

ever seen in a game, and in my opinion it still has the best CAW of any wrestling game I've played, and that includes the CAW in Acclaim's next two games, ECW Hardcore Revolution and ECW Anarchy Rulz. It allows you to create wrestlers who exist in real life to a very high degree of accuracy, and there is nothing like producing a good CAW and thinking "this character really looks, feels and acts like the real person". It doesn't happen too often, but when it does, it fills you with a great deal of satisfaction and pleasure. There is something about WWF Attitude's CAW section that makes it so easy and fun to use, and it remains my first choice for CAW.

In this guide I hope to give you tips which I have learned over many many hours of using WWF Attitude's CAW section. I will also endeavour to put as many of my own creations in this guide aswell, as I have a large number that I made entirely from scratch and have wanted to share for a while. I hope you enjoy using my guide, and that it helps you to create some fantastic created wrestlers.

-- 6SM (Six Seconds Magic)

2. Tips For Using CAW

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This section is split into several sections, for the different sections of creating a wrestler, i.e. clothing, moves, etc. I will try to go through my tips for making CAWs in an orderly and logical fashion.

NAME:

- The first and last name of your wrestler don't have any effect in the game, only the alias. It is therefore up to you if you want to put in the first and last name of your wrestler, but I feel that if you are making a real wrestler, rather than a fantasy creation, that it is good to put in the first and last name of the wrestler if you know them, as it makes it more "authentic".

ATTRIBUTES:

- Here is what the various attributes mean:

- * Strength - How much damage your CAW does to its opponent per move.
- * Toughness - How much damage your CAW takes per move.
- * Speed - How fast your CAW moves around. This affects walking, running, climbing the turnbuckle, climbing the cage in a cage match, blocking and dodging.
- * Recovery - How quickly your CAW gets up after being knocked down and stunned, and how quickly your CAW recovers from being made dizzy standing up. This also reduces the chance of your CAW being knocked down/made dizzy, and also how quickly you regain health.
- * Charisma - How often the audience cheers for your CAW (makes your CAW's name flash, allowing it to do more damage). Your CAW can also do a move more times consecutively/more often before the crowd begins to boo it.
- * Mat Skills - How much chance there is of your CAW making its opponent submit. Your CAW can also keep non-submission holds on its opponent for longer.

- All of the attributes are important in their own ways, but here is a rough guide to which attributes are the most important to making a CAW which will be successful in the game:

- * Strength= ****
- * Toughness= ****
- * Speed= ***1/2
- * Recovery= ***1/2
- * Charisma= **1/2
- * Mat Skills= ***

Of course, this varies depending on who you are creating, but that is a general guide.

- Most "realistic" CAWs will need at least 6 strength and 5 toughness to be any good in the game.

MOVES:

- Some of the taunts from the game are, for some reason, not available for you to give to your CAW, such as Goldust's taunt and Headbanger Thrasher's taunt. It is possible to use these taunts however. Select the moveset of the person that you want to have the taunt of, then put the moves that you want to use over all of the moveset's moves, apart from the taunt.

- I have found that these moves are good moves to put in the Damage 5 and Damage 4 slots of the moveset:

* Ready Moves: Japanese arm drag, snapmare, running knee hit, chin crusher, leg scissor stomp, small package, shortarm clothesline, single arm DDT

* Tie-up Moves: low blow, three knee combo

* Behind Moves: reverse DDT

* Ground Moves at Side: mount punches

Of course there are others, and any move works okay, but these seem to me to be the best ones to use.

PERSONALITY:

- Here are what the personality options do:

* Crowd - The options are cheer or boo. This is just what the audience do when your CAW makes its entrance.

* Fighting style - from what I can see this has no effect on the game whatsoever. It doesn't change your CAWs posture, how they perform moves or anything. Just choose the fighting style of a wrestler in the game similar to your CAW. (If anyone does know what Fighting Style does to your CAW, please e-mail me and let me know!)

* Theme song - Which song plays when your CAW comes down to the ring and when they win.

* Entrance - How your wrestler enters the ring.

* Run-in partner - Who will run out and help your CAW in a match if it is losing by a long way. If you can choose a wrestler who is associated with your CAW then do. If that isn't possible then choose whoever you want.

* Voice/grunts - What noises your CAW makes when it is hit, and what it will say at the start of matches and when it taunts its opponent.

- Basically, the personality options have little effect on how good your CAW will be as a character to use in the game, but some of them, such as entrance, theme song and voice/grunts, can make a realistic CAW that much more accurate.

CREATE:

- As you can't adjust the height of your CAW, the best way to show a big wrestler is to give them the male muscle body.

- The best way to make a wrestler have black skin, asian skin, brown skin, etc. is to edit the colours of skin colour 1, as some of the other preset skin colours seem to mess up sometimes, which can be very annoying. I have had some items of clothing removed from the selection menus because I used a preset skin colour other than skin colour 1. A good black skin colour made as an edit of skin colour 1 is (0,10,12), for example. It looks fine and doesn't mess anything up.

- If you are giving your wrestler sunglasses and don't want its eyes to be seen, select the eyes as "small eyes"; no matter what sunglasses you choose only the sunglasses will be seen.

- If you want to make your wrestler have stubble on their face, select beard 1 and find a colour similar to the CAW's skin and hair. Get it right and it will look excellent.

- The lipstick mouths can be used as normal mouths by simply adjusting the colours to a natural looking lip colour.
- Your CAW can't have more than two of any of these things on their head/face: beard, mask, headgear, sunglasses, facepaint, tattoos, i.e. you can have sunglasses and facepaint, but not sunglasses, facepaint and a beard, for example.
- On the upper body, your wrestler can't have more than two of any of these things: jacket, vest, chestgear.
- If making a piece of clothing, hair or anything black, DON'T set the numbers to (0,0,0). it looks very unrealistic and strange when in the game. Instead, make the last number something between 3 and 10 (varies from one thing to another). That way it looks a lot more realistic, and generally better.
- In the lower body accessories, be careful when applying the "flood" accessory, as it will get rid of any pants or shorts you have put on your CAW and the colours you have set for them.

TEXT:

- Use spaces to position your writing, making it further left or right on the chest/back/buttocks and further up or down on the arm sleeves/pant legs.
- If you go to "next line" on the input text screen and you go past "delete" to get to it, then you try to put in a letter on the next line, the game will think you are pressing delete and will take you back out of the input text screen.

FINAL POINTS:

- Remember: CLEAR gets rid of all clothing, hair, accessories, etc. you have put on your CAW, and leaves eyes, nose, mouth, body type, skin type, skin colour, and all personality, name, attributes and moves settings. RESET clears everything.

Those are all the tips I have for making CAWs. Hopefully they will be of some use to you. Below are some of the CAWs I have made in WWF Attitude. Enjoy!

3. Creations

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These are "Create-A-Wrestler"s (CAWs) for WWF Attitude. I made them on the N64 version, but they should also work for the PSX version. With some minor adjustments, they can also be used on ECW Hardcore Revolution and ECW Anarchy Rulz. Here is the key for the movelist menus:

- Ready = A
- Running Attacker = B
- Whipped Opponent = C
- Tie Up = D
- Behind = E
- Ground Moves at Side = F
- Running Opponent on Ground = G
- Ground Moves at Feet = H
- Ground Moves at Head = I
- Corner Moves = J
- Corner Running = K
- On TB Opponent Standing = L
- On TB Opponent on Ground = M

...:KURT ANGLE:...
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Body:
 Body Type - Male Average
 Skin Type - Ripped

Colour - 0,59,50

Head:

Eyes - Default (60,55,45)

Nose - Wide Nose 2

Mouth - Closed Lipstick 5 (6,34,44)

Hair - Short Hair 2 (10,10,10)

Upper:

Shirt - Tanktop - T Singlet (92,50,50)

Elbowpads - Bright 2 (53,75,40)

Wristbands - Leather (0,0,90)

Lower:

Pants - Stripes - Spangled (95,50,50) Length=15

Kneepads - Generic (55,75,45)

Boots - Pretty Boy (95,40,50)

Text:

Font - Large

Alignment - Verical Text

Layer/Colour - 0,0,40

C2 - **USA (*=space)

Name

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First: KURT

Last: ANGLE

Alias: KURT ANGLE

Attributes

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Strength: 8

Toughness: 7

Speed: 6

Recovery: 7

Charisma: 4

Mat Skills: 6

Moves

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Finisher: High Angle Suplex [A]

Trademark: Overhead Belly To Belly Suplex [A]

Damage 9: Shamrock Ankle Lock [H]

Damage 8: Moonsault [M]

Damage 8: Bridging German Suplex [E]

Damage 7: Belly Belly Suplex [J]

Damage 7: Powerslam [C]

Damage 7: Tackle With Punches [B]

Damage 6: Beast Choker [E]

Damage 6: 2x Underhook Suplex [A]

Damage 6: Fisherman's Suplex [A]

Damage 6: Big Head Punch [D]

Damage 5: Floatover Suplex [D]

Damage 5: Kneedrop [F]

Damage 5: Elbow To Groin [H]

Damage 5: DDT [A]

Damage 5: Enziguri [A]

Damage 4: European Uppercut [D]

Damage 4: Running Knee Hit [A]

Damage 4: Reverse DDT [E]  
Damage 4: Small Package [A]  
Dizzy Punch: Haymaker  
Dizzy Kick: Dropkick  
Pose: Here I Am

Personality

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Crowd: Boo
Fighting Style: HHH
Theme Song: Slaughter
Entrance: Taka
Run In: Edge
Voice/Grunts: Whatever you want! (I chose Mr. Showtime)

...:CHRIS JERICHO:...
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Body:

Body Type - Male Average
Skin Type - Ripped
Colour - Skin Colour 1 (6,50,55)

Head:

Eyes - Concerned Eyes (55,78,52)
Nose - Average Nose 4
Mouth - Smile 4 (6,31,53)
Hair - Long Hair 5 (14,50,52)
Beard - Sideburns (12,36,42) *Note: Put the Beard on BEFORE the Hair*

Upper:

Elbowpads - Generic 2 (0,0,10)
Wristbands - Leather (0,0,10)

Lower:

Pants - Design - Leaves (80,25,50)
OR
- Logo - Lightning (95,60,58)
Boots - Braun (0,0,35)

Name

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First: CHRIS  
Last: JERICHO  
Alias: JERICHO or Y2J

Attributes

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Strength: 8
Toughness: 7
Speed: 7
Recovery: 5
Charisma: 6
Mat Skills: 6

Moves

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Finisher: Elevated Crab [H]  
Trademark: Moonsault [M]

Damage 9: Dragon Suplex [E]  
Damage 8: Hanging Brainbuster [D]  
Damage 8: Dropkick [L]  
Damage 7: Russian Leg Sweep [E]  
Damage 7: Reverse Tiger Suplex [A]  
Damage 7: Flying Head Scissors [B]  
Damage 6: Hurricanrana [J]  
Damage 6: Shoulderbreaker [A]  
Damage 6: Leglock Chokehold [I]  
Damage 6: Bulldog [E]  
Damage 5: Double Arm DDT [A]  
Damage 5: Atomic Drop [D]  
Damage 5: High Leg Clothesline [C]  
Damage 5: Enziguri [A]  
Damage 5: Flying Clothesline [B]  
Damage 4: Flip Over Neck Whip [I]  
Damage 4: DDT [D]  
Damage 4: Snapmare [A]  
Damage 4: Roll Up Pin [E]  
Dizzy Punch: Thrust To Throat  
Dizzy Kick: Dropkick  
Pose: Look At Me

Personality

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Crowd: Cheer
Fighting Style: Edge
Music: Marc Mero
Entrance: Goldust
Run-In Partner: Whoever you want!
Voice/Grunts: Shamrock

...:STEVEN RICHARDS (RTC):...
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Body:
Body Type - Male Average
Skin Type - Plain
Colour - Skin Colour 1 (3,50,50)

Head:
Eyes - Angry Eyes (10,25,25)
Nose - Thin Nose 4
Mouth - Closed Lips 10 (7,32,53)
Hair - Flat Top 1 (10,10,15)

Upper Body:
Shirt - Plain - Collar Shirt 3 (0,0,60) Length = 25
Wristbands - Leather (0,0,10)

Lower Body:
Pants - Plain - Jail (0,0,8)
Belts - Leather (55,50,50)
Shoes - Undertaker (0,0,20)
Accessories - Socks (0,0,75)

Text:
Font - Large
Alignment - Vertical Text

Colour - (0,0,5)

C2 - I IIII

Name

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First: STEVEN

Last: RICHARDS

Alias: S RICHARDS

Attributes

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Strength: 6

Toughness: 6

Speed: 7

Recovery: 6

Charisma: 1

Mat Skills: 5

Moves

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Finisher: Sweet Chin Music [A]

Trademark: DDT [D]

Damage 9: Tackle with Punches [B]

Damage 8: Bossman Slam [C]

Damage 8: Moonsault [L]

Damage 7: Cross Body Block [B]

Damage 7: Half Crab [H]

Damage 7: Fall Forward Powerbomb [A]

Damage 6: Piledriver [D]

Damage 6: Swinging Bulldog [J]

Damage 6: Blatant Choke [I]

Damage 6: Arm Drag [C]

Damage 5: Sleeper Hold [E]

Damage 5: Bulldog [D]

Damage 5: Mount Punches [F]

Damage 5: Elbow to Groin [H]

Damage 5: Single Arm DDT [A]

Damage 4: Running Knee Hit [A]

Damage 4: Reverse DDT [E]

Damage 4: European Uppercut [D]

Damage 4: Leg Scissor Stomp [A]

Dizzy Punch: Big Wind Up

Dizzy Kick: Sidekick

Pose: Get Through Me First

Personality

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Crowd: Boo

Fighting Style: P Bearer

Theme song: Whatever you want! (I chose Judge This)

Entrance: Bossman

Run In: Whoever you want! (I chose Val Venis, although he's in the wrong costume)

Voice Grunts: Whoever you want! (I chose Al Snow)

...:RIKISHI:...

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Body:

Body type - Male overweight
Skin type - Fat
Colour - Color 2 (11,50,39)

Head:

Eyes - Angry eyes (10,25,25)
Nose - Wide 4
Mouth - Default (0,23,53)
Hair - Medium length 3 (15,33,55)
Beard - Goatee 4 (15,100,75)

Upper:

Elbow pads - Gold (0,0,5)
Wristbands - Studs (0,0,10)
Accessories - Jewellery - Collar (0,0,5)

Lower:

Shorts - Men - Plain (0,0,10)
Belts - Sash (0,0,30)
Kneepads - Generic (0,0,5)
Boots - Wall (0,0,25)

Name

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First: RIKISHI  
Last: PHATU  
Alias: RIKISHI

Attributes

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Strength: 8
Toughness: 8
Speed: 3
Recovery: 6
Charisma: 4
Mat Skills: 5

Moves

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Finisher: Butt Drop [M]  
Trademark: Running Butt Bump [K]  
Damage 9: Inverted Piledriver [D]  
Damage 8: Samoan Drop [D]  
Damage 8: La Sillia [L]  
Damage 7: Leg Drop [G]  
Damage 7: Side Belly To Belly Suplex [A]  
Damage 7: Splash [M]  
Damage 6: Sweet Chin Music [A]  
Damage 6: Boston Crab [H]  
Damage 6: Choke With Boot [J]  
Damage 6: Mount Punches [F]  
Damage 5: Reverse DDT [E]  
Damage 5: Leg Scissor Stomp [A]  
Damage 5: Big Head Punch [D]  
Damage 5: Senton Splash [F]  
Damage 5: Headbutt To Groin [H]  
Damage 4: European Uppercut [D]  
Damage 4: Choke [A]  
Damage 4: Running Knee Hit [A]  
Damage 4: Low Blow [E]

Dizzy Punch: Haymaker  
Dizzy Kick: Shuffle Side Kick  
Taunt: 24K Gold

Personality

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Crowd: Cheer
Fighting Style: Mark Henry
Theme: Mack Attack
Entrance: Mark Henry
Run In: Whoever you want
Voice: Whatever you want (I chose Slaughter)

4. Credits, Acknowledgements & Legal Stuff

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