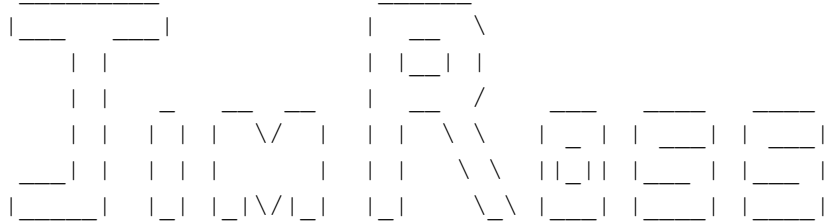


WWF Wrestlemania 2000 Jim Ross Character FAQ

by Nomad Z 2000

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WWF Wrestlemania 2000 Character Guide for:



Version 1.0

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I. J.R.'s Bio

After graduating from Bill Kinnamon's Umpire School in 1975, Oklahoma native Jim Ross began his long and successful career in sports by working the sidelines as a referee for the Oklahoma Intercollegiate Conference. After hanging up the black and white striped shirt after 16 years, Ross worked as a color commentator for the Atlanta Falcons for one season in 1992 and was the weekly part-time host of the "Jerry Glanville Show." All that came to a halt when Ross joined up with the World Wrestling Federation and became one of the most successful commentators in its rich history. Since 1993, Ross has been a master of all trades in the Stamford, Connecticut-based company. Since joining the Federation at WrestleMania IX, he has racked up more hours behind the microphone than quite possibly anyone else in the business. From broadcasting major Pay-Per-View events and RAW on Monday nights, Ross has done it all in the Federation... and then some!

Many ring critics rate Ross as the most knowledgeable broadcaster on the scene today. Along with his broadcast position, the veteran is responsible for the Ross Report, a very popular feature at WWF.COM.

Ross is a devoted family man who enjoys spending as much time as possible with his wife and children. Many have attempted to copy Ross' style of broadcasting, but few will ever accomplish what this Oklahoma native has been able to do his entire career--succeed as a two-sport broadcaster on the gridiron and in the squared circle of the World Wrestling Federation!

II. J.R.'s Moves

STRIKING

-Weak Attacks-

B (Arm): Slap 03

B+D-pad (Arm): Chop

B (Leg): Front Kick 01

B+D-pad (Leg): Front Kick 05

-Strong Attacks-

B: Overhand Punch 01

B+D-pad: Overhand Punch 01

A+B: Overhand Punch 01

-Running Attacks-

Down-C+[B]: Running Shoulder Block

Down-C+[A+B]: Running Shoulder Block

D-Pad + Down-C + [B]: Running Back Elbow Smash

D-pad + Down-C + [A+B]: Running Back Elbow Smash

-Turnbuckle Attacks-

B: Chop

D-Pad + B: Front Kick

-Running Turnbuckle Attacks-

Down-C + B: Running Back Elbow Smash

Down-C + A + B: Running Clothesline

-Corner Counter-

Irish whip to Corner Counter: Boot to Face

-Tree of Woe Attacks-

B: Front Kick

D-Pad + B: Front Kick

Down-C + B: Running Shoulder Block

-Apron Attacks-

To Inside: Knee Strike

To Outside: Strong Kick

-Irish Whip Attack-

B: Short Kick

-Recovery Attack-

Ducking Attack: Low Blow

-Counter Attacks-

Counter Punch: Strong Attack [B+D-Pad]

Special Counter Punch: Back Slide Pin

Counter Kick [A]: Pushing Takedown Counter

Counter Kick [B]: Elbow Crush Counter

Special Counter Kick: Special Back Grapple

GRAPPLING

-Weak Front Grapple-

A, A+L/R, A+Up, A+Down: Overhand Punch

B, B+L/R, B+Up, B+Down: Piledriver 01

-Strong Front Grapple-

A, A+L/R, A+Up, A+Down: Headlock with Punch

B, B+L/R, B+Up, B+Down: Suplex

Special: Pulling Piledriver

Front Stolen Move (A+B): Pulling Piledriver

-Weak Rear Grapple-

A, A+D-pad, B, B+D-pad: Forearm Smash

-Strong Rear Grapple-

A, A+D-pad, B, B+D-pad: Sleeper

Special: Back Rake

Back Stolen Move (A+B): Back Rake
-Counter Grapple-
Back Weak Grapple Counter: Counter Elbow Strike
Back Strong Grapple Counter: Counter Groin Kick
-Irish Whip Grapple-
Tap A (Weak): Scissor Sweep
Hold A (Weak): Scissor Sweep
Tap A (Strong): Shoulder Back Toss
Hold A (Strong): Shoulder Back Toss
Control Stick (Weak or Strong): None
-Front Turnbuckle Grapple-
A/B (Weak): Eye Rake on Ropes
A/B (Strong): Superplex
Control Stick: None
Stolen Turnbuckle Grapple: Eye Rake on Ropes
-Back Turnbuckle Grapple-
A (Weak): Forearm Smash
B (Weak): Forearm Smash
A (Strong): Super Backdrop
B (Strong): Super Backdrop
Control Stick: None
Stolen Back Turnbuckle Grapple: Super Backdrop
-Counter Grapple-
Front Counter: Throw
-Grapple to Apron-
Weak Grapple: Club to Chest
Strong Grapple: Suplex to Inside
Special Grapple: None
Counter Grapple: Suplex Reversal to Inside
-Grapple from Apron-
Grapple (Weak): Guillotine
Grapple (Strong): Sunset Flip Over Ropes
Grapple (Special): None
Counter Grapple: Suplex Reversal to Suplex Inside
-Double Team Grapple-
Front Grapple: Wishbone Split
Back Grapple: Double Atomic Drop
Sandwich Grapple: Double Piledriver
Counter Attack: Punching Reversal

GROUND

-Submission-
Upper Body Facing Up: Mounted Punches
Upper Body Facing Down: Sitting Reverse Armbar
Lower Body Facing Up: Figure-4 Leglock
Lower Body Facing Down: Knee Stomp
Sitting Up: Sleeper Hold
Sitting Down: Camel Clutch
-Ground Attacks-
Facing Up: Elbow Drop
Facing Down: Stomp
Running Facing Up: Running Elbow Drop
Running Facing Down: Running Stomp
Sitting Up: Hammer Blow
Sitting Down: Hammer Blow
Running Sitting Up: Running Elbow Drop
Running Sitting Down: Running Stomp

HIGH FLYING

-Turnbuckle 1-

Standing Opponent: None

Standing Opponent (Special): None

Standing Opponent to Outside: None

-Turnbuckle 2-

Laying Opponent: Back None

Laying Opponent (Special): None

Laying Opponent to Outside: None

-To Outside of the Ring-

Running Diving Attack to Outside Down-C + [A]: Baseball Slide

Running Diving Attack to Outside Down-C + D-Pad + [A]: Baseball Slide

Running Diving Taunt Control Stick: None

Flying Attack to Outside [A]: None

Flying Attack to Inside at Rope: None

Flying Attack to Inside at Turnbuckle: None

Flying Attack from apron to Outside [A]: Dropping Elbow

Running Flying Attack from Apron to Outside Down-C + [A]: None

-Flying Body Attacks-

Flying Attack to Ring Standing Opponent: None

Flying Attack to Ring Laying Opponent: None

Flying Attack to Ring Standing Opponent (Special): None

-Rebound Flying Attacks-

Rebound Flying Attack [A]: None

TAUNTS

Entry Way Taunt: None

Walking Taunt: Generic

In Ring Taunt: None

Taunt Up: Taunt 02

Taunt Left: Taunt 02

Taunt Right: Taunt 02

Special Taunt: Taunt 09

Ducking Taunt: Taunt 11

Corner Taunt: Taunt 10

Turnbuckle Taunt: Taunt 05

Apron Taunt: Taunt 10

Celebration Taunt: Taunt 09

Evasion: Roll

III. Appearance/Fighting Style/Parameter

APPEARANCE

-Profile/Music-

Name: Jim Ross

Short Name: Jim Ross

Height: ???

Weight: ???

Music: RAW IS WAR

Video: None

-Attire-

Body Size: 6 (1st)
Ring Attire: 26 (Default, Default)
Tattoo: 0
Upper Body: 49 (Default, Default)
Entrance Attire: 8
Weapons/Props: 0

-Head-

Head: 0
Face: 48
Hair 1: 3 (1st) (Black)
Hair 2: 48
Facial Hair: 0
Masks/Etc.: 22

-Equipment-

Gloves: 0
Wristbands: 0
Elbow Pad L: 0
Elbow Pad R: 0
Knee Pad L: 0
Knee Pad R: 0
Feet: 21 (Default)

FIGHTING STYLE

Stance: Normal
Speed: Slow
Submission Skills: Expert
Recovery Rate: Slow
Reaction to Blood: Panic
Turnbuckle Climbing: Climbing
Weapon Use: Rare
Weight Class: Heavy
Counters/Reversals: Heavy
Ring Entry: Normal
Bleeding: Rarely
Endurance: Weak
Jumping Distance: Shortest
Specific Weapon: None

PARAMETER

-Offense-

Head: 2
Body: 2
Arms: 2
Legs: 2
Flying: 2

-Defense-

Head: 2
Body: 2
Arms: 2
Legs: 2
Flying: 2

ALLIES/ENEMIES

50%: King
30%: None
20%: None
Ally: None

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