Down -----> Strong Irish Whip  
L -----> Switch to Back Strong Grapple

#### Back Weak Grapple

=====

A -----> Knee Breaker  
B -----> Knee Breaker  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

#### Back Strong Grapple

=====

A -----> Sleeper Hold  
B -----> Atomic Drop  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

#### Running

=====

B -----> Elbow Strike  
B + Forward -----> Shoulder Block

Opponent Running (After Weak Irish Whip)

=====

B -----> Punch  
A -----> Leg Toss  
A (Hold) -----> Arm Toss

Opponent Running (After Strong Irish Whip)

=====

B -----> Punch  
A -----> Leg Toss  
A (Hold) -----> Powerslam

Opponent In Corner Weak Grapple

=====

A -----> Shoulders to Stomache  
B -----> Mounted Punches

Opponent In Corner Strong Grapple

=====

A -----> Superplex  
B -----> Super Samoan Drop

Opponent Face Up

=====

A (Head) -----> Choke  
A (Feet) -----> Half-Crab  
B (Standing) -----> Elbow Drop  
B (Running) -----> Flying Elbow Drop  
C-Left -----> Flip Opponent

Opponent Face Down

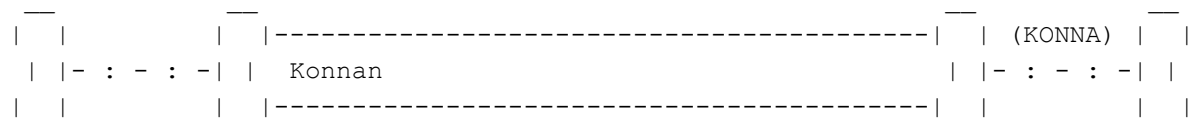
=====

A (Head) -----> Chin Lock  
A (Feet) -----> Ankle Lock  
B (Standing) -----> Elbow Drop  
B (Running) -----> Flying Elbow Drop  
C-Left -----> Flip Opponent

Special

=====

Flying Elbow Drop off the Top Rope



Basic Controls

=====

A -----> Grapple  
A (Hold) -----> Strong Grapple  
C-Right -----> Change Targets  
C-Up -----> Go Through Ropes  
C-Down -----> Run  
Analog Stick -----> Taunt  
R -----> Guard



## Standing Attacks

=====

B (Close) ----> Punch  
B (Away) ----> Kick  
B (Hold) ----> Spinning-Punches  
B + Forward ----> Dropkick

## Front Weak Grapple

=====

A ----> Eye Gouge  
A + Up ----> Punch to Back of Head  
A + Down ----> Snap Suplex  
B ----> Armbar Takedown  
B + Up ----> Snap Suplex  
B + Down ----> Jawbreaker  
C-Down ----> Weak Irish Whip  
L ----> Switch to Back Weak Grapple

## Front Strong Grapple

=====

A ----> Belly-to-Belly Suplex  
A + Up ----> Backdrop Slam  
A + Down ----> Piledriver  
B ----> DDT  
B + Up ----> Splash Mountain  
B + Down ----> Powerbomb Pin  
C-Down ----> Strong Irish Whip  
L ----> Switch to Back Strong Grapple

## Back Weak Grapple

=====

A ----> Back Suplex  
B ----> Back Breaker  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

## Back Strong Grapple

=====

A ----> Release German Suplex  
B ----> DDT  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

## Running

=====

B ----> Shoulder Block  
B + Forward ----> Rolling Clothesline

## Opponent Running (After Weak Irish Whip)

=====

B ----> Kick  
A ----> Arm Toss  
A (Hold) ----> Tilt-a-Whirl Back Breaker

## Opponent Running (After Strong Irish Whip)

=====

B ----> Kick  
A ----> Body Press Slam  
A (Hold) ----> Trip

Opponent In Corner Weak Grapple

=====

- A -----> Headbutts to Stomache
- B -----> Mounted Punches

Opponent In Corner Strong Grapple

=====

- A -----> Double-Underhook Superplex
- B -----> Super Samoan Drop

Opponent Face Up

=====

- A (Head) -----> Tequila Sunrise
- A (Feet) -----> Leg Lock
- B (Standing) -----> Stomp
- B (Running) -----> Running Stomp
- C-Left -----> Flip Opponent

Opponent Face Down

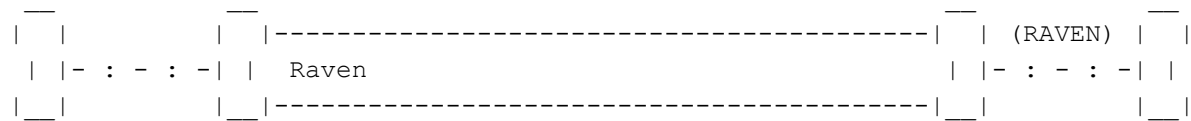
=====

- A (Head) -----> Chin Lock
- A (Feet) -----> Boston Crab
- B (Standing) -----> Stomp
- B (Running) -----> Running Stomp
- C-Left -----> Flip Opponent

Special

=====

The Tequila Sunrise



Basic Controls

=====

- A -----> Grapple
- A (Hold) -----> Strong Grapple
- C-Right -----> Change Targets
- C-Up -----> Go Through Ropes
- C-Down -----> Run
- Analog Stick -----> Taunt
- R -----> Guard

Standing Attacks

=====

- B (Close) -----> Punch
- B (Away) -----> Kick
- B (Hold) -----> Dropkick
- B + Forward -----> Strong Punch

Front Weak Grapple

=====

- A -----> Punch to Head
- A + Up -----> Eye Gouge
- A + Down -----> Snapmare
- B -----> Armbar Takedown
- B + Up -----> Snap Suplex
- B + Down -----> Jawbreaker
- C-Down -----> Weak Irish Whip

L -----> Switch to Back Weak Grapple

### Front Strong Grapple

=====

A -----> Gut Wrench Suplex  
A + Up -----> Running Knee  
A + Down -----> Double Underhook Suplex  
B -----> Headlock and Punch  
B + Up -----> Atomic Drop  
B + Down -----> Schoolboy Pin  
C-Down -----> Strong Irish Whip  
L -----> Switch to Back Strong Grapple

### Back Weak Grapple

=====

A -----> Belly-to-Back Suplex  
B -----> Bulldog  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

### Back Strong Grapple

=====

A -----> Schoolboy Pin  
B -----> Release German Suplex  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

### Running

=====

B -----> Shoulder Block  
B + Forward -----> Rising Knee

### Opponent Running (After Weak Irish Whip)

=====

B -----> Kick  
A -----> Trip  
A (Hold) -----> Arm Toss

### Opponent Running (After Strong Irish Whip)

=====

B -----> Kick  
A -----> Spinebuster  
A (Hold) -----> Samoan Drop

### Opponent In Corner Weak Grapple

=====

A -----> Headbutts to Stomache  
B -----> Mounted Punches

### Opponent In Corner Strong Grapple

=====

A -----> Superplex  
B -----> Chop

### Opponent Face Up

=====

A (Head) -----> Mounted Punches  
A (Feet) -----> Knee Smash  
B (Standing) -----> Elbow Drop  
B (Running) -----> Flying Elbow Drop

C-Left -----> Flip Opponent

#### Opponent Face Down

=====

A (Head) -----> Arm Lock  
A (Feet) -----> Ankle Smash  
B (Standing) -----> Elbow Drop  
B (Running) -----> Flying Elbow Drop  
C-Left -----> Flip Opponent

#### Special

=====

Evenflow DDT

		-----	(MLODI)	
- : - : -	Lodi		- : - : -	
		-----		

#### Basic Controls

=====

A -----> Grapple  
A (Hold) -----> Strong Grapple  
C-Right -----> Change Targets  
C-Up -----> Go Through Ropes  
C-Down -----> Run  
Analog Stick -----> Taunt  
R -----> Guard

#### Standing Attacks

=====

B (Close) -----> Slap  
B (Away) -----> Kick  
B (Hold) -----> Low Dive  
B + Forward -----> Punch

#### Front Weak Grapple

=====

A -----> Eye Gouge  
A + Up -----> Snapmare  
A + Down -----> Body Slam  
B -----> Belly-to-Belly Suplex  
B + Up -----> Verticle Suplex  
B + Down -----> Jawbreaker  
C-Down -----> Weak Irish Whip  
L -----> Switch to Back Weak Grapple

#### Front Strong Grapple

=====

A -----> Waterwheel Drop  
A + Up -----> Drop on Ropes  
A + Down -----> Tombstone Piledriver  
B -----> German Suplex  
B + Up -----> Atomic Drop  
B + Down -----> Schoolboy Pin  
C-Down -----> Strong Irish Whip  
L -----> Switch to Back Strong Grapple

#### Back Weak Grapple

=====

A -----> Bulldog  
B -----> Atomic Drop  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

Back Strong Grapple

=====

A -----> German Suplex Pin  
B -----> German Suplex  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

Running

=====

B -----> Clothesline  
B + Forward -----> Rising Knee

Opponent Running (After Weak Irish Whip)

=====

B -----> Kick  
A -----> Leg Toss  
A (Hold) -----> Arm Toss

Opponent Running (After Strong Irish Whip)

=====

B -----> Kick  
A -----> Leg Toss  
A (Hold) -----> Spinning Spinebuster

Opponent In Corner Weak Grapple

=====

A -----> Headbutts to Stomache  
B -----> Mounted Punches

Opponent In Corner Strong Grapple

=====

A -----> Superplex  
B -----> German Superplex

Opponent Face Up

=====

A (Head) -----> Sleeper Hold  
A (Feet) -----> Boston Crab  
B (Standing) -----> Stomp  
B (Running) -----> Flying Elbow Drop  
C-Left -----> Flip Opponent

Opponent Face Down

=====

A (Head) -----> Chin Lock  
A (Feet) -----> Half-Crab  
B (Standing) -----> Stomp  
B (Running) -----> Flying Elbow Drop  
C-Left -----> Flip Opponent

Special

=====

Double Underhook Power Bomb Pin

### Basic Controls

=====

A ----> Grapple  
A (Hold) ----> Strong Grapple  
C-Right ----> Change Targets  
C-Up ----> Go Through Ropes  
C-Down ----> Run  
Analog Stick ----> Taunt  
R ----> Guard

### Standing Attacks

=====

B (Close) ----> Punch  
B (Away) ----> Kick  
B (Hold) ----> Low Dive  
B + Forward ----> Dropkick

### Front Weak Grapple

=====

A ----> Eye Gouge  
A + Up ----> Snapmare  
A + Down ----> Body Slam  
B ----> Belly-to-Belly Suplex  
B + Up ----> Verticle Suplex  
B + Down ----> Jawbreaker  
C-Down ----> Weak Irish Whip  
L ----> Switch to Back Weak Grapple

### Front Strong Grapple

=====

A ----> Waterwheel Drop  
A + Up ----> Snapmare  
A + Down ----> Piledriver  
B ----> German Suplex  
B + Up ----> Atomic Drop  
B + Down ----> Schoolboy Pin  
C-Down ----> Strong Irish Whip  
L ----> Switch to Back Strong Grapple

### Back Weak Grapple

=====

A ----> Bulldog  
B ----> Atomic Drop  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

### Back Strong Grapple

=====

A ----> German Suplex Pin  
B ----> German Suplex  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

### Running

=====

B ----> Diving Chop  
B + Forward ----> Clothesline

Opponent Running (After Weak Irish Whip)

=====

- B -----> Kick
- A -----> Leg Toss
- A (Hold) -----> Arm Toss

Opponent Running (After Strong Irish Whip)

=====

- B -----> Kick
- A -----> Samoan Drop
- A (Hold) -----> Spinning Spinebuster

Opponent In Corner Weak Grapple

=====

- A -----> Headbutts to Stomache
- B -----> Mounted Punches

Opponent In Corner Strong Grapple

=====

- A -----> Superplex
- B -----> German Superplex

Opponent Face Up

=====

- A (Head) -----> Sleeper Hold
- A (Feet) -----> Boston Crab
- B (Standing) -----> Chinese Chop
- B (Running) -----> Flying Elbow Drop
- C-Left -----> Flip Opponent

Opponent Face Down

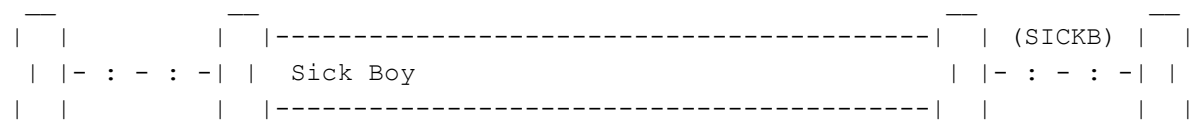
=====

- A (Head) -----> Chin Lock
- A (Feet) -----> Half-Crab
- B (Standing) -----> Chinese Chop
- B (Running) -----> Flying Elbow Drop
- C-Left -----> Flip Opponent

Special

=====

Double Underhook Power Bomb Pin



Basic Controls

=====

- A -----> Grapple
- A (Hold) -----> Strong Grapple
- C-Right -----> Change Targets
- C-Up -----> Go Through Ropes
- C-Down -----> Run
- Analog Stick -----> Taunt
- R -----> Guard

Standing Attacks

=====

- B (Close) -----> Punch

B (Away) ----> Kick  
B (Hold) ----> Low Dive  
B + Forward ----> Dropkick

#### Front Weak Grapple

=====

A ----> Elbow to Back of Head  
A + Up ----> Snap Suplex  
A + Down ----> Body Slam  
B ----> Russian Leg Sweep  
B + Up ----> Verticle Suplex  
B + Down ----> Jawbreaker  
C-Down ----> Weak Irish Whip  
L ----> Switch to Back Weak Grapple

#### Front Strong Grapple

=====

A ----> Double Underhook Suplex  
A + Up ----> Belly-to-Belly Suplex  
A + Down ----> Neckbreaker  
B ----> Clothesline  
B + Up ----> Brainbuster  
B + Down ----> Fall-Away Pancake  
C-Down ----> Strong Irish Whip  
L ----> Switch to Back Strong Grapple

#### Back Weak Grapple

=====

A ----> Belly-to-Belly Suplex  
B ----> Atomic Drop  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

#### Back Strong Grapple

=====

A ----> German Suplex Pin  
B ----> Release German Suplex  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

#### Running

=====

B ----> Clothesline  
B + Forward ----> Diving Clothesline

#### Opponent Running (After Weak Irish Whip)

=====

B ----> Big Boot  
A ----> Leg Toss  
A (Hold) ----> Arm Toss

#### Opponent Running (After Strong Irish Whip)

=====

B ----> Low Dive  
A ----> Samoan Drop  
A (Hold) ----> Powerslam

#### Opponent In Corner Weak Grapple

=====

A ----> Headbutts to Stomache



B -----> Mounted Punches

Opponent In Corner Strong Grapple

=====

- A -----> Superplex
- B -----> German Superplex

Opponent Face Up

=====

- A (Head) -----> Mounted Punches
- A (Feet) -----> Knee Smash
- B (Standing) -----> Fist Drop
- B (Running) -----> Flying Elbow Drop
- C-Left -----> Flip Opponent

Opponent Face Down

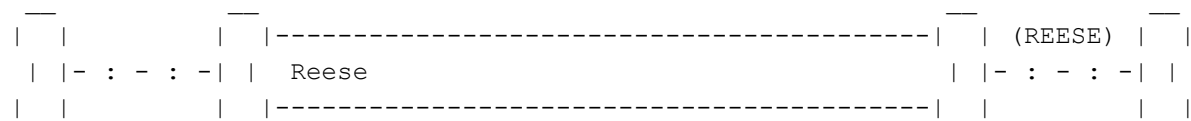
=====

- A (Head) -----> Chin Lock
- A (Feet) -----> Ankle Stomp
- B (Standing) -----> Stomp
- B (Running) -----> Flying Elbow Drop
- C-Left -----> Flip Opponent

Special

=====

The Cure



Basic Controls

=====

- A -----> Grapple
- A (Hold) -----> Strong Grapple
- C-Right -----> Change Targets
- C-Up -----> Go Through Ropes
- C-Down -----> Run
- Analog Stick -----> Taunt
- R -----> Guard

Standing Attacks

=====

- B (Close) -----> Slap
- B (Away) -----> Kick
- B (Hold) -----> High Kick
- B + Forward -----> Overhead Punch

Front Weak Grapple

=====

- A -----> Eye Gouge
- A + Up -----> Drop on Ropes
- A + Down -----> Body Slam
- B -----> Headlock Takedown
- B + Up -----> Verticle Suplex
- B + Down -----> Jawbreaker
- C-Down -----> Weak Irish Whip
- L -----> Switch to Back Weak Grapple

## Front Strong Grapple

=====

A -----> Sidewalk Slam  
A + Up -----> Drop on Ropes  
A + Down -----> Tombstone Piledriver  
B -----> German Suplex  
B + Up -----> Atomic Drop  
B + Down -----> Double-Underhook Slam  
C-Down -----> Strong Irish Whip  
L -----> Switch to Back Strong Grapple

## Back Weak Grapple

=====

A -----> Bulldog  
B -----> Atomic Drop  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

## Back Strong Grapple

=====

A -----> Schoolboy Pin  
B -----> German Suplex  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

## Running

=====

B -----> Shoulder Block  
B + Forward -----> Clothesline

## Opponent Running (After Weak Irish Whip)

=====

B -----> Roundhouse  
A -----> Leg Toss  
A (Hold) -----> Chokeslam

## Opponent Running (After Strong Irish Whip)

=====

B -----> Roundhouse  
A -----> Samoan Drop  
A (Hold) -----> Chokeslam

## Opponent In Corner Weak Grapple

=====

A -----> Headbutts to Stomache  
B -----> Knees to Stomache

## Opponent In Corner Strong Grapple

=====

A -----> Superplex  
B -----> Release German Superplex

## Opponent Face Up

=====

A (Head) -----> Choke  
A (Feet) -----> Knee Smash  
B (Standing) -----> Stomp  
B (Running) -----> Flying Elbow Drop  
C-Left -----> Flip Opponent

Opponent Face Down

=====

- A (Head) ----> Chin Lock
- A (Feet) ----> Ankle Stomp
- B (Standing) ----> Stomp
- B (Running) ----> Flying Elbow Drop
- C-Left ----> Flip Opponent

Special

=====

		-----			(DPAGE)	
	: - : -	Diamond Dallas Page			: - : -	
		-----				

Basic Controls

=====

- A ----> Grapple
- A (Hold) ----> Strong Grapple
- C-Right ----> Change Targets
- C-Up ----> Go Through Ropes
- C-Down ----> Run
- Analog Stick ----> Taunt
- R ----> Guard

Standing Attacks

=====

- B (Close) ----> Slap
- B (Away) ----> Kick
- B (Hold) ----> Clothesline
- B + Forward ----> Strong Punch

Front Weak Grapple

=====

- A ----> Punch to Head
- A + Up ----> Headbutt
- A + Down ----> Body Slam
- B ----> Multiple Headbutts
- B + Up ----> Neckbreaker
- B + Down ----> Jawbreaker
- C-Down ----> Weak Irish Whip
- L ----> Switch to Back Weak Grapple

Front Strong Grapple

=====

- A ----> Belly-to-Belly Suplex
- A + Up ----> Snap Suplex
- A + Down ----> Facebuster
- B ----> DDT
- B + Up ----> Atomic Drop
- B + Down ----> Piledriver
- C-Down ----> Strong Irish Whip
- L ----> Switch to Back Strong Grapple

Back Weak Grapple

=====

- A ----> Back Drop
- B ----> Abdominal Stretch
- L ----> Shoulder Stretch
- C-Up ----> Lift Opponent

Back Strong Grapple

=====

- A -----> Back Drop
- B -----> Pump Handle Slam
- L -----> Shoulder Stretch
- C-Up -----> Lift Opponent

Running

=====

- B -----> Running Punch
- B + Forward -----> Running Punch

Opponent Running (After Weak Irish Whip)

=====

- B -----> Spinning Punch
- A -----> Leg Toss
- A (Hold) -----> Arm Toss

Opponent Running (After Strong Irish Whip)

=====

- B -----> Spinning Punch
- A -----> Tilt-a-Whirl Slam
- A (Hold) -----> Backdrop Slam

Opponent In Corner Weak Grapple

=====

- A -----> Headbutts to Stomache
- B -----> Knees to Stomache

Opponent In Corner Strong Grapple

=====

- A -----> Double-Underhook Superplex
- B -----> Double-Underhook Superplex

Opponent Face Up

=====

- A (Head) -----> Mounted Punches
- A (Feet) -----> Knee Smash
- B (Standing) -----> Elbow Drop
- B (Running) -----> Flying Elbow Drop
- C-Left -----> Flip Opponent

Opponent Face Down

=====

- A (Head) -----> Arm Lock
- A (Feet) -----> Half-Crab
- B (Standing) -----> Elbow Drop
- B (Running) -----> Flying Elbow Drop
- C-Left -----> Flip Opponent

Special

=====

Diamond Cutter

```

  _   _   _   _
|_| |   |_| |-----|_| | (GOLDB) |_| |
| | - : - : - | | Goldberg | | - : - : - | |
|_| |   |_| |-----|_| |           |_| |

```

\*\* NOTE \*\* Goldberg is another strange character. Some of his grapple moves cause a meter to come up. You can then input 6 more moves for him to do.

Finish off with an A-button move.

### Basic Controls

=====

A -----> Grapple  
A (Hold) -----> Strong Grapple  
C-Right -----> Change Targets  
C-Up -----> Go Through Ropes  
C-Down -----> Run  
Analog Stick -----> Taunt  
R -----> Guard

### Standing Attacks

=====

B (Close) -----> Spinning Kick  
B (Away) -----> Kick  
B (Hold) -----> Body Punch  
B + Forward -----> Clothesline

### Front Weak Grapple

=====

A -----> Knee to Face  
A + Up -----> Punch to Back of Head  
A + Down -----> Fireman's Carry  
B -----> Knee to Stomache and Neckbreaker  
B + Up -----> Gorilla Press Slam  
B + Down -----> Pump Handle Slam  
C-Down -----> Weak Irish Whip  
L -----> Switch to Back Weak Grapple

### Front Strong Grapple

=====

A -----> German Suplex  
A + Up -----> Drop Shoulder Slam  
A + Down -----> Rolling Arm Bar  
B -----> Combo Meter  
B + Up -----> Combo Meter  
B + Down -----> Combo Meter  
C-Down -----> Strong Irish Whip  
L -----> Switch to Back Strong Grapple

### Back Weak Grapple

=====

A -----> Side Slam  
B -----> Sidewalk Slam  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

### Back Strong Grapple

=====

A -----> German Suplex  
B -----> Clothesline  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

### Combo Meter

=====

B -----> Knee to Stomache  
B + Up -----> Cross Punch  
B + Down -----> Kick to Stomache

B + Left ----> Left Hook  
B + Right ----> Right Hook  
A ----> German Suplex  
A + Up ----> Drop Shoulder Slam  
A + Down ----> Rolling Leg Bar  
A + Left ----> Rolling Leg Bar  
A + Right ----> German Suplex

Running  
=====

B ----> Spear  
B + Forward ----> Spear

Opponent Running (After Weak Irish Whip)  
=====

B ----> Spinning Kick  
A ----> Trip  
A (Hold) ----> Arm Toss

Opponent Running (After Strong Irish Whip)  
=====

B ----> Clothesline  
A ----> Samoan Drop  
A (Hold) ----> Gorilla Press Slam

Opponent In Corner Weak Grapple  
=====

A ----> Headbutts to Stomache  
B ----> Mounted Punches

Opponent In Corner Strong Grapple  
=====

A ----> German Superplex  
B ----> Knees to Head

Opponent Face Up  
=====

A (Head) ----> Mounted Punches  
A (Feet) ----> Leg Bar  
B (Standing) ----> Knee Drop  
B (Running) ----> Flying Elbow Drop  
C-Left ----> Flip Opponent

Opponent Face Down  
=====

A (Head) ----> Choke Hold  
A (Feet) ----> Ankle Lock  
B (Standing) ----> Knee Drop  
B (Running) ----> Flying Elbow Drop  
C-Left ----> Flip Opponent

Special  
=====

Jackhammer

				-----		(BHART)		
	- : - : -		Bret Hart		- : - : -			
				-----				

Basic Controls

=====  
A -----> Grapple  
A (Hold) -----> Strong Grapple  
C-Right -----> Change Targets  
C-Up -----> Go Through Ropes  
C-Down -----> Run  
Analog Stick -----> Taunt  
R -----> Guard

#### Standing Attacks

=====  
B (Close) -----> Slap  
B (Away) -----> Kick  
B (Hold) -----> Hard Punch  
B + Forward -----> Low Punch

#### Front Weak Grapple

=====  
A -----> Headbutt  
A + Up -----> Headlock and Punch  
A + Down -----> Bodyslam  
B -----> Headlock Takedown  
B + Up -----> Vertical Suplex  
B + Down -----> Russian Leg Sweep  
C-Down -----> Weak Irish Whip  
L -----> Switch to Back Weak Grapple

#### Front Strong Grapple

=====  
A -----> Neckbreaker  
A + Up -----> Drop on Ropes  
A + Down -----> Piledriver  
B -----> Belly-to-Belly Suplex  
B + Up -----> Atomic Drop  
B + Down -----> Schoolboy Pin  
C-Down -----> Strong Irish Whip  
L -----> Switch to Back Strong Grapple

#### Back Weak Grapple

=====  
A -----> Belly-to-Back Suplex  
B -----> Punch to Lower Back  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

#### Back Strong Grapple

=====  
A -----> Victory Roll  
B -----> Backbreaker  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

#### Running

=====  
B -----> Shoulder Block  
B + Forward -----> Clothesline

#### Opponent Running (After Weak Irish Whip)

=====  
B -----> Spinning Kick

A -----> Leg Toss  
A (Hold) -----> Trip

Opponent Running (After Strong Irish Whip)

=====

B -----> Spinning Kick  
A -----> Spinning Backbreaker  
A (Hold) -----> Sleeper Hold

Opponent In Corner Weak Grapple

=====

A -----> Headbutts to Stomache  
B -----> Slap

Opponent In Corner Strong Grapple

=====

A -----> Superplex  
B -----> Slap

Opponent Face Up

=====

A (Head) -----> Sleeper Hold  
A (Feet) -----> Sharpshooter  
B (Standing) -----> Leg Drop  
B (Running) -----> Flying Elbow Drop  
C-Left -----> Flip Opponent

Opponent Face Down

=====

A (Head) -----> Chin Lock  
A (Feet) -----> Sharpshooter  
B (Standing) -----> Leg Drop  
B (Running) -----> Flying Elbow Drop  
C-Left -----> Flip Opponent

Special

=====

The Sharpshooter

```
  |  |          |  |-----|  | (BENOI) |  |  
  | | - : - : - | | Chris Benoit | | - : - : - | |  
  |__|          |__|-----|__|          |__|
```

Basic Controls

=====

A -----> Grapple  
A (Hold) -----> Strong Grapple  
C-Right -----> Change Targets  
C-Up -----> Go Through Ropes  
C-Down -----> Run  
Analog Stick -----> Taunt  
R -----> Guard

Standing Attacks

=====

B (Close) -----> Slap  
B (Away) -----> Kick  
B (Hold) -----> Dropkick  
B + Forward -----> Slap



### Front Weak Grapple

=====

A -----> Punch to Back  
A + Up -----> Headbutt  
A + Down -----> Bodyslam  
B -----> Armbar Takedown  
B + Up -----> Snap Suplex  
B + Down -----> Neckbreaker  
C-Down -----> Weak Irish Whip  
L -----> Switch to Back Weak Grapple

### Front Strong Grapple

=====

A -----> Belly-to-Back Suplex  
A + Up -----> Samoan Drop  
A + Down -----> Piledriver  
B -----> Clothesline  
B + Up -----> Brainbuster  
B + Down -----> Northern Lights Suplex Pin  
C-Down -----> Strong Irish Whip  
L -----> Switch to Back Strong Grapple

### Back Weak Grapple

=====

A -----> Belly-to-Back Suplex  
B -----> Backbreaker  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

### Back Strong Grapple

=====

A -----> Double-Underhook Suplex Pin  
B -----> Inverted Suplex  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

### Running

=====

B -----> Rear Tackle  
B + Forward -----> Clothesline

### Opponent Running (After Weak Irish Whip)

=====

B -----> Spinning Kick  
A -----> Backdrop  
A (Hold) -----> Flapjack

### Opponent Running (After Strong Irish Whip)

=====

B -----> Spinning Kick  
A -----> Abdominal Stretch  
A (Hold) -----> Tilt-a-Whirl Backbreaker

### Opponent In Corner Weak Grapple

=====

A -----> Headbutts to Stomache  
B -----> Superplex

### Opponent In Corner Strong Grapple

=====



A + Down ----> Atomic Drop  
B ----> Belly-to-Belly Suplex  
B + Up ----> Clothesline  
B + Down ----> Powerbomb  
C-Down ----> Strong Irish Whip  
L ----> Switch to Back Strong Grapple

#### Back Weak Grapple

=====  
A ----> Abdominal Stretch Slam  
B ----> Punch to Back  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

#### Back Strong Grapple

=====  
A ----> Clothesline  
B ----> Atomic Drop  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

#### Running

=====  
B ----> Jumping Dive  
B + Forward ----> Clothesline

#### Opponent Running (After Weak Irish Whip)

=====  
B ----> Kick  
A ----> Powerslam  
A (Hold) ----> Gorilla Press Slam

#### Opponent Running (After Strong Irish Whip)

=====  
B ----> Kick  
A ----> Powerslam  
A (Hold) ----> Tilt-a-Whirl Backbreaker

#### Opponent In Corner Weak Grapple

=====  
A ----> Headbutts to Stomache  
B ----> Mounted Punches

#### Opponent In Corner Strong Grapple

=====  
A ----> German Superplex  
B ----> Double-Underhook Superplex

#### Opponent Face Up

=====  
A (Head) ----> Mounted Punches  
A (Feet) ----> Ankle Lock  
B (Standing) ----> Elbow Drop  
B (Running) ----> Flying Elbow Drop  
C-Left ----> Flip Opponent

#### Opponent Face Down

=====  
A (Head) ----> Chin Lock  
A (Feet) ----> Leg Lock

B (Standing) ----> Elbow Drop  
B (Running) ----> Flying Elbow Drop  
C-Left ----> Flip Opponent

### Special

=====

#### Belly-to-Belly Suplex

```
  | |           | |-----| | (FTFIN) | |  
  | | : - : - | | Fit Finley           | | : - : - | |  
  | |           | |-----| |           | |
```

### Basic Controls

=====

A ----> Grapple  
A (Hold) ----> Strong Grapple  
C-Right ----> Change Targets  
C-Up ----> Go Through Ropes  
C-Down ----> Run  
Analog Stick ----> Taunt  
R ----> Guard

### Standing Attacks

=====

B (Close) ----> Punch  
B (Away) ----> Kick  
B (Hold) ----> Strong Punch  
B + Forward ----> Slap

### Front Weak Grapple

=====

A ----> Punch  
A + Up ----> Snapemare  
A + Down ----> Bodyslam  
B ----> Armbar Takedown  
B + Up ----> Verticle Suplex  
B + Down ----> Piledriver  
C-Down ----> Weak Irish Whip  
L ----> Switch to Back Weak Grapple

### Front Strong Grapple

=====

A ----> Headlock  
A + Up ----> Drop on Ropes  
A + Down ----> Backslide Pin  
B ----> Clothesline  
B + Up ----> Canadian Backbreaker  
B + Down ----> Spinebuster  
C-Down ----> Strong Irish Whip  
L ----> Switch to Back Strong Grapple

### Back Weak Grapple

=====

A ----> Belly-to-Back Suplex  
B ----> Punch to Back  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

### Back Strong Grapple

=====

A -----> Schoolboy Pin  
B -----> Backbreaker  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

Running

=====

B -----> Kick  
B + Forward -----> Rising Knee

Opponent Running (After Weak Irish Whip)

=====

B -----> Kick  
A -----> Hip Toss  
A (Hold) -----> Trip

Opponent Running (After Strong Irish Whip)

=====

B -----> Kick  
A -----> Tilt-a-Whirl Backbreaker  
A (Hold) -----> Abdominal Stretch

Opponent In Corner Weak Grapple

=====

A -----> Headbutts to Stomache  
B -----> Mounted Punches

Opponent In Corner Strong Grapple

=====

A -----> Superplex  
B -----> Super Samoan Drop

Opponent Face Up

=====

A (Head) -----> Sleeper Hold  
A (Feet) -----> Leg and Chin Lock  
B (Standing) -----> Stomp  
B (Running) -----> Flying Elbow Drop  
C-Left -----> Flip Opponent

Opponent Face Down

=====

A (Head) -----> Chin Lock  
A (Feet) -----> Leg Stomp  
B (Standing) -----> Stomp  
B (Running) -----> Flying Elbow Drop  
C-Left -----> Flip Opponent

Special

=====

Tombstone Piledriver

```

  _   _   _   _
|_| |   |_| |-----|_| | (BOOKT) |_| |
| | - : - : - | | Booker T           | | - : - : - | |
|_| |   |_| |-----|_| |           |_| |

```

Basic Controls

=====

A -----> Grapple

A (Hold) -----> Strong Grapple  
C-Right -----> Change Targets  
C-Up -----> Go Through Ropes  
C-Down -----> Run  
Analog Stick -----> Taunt  
R -----> Guard

#### Standing Attacks

=====

B (Close) -----> Punch  
B (Away) -----> Kick  
B (Hold) -----> High Kick  
B + Forward -----> Back Kick

#### Front Weak Grapple

=====

A -----> Punch to Back  
A + Up -----> Snapmare  
A + Down -----> Bodyslam  
B -----> Throat Kick  
B + Up -----> Verticle Suplex  
B + Down -----> Power Slam  
C-Down -----> Weak Irish Whip  
L -----> Switch to Back Weak Grapple

#### Front Strong Grapple

=====

A -----> Gut Wrench Suplex  
A + Up -----> Gorilla Press Slam  
A + Down -----> Schoolboy Pin  
B -----> Clothesline  
B + Up -----> Atomic Drop  
B + Down -----> Spinenbuster  
C-Down -----> Strong Irish Whip  
L -----> Switch to Back Strong Grapple

#### Back Weak Grapple

=====

A -----> Belly-to-Back Suplex  
B -----> Backbreaker  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

#### Back Strong Grapple

=====

A -----> Schoolboy Pin  
B -----> Atomic Drop  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

#### Running

=====

B -----> Back Tackle  
B + Forward -----> Body Splash

#### Opponent Running (After Weak Irish Whip)

=====

B -----> Slap  
A -----> Leg Toss  
A (Hold) -----> Arm Toss

Opponent Running (After Strong Irish Whip)

- =====
- B -----> Slap
  - A -----> Spinning Spinebuster
  - A (Hold) -----> Powerslam

Opponent In Corner Weak Grapple

- =====
- A -----> Headbutts to Stomache
  - B -----> Mounted Punches

Opponent In Corner Strong Grapple

- =====
- A -----> Superplex
  - B -----> Super Samoan Drop

Opponent Face Up

- =====
- A (Head) -----> Sleeper Hold
  - A (Feet) -----> Knee Smash
  - B (Standing) -----> Elbow Drop
  - B (Running) -----> Flying Elbow Drop
  - C-Left -----> Flip Opponent

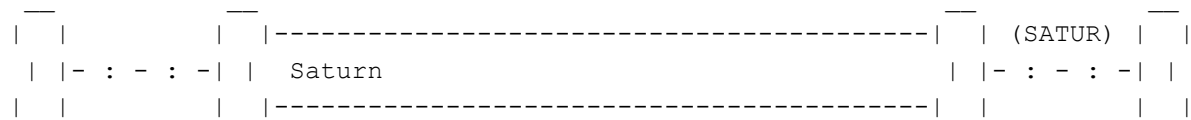
Opponent Face Down

- =====
- A (Head) -----> Arm Bar
  - A (Feet) -----> Half-Crab
  - B (Standing) -----> Elbow Drop
  - B (Running) -----> Flying Elbow Drop
  - C-Left -----> Flip Opponent

Special

=====

Harlem Hangover



Basic Controls

- =====
- A -----> Grapple
  - A (Hold) -----> Strong Grapple
  - C-Right -----> Change Targets
  - C-Up -----> Go Through Ropes
  - C-Down -----> Run
  - Analog Stick -----> Taunt
  - R -----> Guard

Standing Attacks

- =====
- B (Close) -----> Punch
  - B (Away) -----> Kick
  - B (Hold) -----> Low Dive
  - B + Forward -----> Low Kick

Front Weak Grapple

=====

A -----> Punch to Head  
A + Up -----> Elbow to Back of Head  
A + Down -----> Bodyslam  
B -----> Neck Breaker  
B + Up -----> Verticle Suplex  
B + Down -----> Fallaway Slam  
C-Down -----> Weak Irish Whip  
L -----> Switch to Back Weak Grapple

Front Strong Grapple

=====

A -----> Front Dragon Suplex  
A + Up -----> Brainbuster  
A + Down -----> Piledriver  
B -----> German Suplex Pin  
B + Up -----> Crescent Moon Suplex  
B + Down -----> Death Valley Driver  
C-Down -----> Strong Irish Whip  
L -----> Switch to Back Strong Grapple

Back Weak Grapple

=====

A -----> Belly-to-Back Suplex  
B -----> Spinnig Kick  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

Back Strong Grapple

=====

A -----> Double-Underhook Suplex Pin  
B -----> Double-Underhook Release Suplex  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

Running

=====

B -----> Diving Clothesline  
B + Forward -----> Spinning Crescent Kick

Opponent Running (After Weak Irish Whip)

=====

B -----> Clothesline  
A -----> Trip  
A (Hold) -----> Powerslam

Opponent Running (After Strong Irish Whip)

=====

B -----> Clothesline  
A -----> Overhead Belly-to-Belly Suplex  
A (Hold) -----> Sleeper Hold

Opponent In Corner Weak Grapple

=====

A -----> Headbutts to Stomache  
B -----> Mounted Punches

Opponent In Corner Strong Grapple

=====

A -----> Superplex  
B -----> Belly-to-Belly Superplex



Opponent Face Up

=====

- A (Head) ----> Japanese Armbar
- A (Feet) ----> Leg Bar
- B (Standing) ----> Stomp
- B (Running) ----> Flying Elbow Drop
- C-Left ----> Flip Opponent

Opponent Face Down

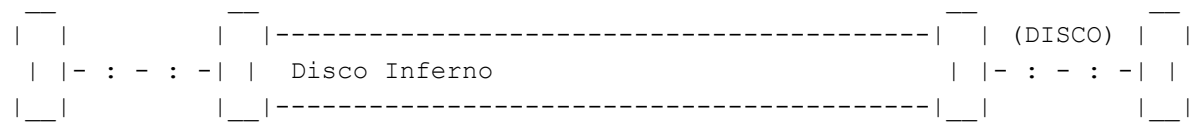
=====

- A (Head) ----> Rings of Saturn
- A (Feet) ----> Inverted Grapevine
- B (Standing) ----> Stomp
- B (Running) ----> Flying Elbow Drop
- C-Left ----> Flip Opponent

Special

=====

Belly-to-Belly Suplex



Basic Controls

=====

- A ----> Grapple
- A (Hold) ----> Strong Grapple
- C-Right ----> Change Targets
- C-Up ----> Go Through Ropes
- C-Down ----> Run
- Analog Stick ----> Taunt
- R ----> Guard

Standing Attacks

=====

- B (Close) ----> Punch
- B (Away) ----> Kick
- B (Hold) ----> Hard Punch
- B + Forward ----> Front Kick

Front Weak Grapple

=====

- A ----> Punch to Head
- A + Up ----> Elbow to Back of Head
- A + Down ----> Bodyslam
- B ----> Headlock Takedown
- B + Up ----> Stalling Vertical Suplex
- B + Down ----> Jawbreaker
- C-Down ----> Weak Irish Whip
- L ----> Switch to Back Weak Grapple

Front Strong Grapple

=====

- A ----> Russian Leg Sweep
- A + Up ----> Drop on Ropes
- A + Down ----> Neckbreaker
- B ----> Atomic Drop

B + Up -----> Reverse Suplex  
B + Down -----> Swinging Neckbreaker  
C-Down -----> Strong Irish Whip  
L -----> Switch to Back Strong Grapple

#### Back Weak Grapple

=====

A -----> Belly-to-Back Suplex  
B -----> Atomic Drop  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

#### Back Strong Grapple

=====

A -----> Schoolboy Pin  
B -----> Backbreaker  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

#### Running

=====

B -----> Diving Clothesline  
B + Forward -----> Body Splash

#### Opponent Running (After Weak Irish Whip)

=====

B -----> Chop  
A -----> Trip  
A (Hold) -----> Arm Toss

#### Opponent Running (After Strong Irish Whip)

=====

B -----> Chop  
A -----> Flapjack  
A (Hold) -----> Arm Toss

#### Opponent In Corner Weak Grapple

=====

A -----> Headbutts to Stomache  
B -----> Mounted Punches

#### Opponent In Corner Strong Grapple

=====

A -----> Superplex  
B -----> Super Samoan Drop

#### Opponent Face Up

=====

A (Head) -----> Jump on Face  
A (Feet) -----> Figure-Four Leg Lock  
B (Standing) -----> Fist Drop  
B (Running) -----> Running Stomp  
C-Left -----> Flip Opponent

#### Opponent Face Down

=====

A (Head) -----> Chin Lock  
A (Feet) -----> Leg Smash  
B (Standing) -----> Fist Drop  
B (Running) -----> Running Stomp  
C-Left -----> Flip Opponent

## Special

=====

### Neck Breaker

```

|_| | |_| |-----|_| | (JNEID) |_| | | | |
| | - : - : - | | Jim Neidhart | | - : - : - | |
|_| | |_| |-----|_| | |_| | |_| |

```

## Basic Controls

=====

A -----> Grapple  
A (Hold) -----> Strong Grapple  
C-Right -----> Change Targets  
C-Up -----> Go Through Ropes  
C-Down -----> Run  
Analog Stick -----> Taunt  
R -----> Guard

## Standing Attacks

=====

B (Close) -----> Punch  
B (Away) -----> Kick  
B (Hold) -----> Forearm  
B + Forward -----> Headbutt

## Front Weak Grapple

=====

A -----> Eye Gouge  
A + Up -----> Punch to Back of Head  
A + Down -----> Snapmare  
B -----> Armbar Takedown  
B + Up -----> Verticle Suplex  
B + Down -----> Jawbreaker  
C-Down -----> Weak Irish Whip  
L -----> Switch to Back Weak Grapple

## Front Strong Grapple

=====

A -----> Belly-to-Back Suplex  
A + Up -----> Gorilla Press Slam  
A + Down -----> Atomic Drop  
B -----> Headlock  
B + Up -----> Stalling Brainbuster  
B + Down -----> Bodyslam  
C-Down -----> Strong Irish Whip  
L -----> Switch to Back Strong Grapple

## Back Weak Grapple

=====

A -----> Belly-to-Back Suplex  
B -----> Backbreaker  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

## Back Strong Grapple

=====

A -----> Sideslam  
B -----> Punch to Lower Back



C-Down ----> Run  
Analog Stick ----> Taunt  
R ----> Guard

#### Standing Attacks

=====

B (Close) ----> Punch  
B (Away) ----> Kick  
B (Hold) ----> Dropkick  
B + Forward ----> Slap

#### Front Weak Grapple

=====

A ----> Spinning Punch  
A + Up ----> Snapmare  
A + Down ----> Bodyslam  
B ----> Armbar Takedown  
B + Up ----> Verticle Suplex  
B + Down ----> Piledriver  
C-Down ----> Weak Irish Whip  
L ----> Switch to Back Weak Grapple

#### Front Strong Grapple

=====

A ----> Gut Wrench Suplex  
A + Up ----> Groilla Press Slam  
A + Down ----> Shoulder Breaker  
B ----> Clothesline  
B + Up ----> Stalling Verticle Suplex  
B + Down ----> Front Suplex  
C-Down ----> Strong Irish Whip  
L ----> Switch to Back Strong Grapple

#### Back Weak Grapple

=====

A ----> Belly-to-Back Suplex  
B ----> Backbreaker  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

#### Back Strong Grapple

=====

A ----> Sideslam  
B ----> Clothesline  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

#### Running

=====

B ----> Back Tackle  
B + Forward ----> Clothesline

#### Opponent Running (After Weak Irish Whip)

=====

B ----> Big Boot  
A ----> Leg Toss  
A (Hold) ----> Trip

#### Opponent Running (After Strong Irish Whip)

=====

B ----> Big Boot  
A ----> Gorilla Press Slam  
A (Hold) ----> Powerslam

#### Opponent In Corner Weak Grapple

=====  
A ----> Headbutts to Stomache  
B ----> Mounted Punches

#### Opponent In Corner Strong Grapple

=====  
A ----> Superplex  
B ----> Double-Underhook Superplex

#### Opponent Face Up

=====  
A (Head) ----> Sleeper Hold  
A (Feet) ----> Boston Crab  
B (Standing) ----> Elbow Drop  
B (Running) ----> Flying Elbow Drop  
C-Left ----> Flip Opponent

#### Opponent Face Down

=====  
A (Head) ----> Chin Lock  
A (Feet) ----> Half-Crab  
B (Standing) ----> Elbow Drop  
B (Running) ----> Flying Elbow Drop  
C-Left ----> Flip Opponent

#### Special

##### Oklahoma Stampede

```
  |  |          |  |-----|  | (GLACE) |  |  
  |  | : - : - |  | Glacier          |  | : - : - |  |  
  |  |          |  |-----|  |          |  |
```

\*\* NOTE \*\* Glacier is another strange character. Some of his grapple moves cause a meter to come up. You can then input 6 more moves for him to do. Finish off with an A-button move, or B + Down.

#### Basic Controls

=====  
A ----> Grapple  
A (Hold) ----> Strong Grapple  
C-Right ----> Change Targets  
C-Up ----> Go Through Ropes  
C-Down ----> Run  
Analog Stick ----> Taunt  
R ----> Guard

#### Standing Attacks

=====  
B (Close) ----> Punch  
B (Away) ----> Kick  
B (Hold) ----> Super Kick  
B + Forward ----> Roundhouse

#### Front Weak Grapple

=====  
A -----> Punch  
A + Up -----> Snapmare  
A + Down -----> Suplex Pin  
B -----> Headlock Takedown  
B + Up -----> Verticle Suplex  
B + Down -----> Jawbreaker  
C-Down -----> Weak Irish Whip  
L -----> Switch to Back Weak Grapple

#### Front Strong Grapple

=====  
A -----> Super Kick  
A + Up -----> Atomic Drop  
A + Down -----> Suplex Pin  
B -----> Combo Meter  
B + Up -----> Combo Meter  
B + Down -----> Combo Meter  
C-Down -----> Strong Irish Whip  
L -----> Switch to Back Strong Grapple

#### Back Weak Grapple

=====  
A -----> Belly-to-Back Suplex  
B -----> Atomic Drop  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

#### Back Strong Grapple

=====  
A -----> Schoolboy Pin  
B -----> Backbreaker  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

#### Combo Meter

=====  
B -----> Spinning Kick  
B + Up -----> Punch  
B + Down -----> Leg Sweep  
B + Left -----> Left Kick  
B + Right -----> Right Kick  
A -----> Super Kick  
A + Up -----> Atomic Drop  
A + Down -----> Suplex Pin  
A + Left -----> Suplex Pin  
A + Right -----> Super Kick

#### Running

=====  
B -----> High Kick  
B + Forward -----> Spinning Crescent Kick

#### Opponent Running (After Weak Irish Whip)

=====  
B -----> Spinning Kick to Face  
A -----> Leg Toss  
A (Hold) -----> Trip

#### Opponent Running (After Strong Irish Whip)

```
=====
B          ----> Spinning Kick to Face
A          ----> Leg Toss
A (Hold)   ----> Atomic Drop
```

Opponent In Corner Weak Grapple

```
=====
A          ----> Headbutts to Stomache
B          ----> Mounted Punches
```

Opponent In Corner Strong Grapple

```
=====
A          ----> Superplex
B          ----> Knees to Face
```

Opponent Face Up

```
=====
A (Head)   ----> Mounted Punches
A (Feet)   ----> Ankle Lock
B (Standing) ----> Chinese Chop
B (Running) ----> Flying Elbow Drop
C-Left     ----> Flip Opponent
```

Opponent Face Down

```
=====
A (Head)   ----> Armbar
A (Feet)   ----> Half-Crab
B (Standing) ----> Kick
B (Running) ----> Flying Elbow Drop
C-Left     ----> Flip Opponent
```

Special

=====

Cryonic Kick

```
  |  |          |  | -----|  | (HAMMR) |  |
  |  | - : - : - |  | Van Hammer          |  | - : - : - |  |
  |  |          |  | -----|  |          |  |
```

Basic Controls

=====

```
A          ----> Grapple
A (Hold)   ----> Strong Grapple
C-Right    ----> Change Targets
C-Up       ----> Go Through Ropes
C-Down     ----> Run
Analog Stick ----> Taunt
R          ----> Guard
```

Standing Attacks

=====

```
B (Close)  ----> Slap
B (Away)   ----> Kick
B (Hold)   ----> Low Tackle
B + Forward ----> Punch
```

Front Weak Grapple

=====

```
A          ----> Eye Gouge
A + Up     ----> Snapmare
```



A + Down ----> Bodyslam  
B ----> Headlock Takedown  
B + Up ----> Verticle Suplex  
B + Down ----> Jawbreaker  
C-Down ----> Weak Irish Whip  
L ----> Switch to Back Weak Grapple

#### Front Strong Grapple

=====  
A ----> Back Body Flip Slam  
A + Up ----> Drop on Ropes  
A + Down ----> Piledriver  
B ----> German Suplex  
B + Up ----> Atomic Drop  
B + Down ----> Sidewalk Slam  
C-Down ----> Strong Irish Whip  
L ----> Switch to Back Strong Grapple

#### Back Weak Grapple

=====  
A ----> Bulldog  
B ----> Atomic Drop  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

#### Back Strong Grapple

=====  
A ----> German Suplex Pin  
B ----> Release German Suplex  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

#### Running

=====  
B ----> Clothesline  
B + Forward ----> Diving Clothesline

#### Opponent Running (After Weak Irish Whip)

=====  
B ----> Spinning Kick  
A ----> Hip Toss  
A (Hold) ----> Arm Toss

#### Opponent Running (After Strong Irish Whip)

=====  
B ----> Spinning Kick  
A ----> Samoan Drop  
A (Hold) ----> Powerslam

#### Opponent In Corner Weak Grapple

=====  
A ----> Headbutts to Stomache  
B ----> Mounted Punches

#### Opponent In Corner Strong Grapple

=====  
A ----> Superplex  
B ----> Belly-to-Belly Superplex

#### Opponent Face Up



A + Up -----> German Suplex  
A + Down -----> Crippler Crossface  
B -----> Combo Meter  
B + Up -----> Combo Meter  
B + Down -----> Combo Meter  
C-Down -----> Strong Irish Whip  
L -----> Switch to Back Strong Grapple

Back Weak Grapple

=====

A -----> Belly-to-Back Suplex  
B -----> Backbreaker  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

Back Strong Grapple

=====

A -----> Spinning Kick to Head  
B ----->  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

Combo Meter

=====

B -----> Knee to Face  
B + Up -----> Kick to Head  
B + Down -----> Low Kick  
B + Left -----> Left Kick  
B + Right -----> Kick to Right  
A -----> Armbar  
A + Up -----> German Suplex  
A + Down -----> Crippler Crossface  
A + Left -----> Crippler Crossface  
A + Right -----> Armbar

Running

=====

B -----> Shoulder Block  
B + Forward -----> Spinning Crescent Kick

Opponent Running (After Weak Irish Whip)

=====

B -----> Kick to Face  
A -----> Hip Toss  
A (Hold) -----> Trip

Opponent Running (After Strong Irish Whip)

=====

B -----> Kick to Face  
A -----> Abdominal Stretch  
A (Hold) -----> Overhead Belly-to-Belly Suplex

Opponent In Corner Weak Grapple

=====

A -----> Headbutts to Stomache  
B -----> Mounted Punches

Opponent In Corner Strong Grapple

=====

A -----> Superplex



B -----> Neckbreaker  
B + Up -----> Float-Over Headscissors Takedown  
B + Down -----> Piledriver  
C-Down -----> Strong Irish Whip  
L -----> Switch to Back Strong Grapple

#### Back Weak Grapple

=====

A -----> Belly-to-Back Suplex  
B -----> Knee Breaker  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

#### Back Strong Grapple

=====

A -----> Backbreaker  
B -----> Atomic Drop  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

#### Running

=====

B -----> Shoulder Block  
B + Forward -----> Back Elbow

#### Opponent Running (After Weak Irish Whip)

=====

B -----> Dropkick  
A -----> Leg Toss  
A (Hold) -----> Arm Toss

#### Opponent Running (After Strong Irish Whip)

=====

B -----> Dropkick  
A -----> Samoan Drop  
A (Hold) -----> Abdominal Stretch

#### Opponent In Corner Weak Grapple

=====

A -----> Headbutts to Stomache  
B -----> Mounted Punches

#### Opponent In Corner Strong Grapple

=====

A -----> Superplex  
B -----> Super Samoan Drop

#### Opponent Face Up

=====

A (Head) -----> Neck Wrench  
A (Feet) -----> Figure-Four Leg Lock  
B (Standing) -----> Elbow Drop  
B (Running) -----> Flying Elbow Drop  
C-Left -----> Flip Opponent

#### Opponent Face Down

=====

A (Head) -----> Chin Lock  
A (Feet) -----> Grapevine  
B (Standing) -----> Elbow Drop



B -----> Atomic Drop  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

Running

=====

B -----> Spinning Crescent Kick  
B + Forward -----> Diving Headbutt

Opponent Running (After Weak Irish Whip)

=====

B -----> Kick  
A -----> Trip  
A (Hold) -----> Arm Toss

Opponent Running (After Strong Irish Whip)

=====

B -----> Kick  
A -----> Tilt-a-Whirl Back Breaker  
A (Hold) -----> Powerslam

Opponent In Corner Weak Grapple

=====

A -----> Headbutts to Stomache  
B -----> Tree of Woe

Opponent In Corner Strong Grapple

=====

A -----> Super Hurricarana Pin  
B -----> Belly-to-Back Superplex

Opponent Face Up

=====

A (Head) -----> Sleeper Hold  
A (Feet) -----> Knee Smash  
B (Standing) -----> Kick  
B (Running) -----> Flying Elbow Drop  
C-Left -----> Flip Opponent

Opponent Face Down

=====

A (Head) -----> Rolling Schoolboy Pin  
A (Feet) -----> Surfboard Stretch  
B (Standing) -----> Stomp  
B (Running) -----> Flying Elbow Drop  
C-Left -----> Flip Opponent

Special

=====

Double-Underhook Powerbomb Pin

```
  |  |          |  | -----|  | (STRAY) |  |
  |  | - : - : - |  | Stevie Ray          |  | - : - : - |  |
  |__|          |__| -----|__|          |__|
```

Basic Controls

=====

A -----> Grapple  
A (Hold) -----> Strong Grapple  
C-Right -----> Change Targets

C-Up -----> Go Through Ropes  
C-Down -----> Run  
Analog Stick -----> Taunt  
R -----> Guard

#### Standing Attacks

=====

B (Close) -----> Slap  
B (Away) -----> Kick  
B (Hold) -----> Dropkick  
B + Forward -----> Punch

#### Front Weak Grapple

=====

A -----> Punch to Back of Head  
A + Up -----> Punch to Head  
A + Down -----> Bodyslam  
B -----> Armbar Takedown  
B + Up -----> Verticle Suplex  
B + Down -----> Piledriver  
C-Down -----> Weak Irish Whip  
L -----> Switch to Back Weak Grapple

#### Front Strong Grapple

=====

A -----> Neckbreaker  
A + Up -----> Back Body Slam  
A + Down -----> Shoulder Breaker  
B -----> Clothesline  
B + Up -----> Gorilla Press Slam  
B + Down -----> Scoop Slam  
C-Down -----> Strong Irish Whip  
L -----> Switch to Back Strong Grapple

#### Back Weak Grapple

=====

A -----> Belly-to-Back Suplex  
B -----> Atomic Drop  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

#### Back Strong Grapple

=====

A -----> Sideslam  
B -----> Clothesline  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

#### Running

=====

B -----> Kick  
B + Forward -----> Spinning Diving Headbutt

#### Opponent Running (After Weak Irish Whip)

=====

B -----> Big Boot  
A -----> Hip Toss  
A (Hold) -----> Arm Toss

#### Opponent Running (After Strong Irish Whip)



=====  
B -----> Bog Boot  
A -----> Powerslam  
A (Hold) -----> Spinning Spinebuster

Opponent In Corner Weak Grapple

=====  
A -----> Headbutts to Stomache  
B -----> Mounted Punches

Opponent In Corner Strong Grapple

=====  
A -----> Superplex  
B -----> Super Samoan Drop

Opponent Face Up

=====  
A (Head) -----> Sleeper Hold  
A (Feet) -----> Boston Crab  
B (Standing) -----> Leg Drop  
B (Running) -----> Flying Elbow Drop  
C-Left -----> Flip Opponent

Opponent Face Down

=====  
A (Head) -----> Armbar  
A (Feet) -----> Leg Stomp  
B (Standing) -----> Elbow Drop  
B (Running) -----> Flying Elbow Drop  
C-Left -----> Flip Opponent

Special

=====  
Slapjack

\_\_\_\_\_|\_\_\_\_\_|-----|\_\_\_\_\_|\_\_\_\_\_|  
| | : - : - | | Chris Jericho | | : - : - | |  
\_\_\_\_\_|\_\_\_\_\_|-----|\_\_\_\_\_|\_\_\_\_\_|

Basic Controls

=====  
A -----> Grapple  
A (Hold) -----> Strong Grapple  
C-Right -----> Change Targets  
C-Up -----> Go Through Ropes  
C-Down -----> Run  
Analog Stick -----> Taunt  
R -----> Guard

Standing Attacks

=====  
B (Close) -----> Slap  
B (Away) -----> Kick  
B (Hold) -----> Dropkick  
B + Forward -----> Punch

Front Weak Grapple

=====  
A -----> Punch to Back of Head

A + Up -----> Eye Gouge  
A + Down -----> Bodyslam  
B -----> Armbar Takedown  
B + Up -----> Waterwheel Drop  
B + Down -----> Piledriver  
C-Down -----> Weak Irish Whip  
L -----> Switch to Back Weak Grapple

#### Front Strong Grapple

=====  
A -----> Chicken Wing Suplex  
A + Up -----> Running Knee  
A + Down -----> Jawbreaker  
B -----> DDT  
B + Up -----> Stalling Verticle Suplex  
B + Down -----> Chicken Wing Powerbomb  
C-Down -----> Strong Irish Whip  
L -----> Switch to Back Strong Grapple

#### Back Weak Grapple

=====  
A -----> Belly-to-Back Suplex  
B -----> Backbreaker  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

#### Back Strong Grapple

=====  
A -----> German Suplex Pin  
B -----> German Suplex  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

#### Running

=====  
B -----> Spinning Crescent Kick  
B + Forward -----> Clothes Line

#### Opponent Running (After Weak Irish Whip)

=====  
B -----> Kick  
A -----> Trip  
A (Hold) -----> Body Press Slam

#### Opponent Running (After Strong Irish Whip)

=====  
B -----> Kick  
A -----> Trip  
A (Hold) -----> Tilt-a-Whirl Backbreaker

#### Opponent In Corner Weak Grapple

=====  
A -----> Headbutts to Stomache  
B -----> Chop

#### Opponent In Corner Strong Grapple

=====  
A -----> Super Hurricarana  
B -----> Double-Underhook Superplex

Opponent Face Up

=====

- A (Head) -----> Stand on Stomache
- A (Feet) -----> Lion Tamer
- B (Standing) -----> Kick
- B (Running) -----> Flying Elbow Drop
- C-Left -----> Flip Opponent

Opponent Face Down

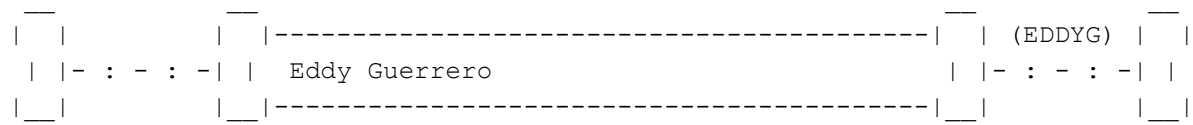
=====

- A (Head) -----> Armbar and Roll-up Pin
- A (Feet) ----->
- B (Standing) -----> Double Leg Drop
- B (Running) -----> Flying Elbow Drop
- C-Left -----> Flip Opponent

Special

=====

Lion Tamer



Basic Controls

=====

- A -----> Grapple
- A (Hold) -----> Strong Grapple
- C-Right -----> Change Targets
- C-Up -----> Go Through Ropes
- C-Down -----> Run
- Analog Stick -----> Taunt
- R -----> Guard

Standing Attacks

=====

- B (Close) -----> Slap
- B (Away) -----> Punch
- B (Hold) -----> Roundhouse
- B + Forward -----> Dropkick

Front Weak Grapple

=====

- A -----> Slap to Face
- A + Up -----> Headlock and Punch
- A + Down -----> Snapmare
- B -----> Armbar Takedown
- B + Up -----> Snap Suplex
- B + Down -----> Shoulder Breaker
- C-Down -----> Weak Irish Whip
- L -----> Switch to Back Weak Grapple

Front Strong Grapple

=====

- A -----> Samoan Drop
- A + Up -----> Urinage
- A + Down -----> Piledriver
- B -----> Tornado Sunset Flip Pin
- B + Up -----> Brainbuster

B + Down ----> Powerbomb Pin  
C-Down ----> Strong Irish Whip  
L ----> Switch to Back Strong Grapple

#### Back Weak Grapple

=====

A ----> Belly-to-Back Suplex  
B ----> Bulldog  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

#### Back Strong Grapple

=====

A ----> Abdominal Stretch  
B ----> Pump Handle Slam  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

#### Running

=====

B ----> Shoulder Block  
B + Forward ----> Back Tackle

#### Opponent Running (After Weak Irish Whip)

=====

B ----> Dropkick  
A ----> Hip Toss  
A (Hold) ----> Flapjack

#### Opponent Running (After Strong Irish Whip)

=====

B ----> Dropkick  
A ----> Tilt-a-Whirl Backbreaker  
A (Hold) ----> Abdominal Stretch

#### Opponent In Corner Weak Grapple

=====

A ----> Headbutts to Stomache  
B ----> Mounted Punches

#### Opponent In Corner Strong Grapple

=====

A ----> Super Hurricarana  
B ----> Frankensteiner

#### Opponent Face Up

=====

A (Head) ----> Step on Face  
A (Feet) ----> Knee Smash  
B (Standing) ----> Double Leg Drop  
B (Running) ----> Flying Elbow Drop  
C-Left ----> Flip Opponent

#### Opponent Face Down

=====

A (Head) ----> Chin Lock  
A (Feet) ----> Ankle Smash  
B (Standing) ----> Stomp  
B (Running) ----> Flying Elbow Drop  
C-Left ----> Flip Opponent



L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

Running  
=====

B -----> Spinning Crescent Kick  
B + Forward -----> Clothesline

Opponent Running (After Weak Irish Whip)  
=====

B -----> Kick to Face  
A -----> Arm Toss  
A (Hold) -----> Hip Toss  
Opponent Running (After Strong Irish Whip)  
=====

B -----> Kick to Face  
A -----> Tilt-a-Whirl Backbreaker  
A (Hold) -----> Head Scissors

Opponent In Corner Weak Grapple  
=====

A -----> Headbutts to Stomache  
B -----> Foot to Throat

Opponent In Corner Strong Grapple  
=====

A -----> Super Hurricarana  
B -----> Head Scissors

Opponent Face Up  
=====

A (Head) -----> Sleeper Hold  
A (Feet) -----> Knee Smash  
B (Standing) -----> Elbow Drop  
B (Running) -----> Summersault Senton  
C-Left -----> Flip Opponent

Opponent Face Down  
=====

A (Head) -----> Armbar Roll-up Pin  
A (Feet) -----> Surfboard Stretch  
B (Standing) -----> Stomp  
B (Running) -----> Summersault Senton  
C-Left -----> Flip Opponent

Special  
=====

Powerbomb Facebuster

```

|_| |          |_| |-----|_| | (REYJR) |_| |
| | - : - : - | | Rey Mysterio Jr. | | - : - : - | |
|_| |          |_| |-----|_| |          |_| |

```

Basic Controls  
=====

A -----> Grapple  
A (Hold) -----> Strong Grapple  
C-Right -----> Change Targets  
C-Up -----> Go Through Ropes  
C-Down -----> Run

Analog Stick ----> Taunt  
R ----> Guard

#### Standing Attacks

=====

B (Close) ----> Punch  
B (Away) ----> Roundhouse  
B (Hold) ----> Spinning Crescent Kick  
B + Forward ----> Dropkick

#### Front Weak Grapple

=====

A ----> Punch  
A + Up ----> Snapmare  
A + Down ----> Arm Drag  
B ----> Armbar Takedown  
B + Up ----> Head Scissors  
B + Down ----> Spinning Drop Toe Hold  
C-Down ----> Weak Irish Whip  
L ----> Switch to Back Weak Grapple

#### Front Strong Grapple

=====

A ----> Corkscrew Head Scissors  
A + Up ----> Bicycle Kick  
A + Down ----> Tornado Roll-Up Pin  
B ----> DDT  
B + Up ----> Hurricarana Pin  
B + Down ----> Chickenwing Slam  
C-Down ----> Strong Irish Whip  
L ----> Switch to Back Strong Grapple

#### Back Weak Grapple

=====

A ----> Jumping Heel Kick  
B ----> Bulldog  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

#### Back Strong Grapple

=====

A ----> Rollthrough Pin  
B ----> German Suplex and Bridge Pin  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

#### Running

=====

B ----> Diving Headbutt  
B + Forward ----> Spinning Crescent Kick

#### Opponent Running (After Weak Irish Whip)

=====

B ----> Kick to Face  
A ----> Trip  
A (Hold) ----> Leg Toss

#### Opponent Running (After Strong Irish Whip)

=====

B ----> Kick to Face

A ----> Head Scissors  
A (Hold) ----> Tilt-a-Whirl Backbreaker

Opponent In Corner Weak Grapple

=====

A ----> Headbutts to Stomache  
B ----> Mounted Punches

Opponent In Corner Strong Grapple

=====

A ----> Super Hurricarana  
B ----> Belly-to-Back Superplex

Opponent Face Up

=====

A (Head) ----> Sleeper Hold  
A (Feet) ----> Spinning Toe Hold  
B (Standing) ----> Backsplash  
B (Running) ----> Running Stomp  
C-Left ----> Flip Opponent

Opponent Face Down

=====

A (Head) ----> Roll-up Pin  
A (Feet) ----> Ankle Stomp  
B (Standing) ----> Elbow Drop  
B (Running) ----> Running Stomp  
C-Left ----> Flip Opponent

Special

=====

Tornado DDT

```
  |  |          |  |-----|  | (DEANM) |  |  
  | | - : - : - | | Dean Malenko | | - : - : - | |  
  |  |          |  |-----|  |          |  |
```

Basic Controls

=====

A ----> Grapple  
A (Hold) ----> Strong Grapple  
C-Right ----> Change Targets  
C-Up ----> Go Through Ropes  
C-Down ----> Run  
Analog Stick ----> Taunt  
R ----> Guard

Standing Attacks

=====

B (Close) ----> Punch  
B (Away) ----> Kick  
B (Hold) ----> Strong Punch  
B + Forward ----> Dropkick

Front Weak Grapple

=====

A ----> Punch to Back of Head  
A + Up ----> Snapmare  
A + Down ----> Bodyslam  
B ----> Armbar Takedown



B + Up -----> Front Suplex  
B + Down -----> Piledriver  
C-Down -----> Weak Irish Whip  
L -----> Switch to Back Weak Grapple

#### Front Strong Grapple

=====

A -----> Double-Underhook Belly-to-Back Suplex  
A + Up -----> Snap Suplex  
A + Down -----> Backslide Pin  
B -----> Headlock and Leg Sweep  
B + Up -----> Stalling Brainbuster  
B + Down -----> Double-Underhook Powerbomb  
C-Down -----> Strong Irish Whip  
L -----> Switch to Back Strong Grapple

#### Back Weak Grapple

=====

A -----> Belly-to-Back Suplex  
B -----> Spinning Belly-to-Back Suplex  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

#### Back Strong Grapple

=====

A -----> Schoolboy Pin  
B -----> German Suplex Pin  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

#### Running

=====

B -----> Back Tackle  
B + Forward -----> Dropkick

#### Opponent Running (After Weak Irish Whip)

=====

B -----> Kick  
A -----> Trip  
A (Hold) -----> Arm Toss

#### Opponent Running (After Strong Irish Whip)

=====

B -----> Kick  
A -----> Body Press Slam  
A (Hold) -----> Tilt-a-Whirl Backbreaker

#### Opponent In Corner Weak Grapple

=====

A -----> Headbutts to Stomache  
B -----> Mounted Punches

#### Opponent In Corner Strong Grapple

=====

A -----> Superplex  
B -----> Double-Underhook Superplex

#### Opponent Face Up

=====

A (Head) -----> Japanese Armbar

A (Feet) -----> Texas Cloverleaf  
B (Standing) -----> Stomp  
B (Running) -----> Flying Elbow Drop  
C-Left -----> Flip Opponent

#### Opponent Face Down

=====

A (Head) -----> Chin Lock  
A (Feet) -----> Leg Grapevine  
B (Standing) -----> Elbow Drop  
B (Running) -----> Flying Elbow Drop  
C-Left -----> Flip Opponent

#### Special

=====

#### Texas Cloverleaf

\_			\_		-----	\_		(JUVIG)	\_	
	- : - : -		Juventud Guerrera		- : - : -					
\_			\_		-----	\_			\_	

#### Basic Controls

=====

A -----> Grapple  
A (Hold) -----> Strong Grapple  
C-Right -----> Change Targets  
C-Up -----> Go Through Ropes  
C-Down -----> Run  
Analog Stick -----> Taunt  
R -----> Guard

#### Standing Attacks

=====

B (Close) -----> Slap  
B (Away) -----> Kick  
B (Hold) -----> Spinning Kick  
B + Forward -----> Dropkick

#### Front Weak Grapple

=====

A -----> Punch  
A + Up -----> Snapmare  
A + Down -----> Arm Drag  
B -----> Armbar Takedown  
B + Up -----> Twisting Ankle Scissors  
B + Down -----> Headlock Takedown  
C-Down -----> Weak Irish Whip  
L -----> Switch to Back Weak Grapple

#### Front Strong Grapple

=====

A -----> Headscissors  
A + Up -----> Tornado Sunset Flip Pin  
A + Down -----> DDT  
B -----> Spinning Heal Kick  
B + Up -----> Hurricarana Pin  
B + Down -----> Juvidriver  
C-Down -----> Strong Irish Whip  
L -----> Switch to Back Strong Grapple

Back Weak Grapple

=====

- A -----> Rollthrough Pin
- B -----> Spinning Kick to Back of Head
- L -----> Shoulder Stretch
- C-Up -----> Lift Opponent

Back Strong Grapple

=====

- A -----> Bridging Roll-up
- B -----> German Suplex Pin
- L -----> Shoulder Stretch
- C-Up -----> Lift Opponent

Running

=====

- B -----> Spinning Crescent Kick
- B + Forward -----> Spinning Side Kick

Opponent Running (After Weak Irish Whip)

=====

- B -----> Kick to Face
- A -----> Leg Toss
- A (Hold) -----> Trip

Opponent Running (After Strong Irish Whip)

=====

- B -----> Kick to Face
- A -----> Tilt-a-Whirl Backbreaker
- A (Hold) -----> Head Scissors

Opponent In Corner Weak Grapple

=====

- A -----> Headbutts to Stomache
- B -----> Mounted Punches

Opponent In Corner Strong Grapple

=====

- A -----> Super Hurricarana
- B -----> Frankensteiner

Opponent Face Up

=====

- A (Head) -----> Mounted Punches
- A (Feet) -----> Half-Crab
- B (Standing) -----> Moonsault
- B (Running) -----> Double Leg Drop
- C-Left -----> Flip Opponent

Opponent Face Down

=====

- A (Head) -----> Roll-up Pin
- A (Feet) -----> Half-Crab
- B (Standing) -----> Stomp
- B (Running) -----> Running Stomp
- C-Left -----> Flip Opponent

Special

=====

Juvi DDT

```

| | | |-----| | (ULTIM) | |
| | : - : - | | Ultimo Dragon | | : - : - | |
|_| | |-----|_| | |

```

\*\* NOTE \*\* Ultimo Dragon is another strange character. Some of his grapple moves cause a meter to come up. You can then input 6 more moves for him to do. Finish off with an A-button move.

#### Basic Controls

=====

```

A          ----> Grapple
A (Hold)   ----> Strong Grapple
C-Right    ----> Change Targets
C-Up       ----> Go Through Ropes
C-Down     ----> Run
Analog Stick ----> Taunt
R          ----> Guard

```

#### Standing Attacks

=====

```

B (Close)  ----> Slap
B (Away)   ----> Roundhouse
B (Hold)   ----> Back Kick
B + Forward ----> Dropkick

```

#### Front Weak Grapple

=====

```

A          ----> Punch
A + Up     ----> Snapmare
A + Down   ----> Arm Drag
B          ----> Armbar Takedown
B + Up     ----> DDT
B + Down   ----> Headlock and Leg Sweep
C-Down     ----> Weak Irish Whip
L          ----> Switch to Back Weak Grapple

```

#### Front Strong Grapple

=====

```

A          ----> Backbreaker
A + Up     ----> Hurricarana Pin
A + Down   ----> German Suplex Pin
B          ----> Combo Meter
B + Up     ----> Combo Meter
B + Down   ----> Combo Meter
C-Down     ----> Strong Irish Whip
L          ----> Switch to Back Strong Grapple

```

#### Back Weak Grapple

=====

```

A          ----> Backbreaker
B          ----> Spinning Heal Kick to Head
L          ----> Shoulder Stretch
C-Up       ----> Lift Opponent

```

#### Back Strong Grapple

=====

```

A          ----> German Suplex Pin
B          ----> Tiger Suplex Pin

```

L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

#### Combo Meter

=====

B -----> Jumping Kick  
B + Up -----> Backwards Kick  
B + Down -----> Roundhouse  
B + Left -----> Left Kick  
B + Right -----> Right Kick  
A -----> Backbreaker  
A + Up -----> Hurricarana Pin  
A + Down -----> German Suplex Pin  
A + Left -----> German Suplex Pin  
A + Right -----> Backbreaker

#### Running

=====

B -----> Shoulder Block  
B + Forward -----> Spinning Crescent Kick

#### Opponent Running (After Weak Irish Whip)

=====

B -----> Kick  
A -----> Leg Toss  
A (Hold) -----> Trip

#### Opponent Running (After Strong Irish Whip)

=====

B -----> Kick  
A -----> Dragon Sleeper  
A (Hold) -----> Tilt-a-Whirl Backbreaker

#### Opponent In Corner Weak Grapple

=====

A -----> Headbutts to Stomache  
B -----> Mounted Punches

#### Opponent In Corner Strong Grapple

=====

A -----> Superplex  
B -----> Super Hurricarana

#### Opponent Face Up

=====

A (Head) -----> Dragon Sleeper  
A (Feet) -----> Surfboard Stretch  
B (Standing) -----> Moonsault  
B (Running) -----> Flying Elbow Drop  
C-Left -----> Flip Opponent

#### Opponent Face Down

=====

A (Head) -----> Roll-up Pin  
A (Feet) -----> Surfboard Stretch  
B (Standing) -----> Stomp  
B (Running) -----> Flying Elbow Drop  
C-Left -----> Flip Opponent

#### Special



=====

B -----> Shoulder Block  
B + Forward -----> Diving Headbutt

Opponent Running (After Weak Irish Whip)

=====

B -----> Kick  
A -----> Leg Toss  
A (Hold) -----> Arm Toss

Opponent Running (After Strong Irish Whip)

=====

B -----> Kick  
A -----> Hip Toss  
A (Hold) -----> Tornado DDT

Opponent In Corner Weak Grapple

=====

A -----> Headbutts to Stomache  
B -----> Mounted Punches

Opponent In Corner Strong Grapple

=====

A -----> Super Hurricarana  
B -----> Tornado DDT

Opponent Face Up

=====

A (Head) ----->  
A (Feet) -----> Knee Smash  
B (Standing) -----> Stomp  
B (Running) -----> Running Stomp  
C-Left -----> Flip Opponent

Opponent Face Down

=====

A (Head) -----> Roll-Up Pin  
A (Feet) -----> Indian Deathlock  
B (Standing) -----> Stomp  
B (Running) -----> Running Stomp  
C-Left -----> Flip Opponent

Special

=====

Tornado DDT

\_			\_		-----	\_		(ALEXW)	\_	
	- : - : -		Alex Wright		- : - : -					
\_			\_		-----	\_			\_	

Basic Controls

=====

A -----> Grapple  
A (Hold) -----> Strong Grapple  
C-Right -----> Change Targets  
C-Up -----> Go Through Ropes  
C-Down -----> Run  
Analog Stick -----> Taunt  
R -----> Guard

## Standing Attacks

=====

B (Close) ----> Punch  
B (Away) ----> Kick  
B (Hold) ----> Dropkick  
B + Forward ----> Spinning Crescent Kick

## Front Weak Grapple

=====

A ----> Punch to Head  
A + Up ----> Alternate Punch to Head  
A + Down ----> Snapmare  
B ----> Headlock Takedown  
B + Up ----> Vertical Suplex  
B + Down ----> Powerslam  
C-Down ----> Weak Irish Whip  
L ----> Switch to Back Weak Grapple

## Front Strong Grapple

=====

A ----> Gutwrench Suplex  
A + Up ----> Backdrop Slam  
A + Down ----> Twisting Ankle Scissors  
B ----> Shoulder Breaker  
B + Up ----> Atomic Drop  
B + Down ----> Tombstone Piledriver  
C-Down ----> Strong Irish Whip  
L ----> Switch to Back Strong Grapple

## Back Weak Grapple

=====

A ----> Belly-to-Back Suplex  
B ----> Backbreaker  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

## Back Strong Grapple

=====

A ----> Schoolboy Pin  
B ----> Backbreaker  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

## Running

=====

B ----> Back Tackle  
B + Forward ----> Spinning Crescent Kick

## Opponent Running (After Weak Irish Whip)

=====

B ----> Kick  
A ----> Leg Toss  
A (Hold) ----> Arm Toss

## Opponent Running (After Strong Irish Whip)

=====

B ----> Kick  
A ----> Tilt-a-Whirl Backbreaker  
A (Hold) ----> Powerslam



Opponent In Corner Weak Grapple

=====

- A -----> Headbutts to Stomache
- B -----> Foot to Throat

Opponent In Corner Strong Grapple

=====

- A -----> Superplex
- B -----> Super Samoan Drop

Opponent Face Up

=====

- A (Head) -----> Sleeper Hold
- A (Feet) -----> Ankle and Arm Lock
- B (Standing) -----> Stomp
- B (Running) -----> Running Stomp
- C-Left -----> Flip Opponent

Opponent Face Down

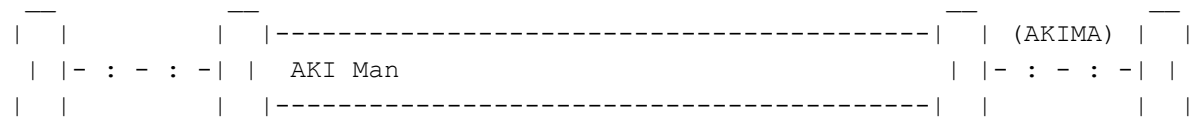
=====

- A (Head) -----> Chin Lock
- A (Feet) -----> Boston Crab
- B (Standing) -----> Stomp
- B (Running) -----> Running Stomp
- C-Left -----> Flip Opponent

Special

=====

Bridging Powerbomb



\*\* NOTE \*\* AKI Man is another strange character. Some of his grapple moves cause a meter to come up. You can then input 6 more moves for him to do. Finish off with an A-button move.

Basic Controls

=====

- A -----> Grapple
- A (Hold) -----> Strong Grapple
- C-Right -----> Change Targets
- C-Up -----> Go Through Ropes
- C-Down -----> Run
- Analog Stick -----> Taunt
- R -----> Guard

Standing Attacks

=====

- B (Close) -----> Slap
- B (Away) -----> Kick
- B (Hold) -----> Dropkick
- B + Forward -----> Spinning Punch

Front Weak Grapple

=====

- A -----> Spinning Punch
- A + Up -----> Jump Kick to Face
- A + Down -----> Bodyslam

B ----> Spinning Heel Kick to Head  
B + Up ----> Spinning Ankle Scissors  
B + Down ----> Multiple Knees  
C-Down ----> Weak Irish Whip  
L ----> Switch to Back Weak Grapple

#### Front Strong Grapple

=====

A ----> Headlock and Leg Sweep  
A + Up ----> Spinning Sunset Flip Pin  
A + Down ----> Chicken Wing Powerbomb Pin  
B ----> Combo Meter  
B + Up ----> Combo Meter  
B + Down ----> Combo Meter  
C-Down ----> Strong Irish Whip  
L ----> Switch to Back Strong Grapple

#### Back Weak Grapple

=====

A ----> Spinning Belly-to-Back Suplex  
B ----> German Suplex  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

#### Back Strong Grapple

=====

A ----> German Suplex Pin  
B ----> Double Underhook Suplex  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

#### Combo Meter

=====

B ----> Double Punch to Face  
B + Up ----> Jumping Kick  
B + Down ----> Spinning Punch  
B + Left ----> Head Punch  
B + Right ----> Roundhouse  
A ----> Spinning Leg Sweep  
A + Up ----> Spinning Sunset Flip Pin  
A + Down ----> Headlock and Leg Sweep  
A + Left ----> Headlock and Leg Sweep  
A + Right ----> Spinning Leg Sweep

#### Running

=====

B ----> Punch  
B + Forward ----> Diving Clothesline

#### Opponent Running (After Weak Irish Whip)

=====

B ----> Dropkick  
A ----> Arm Toss  
A (Hold) ----> Slingshot

#### Opponent Running (After Strong Irish Whip)

=====

B ----> Dropkick  
A ----> Arm Toss  
A (Hold) ----> Slingshot

Opponent In Corner Weak Grapple

=====

- A -----> Headbutts to Stomache
- B -----> Knees to Face

Opponent In Corner Strong Grapple

=====

- A -----> Superplex
- B -----> Head Scissors

Opponent Face Up

=====

- A (Head) -----> Mounted Punches
- A (Feet) -----> Leg and Arm Lock
- B (Standing) -----> Double Leg Drop
- B (Running) -----> Moonsault
- C-Left -----> Flip Opponent

Opponent Face Down

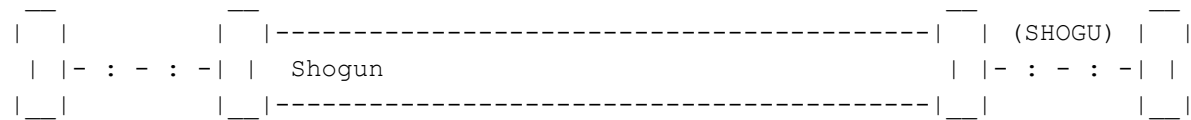
=====

- A (Head) -----> Choke Hold
- A (Feet) -----> Surfboard Stretch
- B (Standing) -----> Elbow Drop
- B (Running) -----> Moonsault
- C-Left -----> Flip Opponent

Special

=====

Double Tornado Legsweep



\*\* NOTE \*\* Shogun is yet another character with a combo meter. Some of his grapple moves cause a meter to come up. You can then input 6 more moves for him to do. Finish off with an A-button move.

Basic Controls

=====

- A -----> Grapple
- A (Hold) -----> Strong Grapple
- C-Right -----> Change Targets
- C-Up -----> Go Through Ropes
- C-Down -----> Run
- Analog Stick -----> Taunt
- R -----> Guard

Standing Attacks

=====

- B (Close) -----> Punch
- B (Away) -----> Kick
- B (Hold) -----> Summersault Kick
- B + Forward -----> Dropkick

Front Weak Grapple

=====

- A -----> Chop
- A + Up -----> Kicks to Face

A + Down ----> Bodyslam  
B ----> Hip Throw  
B + Up ----> Vertical Suplex  
B + Down ----> Knees to Face  
C-Down ----> Weak Irish Whip  
L ----> Switch to Back Weak Grapple

#### Front Strong Grapple

=====  
A ----> Multiple Chops to Face  
A + Up ----> Brainbuster  
A + Down ----> Powerbomb Pin  
B ----> Combo Meter  
B + Up ----> Combo Meter  
B + Down ----> Combo Meter  
C-Down ----> Strong Irish Whip  
L ----> Switch to Back Strong Grapple

#### Back Weak Grapple

=====  
A ----> Release German Suplex  
B ----> Clothesline  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

#### Back Strong Grapple

=====  
A ----> Eastern Stretch  
B ----> German Suplex  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

#### Combo Meter

=====  
B ----> Double Punch to Face  
B + Up ----> Kick to Face  
B + Down ----> Kick to Leg  
B + Left ----> Chop  
B + Right ----> Slap  
A ----> Multiple Chops to Face  
A + Up ----> Brainbuster  
A + Down ----> Powerbomb Pin  
A + Left ----> Multiple Chops to Face  
A + Right ----> Multiple Chops to Face

#### Running

=====  
B ----> Kick  
B + Forward ----> Clothesline

#### Opponent Running (After Weak Irish Whip)

=====  
B ----> Kick to Face  
A ----> Trip  
A (Hold) ----> Powerslam

#### Opponent Running (After Strong Irish Whip)

=====  
B ----> Kick to Face  
A ----> Dragon Sleeper

A (Hold) ----> Powerslam

Opponent In Corner Weak Grapple

=====

A ----> Headbutts to Stomache

B ----> Foot to Throat

Opponent In Corner Strong Grapple

=====

A ----> Knees to Face

B ----> Superplex

Opponent Face Up

=====

A (Head) ----> Dragon Sleeper

A (Feet) ----> Ankle Lock

B (Standing) ----> Kick

B (Running) ----> Flying Elbow Drop

C-Left ----> Flip Opponent

Opponent Face Down

=====

A (Head) ----> Choke Hold

A (Feet) ----> Twisting Leglock

B (Standing) ----> Knee Drop

B (Running) ----> Flying Elbow Drop

C-Left ----> Flip Opponent

Special

=====

Modified Powerbomb Pin

		-----		(EXECU)	
	: - : -	Executioner		: - : -	
		-----			

Basic Controls

=====

A ----> Grapple

A (Hold) ----> Strong Grapple

C-Right ----> Change Targets

C-Up ----> Go Through Ropes

C-Down ----> Run

Analog Stick ----> Taunt

R ----> Guard

Standing Attacks

=====

B (Close) ----> Punch

B (Away) ----> Kick

B (Hold) ----> Spinning Kick

B + Forward ----> Spinning Slap

Front Weak Grapple

=====

A ----> Chop

A + Up ----> Snapmare

A + Down ----> Bodyslam

B ----> Headlock Takedown

B + Up ----> Front Suplex

B + Down ----> Knees to Face  
C-Down ----> Weak Irish Whip  
L ----> Switch to Back Weak Grapple

#### Front Strong Grapple

=====

A ----> Multiple Chops to Face  
A + Up ----> Running Knee  
A + Down ----> Power Bomb  
B ----> Neckbreaker  
B + Up ----> Stalling Vertical Suplex  
B + Down ----> Powerbomb Bridge Pin  
C-Down ----> Strong Irish Whip  
L ----> Switch to Back Strong Grapple

#### Back Weak Grapple

=====

A ----> Bulldog  
B ----> Clothesline  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

#### Back Strong Grapple

=====

A ----> Leg and Arm Lock  
B ----> Tiger Suplex  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

#### Running

=====

B ----> Diving Headbutt  
B + Forward ----> Clothesline

#### Opponent Running (After Weak Irish Whip)

=====

B ----> Spinning Kick  
A ----> Leg Toss  
A (Hold) ----> Trip

#### Opponent Running (After Strong Irish Whip)

=====

B ----> Spinning Kick  
A ----> Back Body Drop  
A (Hold) ----> Body Press Slam

#### Opponent In Corner Weak Grapple

=====

A ----> Headbutts to Stomache  
B ----> Multiple Knees

#### Opponent In Corner Strong Grapple

=====

A ----> Superplex  
B ----> Super Samoan Drop

#### Opponent Face Up

=====

A (Head) ----> Sleeper Hold  
A (Feet) ----> Boston Crab

B (Standing) ----> Double Leg Drop  
B (Running) ----> Running Stomp  
C-Left ----> Flip Opponent

#### Opponent Face Down

=====

A (Head) ----> Armbar  
A (Feet) ----> Ankle Stomp  
B (Standing) ----> Knee Drop  
B (Running) ----> Running Stomp  
C-Left ----> Flip Opponent

#### Special

=====

#### Brainbuster into Powerbomb Pin

```
  _   _   _   _
| | | | | | |-----| | | (FRANK) | | |
| | : - : - | | Dr. Frank | | : - : - | |
|_|_|_|_|_|-----|_|_|_|_|_|
```

#### Basic Controls

=====

A ----> Grapple  
A (Hold) ----> Strong Grapple  
C-Right ----> Change Targets  
C-Up ----> Go Through Ropes  
C-Down ----> Run  
Analog Stick ----> Taunt  
R ----> Guard

#### Standing Attacks

=====

B (Close) ----> Punch  
B (Away) ----> Kick  
B (Hold) ----> Front Kick  
B + Forward ----> Dropkick

#### Front Weak Grapple

=====

A ----> Punch to Face  
A + Up ----> Axe Handle  
A + Down ----> Bodyslam  
B ----> Belly-to-Back Suplex  
B + Up ----> Side Suplex  
B + Down ----> Piledriver  
C-Down ----> Weak Irish Whip  
L ----> Switch to Back Weak Grapple

#### Front Strong Grapple

=====

A ----> Double-Underhook Belly-to-Back Suplex  
A + Up ----> Running Knee  
A + Down ----> Multiple Knees to Face  
B ----> Canadian Backbreaker  
B + Up ----> Multiple Chops to Face  
B + Down ----> Powerbomb Pin  
C-Down ----> Strong Irish Whip  
L ----> Switch to Back Strong Grapple

#### Back Weak Grapple

=====

A -----> Atomic Drop  
B -----> Punch to Back of Head  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

#### Back Strong Grapple

=====

A -----> Atomic Drop  
B -----> Belly-to-Belly Suplex  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

#### Running

=====

B -----> Rising Knee  
B + Forward -----> Clothesline

#### Opponent Running (After Weak Irish Whip)

=====

B -----> Big Boot  
A -----> Arm Toss  
A (Hold) -----> Body Press Slam

#### Opponent Running (After Strong Irish Whip)

=====

B -----> Big Boot  
A -----> Lou Thesz Press Pin  
A (Hold) -----> Abdominal Stretch

#### Opponent In Corner Weak Grapple

=====

A -----> Headbutts to Stomache  
B -----> Mounted Punches

#### Opponent In Corner Strong Grapple

=====

A -----> Superplex  
B -----> Double-Underhook Superplex

#### Opponent Face Up

=====

A (Head) -----> Surfboard Stretch  
A (Feet) -----> Boston Crab  
B (Standing) -----> Stomp  
B (Running) -----> Running Elbow Drop  
C-Left -----> Flip Opponent

#### Opponent Face Down

=====

A (Head) -----> Chin Lock  
A (Feet) -----> Ankle Stomp  
B (Standing) -----> Kick  
B (Running) -----> Running Elbow Drop  
C-Left -----> Flip Opponent

#### Special

=====

Big Swing



```
| | | |-----| | (JEKEL) | |
| | - : - : - | | Jekel | | - : - : - | |
|_| | |-----|_| | |
```

## Basic Controls

=====

A ----> Grapple  
A (Hold) ----> Strong Grapple  
C-Right ----> Change Targets  
C-Up ----> Go Through Ropes  
C-Down ----> Run  
Analog Stick ----> Taunt  
R ----> Guard

## Standing Attacks

=====

B (Close) ----> Punch  
B (Away) ----> Kick  
B (Hold) ----> Strong Punch  
B + Forward ----> Low Tackle

## Front Weak Grapple

=====

A ----> Punch to Back of Head  
A + Up ----> Snapmare  
A + Down ----> Bodyslam  
B ----> Armbar Takedown  
B + Up ----> Suplex Slam  
B + Down ----> Shoulder Breaker  
C-Down ----> Weak Irish Whip  
L ----> Switch to Back Weak Grapple

## Front Strong Grapple

=====

A ----> Neckbreaker  
A + Up ----> Gorilla Press Slam  
A + Down ----> Power Bomb  
B ----> Clothesline  
B + Up ----> Running Powerslam  
B + Down ----> Powerbomb Pin  
C-Down ----> Strong Irish Whip  
L ----> Switch to Back Strong Grapple

## Back Weak Grapple

=====

A ----> Punch to Back  
B ----> Sideslam  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

## Back Strong Grapple

=====

A ----> Tiger Suplex  
B ----> Backdrop Driver  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

## Running

=====

B ----> Diving Headbutt

B + Forward ----> Clothesline

Opponent Running (After Weak Irish Whip)

=====

- B ----> Kick
- A ----> Leg Toss
- A (Hold) ----> Gorilla Press Slam

Opponent Running (After Strong Irish Whip)

=====

- B ----> Kick
- A ----> Spinebuster
- A (Hold) ----> Atomic Drop

Opponent In Corner Weak Grapple

=====

- A ----> Headbutts to Stomache
- B ----> Mounted Punches

Opponent In Corner Strong Grapple

=====

- A ----> Superplex
- B ----> Super Doctor Bomb

Opponent Face Up

=====

- A (Head) ----> Sleeper Hold
- A (Feet) ----> Leg and Armbar
- B (Standing) ----> Stomp
- B (Running) ----> Flying Elbow Drop
- C-Left ----> Flip Opponent

Opponent Face Down

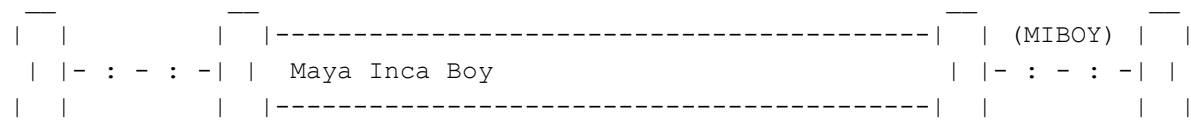
=====

- A (Head) ----> Chin Lock
- A (Feet) ----> Half-Crab
- B (Standing) ----> Stomp
- B (Running) ----> Flying Elbow Drop
- C-Left ----> Flip Opponent

Special

=====

Spinning Doctor Bomb Pin



Basic Controls

=====

- A ----> Grapple
- A (Hold) ----> Strong Grapple
- C-Right ----> Change Targets
- C-Up ----> Go Through Ropes
- C-Down ----> Run
- Analog Stick ----> Taunt
- R ----> Guard

Standing Attacks

=====

B (Close) -----> Punch  
B (Away) -----> Kick  
B (Hold) -----> Dropkick  
B + Forward -----> Alternative Dropkick

#### Front Weak Grapple

=====

A -----> Punch to Back of Head  
A + Up -----> Punch to Upper-Back  
A + Down -----> Bodyslam  
B -----> Armbar Takedown  
B + Up -----> Verticle Suplex  
B + Down -----> Russian Leg Sweep  
C-Down -----> Weak Irish Whip  
L -----> Switch to Back Weak Grapple

#### Front Strong Grapple

=====

A -----> DDT  
A + Up -----> Drop on Ropes  
A + Down -----> Power Bomb  
B -----> Clothesline  
B + Up -----> Chokeslam  
B + Down -----> Russian Leg Sweep  
C-Down -----> Strong Irish Whip  
L -----> Switch to Back Strong Grapple

#### Back Weak Grapple

=====

A -----> Belly-to-Back Suplex  
B -----> Atomic Drop  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

#### Back Strong Grapple

=====

A -----> Release German Suplex  
B -----> Abdominal Stretch  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

#### Running

=====

B -----> Kick  
B + Forward -----> Clothesline

#### Opponent Running (After Weak Irish Whip)

=====

B -----> Big Boot  
A -----> Body Press Slam  
A (Hold) -----> Leg Toss

#### Opponent Running (After Strong Irish Whip)

=====

B -----> Big Boot  
A -----> Samoan Drop  
A (Hold) -----> Abdominal Stretch

#### Opponent In Corner Weak Grapple

=====

- A -----> Headbutts to Stomache
- B -----> Foot to Throat

#### Opponent In Corner Strong Grapple

=====

- A -----> Superplex
- B -----> Super Samoan Drop

#### Opponent Face Up

=====

- A (Head) ----->
- A (Feet) -----> Ankle Lock
- B (Standing) -----> Elbow Drop
- B (Running) -----> Running Stomp
- C-Left -----> Flip Opponent

#### Opponent Face Down

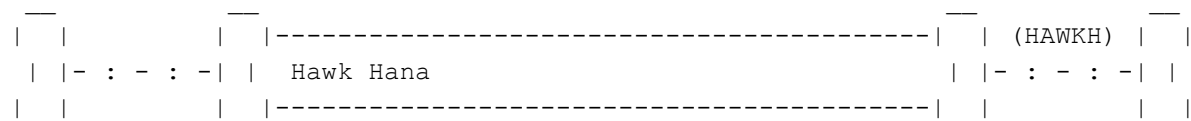
=====

- A (Head) -----> Chin Lock
- A (Feet) -----> Half-Crab
- B (Standing) -----> Elbow Drop
- B (Running) -----> Running Stomp
- C-Left -----> Flip Opponent

#### Special

=====

##### Powerbomb Pin



#### Basic Controls

=====

- A -----> Grapple
- A (Hold) -----> Strong Grapple
- C-Right -----> Change Targets
- C-Up -----> Go Through Ropes
- C-Down -----> Run
- Analog Stick -----> Taunt
- R -----> Guard

#### Standing Attacks

=====

- B (Close) -----> Slap
- B (Away) -----> Kick
- B (Hold) -----> Drokick
- B + Forward -----> Strong Punch

#### Front Weak Grapple

=====

- A -----> Backhand Slap
- A + Up -----> Axe Handle
- A + Down -----> Bodyslam
- B -----> Headlock Takedown
- B + Up -----> Verticle Suplex
- B + Down -----> Piledriver
- C-Down -----> Weak Irish Whip
- L -----> Switch to Back Weak Grapple

## Front Strong Grapple

=====

A -----> Knees to Face  
A + Up -----> Multiple Chops  
A + Down -----> Powerbomb  
B -----> DDT  
B + Up -----> Suplex Slam  
B + Down -----> Powerbomb Pin  
C-Down -----> Strong Irish Whip  
L -----> Switch to Back Strong Grapple

## Back Weak Grapple

=====

A -----> Belly-to-Back Suplex  
B -----> Knee Drop  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

## Back Strong Grapple

=====

A -----> Clothesline  
B -----> Abdominal Stretch  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

## Running

=====

B -----> Back Tackle  
B + Forward -----> Clothesline

## Opponent Running (After Weak Irish Whip)

=====

B -----> Slap  
A -----> Leg Toss  
A (Hold) -----> Body Press Slam

## Opponent Running (After Strong Irish Whip)

=====

B -----> Slap  
A -----> Sleeper Hold  
A (Hold) -----> Body Press Slam

## Opponent In Corner Weak Grapple

=====

A -----> Headbutts to Stomache  
B -----> Mounted Punches

## Opponent In Corner Strong Grapple

=====

A -----> Superplex  
B -----> Release German Superplex

## Opponent Face Up

=====

A (Head) -----> Dragon Sleeper  
A (Feet) -----> Knee Smash  
B (Standing) -----> Kick  
B (Running) -----> Running Stomp  
C-Left -----> Flip Opponent



Back Weak Grapple

=====

- A -----> Backbreaker
- B -----> Belly-to-Back Suplex
- L -----> Shoulder Stretch
- C-Up -----> Lift Opponent

Back Strong Grapple

=====

- A -----> Abdominal Stretch
- B -----> Belly-to-Back Chokeslam
- L -----> Shoulder Stretch
- C-Up -----> Lift Opponent

Combo Meter

=====

- B -----> Knee to Face
- B + Up -----> Kick to Face
- B + Down -----> Low Kick
- B + Left -----> Left Slap
- B + Right -----> Right Slap
- A -----> Gut Wrench Slam
- A + Up -----> Chokeslam
- A + Down -----> Sideslam
- A + Left -----> Sideslam
- A + Right -----> Gut Wrench Slam

Running

=====

- B -----> Spinning Crescent Kick
- B + Forward -----> Clothesline

Opponent Running (After Weak Irish Whip)

=====

- B -----> Kick to Face
- A -----> Leg Toss
- A (Hold) -----> Samoan Drop

Opponent Running (After Strong Irish Whip)

=====

- B -----> Kick to Face
- A -----> Spinebuster
- A (Hold) -----> Chokeslam

Opponent In Corner Weak Grapple

=====

- A -----> Headbutts to Stomache
- B -----> Multiple Knees

Opponent In Corner Strong Grapple

=====

- A -----> Superplex
- B -----> Super Belly-to-Back Chokeslam

Opponent Face Up

=====

- A (Head) -----> Mounted Punches
- A (Feet) -----> Half-Crab
- B (Standing) -----> Double Leg Drop
- B (Running) -----> Running Stomp

C-Left -----> Flip Opponent

#### Opponent Face Down

=====

A (Head) -----> Choke Hold  
A (Feet) -----> Leg Grapevine  
B (Standing) -----> Elbow Drop  
B (Running) -----> Flying Elbow Drop  
C-Left -----> Flip Opponent

#### Special

=====

#### Tombstone Piledriver

```
  |  |      |  | -----|  | (DAKEK) |  |  
  |  | - : - : - |  |   Dake Ken   |  | - : - : - |  |  
  |  |      |  | -----|  |           |  |
```

#### Basic Controls

=====

A -----> Grapple  
A (Hold) -----> Strong Grapple  
C-Right -----> Change Targets  
C-Up -----> Go Through Ropes  
C-Down -----> Run  
Analog Stick -----> Taunt  
R -----> Guard

#### Standing Attacks

=====

B (Close) -----> Punch  
B (Away) -----> Kick  
B (Hold) -----> Headbutt  
B + Forward -----> Slap

#### Front Weak Grapple

=====

A -----> Headbutt  
A + Up -----> Snapmare  
A + Down -----> Bodyslam  
B -----> Headlock Takedown  
B + Up -----> Verticle Suplex  
B + Down -----> Piledriver  
C-Down -----> Weak Irish Whip  
L -----> Switch to Back Weak Grapple

#### Front Strong Grapple

=====

A -----> Headlock  
A + Up -----> Samoan Drop  
A + Down -----> Atomic Drop  
B -----> DDT  
B + Up -----> Fake-Kick Headbutt  
B + Down -----> Powerbomb Pin  
C-Down -----> Strong Irish Whip  
L -----> Switch to Back Strong Grapple

#### Back Weak Grapple

=====

A -----> Bulldog





|\_\_| |\_\_|-----|\_\_| |\_\_|

## Basic Controls

=====

A ----> Grapple  
A (Hold) ----> Strong Grapple  
C-Right ----> Change Targets  
C-Up ----> Go Through Ropes  
C-Down ----> Run  
Analog Stick ----> Taunt  
R ----> Guard

## Standing Attacks

=====

B (Close) ----> Slap  
B (Away) ----> Kick  
B (Hold) ----> Headbutt  
B + Forward ----> Clothesline

## Front Weak Grapple

=====

A ----> Headbutt  
A + Up ----> Face Slap  
A + Down ----> Bodyslam  
B ----> Headlock Takedown  
B + Up ----> Verticle Suplex  
B + Down ----> Piledriver  
C-Down ----> Weak Irish Whip  
L ----> Switch to Back Weak Grapple

## Front Strong Grapple

=====

A ----> Russian Leg Sweep  
A + Up ----> Multiple Chops to Head  
A + Down ----> Atomic Drop  
B ----> DDT  
B + Up ----> Stalling Verticle Suplex  
B + Down ----> Powerbomb Pin  
C-Down ----> Strong Irish Whip  
L ----> Switch to Back Strong Grapple

## Back Weak Grapple

=====

A ----> Belly-to-Back Suplex  
B ----> Triple Headbutt  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

## Back Strong Grapple

=====

A ----> Abdominal Stretch  
B ----> German Suplex Pin  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

## Running

=====

B ----> Kick  
B + Forward ----> Clothesline

Opponent Running (After Weak Irish Whip)

=====

- B -----> Spinning Kick
- A -----> Hip Toss
- A (Hold) -----> Body Press Slam

Opponent Running (After Strong Irish Whip)

=====

- B -----> Spinning Kick
- A -----> Samoan Drop
- A (Hold) -----> Spinebuster

Opponent In Corner Weak Grapple

=====

- A -----> Headbutts to Stomache
- B -----> Tree of Woe

Opponent In Corner Strong Grapple

=====

- A -----> Superplex
- B -----> Release German Superplex

Opponent Face Up

=====

- A (Head) -----> Reverse Choke Hold
- A (Feet) -----> Headbutt to Groin
- B (Standing) -----> Elbow Drop
- B (Running) -----> Flying Elbow Drop
- C-Left -----> Flip Opponent

Opponent Face Down

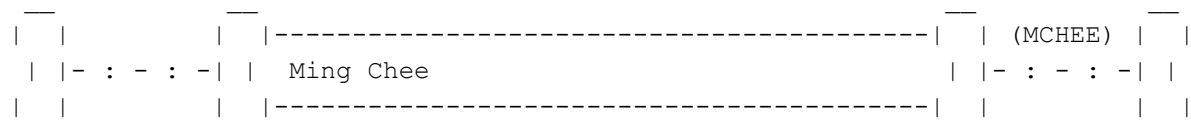
=====

- A (Head) -----> Chin Lock
- A (Feet) -----> Boston Crab
- B (Standing) -----> Elbow Drop
- B (Running) -----> Flying Elbow Drop
- C-Left -----> Flip Opponent

Special

=====

Powerbomb Pin



Basic Controls

=====

- A -----> Grapple
- A (Hold) -----> Strong Grapple
- C-Right -----> Change Targets
- C-Up -----> Go Through Ropes
- C-Down -----> Run
- Analog Stick -----> Taunt
- R -----> Guard

Standing Attacks

=====

- B (Close) -----> Slap
- B (Away) -----> Kick

B (Hold) ----> Headbutt  
B + Forward ----> Clothesline

#### Front Weak Grapple

=====

A ----> Headbutt  
A + Up ----> Punch to Back of Head  
A + Down ----> Bodyslam  
B ----> Armbar Takedown  
B + Up ----> Verticle Suplex  
B + Down ----> Jaebreaker  
C-Down ----> Weak Irish Whip  
L ----> Switch to Back Weak Grapple

#### Front Strong Grapple

=====

A ----> Headlock  
A + Up ----> Backbreaker  
A + Down ----> Powerbomb  
B ----> Knees to Head  
B + Up ----> Front Slam  
B + Down ----> Facebuster  
C-Down ----> Strong Irish Whip  
L ----> Switch to Back Strong Grapple

#### Back Weak Grapple

=====

A ----> Triple Headbutt  
B ----> Knee Breaker  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

#### Back Strong Grapple

=====

A ----> Clothesline  
B ----> Sleeper Hold  
L ----> Shoulder Stretch  
C-Up ----> Lift Opponent

#### Running

=====

B ----> Shoulder Block  
B + Forward ----> Clothesline

#### Opponent Running (After Weak Irish Whip)

=====

B ----> Kick  
A ----> Leg Toss  
A (Hold) ----> Body Press Slam

#### Opponent Running (After Strong Irish Whip)

=====

B ----> Kick  
A ----> Powerslam  
A (Hold) ----> Spinebuster

#### Opponent In Corner Weak Grapple

=====

A ----> Headbutts to Stomache  
B ----> Mounted Punches



L -----> Switch to Back Weak Grapple

### Front Strong Grapple

=====

A -----> Belly-to-Back Chokeslam  
A + Up -----> Spinning Leg Sweep  
A + Down -----> DDT  
B -----> Combo Meter  
B + Up -----> Combo Meter  
B + Down -----> Combo Meter  
C-Down -----> Strong Irish Whip  
L -----> Switch to Back Strong Grapple

### Back Weak Grapple

=====

A -----> Bulldog  
B -----> Spinning Heel Kick  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

### Back Strong Grapple

=====

A -----> German Suplex Pin  
B -----> Tiger Suplex Pin  
L -----> Shoulder Stretch  
C-Up -----> Lift Opponent

### Combo Meter

=====

B -----> Headlock Punch  
B + Up -----> Back Kick  
B + Down -----> Kick to Face  
B + Left -----> Left Kick  
B + Right -----> Right Kick  
A -----> Belly-to-Back Chokeslam  
A + Up -----> Spinning Leg Sweep  
A + Down -----> DDT  
A + Left -----> DDT  
A + Right -----> Belly-to-Back Chokeslam

### Running

=====

B -----> Running Punch  
B + Forward -----> Spinning Crescent Kick

### Opponent Running (After Weak Irish Whip)

=====

B -----> Dropkick  
A -----> Trip  
A (Hold) -----> Frankensteiner

### Opponent Running (After Strong Irish Whip)

=====

B -----> Dropkick  
A -----> Trip  
A (Hold) -----> Headscissors

### Opponent In Corner Weak Grapple

=====

A -----> Headbutts to Stomache

B -----> Mounted Punches

Opponent In Corner Strong Grapple

=====

A -----> Superr Hurricarana

B -----> Tornado DDT

Opponent Face Up

=====

A (Head) -----> Crucifix Armbar

A (Feet) -----> Leg Lock

B (Standing) -----> Backwards Moonsault

B (Running) -----> Running Moonsault

C-Left -----> Flip Opponent

Opponent Face Down

=====

A (Head) -----> Armbar

A (Feet) -----> Surfboard Stretch

B (Standing) -----> Moonsault

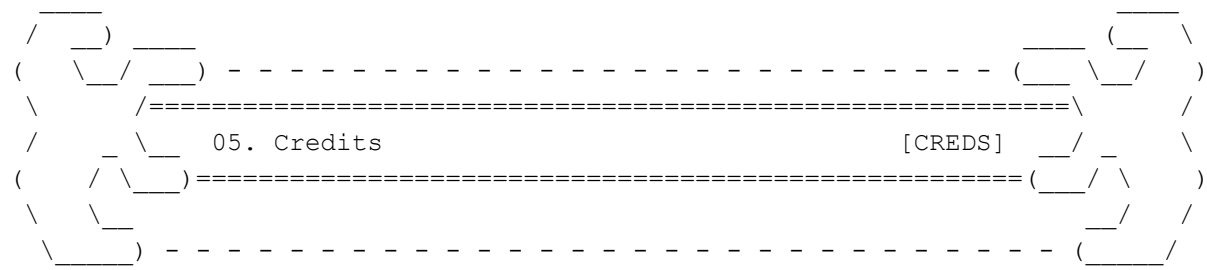
B (Running) -----> Running Moonsault

C-Left -----> Flip Opponent

Special

=====

Spinning Powerbomb Pin



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Chris Quigley - Author of this document.  
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Any move names I didn't know came from other FAQs at GameFAQs.  
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