



HE ALSO SAID THAT I SHOULD MAKE NOTE THAT ALL ARENA AND MATCH CODES REQUIRE THE EXPANSION PACK.

- 
- Version - 0.1 Everything is new, of course.  
0.2 Added the Flaming Table Code.  
0.3 Added a handful of codes.  
0.4 I'm back! I haven't had a PC for the last two months. I'll to drop in a new code or two every now and then if I can. I did add a code. Happy hacking!  
0.5 I added a few more for your hacking enjoyment.  
0.6 Fixed a little mistake and added a few more codes.  
0.7 Due to the fact that no one emailed me about the addition of a TON of codes, which wouldn't be organized, I went ahead and added them anyway. READ THE ATTENTION THING JUST BELOW THIS FOR MORE INFORMATION.  
0.8 A minor change.  
0.9 A minor change.  
1.0 A minor change. Anyone have any free time? If so, email me.  
1.1 A few minor changes.  
1.2 A few Copyright changes.  
1.3 A few minor changes.  
1.4 A few changes.  
1.5 Yeah, I added a few codes. I am still looking for someone to help organize the second half of codes.  
1.6 Did a little organization. I added a Table of Contents, which will show folks which codes I have.  
  
2.0 I added a crap- load of codes. Chances are, this will be one of the last additions to the FAQ.  
  
2.1 A few minor changes.  
2.2 A new Code.  
2.3 A minor change (no new codes).  
2.4 Added a few more codes. This is the FINAL update.

ATTENTION: I HAVE ADDED A TON OF CODES TODAY. THE TRUTH OF THE MATTER IS I AM REALLY TIRED OF THIS FAQ. I MAY COME BACK TO THIS FAQ AND ORGANIZE THE CODES, BUT JUST NOT RIGHT NOW. SO, IF ANYONE WOULD BE SO KIND AS TO HELP ME IN THE ORGANIZATION OF THESE CODES, I WOULD GREATLY APPRECIATE IT. EMAIL ME IF YOU MAY BE INTERESTED IN THIS TASK.

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All this FAQ pertains to is GameShark codes. It took quite a while for folks to hack them, so I tried to make a way to get them in some kind of an organized fashion.

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On with the Bulk of the FAQ...

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  - P2 No Spirit
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  - P3 Always Normal Spirit
  - P3 No Spirit
  - P4 Max Spirit
  - P4 Always Normal Spirit
  - P4 No Spirit

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Triple H is accompanied by No one

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- P1
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Kevin McMahon痴 Stephanie w/Boots and her shirt sleeveless

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Kevin McMahon痴 Terri with a new top, I think Sable's one piece swimsuit

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- All kinds of them

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ICON痴 different fireworks for different wrestlers code

Dummy Wrestlers

CHANGE ANY WRESTLER'S IN-RING TAUNT

Nude Female Wrestlers

- Terri
- Jacky
- Ivory
- Chyna
- Stephanie

the Pelican痴 PIN IN A CAGE - UPDATED WITH INESCAPABLE CAGE CODES

Make me a sandwich痴 ECW Modified weapon code

More Stephanie McMahon- Helmsley outfits

MOVE CODES

- TONS

COSTUME CODES

- TONS

MATCH CODES

- TONS

VALUE CODES

- TONS

WEAPON CODES

- TONS

NEW COSTUMES

- Lita
- Tori
- Chyna
- Debra

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 GameShark Codes  
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| ~~~~~ | ~~~~~ |

Code Name/ Effect	Code
Enable Code (Must Be On)	F10376E0 2400
P1 Max Spirit	801671F5 00FF
P1 Always Normal Spirit	801671F5 0032
P1 No Spirit	801671F5 0000
P2 Max Spirit	80167689 00FF
P2 Always Normal Spirit	80167689 0032
P2 No Spirit	80167689 0000
P3 Max Spirit	80167B1D 00FF
P3 Always Normal Spirit	80167B1D 0032
P3 No Spirit	80167B1D 0000
P4 Max Spirit	80167FB1 00FF
P4 Always Normal Spirit	80167FB1 0032
P4 No Spirit	80167FB1 0000

| ~~~~~ | ~~~~~ |

Code Name/ Effect	Code
Infinite Attribute Points	8011A81B 001E

| ~~~~~ | ~~~~~ |

Code Name/ Effect	Code
Ultimate Code - P1	801671F4 0064
Ultimate Code - P2	80167688 0064
Ultimate Code - P3	80167B1C 0064
Ultimate Code - P4	80167FB0 0064

| ~~~~~ | ~~~~~ |

Code Name/ Effect	Code
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Always Special - P1	80167235 0004
Always Special - P2	801676C9 0004
Always Special - P3	80167B5D 0004
Always Special - P4	80167FF1 0004

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Code Name/ Effect	Code
Get the Ho's	8109EFF0 0A01
	8109EFF8 0008

Note: Before entering this code, make sure there are no more than 6 wrestlers in Superstars 8, after entering this code go into edit a wrestler and go to Superstars 8 and trade the Ho's to any other spot to save them permanently.)

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Code Name/ Effect	Code
Infinite Time	80167DE3 0010

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Code Name/ Effect	Code
*1 Max's Add Ho's/Dummy	8109EFF0 ????
	8109EFF8 0008
	Ho's - 0A01
	Dummy - 0A09
All Characters	801676D5 00FF
	80167FA5 002D
*2 Grave Digger's Weapon Code	81166D90 ????
	81166d92 0000
	0000 Mallet
	0101 Shovel
	0202 Hockey
	0303 Guitar
	0404 Night Stick
	0505 Head
	0606 Cane
	0707 Glass
	0808 2 x 4
	0909 Purple Fender
	0A0A Bottle
	0B0B Suitcase
	0C0C Stick
	0D0D Head



	0E0E GIANT Mallet
	0F0F Mic
	1010 Bat
	1111 Chair
	1212 Table
	1313 Steps
	1414 Trash
*3 Wear Belts to Ring	D011C37D 0004
	8011C392 000?
	1 - Smokin' Skull Belt
	2 - WWF Heavyweight Belt
	3 - Intercontinental Belt
	4 - European Belt
	5 - Hardcore Belt
	6 - Tag Team Belt
	7 - Women's Belt
	8 - Light Heavyweight Belt
	the straps on your shoulder use
	11 - Smokin' Skull Belt
	12 - WWF Heavyweight Belt
	13 - Intercontinental Belt
	14 - European Belt
	15 - Hardcore Belt
	16 - Tag Team Belt
	17 - Women's Belt
	18 - Light Heavyweight Belt

- Notes:
1. Add Ho'S Ok, this code is a little tricky. First you have to make sure you only have 6 people in Superstars 8. You can have less but don't have more than 6, then enter the Code. Then you have to go to Edit in the game. Then, go to Superstars 8 and you will see the Ho's. Now to make them permanent, you have to hit the GS Button on your GameShark (Make Sure you have a GS Pro) and click "Codes are on." So it will say Codes are Off. Now go back to the game and click trade, now Trade the Ho's anywhere you want and they will be permanently saved to the game. You can even delete the code off your GameShark when done.
  2. With this code, you start with the weapon indicated, but the only problem is that you don't actually swing it, which is soon to come! But, this will show us ALL of the weapons in the game!
  3. To do this code, press C-Down when picking your wrestler AND HOLD C-Down during the intro.

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Code Name/ Effect	Code
fitzy3痴 Chyna w/her face on her shirt	80046bd9 002a
fitzy3壮 Terri w/bra instead of 1-piece	80046aff 00a4

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Code Name/ Effect	Code
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ICP Ninja's Flaming Tables Code	81166D90 0012
	81166D92 FF00
	81166D94 41B6
	81166D96 DB98
	81166D98 4334
	81166D9A 3FD9
	81166D9C 4272
	81166D9E CFF0
	81166DA0 0000
	81166DA2 084C
	81166DA4 0000
	81166DA6 0FF4
	81166DA8 0000
	81166DAA 07FC
	81166DAC FFFF
	81166DAE F18B
	81166DC0 0012
	81166DC2 FF00
	81166DC4 42AA
	81166DC6 F73B
	81166DC8 432F
	81166DCA B3F0
	81166DCC 41D2
	81166DCE 8B87
	81166DD0 0000
	81166DD2 07F8
	81166DD4 0000
	81166DD6 0F76
	81166DD8 0000
	81166DDA 07F0
	81166DDC FFFF
	81166DDE F95E
	D1095184 2000
	81166DA2 054C
	D1095184 2000
	81166DD2 05F8
	81166DF0 000F
	81166DF2 FF00
	81166DF4 41B6
	81166DF6 DB98
	81166DF8 433F
	81166DFA 3FD9
	81166DFC 4272
	81166DFE CFF4
	81166E00 0000
	81166E02 084C
	81166E04 0000
	81166E06 084C
	81166E08 0000
	81166EOA 07FC
	81166EOC FFFF
	81166EOE F18B
	D1095184 2000
	81166DF0 0015

Note:

Now to break the table, just hold Z in the match at any time you want the table to break. When it breaks, you will see the flames. To fix the table, just let go of Z.

P.S. You need an expansion pack for this to work.

Code Name/ Effect	Code
Jericho with Chyna	80295dd9 0040
	80295dda 0032
	80298052 0080

Code Name/ Effect	Code
XPac with Tori	80295aea 0072
	80295ae7 002f
	80295ae8 0082
	80295ae9 0002

Code Name/ Effect	Code
J_Roach_Nothing痴 Chair in the Ring code	81166D90 0011
	81166D92 FF00
	81166D94 42AA
	81166D96 B287
	81166D98 422A
	81166D9A B3F0
	81166D9C 41D2
	81166D9E E85B
	81166A90 0000
	81166A92 07EF
	81166A94 0000
	81166A96 0FDC
	81166A98 0000
	81166A9A 07FC
	81166A9C FFFF
	81166A9E F3D0
	D1095184 2000
	81167236 0100
	D1167236 0100
	81166D92 0000
	D1167236 0000
	81166D90 0011
	D1095190 2000
	811676CA 0100
	D11676CA 0100
	81166D92 0100
	D11676CA 0000
	81166D90 0011

|  
|  
|

Code Name/ Effect	Code
the pelican痴 Senton Bomb code	D11671E8 25F0
(Turns any 450 Splash into Senton Bomb)	811671E8 25C9
	D11671E8 25F4
	811671E8 176D
	D116767C 25F0
	8116767C 25C9
	D116767C 25F4
	8116767C 176D
	D1167B10 25F0
	81167B10 25C9
	D1167B10 25F4
	81167B10 176D
	D1167FA4 25F0
	81167FA4 25C9
	D1167FA4 25F4
	81167FA4 176D

|  
|

Code Name/ Effect	Code
the pelican痴 INVINCIBILITY CODES	
(not attitude, actual damage)	
Player 1 Invincibility	
	801671F1 00FF
	801671F3 00FF
	811675F4 3232
	811675F6 3232
	801675F8 0032
Player 2 Invincibility	
	80167685 00FF
	80167687 00FF
	81167A88 3232
	81167A8A 3232
	80167A8C 0032
Player 3 Invincibility	
	80167B19 00FF
	80167B1B 00FF
	81167F1C 3232
	81167F1E 3232
	80167F20 0032
Player 4 Invincibility	
	80167FAD 00FF
	80167FAF 00FF
	811683B0 3232
	811683B2 3232
	801683B4 0032

| Obviously to reverse these codes and make your opponent extremely weak, |  
| put in 00 instead of FF or 32. |

|-----|

| | Code Name/ Effect | Code |

| the pelican痴 Super Strength And Defense Codes |

| Player 1 Super Strength and Defense

| 8109628A 7F7F |  
| 8109628C 7F7F |  
| 8109628E 7F7F |  
| 81096290 7F7F |  
| 81096292 7F7F |

| Player 2 Super Strength and Defense

| 810962C6 7F7F |  
| 810962C8 7F7F |  
| 810962CA 7F7F |  
| 810962CC 7F7F |  
| 810962CE 7F7F |

| Player 3 Super Strength and Defense

| 81096302 7F7F |  
| 81096304 7F7F |  
| 81096306 7F7F |  
| 81096308 7F7F |  
| 8109630A 7F7F |

| Player 4 Super Strength and Defense

| 8109633E 7F7F |  
| 81096340 7F7F |  
| 81096342 7F7F |  
| 81096344 7F7F |  
| 81096346 7F7F |

|-----|

| | Code Name/ Effect | Code |

| the pelican痴 SPECIAL MOVES AS NORMAL MOVES code |

| D11671E8 XXXX |  
| 811671E8 YYYY |  
| D116767C XXXX |  
| 8116767C YYYY |  
| D1167B10 XXXX |  
| 81167B10 YYYY |  
| D1167FA4 XXXX |  
| 81167FA4 YYYY |  
| D11671E8 PPPP |  
| 811671E8 QQQQ |  
| D116767C PPPP |  
| 8116767C QQQQ |  
| D1167B10 PPPP |  
| 81167B10 QQQQ |  
| D1167FA4 PPPP |  
| 81167FA4 QQQQ |

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| Ok, I should make one thing clear. What this does is change existing  
 | moves into special moves. It is a bit glitchy with certain moves. The  
 | damage is the same as the original moves. You should turn replay off  
 | for these codes or it looks stupid, except for the Showstopper, which  
 | looks really cool.

| Ok this is quite complicated. For each of the following moves you must  
 | replace XXXX, YYYY, PPPP and QQQQ exactly or it will mess up. If you  
 | want more than one of these moves, you must put the same sixteen codes  
 | in. These moves can be done on any of the four players.

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| Stone Cold Stunner.  
 | Select the Belly to Belly Suplex(10)  
 | X: 1CAD Y: 1DE7 P: 1CAE Q: 1DE8

| Strong Lariat  
 | Select the Standing Clothesline  
 | X: 1AE1 Y: 1D8B P: 1AE2 Q: 1D8C

| Downward Spiral or X Factor.  
 | Select the Tilt a Whirl Piledriver  
 | x: 1A83 P: 1A84  
 | Downward Spiral; Y: 1E0F Q: 1E10  
 | X-Factor; Y: 1E03 Q: 1E04

| Tombstone Piledriver  
 | Select the Super Shoulder Breaker  
 | X: 1B5B Y: 1E1B P: 1B5C Q: 1E1C

| Rock Bottom  
 | Select the Chokeslam 01  
 | X: 1B65 Y: 1DF3 P: 1B66 Q: 1DF4

| Showstopper  
 | Select the Brainbuster  
 | X: 1C8D Y: 1DA9 P: 1C8E Q: 1DAA

| Sweet Chin Music  
 | Select the Diving Powerbomb  
 | X: 1B63 Y: 1D25 P: 1B64 Q: 1D26

| FameAsser  
 | Select the Body Press Drop  
 | X: 1B55 Y: 1E19 P: 1B56 Q: 1E1A

| 3/4 Turn Neckbreaker  
 | Select the Cradle Suplex  
 | X: 1CED Y: 1DD1 P: 1CEE Q: 1DD2

| Some moves freeze at the end for a second, they will go back to normal  
 | relatively quickly. No Submission move or Pinning Special can be done  
 | yet.

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Code Name/ Effect	Code
Mangler2001痴 1 on 3 handicap match	80167A87 0000

		80167F23 0000	
		801683B7 0000	
		80167A91 0002	
		80167A91 0003	
		80167F25 0001	
		80167F25 0003	
		801683B9 0001	
		801683B9 0002	

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| This code makes a royal rumble, random, 4-wrestler match into a super- |  
| handicap match, with all 3 opponents against you. Taken primarily from |  
| the original handicap code match, only the game still glitches despite |  
| the anti-grapple codes. |  
| To use it start a royal rumble. Select whatever for anything besides a |  
| random, 4-wrestlers only match. Select any wrestlers you want, and |  
| start it. Just hope they dont grapple with each other. |

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		Code Name/ Effect				Code	
		-----				-----	
		1st person over the top in a single match loses				D1167220 0020	
						801676C2 0002	
						D11676B4 0020	
						801676C2 0001	

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		Code Name/ Effect				Code	
		-----				-----	
		Charleigh's "Blackout code"				f10376e0 2400	
						d1095184 2000	
						8004a153 0002	

| During a match, press "Z" to turn off the arena's lights. |

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		Code Name/ Effect				Code	
		-----				-----	
		Turn Lights Back On (Opposite of Blackout Code)				f10376e0 2400	
						d1095184 2400	
						8004a153 0404	

| During a match, hold down on the directional pad and press "Z" to turn |  
| the lights back on. |

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		Code Name/ Effect				Code	
		-----				-----	
		Charleigh's Bloodbath Code					

Black Out Code	f10376e0 2400
	d1095184 2000
	8004a153 0002
Turn On Lights Code	f10376e0 2400
	d1095184 2400
	8004a153 0404
Bloodbath Code	f10376e0 2400
	d1095184 2400
	8016767f 0032

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With this code, you must put all three "pieces" in as the code and then follow the directions. For the Black Out Code part, during the match press "Z" to turn off arena lights. For the next part, during the match when the lights are turned off, hold down on the directional pad and press "Z" to turn the lights back on. To complete the Blood Bath Code, during the match when the lights are turned off, hold down on the directional pad and press "Z" to turn the lights back on and to make your opponent bleed!

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| Code Name/ Effect | Code          |
|-------------------|---------------|
| Street Fight Code | f10376e0 2400 |
|                   | 81167236 0300 |
|                   | 81166d90 1111 |
|                   | 81166d92 0000 |
|                   | 80166e50 0000 |
|                   | 811676ca 0300 |
|                   | 81166dc0 1212 |
|                   | 80166dc2 0001 |
|                   | 80166e51 0001 |

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| Code Name/ Effect             | Code          |
|-------------------------------|---------------|
| Access AI intellegence screen | D1095184 2000 |
|                               | 801709E5 0004 |

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Once you have this code on, go into the main wrestler edit screen, press and hold Z, then press A to go to this menu.

The whole code needs a faq to itself. This is what I've found out by playing with the menu so far:

-The "Type" determines the overall AI. It seems pretty simple, but I don't know what "Single-minded" is. Most of the managers have it, so it might not be that great.

- "Attack to stand" and "attack to down" are self-explanatory.

- "Finish" determines the move the computer will usually try to end the match with.



-"Response to Striking" and "Response to Grappling" seems to determine how often the computer will counter those moves. It looks like some guys ARE harder to beat than others!

-"Attacking" and "Balance"... the options are left blank!? This is my theory; the higher up on the attacking menu, the more aggressive the comp will be. Balance probably does something similar, but I'm not sure!

-"Ring out" determines what the computer will do when he gets thrown out. There are 5 options, all blank. The first one seems to make the wrestler get back in the ring a.s.a.p., and the 4th one down makes them grab a weapon. The others I haven't figured out yet.

-"Appeal" seems to be how quickly the wrestler gains spir-- er, Attitude. It goes high, average, and low from top to bottom, if I'm right.

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| Code Name/ Effect                     | Code          |
|---------------------------------------|---------------|
| Easy Pins and longer submission holds |               |
| P1                                    | 801671F4 0064 |
| P2                                    | 80167688 0064 |
| P3                                    | 80167B1C 0064 |
| P4                                    | 80167FB0 0064 |

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| Code Name/ Effect                 | Code          |
|-----------------------------------|---------------|
| DX69's Really High Attribute Code |               |
|                                   | 8011a811 0230 |
|                                   | 8011a812 0230 |
|                                   | 8011a813 0230 |
|                                   | 8011a814 0230 |
|                                   | 8011a815 0230 |
|                                   | 8011a816 0230 |
|                                   | 8011a817 0230 |

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| Code Name/ Effect             | Code          |
|-------------------------------|---------------|
| Charleigh's Weapon Morph code |               |
|                               | f10376e0 2400 |
|                               | d1095184 2000 |
|                               | 80166d91 1111 |
|                               | d1095184 2100 |
|                               | 80166d91 1212 |
|                               | d1095184 2200 |
|                               | 80166d91 0e0e |
|                               | d1095184 2400 |
|                               | 80166d91 0707 |

d1095184 2800

80166d91 0909

Basically whenever you grab a weapon, you can change what weapon you're holding by pressing "Z" or by pressing "Z"+up/down/left/right on the directional pad. Each button combination (i.e. "Z+down," "Z+up," etc.) will change what weapon you are holding. \*\*BUT the really cool thing about this code is that you can SET UP chairs or tables ANYWHERE you want, drop them on the floor, and do a move "ECW-Style."

Remember: You have to have a weapon first for this code to work. And it only works for Player 1.

\*\*COOL TRICK\*\*: "SET-UP a chair"

Steps:

- 1) Grab a weapon from the crowd.
- 2) Press "Z" to morph weapon into a chair.
- 3) While holding weapon in hand, walk to where you want to 'set-up' chair (for this example, go to the middle of the ring).
- 4) Press "Right shoulder" to drop weapon.
- 5) Now Press "Z" to set weapon up. BINGO!

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| Code Name/ Effect | Code          |
|-------------------|---------------|
| 8 Bit Players     | 8004A575 0001 |

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| Code Name/ Effect | Code          |
|-------------------|---------------|
| Jagged Players    | 8004A575 000F |

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| Code Name/ Effect | Code          |
|-------------------|---------------|
| Invisible Players | 8004A576 008F |

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| Code Name/ Effect    | Code          |
|----------------------|---------------|
| Snake Skin Wrestlers | 8004A57E 001F |

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| Code Name/ Effect       | Code          |
|-------------------------|---------------|
| Confetti Spot Wrestlers | 8004A57E 008F |

| Code Name/ Effect | Code          |
|-------------------|---------------|
| Shadow Body Parts | 8004A586 0002 |

| Code Name/ Effect | Code          |
|-------------------|---------------|
| Shadow Lines      | 8004A586 000F |

| Code Name/ Effect   | Code          |
|---------------------|---------------|
| Shadow Static Lines | 8004A586 0000 |

| Code Name/ Effect         | Code          |
|---------------------------|---------------|
| Virtual Fighter Wrestlers | 8004A589 00E0 |

| Code Name/ Effect | Code          |
|-------------------|---------------|
| Ancient Wrestlers | 8004A58A 000F |

| Code Name/ Effect | Code          |
|-------------------|---------------|
| Chess Wrestlers   | 8004ACE8 003E |

| Code Name/ Effect  | Code          |
|--------------------|---------------|
| Low Body Wrestlers | 8004ACF0 003E |

| Code Name/ Effect                 | Code          |
|-----------------------------------|---------------|
| Goatman's Super Royal Rumble Code | 8125B694 0A0A |
|                                   | 8125B596 0A00 |
|                                   | 8125B598 0500 |

| Code Name/ Effect                 | Code          |
|-----------------------------------|---------------|
| Triple H accompanied by Stephanie | 80294FE5 0088 |

| Code Name/ Effect             | Code          |
|-------------------------------|---------------|
| Test is accompanied by No one | 802958B5 0004 |
|                               | 802958B6 00A0 |

| Code Name/ Effect           | Code          |
|-----------------------------|---------------|
| Kane is accompanied by Tori | 80295BA6 00B2 |

| Code Name/ Effect                    | Code          |
|--------------------------------------|---------------|
| Stephanie is accompanied by Triple H | 8029811A 00E1 |

| Code Name/ Effect                 | Code          |
|-----------------------------------|---------------|
| Triple H is accompanied by No one | 80294FE5 0004 |
|                                   | 80294FE6 00A0 |

| Code Name/ Effect          | Code          |
|----------------------------|---------------|
| Outside Barriers Are Ropes | 81129622 16C9 |

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| Code Name/ Effect           | Code            |
|-----------------------------|-----------------|
| Weapon on a Pole Match Code | 81166D94 C384   |
|                             | 81166D96 EF41   |
|                             | 81166D98 438E   |
|                             | 81166D9A 5842   |
|                             | 81166D9C C388   |
|                             | 81166D9E 5704   |
|                             | 81166DA0 0000   |
|                             | 81166DA2 0C56   |
|                             | 81166DA4 0000   |
|                             | 81166DA6 1010   |
|                             | 81166DA8 0000   |
|                             | 81166DAA 05B0   |
|                             | 81166DAC FFFF   |
|                             | 81166DAE F800   |
|                             | D1095184 2000   |
|                             | 81166D90 00XX   |
|                             | D1095184 2000   |
|                             | 81166D92 FF00   |
|                             | D11671E8 1722   |
|                             | 81167236 0300   |
|                             | D1167236 0300   |
|                             | 81166D92 0000   |
|                             | D1167236 0000   |
|                             | 81166D90 00XX   |
|                             | D116767C 1722   |
|                             | 811676CA 0300   |
|                             | D11676CA 0300   |
|                             | 81166D92 0100   |
|                             | D11676CA 0000   |
|                             | 81166D90 00XX   |
|                             | Change XX to:   |
|                             | Broom-00        |
|                             | Shovel-01       |
|                             | hockey stick-02 |
|                             | guitar-03       |
|                             | nightstick-04   |
|                             | head-05         |
|                             | cane-06         |
|                             | bottle-07       |
|                             | 2x4-08          |
|                             | purple sheet-09 |
|                             | suitcase-0B     |
|                             | stick-0C        |
|                             | head-0D         |
|                             | mallot-0E       |
|                             | microphone-0F   |
|                             | baseball bat-10 |
|                             | chair-11        |
|                             | table-12        |
|                             | stairs-13       |
|                             | trash can-14    |

|  |               |
|--|---------------|
| Throw your Opponent into the Crowd             | D20F627E 0000 |
|  | 810F627E 1991 |
|  | D211D47E 0000 |
|  | 8111D47E 1991 |
|  | D212982A 0000 |
|  | 8112982A 16CD |
| Note: Your opponent doesn't stay in the crowd. |               |

| Code Name/ Effect             | Code          |
|-------------------------------|---------------|
| Tone Cold's Dive from Rafters |               |
| P1                            | D1095184 2000 |
|                               | 80167221 FFFF |
| P2                            | D1095184 2000 |
|                               | 801676B5 FFFF |
| P3                            | D1095184 2000 |
|                               | 80167B49 FFFF |
| P4                            | D1095184 2000 |
|                               | 801671F3 FFFF |

| Code Name/ Effect    | Code          |
|----------------------|---------------|
| ICON's Ringstep Code |               |
|                      | 81166D90 0013 |
|                      | 81166D92 FF00 |
|                      | 81166D94 C393 |
|                      | 81166D96 B287 |
|                      | 81166D98 422A |
|                      | 81166D9A D9A7 |
|                      | 81166D9C C3A7 |
|                      | 81166D9E B3CB |
|                      | 81166DA0 0000 |
|                      | 81166DA2 0868 |
|                      | 81166DA4 0000 |
|                      | 81166DA6 0F90 |
|                      | 81166DA8 0000 |
|                      | 81166DAA 0800 |
|                      | 81166DAC FFFF |
|                      | 81166DAE FD72 |
|                      | D1167274 C39A |
|                      | 81167236 0100 |
|                      | D1167236 0100 |
|                      | 81166D92 0000 |
|                      | D1167236 0000 |
|                      | 81166D90 0013 |
|                      | D1167708 C39A |
|                      | 811676CA 0100 |
|                      | D11676CA 0100 |
|                      | 81166D92 0100 |
|                      | D11676CA 0000 |

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|--|---------------|
|  | 81166D90 0013 |
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| Code Name/ Effect | Code          |
|-------------------|---------------|
| Auto Bleed P1     | 811671EA 0032 |
| Auto Bleed P2     | 8016767F 0032 |

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| Code Name/ Effect              | Code          |
|--------------------------------|---------------|
| Spectrumz Control CPU Player 1 | 80167230 0008 |
| Spectrumz Control CPU Player 2 | 801676C4 0008 |
| Spectrumz Control CPU Player 3 | 80167B58 0008 |
| Spectrumz Control CPU Player 4 | 80167FEC 0008 |

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| Code Name/ Effect             | Code          |
|-------------------------------|---------------|
| First Blood Wins Royal Rumble | 8125B596 0A00 |
|                               | D116767E 0032 |
|                               | 8016722E 00FF |

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| Code Name/ Effect      | Code          |
|------------------------|---------------|
| RBW's Bigger Ring Code | 8004A159 00FD |

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| Code Name/ Effect                  | Code          |
|------------------------------------|---------------|
| Cooldude's Upside-down Cage        | D1095184 2000 |
|                                    | 9004A153 00FF |
|                                    | D1095184 2400 |
|                                    | 8004A153 0404 |
| (Z to turn on, Z-Down to turn off) |               |

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| Code Name/ Effect | Code          |
|-------------------|---------------|
| Fight In Space    | D1095184 2000 |
|                   | 8004A153 00FF |

D1095184 2400  
8004A153 0404

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| Code Name/ Effect   | Code   |
|---|--|
| First Person to Strike His Opponent with a<br>Weapon Wins | D01671EB 0027<br>D01671ED 0002<br>801676C2 0001<br>D01671EB 0026<br>D01671ED 0002<br>801676C2 0001<br>D01671EB 0008<br>D01671ED 0002<br>801676C2 0001<br>D016767F 0027<br>D0167681 0002<br>801676C2 0002<br>D016767F 0026<br>D0167681 0002<br>801676C2 0002<br>D016767F 0008<br>D0167681 0002<br>801676C2 0002 |

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| Code Name/ Effect    | Code  |
|----------------------|---|
| Breakable Table Code | 81166D90 0012<br>81166D92 FF00<br>81166D94 41B6<br>81166D96 DB98<br>81166D98 4334<br>81166D9A 3FD9<br>81166D9C 4272<br>81166D9E CFF0<br>81166DA0 0000<br>81166DA2 084C<br>81166DA4 0000<br>81166DA6 0FF4<br>81166DA8 0000<br>81166DAA 07FC<br>81166DAC FFFF<br>81166DAE F18B<br>81166DC0 0012<br>81166DC2 FF00<br>81166DC4 42AA<br>81166DC6 F73B<br>81166DC8 432F<br>81166DCA B3F0<br>81166DCC 41D2<br>81166DCE 8B87<br>81166DD0 0000 |



|  |               |  |
|--|---------------|--|
|  | 81166DD2 07F8 |  |
|  | 81166DD4 0000 |  |
|  | 81166DD6 0F76 |  |
|  | 81166DD8 0000 |  |
|  | 81166DDA 07F0 |  |
|  | 81166DDC FFFF |  |
|  | 81166DDE F95E |  |
|  | D1095184 2000 |  |
|  | 81166DA2 054C |  |
|  | D1095184 2000 |  |
|  | 81166DD2 05F8 |  |

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| Code Name/ Effect                     | Code          |
|---------------------------------------|---------------|
| Ability to do the Arabian Face Buster | 81167236 0300 |
|                                       | 81166D90 1111 |
|                                       | 81166D92 0000 |
|                                       | 80166E50 0000 |

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| Code Name/ Effect                              | Code          |
|--|---------------|
| Tokidoim痴 female wrestlers have big boobs code | 81046920 140A |
|  | 81046968 140A |
|  | 8104698C 140A |
|  | 810469B0 140A |
|  | 810469D4 140A |
|  | 810469F8 140A |
|  | 81046A1C 140A |
|  | 81046A40 140A |
|  | 81046A64 140A |
|  | 81046A88 140A |
|  | 81046AB2 69F4 |

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| Code Name/ Effect  | Code          |
|--|---------------|
| Chokeslam To Hell  | D1095184 2000 |
|  | 81167704 4100 |
|  | D1095184 2400 |
|  | 81167704 42C0 |
| Press Z right when they hit the mat and it will look like they went right through the mat. It looks awesome on replays if you did it right |               |
| If you want to raise the guy back up, press Z and down.  |               |

| Code Name/ Effect  | Code          |
|--|---------------|
| Tori in Blue Meanie shirt and Meats underwear                | 81046bb2 0000 |
|  | 81046bb6 0bdo |
|  | 81046bb8 0000 |
|  | 81046bco 0000 |
|  | 81046bc2 0000 |
|  | 81046bc4 0000 |
|  | 81046bc6 0000 |
|  | 81046bca 0bd0 |
|  | 81046bd0 0000 |
|  | 81046bb0 0bd0 |
|  | 81046bb4 0d42 |
| It looks best if you clone her and chand underwear to white. |               |
| Code submitted by alan523                                    |               |

| Code Name/ Effect                              | Code          |
|--|---------------|
| Rikishi Stink Face (Replaces Mudhole Stomping) | D11671E8 225F |
|  | 811671E8 224D |

| Code Name/ Effect         | Code          |
|---------------------------|---------------|
| Bare Foot - Ivory         | 81046b4a 0000 |
|                           | 81046b4e 0000 |
|                           | 81046b58 0000 |
|                           | 81046b5c 0000 |
| - Tori                    | 81046bba 0000 |
|                           | 81046bc8 0000 |
|                           | 81046bb6 0000 |
|                           | 81046bc4 0000 |
| Code submitted by alan523 |               |

| Code Name/ Effect             | Code          |
|-------------------------------|---------------|
| Major Guns From M.I.A. in WCW | 81046b8c 0e28 |
|                               | 81046b90 0e28 |
|                               | 81046b8e 0000 |
|                               | 81046b92 0000 |
|                               | 81046b94 0000 |
|                               | 81046ba0 0000 |
|                               | 81046ba2 0000 |
|                               | 81046ba4 07b0 |
|                               | 81046b96 07b0 |
|                               | 8104687e 1362 |

Code submitted by alan523

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| Code Name/ Effect      | Code          |
|------------------------|---------------|
| Trish Stratus in Thong | 81046c96 6b8c |
|                        | 81046866 1362 |
|                        | 81046862 12fo |
|                        | 81046864 12f2 |
|                        | 81046b8c 0afe |
|                        | 81046b94 0000 |
|                        | 81046ba2 0000 |
|                        | 81046ba4 0be0 |
|                        | 81046ba0 0be0 |
|                        | 81046b92 0be0 |
|                        | 81046b96 0be0 |

Code submitted by alan523

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| Code Name/ Effect  | Code          |
|--|---------------|
| Kevin McMahon痲 New costume for Brunette Ho                 | 81046C65 0050 |
|  | 81046C67 004C |
|  | 81046C69 004A |
|  | 81046C6D 0050 |
|  | 81046C77 0050 |
|  | 81046C7B 0050 |
|  | 81046C85 0050 |
| Kevin MxMahon's New costume for Blonde Ho                  | 81046C1F 00AA |
|  | 81046C21 0086 |
|  | 81046C23 0040 |
|  | 81046C27 0040 |
|  | 81046C31 0040 |
|  | 81046C35 0040 |
| Kevin McMahon's New tougher costume for Chinese Ho         | 81046C43 0034 |
|  | 81046C45 0034 |
|  | 81046C47 0040 |
|  | 81046C4B 0040 |
|  | 81046C55 0040 |
|  | 81046C59 0040 |
| Kevin McMahon's Stephanie w/Boots and her shirt sleeveless | 81046C03 00C8 |
|  | 81046BFF 00C8 |
|  | 81046C0D 00C8 |
|  | 81046C11 00C8 |
|  | 81046C09 0055 |
|  | 81046C0B 0055 |
|  | 81046C13 0055 |
|  | 81046C19 0055 |
| Kevin McMahon's Sleeveless Tori                            | 81046BC1 0055 |

|  |  |               |  |
|--|--|---------------|--|
|  |  | 81046BC3 0055 |  |
|  |  | 81046BB9 0021 |  |
|  |  | 81046BC7 0021 |  |
|  |  | 81046BCB 0055 |  |
|  |  | 81046BD1 0055 |  |
|  |  |               |  |
|  | Kevin McMahon痴 Terri with a new top, I | 81046AFF 00F2 |  |
|  | think Sable's one piece swimsuit.      | 81046BD1 00F2 |  |
|  |  |               |  |

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Spectrumz痴 Special Pins codes  
(Press Z & L BUTTON TO ACTIVATE)  
These are all PLAYER ONE codes.

Airwalk Pin  
D0057210-0020  
8116724B-0012

Multiple Low Blows Pin  
D0057210-0020  
8116724B-0016

Body Punishment Pin  
D0057210-0020  
8116724B-001A

Float Pin  
D0057210-0020  
8116724B-001C

Big Slap Back Flip Pin  
D0057210-0020  
8116724B-001D

Ultimate Fighting Pin  
D0057210-0020  
8116724B-0020

Fold Arm Face Off Pin  
D0057210-0020  
8116724B-0026

Sacrafice Pin  
D0057210-0020  
8116724B-0027

Hell Head Slam Pin  
D0057210-0020  
8116724B-002A

Quick Self Choke out Pin  
D0057210-0020  
8116724B-0031

TombStone Pin  
D0057210-0020  
8116724B-0046

Cartwheel Bomb Pin  
D0057210-0020  
8116724B-004F

Press Underhook Pin  
D0057210-0020  
8116724B-005B

Triple Powerbomb Pin  
D0057210-0020  
8116724B-006F

2x DDT Face Braker Pin  
D0057210-0020  
8116724B-007C

Suplex Spree Pin  
D0057210-0020  
8116724B-007D

Rollng Leg Lock Pin  
D0057210-0020  
8116724B-0080

Knee Twist Pin  
D0057210-0020  
8116724B-0082

Helicopter Spin Pin  
D0057210-0020  
8116724B-008E

3x Knee Twist Pin  
D0057210-0020  
8116724B-008F

Kicking Combonation Pin  
D0057210-0020  
8116724B-0091

Sumo Attack Pin  
D0057210-0020  
8116724B-0092

Powerbomb/Bloodmst Pin  
D0057210-0020  
8116724B-0094

Jackhammer Pin  
D0057210-0020  
8116724B-0097

Scissor Kick/Japanese Powerbomb  
D0057210-0020  
8116724B-0098

Chicken Wing Stunner/123 Punch  
D0057210-0020  
8116724B-0099

Reverse DDT/Gangrel DDT Pin

D0057210-0020

8116724B-009C

Mandible Claw Pin

D0057210-0020

8116724B-009D

Rock Bottom/Bearhug Pin

D0057210-0020

8116724B-009E

Pedigree Pin

D0057210-0020

8116724B-009F

Mac Stunner/Sidewalk Slam

D0057210-0020

8116724B-00A1

Tombstone/Side Suplex Pin

D0057210-0020

8116724B-00A2

3x German Suplex

D0057210-0020

8116724B-00AB

Big Sidewalk Slam/Meltdown

D0057210-0020

8116724B-00AE

Arm Submission Pin

D0057210-0020

8116724B-00BB

Shake Hips Competition

D0057210-0020

8116724B-00C9

Shake Hips/Choke Pin

D0057210-0020

8116724B-00CA

Ground Punch Pin

D0057210-0020

8116724B-00DA

Crossface Hold Pin

D0057210-0020

8116724B-00E0

Self Arm Submission Pin

D0057210-0020

8116724B-00E1

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the pelican 痲 ROYAL RUMBLE ORDER CODES

1 810B0FC0 0?0?

2 810B0FC2 0?0?  
3 810B0FC4 0?0?  
4 810B0FC6 0?0?  
5 810B0FC8 0?0?  
6 810B0FCA 0?0?  
7 810B0FCC 0?0?  
8 810B0FCE 0?0?  
9 810B0FDD 0?0?  
10 810B0FDE 0?0?  
11 810B0DF0 0?0?  
12 810B0DF2 0?0?  
13 810B0DF4 0?0?  
14 810B0DF6 0?0?  
15 810B0DF8 0?0?  
16 810B0FDA 0?0?  
17 810B0DFC 0?0?  
18 810B0DFE 0?0?  
19 810B0FE0 0?0?  
20 810B0FE2 0?0?  
21 810B0FE4 0?0?  
22 810B0FE6 0?0?  
23 810B0FE8 0?0?  
24 810B0FEA 0?0?  
25 810B0FEC 0?0?  
26 810B0FEE 0?0?  
27 810B0FF0 0?0?  
28 810B0FF2 0?0?  
29 810B0FF4 0?0?  
30 810B0FF6 0?0?  
31 810B0FF8 0?0?  
32 810B0FFA 0?0?

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Stone Cold Steve Austin: 0001

Rock: 0002

Shawn Michaels: 0003

Dude Love: 0004

Catus Jack: 0005

Undertaker: 0101

HHH: 0102

Vince McMahon: 0103

Shane McMahon: 0104

Farooq: 0105

Bradshaw: 0106

Big Bossman: 0107

Viscera: 0108

Mideon: 0109

Big Show: 0201

Mankind: 0202

Ken Shamrock: 0203

Test: 0204

Road Dogg: 0301

Mr.Ass: 0302

X-Pac: 0303

Kane: 0304

Val Venis: 0401

Godfather: 0402

Chris Jericho: 0403

Mark Henry: 0404

D'lo Brown: 0405

Jeff Jerett: 0406

Steve Blackman: 0502

Droz: 0503

Prince Albert: 0504  
Meat: 0505  
Thrasher: 0506  
Chaz: 0507  
Edge: 0601  
Gangrel: 0602  
Christian: 0603  
Al Snow: 0701  
Hardcore Holly: 0701  
Blue Manie: 0704  
Too Sexy: 0801  
Too Hot: 0802  
Jeff Hardy: 0803  
Matt Hardy: 0804  
Pat Patterson: 0901  
Gerald Brisco: 0902  
Michael Hayes: 0903  
Jerry"the King"Lawer: 0904  
Jim Ross: 0905  
Terri Runnels: 0A02  
Jacqueline: 0A03  
Ivory: 0A04  
Debra: 0A05  
Tori: 0A06  
Chyna: 0A07  
Stephanie McMahon: 0A08  
Orinical A: 0C01  
Orinical B: 0C02  
Orinical C: 0C03  
Orinical D: 0C04  
Orinical E: 0C05  
Orinical F: 0C06  
Orinical G: 0C07  
Orinical H: 0C08  
Orinical I: 0C09  
Orinical J: 0C10  
Orinical K: 0C11  
Orinical L: 0C12  
Orinical M: 0C13  
Orinical N: 0C14  
Orinical O: 0C15  
Orinical P: 0C16

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the Pelican痴 First Finisher Match codes..

D11671E8 ???? P1 Finisher  
8016722E 0002 P1 Wins  
D116767C ???? P2 Finisher  
801676C2 0002 P2 Wins  
D1167B10 ???? P3 Finisher  
80167B56 0002 P3 Wins  
D1167FA4 ???? P4 Finisher  
80167FEA 0002 P4 Wins

1DE7 - Stone Cold Stunner  
1DF3 - Rock Bottom  
1DE9 - Mandible Claw  
1E1B - Tombstone  
1DA9 - Showstopper



1E19 - Fameasser  
1E9B - Stretch Armstrong  
1E03 - X-Factor  
1DFF - Pedigree  
1E13 - Dominator  
1D8D - Brainbuster DDT  
1E87 - DD DDT  
1DAB - Jackknife Powerbomb  
1E05 - Sky High  
1BC3 - Fishermans Suplex  
1E15 - Pimp Drop  
1C1F - Triple Powerbomb Pin  
1E95 - Pump Handle Slam  
208D - Bossman Sidewalk Slam  
1D8B - Strong Lariat  
1D89 - Jumping Swinging DDT  
1E99 - Reverse DVD  
1DD1 - 3/4 Turn Neckbreaker  
1E0F - Downward Spiral  
1E7F - Impaler  
1C8B - Fishermans DDT  
1B09 - Double Underhook Suplex Pin  
1BF3 - Falcon Arrow  
1C47 - Canadian Backbreaker  
1DF5 - Bearhug  
1B49 - Body Press Front Slam  
1B91 - Falling Powerbomb Pin  
1D5B - Snow Flow  
1DE1 - Implant DDT  
1DA7 - Gargoyle Suplex  
1D8F - Gigantic Bomb  
1DA3 - Outsiders Edge  
1DAD - JackHammer  
1D1D - Powerbomb & DVD Combo  
1B63 - Diving Powerbomb  
1B65 - Chokeslam 01

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ICPNinja痴 Table on the outside code  
hold Z to break it, let go of Z to fix it.

81166D90 0012  
81166D92 FF00  
81166D94 C125  
81166D96 7CCC  
81166D98 42B7  
81166D9A B833  
81166D9C C3BF  
81166D9E E85B  
81166DA0 0000  
81166DA2 07EF  
81166DA4 0000  
81166DA6 0FDC  
81166DA8 0000  
81166DAA 07FC  
81166DAC FFFF  
81166DAE F3DO  
81166DC0 0012  
81166DC2 FF00  
81166DC4 4289

81166DC6 B7CE  
81166DC8 42B7  
81166DCA B833  
81166DCC C3C1  
81166DCE 889C  
81166DD0 0000  
81166DD2 07EF  
81166DD4 0000  
81166DD6 0FDC  
81166DD8 0000  
81166DDA 07FC  
81166DDC FFFF  
81166DDE FB9A  
D1095184 2000  
81166DA2 055F  
D1095184 2000  
81166DD2 055F

-----  
the pelican 卍 Move Power Codes

OK here are the codes to change the power of moves. They are NOT for individual wrestler, but instead for the different players. Now due to the number of codes I will not list all of P2, P3, and P4 codes. I will also not list all the codes for the submission values. Instead I will tell you how to get them. All you will need is P1's code for that move and a hex calculator(theres one on the computer you are on somewhere, just set it to scientific mode)

All codes for Player 1. The address value you can replace the ?? goes up to 7F (possibly more, but 7F is powerful enough) The maximum value on the game for an A power special move is 28. All in hex. So choose your powers carefully.

Weak Grapples

8009FDE6 00?? A  
8009FE06 00?? A left and right  
8009FE26 00?? A up  
8009FE46 00?? A down  
8009FE66 00?? B  
8009FF06 00?? B left and right  
8009FFA6 00?? B up  
800A0046 00?? B down

Strong Grapples

800A00E6 00?? A  
800A0186 00?? A left and right  
800A0226 00?? A up  
800A02C6 00?? A down  
800A0366 00?? B  
800A0406 00?? B left and right  
800A04A6 00?? B up  
800A0546 00?? B down  
800A0686 00?? Special  
800A06C6 00?? Stolen Special

Back Weak Grapples

800A06E6 00?? A  
800A0706 00?? A d-pad  
800A0726 00?? B  
800A0746 00?? B d-pad

Back Strong Grapples

800A0766 00?? A  
800A0786 00?? A d-pad  
800A07A6 00?? B

800A07C6 00?? B d-pad  
800A07E6 00?? Special  
800A0826 00?? Stolen Special  
800A0846 00?? Back Weak Grapple Counter  
800A0866 00?? Back Strong Grapple Counter  
Irish Whip Weak Grapples  
800A08A6 00?? Tap A  
800A0926 00?? Hold A  
Irish Whip Strong Grapples  
800A09A6 00?? Tap A  
800A0A26 00?? Hold A  
800A0AA6 00?? Special  
Turnbuckle Weak Grapples  
800A0B46 00?? A  
800A0BE6 00?? B  
Turnbuckle Strong Grapples  
800A0C86 00?? A  
800A0D26 00?? B  
800A0DC6 00?? Special  
800A0CE6 00?? Stolen Special  
Back Turnbuckle Weak Grapples  
800A0E06 00?? A  
800A0E46 00?? B  
Back Turnbuckle Strong Grapples  
800A0E86 00?? A  
800A0EC6 00?? B  
800A0F06 00?? Special  
800A0F26 00?? Stolen Special  
To Apron Grapples  
800A0FE6 00?? Weak  
800A1006 00?? Strong  
800A1026 00?? Special  
800A1046 00?? Counter  
From Apron Grapples  
800A1066 00?? Weak  
800A1086 00?? Strong  
800A10A6 00?? Special  
800A10C6 00?? Counter  
Double Team Moves  
800A1226 00?? Front  
800A1286 00?? Back  
800A12E6 00?? Sandwich  
Weak Striking Moves  
800A1346 00?? Punch B  
800A1366 00?? Punch B d-pad  
800A1386 00?? Kick B  
800A13A6 00?? Kick B d-pad  
Turnbuckle Striking Moves  
800A13C6 00?? B Normal  
800A13E6 00?? B d-pad Normal  
800A1406 00?? B Tree of Woe  
800A1426 00?? B d-pad Tree of Woe  
Counter Striking Moves  
800A1446 00?? Block and Counter Punch  
800A1466 00?? Special Block and Counter Punch  
800A14A6 00?? Block and Counter Kick A  
800A14C6 00?? Block and Counter Kick B  
800A14E6 00?? Special Block and Counter Kick  
Strong Striking Moves  
800A1506 00?? B

800A1546 00?? B d-pad  
 800A1586 00?? A+B  
 Running Attacks  
 800A15C6 00?? B Weak  
 800A1606 00?? A+B Weak  
 800A1646 00?? B Strong  
 800A1686 00?? A+B Strong  
 Running Turnbuckle Attacks  
 800A16C6 00?? B Normal  
 800A1706 00?? A+B Normal  
 800A1746 00?? Tree of Woe  
 Running Opponent Attack  
 800A1766 00??  
 Ground Attack Striking  
 800A17E6 00?? Up  
 800A1806 00?? Down  
 800A1826 00?? Running Up  
 800A1846 00?? Running Down  
 800A1866 00?? SittingUp  
 800A1886 00?? SittingDown  
 800A18A6 00?? Running SittingUp  
 800A18C6 00?? Running Sitting Down  
 Ducking Attack  
 800A18E6 00??  
 Apron Kicks  
 800A1906 00?? Inside  
 800A1926 00?? Outside  
 Submission Holds  
 800A1B46 00?? Upper Up  
 800A1BC6 00?? Upper Down  
 800A1B86 00?? Lower Up  
 800A1C06 00?? Lower Down  
 800A1C46 00?? Sitting Up  
 800A1C86 00?? Sitting Down  
 Flying Moves  
 800A1DC6 00?? To Stand Normal  
 800A1DE6 00?? To Stand Special  
 800A1EA6 00?? To Stand Outside  
 800A1E66 00?? To Ground Normal  
 800A1E86 00?? To Ground Special  
 800A1EC6 00?? To Ground Outside

My apologies for the few missed moves, I can't be bothered to search back for them, they are only minor moves anyway. OK to get player two's codes you need to put your calculator in hex mode. then type in the code for P1 then simply add 4480 (hex) to the value and you have P2 version of that code. Now add 4480 again to get P3 and again to get P4 version of the code. E.G. the Front Specials

P1 800A0686 00??  
 P2 800A4B06 00??  
 P3 800A8F86 00??  
 P4 800AD406 00??

Now onto the submission parts. Each wrestler has five different health bars for each body section. Head, Body, Arms and two for the Legs(not sure why, one is speed I think).

Anyway each move has a set amount of damage done to each move, or none at all. Each move has five codes for these values. Now to get them just add C to the code to get to the first code, namely the Head. Then add 1 to it for the Body, 1 more again for the Arms, then 1 again for the Legs 1 and 1 more for the Legs

2. Now you have the codes for all the body parts damage as well as the general damage, now you can make submission moves work faster. Maximum for these are 32 (hex).

Example, for P1 Special

800A0692 00?? Head

800A0693 00?? Body

800A0694 00?? Arms

800A0695 00?? Legs 1

800A0696 00?? Legs 2

Thats all for the damage codes. It is quite complicated to understand I know, but you'll get the hang of it after a while. You don't need any activators for these codes, they work perfectly at any time, you can even have P4 codes on and not have a 4th wrestler in the ring, it doesn't matter. Note that after a certain point in the values for damage, you do so much damage that the wrestlers health meter overflows and goes back to the start. I don't know why this happens, but if you stay below 7F you will be fine. If it is a submission part, then 32 is the limit, and it removes ALL of the bar, but it won't cause them to submit instantly, as you need to damage them first so you can put the move on for long enough.

-----  
BiZatch痴 Special move to Strong Grapple code

D11671E8 1B65 (when p1 does kane chokeslam)

811671E8 1DA9 (p1 does big shows chokeslam)

D11671E8 1B66 (when p2 gets kane's chokeslam)

811671E8 1DAA (p2 reacts like Big Show's show's chokeslam)

D11671E8 160D (when p1 finishes chokeslam)

(it looks somewhat normal)

This is jus ta switch Kane痴 Chokeslam to tha Showstoppa but if u screw with code a little u set it to any 2 moves u want

#### GRAPPLE MODIFIERS

P1 Grapple Animation Modifiers

8108 6212 ???? Front Weak A

8108 6214 ???? Front Weak side A

8108 6216 ???? Front Weak up A

8108 6218 ???? Front Weak down A

8108 621A ???? Front Weak B

8108 6224 ???? Front Weak side B

8108 622E ???? Front Weak up B

8108 6238 ???? Front Weak down B

8108 6242 ???? Front Strong A

8108 624C ???? Front Strong side A

8108 6256 ???? Front Strong up A

8108 6260 ???? Front Strong down A

8108 626A ???? Front Strong B

8108 6274 ???? Front Strong side B

8108 627E ???? Front Strong up B

8108 6288 ???? Front Strong down B

8108 629C ???? Front Special

8108 62A2 ???? Back weak A

8108 62A4 ???? Back weak dir. A

8108 62A6 ???? Back weak B

8108 62A8 ???? Back weak dir. B

8108 62AA ???? Back strong A

8108 62AC ???? Back strong dir. A

8108 62AE ???? Back strong B

8108 62B0 ???? Back Strong dir. B

8108 62B2 ????? Back Special

???? values:

060E: Bearhug  
0618: Big Swing  
0622: Bloodmist  
062C: Brainbuster DDT  
0636: Chickenwing Jawbreaker  
0640: Cradle DDT  
064A: Cross DDT  
0654: Cross Heel Hold  
065E: Dizzy Combo  
0668: Dominator  
0672: Double Dragon Screw  
067C: Double Underhook Driver  
0686: Downward Spiral  
0690: Emerald Fusion  
069A: Fame Asser  
06A4: Flipping Armbar  
06AE: Flowing DDT  
06B8: Gargoyle Suplex  
06C2: Gigantic Bomb  
06CC: Hangman's DDT  
06D6: Helicopter Pin  
06E0: Insider Edge  
06EA: Inverted DDT  
06F4: Jackknife Powerbomb  
06FE: Jarrett Facebuster  
0708: Jump Swinging DDT  
0712: Kick Comination  
071C: Mac Stunner  
0726: Mandible Claw  
0730: Muken  
073A: Orange Crush Pin  
0744: Pedigree  
074E: Pimp Drop  
0758: Powerbomb and DVD Combination  
0762: Powerbomb to Facebuster  
076C: Power Clothesline  
0776: Powerbomb Pin with Slide  
0780: Praying Cross Powerbomb Pin  
078A: Punching Combination 01  
0794: Punching Combination 02  
079E: Quick Double Dragon Screw  
07A8: Rock Bottom  
07B2: Running Scissor Kick  
07BC: Samoan Neckbreaker  
07C6: Samurai Driver  
07D0: Scoop Reverse DDT  
07DA: Screwdriver  
07E4: Shake, Rattle, and Roll  
07EE: Show Stopper  
07F8: Sidewalk Slam to Submission  
0802: Sky High  
080C: Sledgehammer  
0816: Snowplow  
0820: Spinning Falcon Arrow  
082A: Spiral Bomb  
0834: Stalling Falling Powerbomb Pin  
083E: Stalling Powerbomb Pin

0848: Stone Cold Stunner  
0852: Striking Combination Pin  
085C: Strong Kicking Combination  
0866: Strong Lariat  
0870: Sumo Attack  
087A: Sweet Chin Music  
0884: Takedown with Punching and Armbar  
088E: Tombstone Piledriver  
0898: Two-handed Chokeslam  
08A2: T-bone DDT  
08AC: X Factor  
08B6: 3/4 Turn Neckbreaker  
08C0: Abdominal Stretch Pin  
08CA: Blue Thunder Pin  
08D4: DD DDT  
08DE: Cobra Clutch Suplex  
08E8: Electric Chair Drop  
08F2: Impaler  
08FC: Multiple German Suplex  
0906: Pump Handle Drop  
0910: Pump Handle Slam  
091A: Reverse DVD  
0924: Reverse DDT Drop  
092E: Spinning Huracanrana Pin  
0938: Spinning Torture Rack  
0942: Walking Sidewalk Slam

note: This works best on Single-animation moves. Submission and Pinning moves are multiple-animation moves. The pinfall or submission animations are not included into the move, nor do these codes remove pinfall or submission animations from any moves you are changing with this code.

-----  
BiZaTcH 痲 Chokeslam wins code

D11671E8 1DA9 (when p1 does show stopper)  
8016722E 00FF (p1 wins)  
D11671E8 1DA1 (when p1 does 2 handed chokeslam)  
8016722E 00FF (p1 wins)  
D11671E8 2657 (when p1 does chokeslam to outside)  
8016722E 00FF (p1 wins)  
D11671E8 1B65 (when p1 does chokeslam 01)  
8016722E 00FF (p1 wins)  
D11671E8 1C7B (when p1 does chokeslam 02)  
8016722E 00FF (p1 wins)  
D11671E8 1C7F (when p1 does chokeslam 03)  
8016722E 00FF (p1 wins)  
D116767C 1DA9 (when p2 does show stopper)  
801676C2 00FF (p2 wins)  
D116767C 1DA1 (when p2 does 2 handed chokeslam)  
801676C2 00FF (p2 wins)  
D116767C 2657 (when p2 does chokeslam to outside)  
801676C2 00FF (p2 wins)  
D116767C 1B65 (when p2 does chokeslam 01)  
801676C2 00FF (p2 wins)  
D116767C 1C7B (when p2 does chokeslam 02)  
801676C2 00FF (p2 wins)  
D116767C 1C7F (when p2 does chokeslam 03)

-----

Goatman/Foxdie's Ropes act as Rails

D20F627E 0000

810F627E 1991

D211D47E 0000

8111D47E 1991

D212982A 0000

8112982A 16CD

-----  
the Pelican's Championship Title Holder Codes

The Pelican's WWF Champion is...(in RTW)

8009626D 00??

The Pelican's Tag Team Champion member 1 is...(in RTW)

8009626E 00??

The Pelican's Tag Team Champion member 2 is...(in RTW)

80096272 00??

The Pelican's Intercontinental Champion is...(in RTW)

8009626F 00??

The Pelican's European Champion is...(in RTW)

80096270 00??

The Pelican's Hardcore Champion is...(in RTW)

80096271 00??

The Pelican's Tag Team 1 member 1 is...(RTW)

80096221 00??

The Pelican's Tag Team 1 member 2 is...(RTW)

80096222 00??

The Pelican's Tag Team 2 member 1 is...(RTW)

80096223 00??

The Pelican's Tag Team 2 member 2 is...(RTW)

80096224 00??

000 None

001 The Rock

002 SCSA

003 HBK

004 Dude Love

005 Cactus Jack

006 Undertaker

007 HHH

008 Vince

009 Shane

00A Farooq

00B Bradshaw

00C Bossman

00D Viscera

00E Mideon

00F Paul Bearer

011 Mankind

012 Shamrock



013 Test  
014 Road Dogg  
015 Billy Gunn  
016 X Pac  
017 Kane  
018 Val  
019 Godfather  
01A Jerico  
01B Mark Henry  
01C D'Lo  
01D Double J  
01E Blackman  
01F Droz  
020 Prince  
021 Meat  
022 Thraser  
023 Mosh  
024 Edge  
025 Gangrel  
026 Christian  
027 Al snow  
028 Holly  
029 Meanie  
02A Too Sexy  
02B Too Hot  
02C J. Hardy  
02D M. Hardy  
02E Patterson  
02F Brisco  
030 Micheal Hayes  
031 King  
032 Jim Ross  
033 Created  
034 Created  
035 Created  
036 Created  
037 Created  
038 Created  
039 Created  
03A Created  
03B Created  
03C Created  
03D Created  
03E Created  
03F Created  
040 Created  
041 Created  
042 Created  
043 Hos  
044 Terri  
045 Jaqueline  
046 Ivory  
047 Debra  
048 Torri  
049 Chyna  
04A Stephanie  
04B Crash Dummy  
049 Chrome Dummy

---

^HARRINBURN^痴 IN RING TAUNTS AS REGULAR TAUNTS

D1095184 2000

811671E8 ?????

IN RING TAUNTS

27D1 AKI

27D0 THQ

27CF SCOTT HALL

27CE DDP

27CD KEVIN NASH

27CC DEBRA

27CB WOMAN WAVE

27CA HARDY BOYZ

27C9 TOO COOL

27C8 BLUE MEANIE

27C7 HARDCORE HOLLY

27C6 AL SNOW

27C5 GANGREL

27C4 EDGE

27C3 MEAT

27C2 JERICHO

27C1 JEFF JARRETT

27C0 D'LO

27BF GODFATHER

27BE VAL (PART 1)

27BD VAL (PART 2)

27BC KANE

27BB X PAC

27BA ROAD DOGG

27B9 SHAMROCK

27B8 BIG SHOW

27B7 CHYNA

27B6 NONE TAUNT

27B5 TRIPLE H DX

27B4 UNDERTAKER

27B3 CACTUS JACK

27B2 DUDE LOVE

27B1 HBK (PT 2)

27B0 HBK (PT 1)

27AF THE ROCK

27AE STONE COLD

27AD AKI

27AC THQ

ENTRY WAY TAUNTS

27AB TAUNT #12

27AA TAUNT #11

27A9 TAUNT #10

27A8 TAUNT #9

27A7 TAUNT #8

27A6 TAUNT #7

27A5 TAUNT #6

27A4 TAUNT #5

27A3 TAUNT #4

27A2 TAUNT #3

27A1 TAUNT #2

27A0 TAUNT #1

279F DEBRA

279E WOMAN WAVE

279D BRISCO  
279C MEANIE  
279B PATTERSON  
279A MARK HENRY  
2799 GANGREL  
2798 AL SNOW  
2797 MEAT  
2796 JERICHO  
2795 NO TAUNT  
2794 D'LO  
2793 MARK HENRY  
2792 GODFATHER  
2791 X PAC  
2790 VAL  
278F MR ASS  
278E ROAD DOGG  
278D MANKIND  
278C TRIPLE H  
278B SHANE  
278A CACTUS JACK  
2789 DUDE LOVE  
2788 HBK  
2787 NO TAUNT  
2786 THE ROCK

-----  
Bizzy Bone Y2K痴 Setting alter code

here's the code

D0095184 0004  
8017015D 0000  
D1095184 0100  
8017015D 0001  
D1095184 0200  
8017015D 0002  
D1095184 2000  
8017015D 0003  
D1095184 0002  
8017015D 0004  
D1095184 0001  
8017015D 0005  
D1095184 0020  
8017015D 0006  
D1095184 0010  
8017015D 0007

Ok to change the following press the following Time Limit: Press Down

Ring Out: Press right

Pin: Press Left

Submission: Press Z

TKO: Press Left C

Rope Break: Press Right C

Interference(single) Bloodshed(tag): Press L

Bloodshed(single) Tag Help Time(tag): Press R

To change the the options press up or down C

-----  
HUNKYFUNKY痴 P1 cant block code

8011B315 0015  
8016891F 0015

802480AF 0015  
80261ECB 0015  
8026204C 0015

---

Tone Cold痴 ANY MOVE THROUGH THE TABLE! ECW STYLE! code  
this is really cool. Here is what you do (u need an expansion pack) put in ICP  
NINJA's outside table code, then put in this code:

D1095184-2100  
81167704-42C0  
D1095184-2010  
81167704-0000  
D1095184-2200  
81167270-42C0  
D1095184-2020  
81167270-0000

here are the instuctions. during a match, go outside by the table. if you want  
player 2 to be lifted onto the table, hold z and press right (towards players  
two's side, just makes it easier to remember) when you do a move to him hold z  
and press R to make him fall to the ground. now, if you want to put plaYer one  
on the table, hold z and press left to make him go up, and then, as a move is  
being done to you, hold z and press L to make yourself go down. if you want it  
to be really cool looking, hold z and press left then right to put both players  
on the table, then do a ddt, or power bomb or any other move and press z and R  
and L at the same time to make both players go crashing through the table! as  
brahmabull pointed out, it is cool to knock someone down, place them on the  
table, then climb the apron and do a moonsault on to them through the table!  
you can also do a apron powerbomd, chokeslam, or tiger driver (i have no clue  
what it is called, i think that is it) off the apron throught the table! it is  
awesome.

---

Tone Cold痴 HELL IN CELL code

put in this code (make sure no other code is on) then go to cage match, and  
begin a match. once that match starts, hold z and press down, and then the cell  
will appear (the las vegas cell code, i am not sure who made it, not me though)  
and both opponents will be placed above the cell. now, it is not an actual cell.  
what it is, just the mesh fence that they use for a cell, there is not top, BUT  
when the match starts off, the angle you are at makes it appear as though you  
are standing on the top of the cell, and as you move closer, the camara moves  
underneath you so it looks like that camara man is right next to the cell  
looking up, and it looks like you are on the cell (use a little imagination).  
K, now that you are on the cell, you can fight all you want (try to avoid  
throwing into ropes and turn buckle moves, they look wierd). Here is the next  
part of my code (and my favorite) when you perform a move to your opponent, hold  
z and press R to make them fall through the cage! if they perform a move to you,  
hold z and press L and you will fall through the cage! i made it that way  
because the R button is toward the second player side, and the L is toward your  
side, so it is less confusing. Timing is crucial on this though. her is an  
example: if you are the undertaker, and you go to chokeslam a guy through the  
cage (lets say, mankind, even though it doesn't matter) hold z during the move  
and right before mankind is about to land ontop of the cell, press R and he will  
go all the way down to the bottom, it looks cool. then, you can just send the  
undertaker down, by holding z and pressing L, or you can jump on him, by  
pressing b while holding z by mankind and right before he lands press L, or you  
can go by the edge of the cell and press the botton that you press to climb the  
cage and you will get on the side and press a to deliver an elbow drop, there  
are a lot of options. once inside the cage, you can fight all you want, but to

win (unfortunately) you have to climb the cage and go out through the top. but if you want, you can add the first blood cage code and make it a first blood \*\*\*\* in the cell match! if someone ever figures out the pin in the cage code, you can just add it on to this code and then it will be a real \*\*\*\* in the cell (it will also help if someone can find a top to it one day) oh ya, also, if you want to go back up to the top of the cage again, simply hold down z and press down again, and you will start over. this may seem confusing, but just enter the code and test it out a little bit, and you will get the hang of it.

D1095184 2400

8004A15E 001F

D1095184 2400

81167270 4407

D1095184 2020

81167270 42C0

D1095184 2400

81167704 4407

D1095184 2010

81167704 42C0

-----  
Spectrumz痴 EDIT ROAD TO WRESTLEMANIA MATCHES

These codes allow you to CHANGE MATCH TYPES AND WHO WRESTLES WHO.

For the WRESTLER # CODES USE REGULAR CHARACTER DIGITS.

EDIT WRESTLING CARD ONE:

810B102A-0??? Wrestler #1

810B102C-0??? Wrestler #2

810B102E-0??? Wrestler #3

810B1030-0??? Wrestler #4

810B1032-00?0 Cpu/Human (digits 00 Cpu/01 Human)

810B1033-00?0 Cpu/Human (digits 00 Cpu/01 Human)

810B1036-00?? Match Type

EDIT WRESTLING CARD TWO:

810B1062-0??? Wrestler #1

810B1064-0??? Wrestler #2

810B1066-0??? Wrestler #3

810B1068-0??? Wrestler #4

810B106A-00?0 Cpu/Human (digits 00 Cpu/01 Human)

810B106B-00?0 Cpu/Human (digits 00 Cpu/01 Human)

810B106E-00?? Match Type

EDIT WRESTLING CARD THREE:

810B109A-0??? Wrestler #1

810B109C-0??? Wrestler #2

810B109E-0??? Wrestler #3

810B10A0-0??? Wrestler #4

810B10A2-00?0 Cpu/Human (digits 00 Cpu/01 Human)

810B10A3-00?0 Cpu/Human (digits 00 Cpu/01 Human)

810B10A6-00?? Match Type

EDIT WRESTLING CARD FOUR:

810B10D2-0??? Wrestler #1

810B10D4-0??? Wrestler #2

810B10D6-0??? Wrestler #3

810B10D8-0??? Wrestler #4

810B10DA-00?0 Cpu/Human (digits 00 Cpu/01 Human)  
810B10DB-00?0 Cpu/Human (digits 00 Cpu/01 Human)  
810B10DE-00?? Match Type

EDIT WRESTLING CARD FIVE:

810B110A-0??? Wrestler #1  
810B110C-0??? Wrestler #2  
810B110E-0??? Wrestler #3  
810B1110-0??? Wrestler #4

810B1112-00?0 Cpu/Human (digits 00 Cpu/01 Human)  
810B1113-00?0 Cpu/Human (digits 00 Cpu/01 Human)  
810B1116-00?? Match Type

EDIT WRESTLING CARD SIX:

810B1142-0??? Wrestler #1  
810B1144-0??? Wrestler #2  
810B1146-0??? Wrestler #3  
810B1148-0??? Wrestler #4

810B114A-00?0 Cpu/Human (digits 00 Cpu/01 Human)  
810B114B-00?0 Cpu/Human (digits 00 Cpu/01 Human)  
810B114E-0??? Match Type

EDIT WRESTLING CARD SEVEN

810B117A-0??? Wrestler #1  
810B117C-0??? Wrestler #2  
810B117E-0??? Wrestler #3  
810B1180-0??? Wrestler #4

810B1182-00?0 Cpu/Human (digits 00 Cpu/01 Human)  
810B1183-00?0 Cpu/Human (digits 00 Cpu/01 Human)  
810B1186-00?? Match Type

EDIT WRESTLING CARD EIGHT

810B11B2-0??? Wrestler #1  
810B11B4-0??? Wrestler #2  
810B11B6-0??? Wrestler #3  
810B11B8-0??? Wrestler #4

810B11BA-00?0 Cpu/Human (digits 00 Cpu/01 Human)  
810B11BB-00?0 Cpu/Human (digits 00 Cpu/01 Human)  
810B11BE-00?? Match Type

EDIT WRESTLING CARD NINE

810B11EA-0??? Wrestler #1  
810B11EC-0??? Wrestler #2  
810B11EE-0??? Wrestler #3  
810B11F0-0??? Wrestler #4

810B11F2-00?0 Cpu/Human (digits 00 Cpu/01 Human)  
810B11F3-00?0 Cpu/Human (digits 00 Cpu/01 Human)  
810B11F6-0??? Match Type

MATCH DIGITS

00 Single Match  
01 Tag  
02 Cage  
03 3 way

04 Royal Rumble  
05 King of Rumble  
10 WWF Championship  
11 WWF Championship Tag match  
12 WWF Championship Cage match  
13 WWF Championship 3 way match  
14 WWF Championship Royal Rumble  
15 WWF Championship King of the Ring  
16 WWF Championship I.C. Championship  
19 WWF Championship European Championship  
1A WWF Championship Hardcore Championship  
20 Tag Championship Tag team  
30 Intercontinental Championship  
40 European Championship  
50 Hardcore Championship

---

Goatman 痴 CAW Tag Enterance

ok try and improve this but here is what i been playing with pick a tag match  
pick two people that come out together

d0057210 0020  
8111c0f0 0000  
d0057210 0020  
8111c0f2 0c01  
d0057210 0020  
8111c0f4 0000  
d0057210 0020  
8111c0f6 0c02

when they come out press Z

---

ICON 痴 different fireworks for different wrestlers code

With these codes you can have certain fireworks go off only at certain wrestlers  
entrances:

D111C0F2 0???  
8011BF63 000X

Replace the ??? with the wrestler modifier digits.

Replace the X with a 1 for flames or a 2 for fireworks.

These codes can also be used for lights by replacing the 2nd line with

8011BF62 00??

01 blue  
02 is multi (jericho and HHH)  
03 another blue  
04 red (with camera flashes)  
05 green  
06 is red  
07 pink  
08 nothing  
09 red  
79 green and yellow switch

---

Dummy Wrestlers

These codes turn the wrestlers into dummies

|               |                   |
|---------------|-------------------|
| 80090467-0003 | Austin Dummy      |
| 8009056D-00DF | Rock Dummy        |
| 8009077E-00DF | Dude Love Dummy   |
| 80090886-00DF | Cactus Jack Dummy |
| 8009098E-0003 | Undertaker Dummy  |
| 80090A96-0003 | Triple H Dummy    |
| 80090B9E-0003 | Vince Dummy       |
| 80090CA6-00CB | Shane Dummy       |
| 80090DAE-0007 | Farooq Dummy      |
| 80090EB0-0053 | Bradshaw Dummy    |
| 80090FBE-0087 | Bossman Dummy     |
| 800910C6-00E3 | Viscera Dummy     |
| 800911C7-0013 | Mideon Dummy      |
| 800912D6-0072 | Paul Bearer Dummy |
| 800913DE-00B7 | Big Show Dummy    |
| 800914E6-00D3 | Mankind Dummy     |
| 800915EF-0007 | Shamrock Dummy    |
| 800916F6-0043 | Test Dummy        |
| 800917FE-00BB | Road Dogg Dummy   |
| 80091900-00D3 | Mr Ass Dummy      |
| 80091A0E-001B | X-pac Dummy       |
| 80091B16-0043 | Kane Dummy        |
| 80091C1E-0093 | Val Dummy         |
| 80091D26-00C7 | Godfather Dummy   |
| 80091E2E-0003 | Jerico Dummy      |
| 80091F36-004B | Mark Henry Dummy  |
| 8009203E-0087 | D'lo Dummy        |
| 80092146-00CB | Jarrett Dummy     |
| 8009224E-000B | Blackman Dummy    |
| 80092356-0077 | Droz Dummy        |
| 8009245E-0082 | Prince Dummy      |
| 80092566-00CB | Meat Dummy        |
| 8009266E-0003 | Thrasher Dummy    |
| 80092776-0047 | Chaz Dummy        |
| 8009287E-0083 | Edge Dummy        |
| 80092986-00D3 | Gangrel Dummy     |
| 80092A8E-0003 | Christian Dummy   |
| 80092B96-0057 | Al Snow Dummy     |
| 80092C9E-0087 | Holly Dummy       |
| 80092DA6-00F7 | Blue Dummy        |
| 80092EAE-0007 | B.Chistoper Dummy |
| 80092FB6-0047 | S.Taylor Dummy    |
| 800930BE-0093 | J.Hardy Dummy     |
| 800931C6-00D3 | M.Hardy Dummy     |

-----  
CHANGE ANY WRESTLER'S IN-RING TAUNT(note 1)

8011C08D 00??

|                     |    |
|---------------------|----|
| NONE[HANDS ON HIPS] | 01 |
| AL SNOW             | 02 |
| BIG SHOW            | 03 |
| CACTUS JACK         | 04 |
| CHRIS JERICHO       | 05 |
| CHYNA               | 06 |
| DEBRA               | 07 |
| DUDE LOVE           | 08 |
| DX HHH              | 09 |
| D'LO BROWN          | 10 |



|                 |    |
|-----------------|----|
| EDGE            | 11 |
| GANGREL         | 12 |
| GODFATHER       | 13 |
| HARDCORE HOLLY  | 14 |
| HARDY BOYZ      | 15 |
| JEFF JARRET     | 16 |
| KANE            | 17 |
| KEN SHAMROCK    | 18 |
| MEAT            | 19 |
| ROAD DOGG       | 20 |
| SHAWN MICHAELS  | 21 |
| STEVE AUSTIN    | 22 |
| THE BLUE MEANIE | 23 |
| THE ROCK        | 24 |
| TOO COOL        | 25 |
| THE UNDERTAKER  | 26 |
| VAL VENIS       | 27 |
| WOMEN           | 28 |
| X-PAC           | 29 |
| TAUNT 1 (DDP)   | 30 |
| TAUNT 2 (NASH)  | 31 |
| TAUNT 3 (HALL)  | 32 |
| TAUNT 4         | 33 |
| TAUNT 5         | 34 |

NOTE 1{CHANGE ANY WRESTLERS IN-RING ENTERANCE TAUNT}- To change the wrestlers taunt, go to edit, then select the wrestler whos enterance you want to change. Now go to moves, then taunt. The wrestlers taunt should now say what you changed it to in the code. Now get out of edit mode(you must use decision, and "B", otherwise the change won't be made)

-----

Nude Female Wrestlers

Nude Terri  
81046AFF 00A4  
81046B01 00A4

Nude Jacky  
81046B23 00C4  
81046B25 00C4

Nude Ivory  
81046B49 00A4

Nude Chyna  
81046BD9 00AA

Nude Stephanie  
81046BFB 00AA  
81046BFD 00AA

-----

the Pelican痴 PIN IN A CAGE - UPDATED WITH INESCAPABLE CAGE CODES

Ok what follows is an updated version of goatman's Pin in a Cage code. The following corrections were made.

1: You cannot kick out of the pin, no matter how hard you try, you could before if you pressed the buttons fast enough. The computer always kicked out.

2: You no longer hold submission holds on forever when you have drained the health bar.

3: Opponent does not need to be on Danger to be pinned.

4: Have the option of making the match last longer.

Ok, have printed this code in four parts. One is the must have part. The second is for the two types of pin, Normal pins, pins using moves. The third part is to stop submission holds being kept on forever and to allow you to make the match last longer.

Part one.

D1167686 0040 - When maximum health reaches mimimum..... P1

8116768C 0102 - ...Make it so they cannot kick out of pins or submissions. P1

D11671F2 0040 - As first code but for P2

811671F8 0102 - As 2nd but for P2

Part Two. For Normal pins.

D1167686 0040 - When maximum health reaches mimimum.... P1

D116768C 0102 - When they cannot kick out of pins or submissions.... P1

D11671EA 0047 - When they are pinning their opponent.... P1

D01676B8 0020 - Change from no count to.. P1

801676B8 0024 - The count of 1,2,3. P1

D11671F2 0040 - When maximum health reaches mimimum.... P2

D11671F8 0102 - When they cannot kick out of pins or submissions.... P2

D116767E 0047 - When they are pinning their opponent.... P2

D0167224 0020 - Change from no count to.. P2

80167224 0024 - The count of 1,2,3. P2

Part Three. For pins done using moves.

D1167686 0040 - When maximum health reaches mimimum.... P1

D116768C 0102 - When they cannot kick out of pins or submissions.... P1

D11671EA 004D - When they are pinning their opponent.... P1

D01676B8 0020 - Change from no count to.. P1

801676B8 0024 - The count of 1,2,3. P1

D11671F2 0040 - When maximum health reaches mimimum.... P2

D11671F8 0102 - When they cannot kick out of pins or submissions.... P2

D116767E 004D - When they are pinning their opponent.... P2

D0167224 0020 - Change from no count to.. P2

80167224 0024 - The count of 1,2,3. P2

Part Four. Stop submission holds staying on forever.

D1167686 0040 - When maximum health reaches mimimum...P1

D11671EA 004B - and you are performing a submission hold...P1

81167686 0060 - Give opponent health so hold can be released. This is your optional part. You can change the 60 at the end to whatever you like. 60 is my choice. 48 is my reccomended minimum. 80 is my reccomended maximum. The higher it is, the longer the match is likely to go on for.

D11671F2 0040 - When maximum health reaches mimimum...P1

D116767E 004B - and you are performing a submission hold...P1

811671F2 0060 - Give opponent health so hold can be released. This is your optional part. You can change the 60 at the end to whatever you like. 60 is my choice. 48 is my reccomended minimum. 80 is my reccomended maximum. The higher it is, the longer the match is likely to go on for.

Ok that is all for the pin in a cage cheat. Put all the above in and it should work. To pin your opponent you must first batter them to hell, and I mean batter them to hell. When you have succeeded in battering them, attempt a pin, if you have succeeded then the game will do the count, if not then you will automatically kick out. Part four is compulsory if you are fighting the computer. Optional if you are fighting a human opponent(they can release the hold by pressing R.). Note that if you release the pin then you still get a three count.

-----  
Make me a sandwich痴 ECW Modified weapon code

To do the code hit Z and a chair appears in p2 hands, no matter which position he is in. Then, you can do different moves ECW style.

D1095184 2000  
811676CA 0300  
D1095184 2000  
81166DC0 1111  
D1095184 2000  
80166DC2 0001  
D1095184 2000  
80166E51 0001

-----  
More Stephanie McMahon- Helmsley Outfits

Stephanie in a Bikini w/Tennis shoes.

She looks like she does now.

81046BFB 00AA  
81046C03 0040  
81046C09 00AA  
81046C0B 00AA  
81046C11 0040  
81046C13 00AA  
81046C19 00AA

Kevin McMahon痴 Tori in Luna's costume, with blonde hair.

Luna was kicked out of the game, but her costume is here!

81046BB1 00C8  
81046BB3 00C8  
81046BB5 00C8  
81046BB7 00C8  
81046BB9 00C8  
81046BC1 00C8  
81046BC3 00C8  
81046BC5 00C8  
81046BC7 00C8  
81046BCB 00C8  
81046BD1 00C8  
81046887 006E  
81046889 006E.

Kevin McMahon痴 NEW STEPHANIE COSTUME.

(has Luna's top of shirt, no sleeves, and boots.)

81046BFB 00C8  
81046BFD 00C8  
81046C03 00C8  
81046BFF 00C8  
81046C0D 00C8  
81046C11 00C8  
81046C09 0055  
81046C0B 0055  
81046C13 0055  
81046C19 0055.

Kevin McMahon痴 Stephanie w/ wrestling attire

She has tennis shoes, a regular bikini, and no sleeves, or lower part of shirt.

Like she wears sometimes now that she is married to HHH.

81046BFB 00A6  
81046C03 0040  
81046C09 0055  
81046C0B 0055  
81046C11 0040  
81046C13 0055  
81046C19 0055

-----  
MOVE CODES

RUNNING SNAP POWERBOMB - tokidoim

Player 1's weak grapple + B button move is running snap powerbomb (with replay)

8108 621A 0082 - P1's weak grapple + B button move is eyegouge(selected for timing purposes)

8108 6354 03C2 - P1's silent backdrop move is Speed bomb

8009 FE65 00A2 - P1's weak grapple + B button move is linked to P1's silent backdrop

8009 FE7E 0080 - P1's weak grapple + B button move is a single-animation move

D116 7628 0005 - When P1 performs weak grapple + B button move...

D116 71E8 1A29 - and P1's animation is eyegouge...

8116 71E8 1B85 - change P1 animation to running powerbomb

D116 7628 0005 - When P1 performs weak grapple + B button move...

D116 767C 1A2A - and P2's animation is get eyegouged...

8116 767C 1B86 - change P2's animation to get running powerbombed

D116 71E8 1BE5 - (optional replay) When P1's animation is speedbomb...

8116 7622 0000 - (optional replay) replay animation

bugnuts

new blood mist

D11671E8 1D91

811671E8 281F

SUPERKICK OFF OF APRON

THIS REPLACES CLUB TO CHEST

D11671E8-2647

811671E8-1D25

D116767C-2648

8116767C-1D26

THIS IS PRETTY COOL U DO NOT NEED THE LAST TO LINES IF U HAVE THEM IN IT IS JUST LIKE A NORMAL SUPERKICK BUT THE GUYS IN IN THE APRON IF U LEAVE THEM OUT U KICK HIM IN THE BACK AND HE FALLS

FRANKENSTIENER FROM APRON TO IN

OK THIS REPLACES SUPLEX TO INSIDE

D11671E8-2645

811671E8-22AB

D116767C-2646s

8116767C-22AC

THERE IT IS IT SHOULD WORK.

sky high from apron to in

(replaces- suplex to inside)

D11671E8-2645

811671E8-1E05  
D116767C-2646  
8116767C-1E06

#### TOSSING GURILLA PRESS SLAM (INSIDE)

Replaces arm wrench wit hook kick

D11671E8-1B4B  
811671E8-267C  
D116767C-1B4C  
8116767C-267D

swinging ddt(not tornado) to outside (there is 1 glitch player 1 lands on the outside but after the move player 1 appears in the ring) but still pretty cool

REPLACES CLUB TO CHEST

D11671E8-2647  
811671E8-1D89  
D116767C-2648  
8116767C-1D8A

#### RUNING EVENFLOW DDT

REPLACES BOSSMAN SIDE SLAM

D11671E8-208D  
811671E8-1D9F  
D116767C-208E  
8116767C-1DA0

here are all the other move that u great hackers made (sorry if there is not credit for all of them)

#### Taunt Pedigree

Replaces Gigantic Bomb, CODE COMING SOON TO MAKE IT A NORMAL MOVE

D11671E8 1D8F  
D11671EE 0032  
811671E8 1DFF  
D116767C 1D90  
D1167682 0032  
8116767C 1E00

Theres a small glitch where it freezes for a sec at the end but thats about the only bit that aint flowing

#### CORKSCREW TO OUT

D11671E8 2655  
811671E8 2297  
D116767C 2656  
8116767C 2298 Thanks to: TWH webmaster  
It replaces the suplex to the outside.

#### Five Star Frog Splash(Replaces Frog Splash):

D11671E8 25E6  
811671E8 25E6  
D11761E8 25EA  
811761E8 25F2  
D116767C 25E6  
8116767C 25E6  
D116767C 25EA  
8116767C 25F2  
D1167B10 25E6  
81167B10 25E6

D1167B10 25EA  
81167B10 25F2  
D1167FA4 25E6  
81167FA4 25E6  
D1167FA4 25EA  
81167FA4 25F2

Shooting Star Prees Leg Drop(Replaces Shooting star press):

D11671E8 25DC  
811671E8 25DC  
D11761E8 25E0  
811761E8 260E  
D116767C 25DC  
8116767C 25DC  
D116767C 25E0  
8116767C 260E  
D1167B10 25DC  
81167B10 25DC  
D1167B10 25E0  
81167B10 260E  
D1167FA4 25DC  
81167FA4 25DC  
D1167FA4 25E0  
81167FA4 260E

450-Headbutt:

D11671E8 25F4  
811671E8 25FA

Once again replaces 450 splash (come on guys request's and feedbacks are good)

450-Elbow Drop:

D11671E8 25F4  
811671E8 2612

450 Double Stomp off the top ( i decided to try something different, so i used the double stomp! ) replaces double stomp? (if not, 450 lol)

d11671e8-2601  
811671e8-25f0  
d116767c-2602  
8116767c-25f1

---

Shooting Star Press Leg-Drop

replaces Guillotine legdrop

d11671e8-260d  
811671e8-25dc  
d116767c-260e  
8116767c-25dd

450-Double Knee Drop for p1,p2,p3,p4

d11671e8 25f4  
811671e8 260a  
d116767c 25f4  
8116767c 260a  
d1167b10 25f4  
81167b10 260a  
d1167fa4 25f4  
81167fa4 260a

Lo' Down into a Diving Headbutt for p1,p2,p3,p4 (Replaces Lo' Down)

d11671e8 25d1

811671e8 25fa  
d116767c 25d1  
8116767c 25fa  
d1167b10 25d1  
81167b10 25fa  
d1167fa4 25d1  
81167fa4 25fa  
D1167IE8 1B61  
811671E8 1C99  
D116767C 1B61  
8116767C 1C99  
GARGOYLE SUPLEX TO INSIDE (REPLACES SUPLEX TO INSIDE!)

D11671E8 2645  
811671E8 1DA7  
D116767C 2645  
8116767C 1DA7  
D1167B10 2645  
81167B10 1DA7  
D1167FA4 2645  
81167FA4 1DA7

PART 2  
D11671E8 2646  
811671E8 1DA8  
D116767C 2646  
8116767C 1DA8  
D1167B10 2646  
81167B10 1DA8  
D1167FA4 2646  
81167FA4 1DA8

PART 3  
D11671E8 1DA7  
D11671EE 0049  
811671E8 1761

KINDA STEPS THROUGHT ROPES BUT THE MOVE LOOKS GOOD!

Move 1:

D11671E8 1E03  
811671E8 1609  
D116767C 1E04  
8116767C 1CA4  
D116767C 1CA4  
D11671E8 1609  
D11671EE 0004  
811671E8 1E55

Move 1:

Awesome face plant, replaces the X-Factor, only works with player 1 to player 2.

Move 2:

D11671E8 1E89  
811671E8 1609  
D11671E8 1609  
D11671EE 0003  
D116767C 1E8A  
811671E8 1DD1

Reverse Diamond Cutter, replaces the reverse DDT, only works with player 1 to player 2!

TOP ROPE SAMURAI DRIVER!!!!!!

Credit: The Turtle6

Credit for learning how to hack cool moves: Jeffhardyrules2000, Maccam16, jred, jburt2112

(replaces Top Rope Super Brainbuster)

D11671E8 22A9  
D11671EE 0006  
811671E8 1DB9  
D11671E8 1DB9  
D11671EE 0006  
81167270 4330  
D11671E8 1DB9  
D11671EE 003B  
81167270 4320  
D11671E8 1DB9  
D11671EE 003C  
81167270 4310  
D11671E8 1DB9  
D11671EE 003D  
81167270 4300  
D11671E8 1DB9  
D11671EE 003E  
81167270 42B4  
D116767C 22AA  
D1167682 0006  
8116767C 1DBA  
D116767C 1DBA  
D1167682 0006  
81167704 4330  
D116767C 1DBA  
D1167682 003B  
81167704 4320  
D116767C 1DBA  
D1167682 003C  
81167704 4310  
D116767C 1DBA  
D1167682 003D  
81167704 4300  
D116767C 1DBA  
D1167682 003E  
81167704 42B4  
(this is for p1 doing it to p2 only)

This is when P1 tries a Powerbomb, and P2 counters with a back body drop, P2 does a Samurai Driver instead

d11671e8-1b69  
811671e8-1db9  
d116767c-1b6a  
8116767c-1dba

† Turn - Stunner Replaces Stone Cold Stunner

D11671E8 1DE7  
D11671EE 000B  
811671E8 1DD1

The Pittsburgh Plunge:

credit jeffhardy rules

\*NOTE: It is for p1 doing to p2 only, and it replaces the hopping rolling clutch pin.\*

d11671e8 1c13  
811671e8 1c8b  
d11671e8 1c15  
811671e8 1bd1  
d116767c 1c14



8116767c 1c8c  
d116767c 1c16  
8116767c 1bd2

Top Rope Flipping Clothesline

Credit:KROCKDROP

(replaces double axe handle)

d11671e8 25bd

811671e8 215f

Cross PowerBomb to Hanging DDT

Credit: KROCKDROP

(replaces cross-powerbomb w/pin)

d11671e8 1ba9

d11671ee 0057

811671e8 1de5

Suplex into Diamond Cutter

Credit: KROCKDROP

(replaces suplex)

d11671e8 1a59

d11671ee 0047

811671e8 1dd1

This is my code for a super Olympic Slam:

\*For p1 only!\*

d11671e8 1e7d

811671e8 1b3e

d116767c 1e7e

8116767c 1ce8

(replaces the Snap German Suplex!)

Underhook Face Buster(Replaces Doulbe Underhook DDT):

D11671E8 1B57

D11671EE 0016

811671E8 1E55

Better Pedigree(Replaces Front Face Pancake):

D11671E8 1C89

D11671EE 0005

811671E8 1AAB

M. Bomb back in ring(Replaces Suplex back in ring from apron):

D11671E8 2645

811671E8 201B

D116767C 2646

8116767C 201C

Fallen Angel(Replace Dominator):

D11671E8 1E13

811671E8 1DBF

(If you can fix it so your opponent head doesn't go threw you can you please post it)

Belly to Belly Suplex Back inside Ring(Replace Suplex back inside ring from apron):

D11671E8 2645

811671E8 2042

D116767C 2646

8116767C 2043

New Blood Must (Replace Blood Mist):

D11671E8 1D91

811671E8 271E

Another New Blood Mist (Replace Blood Mist):

D11671E8 1D91

811671E8 271D

The Reverse Fameasser (replaces diving reverse ddt)

D11671E8 1E55

811671E8 1E19

Back Flip Kick ( Replaces Chop 01):

D11671E8 1A55

811671E8 1F90

( This NEEDS improving so if anyone can fix it tell me.)

Kurt Angel Move (Replaces Dragon Screw 2):

D11671E8 1CE1

811671E8 201B

D116767C 1CE2

8116767C 201C

Flip Factor (Replaces Swing DDT):

D11671E8 1CA1

D11671EE 0009

811671E8 1E03

I also just found out how to make moves that MAKE your opponent fly over the ropes so I will post them tomorrow. Ex. Like the Back Body Drop over the ropes. Hit me back and tell me what you all think.

7DS is coming!

This is a Twisting Leg Drop ( Replaces the Double Foot Stomp this is for all players to do):

D11671E8 2601

811671E8 25C7

D11761E8 2602

811761E8 261A

D116767C 2601

8116767C 25C7

D116767C 2602

8116767C 261A

D1167B10 2601

81167B10 25C7

D1167B10 2602

81167B10 261A

D1167FA4 2601

81167FA4 25C7

D1167FA4 2602

81167FA4 261A

WE JUST MADE AN OLYMPIC SLAM!!!!!!!

D11671e8 1ACF

811671e8 201B

d116767c 1AD0

8116767c 201C

Credit: ME AND KROCK

Idiot me forgot: Front Grapple Replaces Back Body Flip

tazmission to tazplex (if you want to tweek go for it)

D11671E8 1F6A  
811671E8 1FOF  
D116767C 1F6B  
8116767C 1F10  
D11671E8 1F68  
811671E8 1FOF  
D116767C 1F69  
8116767C 1F10

D11671E8 1F6C  
811671E8 1EED  
D116767C 1F6D  
8116767C 1EEE

BODY PRESS TO BRAINBUSTER(PUT SOUND CODE FOR THE ENDING AND THIS CODE ROCKS TOO).MYSELF I DON'T KNOW ABOUT SOUND ADDYS!

D11671E8 2021  
811671E8 2011  
D116767C 2022  
8116767C 2012  
D11671E8 2011  
D11671EE 0017  
811671E8 1C93  
D116767C 2012  
D1167682 0017  
8116767C 1C94

REPLACES IRISH WHIP BODY PRESS SLAM AND BODY PRESS DROP.DON'T ASK WHY IT TAKES BOTH CAN'T REMEMBER IF YOU CAN FIX BE MY GUEST.  
NEW MOVE!!!!

BEHIND THE BACK DROP(REPLACES SPINEBUSTER) DEADLY MOVE!

D116767C 202E  
D1167682 0007  
8116767C 2004  
D11671E8 202E  
D11671EE 0007  
811671E8 2004

Mega Head-Butt(replaces Sweet Chin Music)

D11671E8 1D25  
811671E8 1D91

Improved Showstopper to the outside  
replaces showstopper

D116767C 1DAA  
D1167682 0071  
801676B5 0021  
D2167708 0044  
D01676B5 0020  
81167704 0000

(can be done from anywhere in the ring, teleports to the apron. a little gitchy but you stay on the apron)

Gigantic Bomb to the outside (you stay in the ring)  
replaces Gigantic Bomb

D116767C 1D90  
D1167682 007F  
801676B5 0021  
D2167708 0044

D01676B5 0020  
81167704 0000  
Make Player 2 Bark" Code  
D1095184 2000  
8116767C 1755

Press "Z" And He Gets On All Fours And Barks!

Rikishi Stinkie Face

Ok. this is probly the best we can do for a stink face. its perfect except for some small glitches. this replaces MUD HOLE STOMPING and pl can do it on any play heres the code:

D11671E8 225F  
811671E8 224D  
D116767C 2260  
8116767C 1791  
D1167B10 2260  
81167B10 1791  
D1167FA4 2260  
81167FA4 1791

CREDIT: THEGR8ONE475

top rope Implant DDT

D11671E8 - 22A9  
D11671EE - 0004  
811671E8 - 1DE1  
D11671E8 - 1DE1  
D11671EE - 0004  
81167270 - 4330  
D11671E8 - 1DE1  
D11671EE - 0054  
81167270 - 4330  
D11671E8 - 1DE1  
D11671EE - 0055  
81167270 - 4320  
D11671E8 - 1DE1  
D11671EE - 0056  
81167270 - 4310  
D11671E8 - 1DE1  
D11671EE - 0057  
81167270 - 4300  
D11671E8 - 1DE1  
D11671EE - 0058  
81167270 - 42B4  
D116767C - 22AA  
D1167682 - 0004  
8116767C - 1DE2  
D116767C - 1DE2  
D1167682 - 0004  
81167704 - 4330  
D116767C - 1DE2  
D1167682 - 0054  
81167704 - 4330  
D116767C - 1DE2  
D1167682 - 0055  
81167704 - 4320  
D116767C - 1DE2

D1167682 - 0056  
81167704 - 4310  
D116767C - 1DE2  
D1167682 - 0057  
81167704 - 4300  
D116767C - 1DE2  
D1167682 - 0058  
81167704 - 42B4

was goin through all the double team moves and noticed that all the moves were 2 people doing 1 or 2 moves on 1 person! So, I made a double team move that 1 person does 1 move on to 2 people! Here it is:

player3 gives player1 and player2 DDTs

(replaces double suplex)

d11671e8 2672

811671e8 1c9a

d116767c 2673

8116767c 1c9a

d1167b10 2674

81167b10 1c99

d11671e8 2673

811671e8 1c9a

d116767c 2672

8116767c 1c9a

Try it and tell me what you think!

DOUBLE SWEET CHIN MUSIC (REPLACES 3/4 NECKBREAKER)

D11671E8 267B

811671E8 1D25

D116767C 267B

8116767C 1D25

D11671E8 267C

811671E8 1D25

D116767C 267C

8116767C 1D25

D1167B10 267D

81167B10 1D26

D1167FA4 267D

81167FA4 1D26

DOUBLE X FACTOR (REPLACES 3/4 NECKBREAKER) D11671E8 267B

D11671E8 267B

811671E8 1E03

D116767C 267B

8116767C 1E03

D11671E8 267C

811671E8 1E03

D116767C 267C

8116767C 1E03

D1167B10 267D

81167B10 1E04

D1167FA4 267D

81167FA4 1E04

3D (REPLACES DOUBLE SUPLEX)

D11671E8 2672

811671E8 2011

D116767C 2672

8116767C 2011

D11671E8 2673

811671E8 1DD1  
D116767C 2673  
8116767C 1DD1  
D1167B10 2674  
81167B10 2012  
D1167FA4 2674  
81167FA4 2012

DOUBLE STUNNER (REPLACES DOUBLE SUPLEX)

D11671E8 2672  
811671E8 1D9F  
D116767C 2672  
8116767C 1D9F  
D11671E8 2673  
811671E8 1D9F  
D116767C 2673  
8116767C 1D9F  
D1167B10 2674  
81167B10 1DA0  
D1167FA4 2674  
81167FA4 1DA0

Double Chokeslam

D11671E8-2672  
811671E8-1C7F  
D116767C-2673  
8116767C-1C7F  
D11671E8-2673  
811671E8-1C7F  
D116767C-2672  
8116767C-1C7F  
D1167B10-2674  
81167B10-1C80  
D1167FA4-2674  
81167FA4-1C80

Force-----double underhook suplex  
fire thunder driver----double powerbomb  
garoyal suplex-----double suplex  
double chokeslam----double suplex  
OK, the force is cool here it is:

D11671E8-2678  
811671E8-26C3  
D116767C-2679  
8116767C-26C3  
D11671E8-2679  
811671E8-26C3  
D116767C-2678  
8116767C-26C3  
D1167B10-267A  
81167B10-1B86  
D1167FA4-267A  
81167FA4-1B86

Double Fire Thunder Driver

D11671E8-2684  
811671E8-1C77  
D116767C-2685  
8116767C-1C77  
D11671E8-2685  
811671E8-1C77

D116767C-2684  
8116767C-1C77  
D1167B10-2686  
81167B10-1C78  
D1167FA4-2686  
81167FA4-1C78

Double Gargoyal Suplex

D11671E8-2672  
811671E8-1DA7  
D116767C-2673  
8116767C-1DA7  
D11671E8-2673  
811671E8-1DA7  
D116767C-2672  
8116767C-1DA7  
D1167B10-2674  
81167B10-1DA8  
D1167FA4-2674  
81167FA4-1DA8

Double Evenflow DDT:

(Replaces Tossing 3/4 Turn Neckbreaker)

d11671e8 267b  
811671e8 1d9f  
d116767c 267c  
8116767c 1d9f  
d11671e8 267c  
811671e8 1d9f  
d116767c 267b  
8116767c 1d9f  
d1167b10 267d  
81167b10 1da0  
d1167fa4 267d  
81167fa4 1da0

3D:

(Replaces Tossing 3/4 Turn Neckbreaker)

d11671e8 267b  
811671e8 1dd1  
d116767c 267c  
8116767c 2011  
d11671e8 267c  
811671e8 2011  
d116767c 267b  
8116767c 1dd1  
d1167b10 267d  
81167b10 2012  
d1167fa4 267d  
81167fa4 2012

Doomsday Moonsault[when opponent is on shoulders you do moonsault instead of clothesline]

d11671e8 25c3  
811671e8 25ca  
d116767c 25c3  
8116767c 25ca  
d1167b10 25c3  
81167b10 25ca  
d1167fa4 25c3

81167fa4 25ca

Doomsday Twisting Senton Splash[see above]

d11671e8 25c3

811671e8 25cb

d116767c 25c3

8116767c 25cb

d1167b10 25c3

81167b10 25cb

d1167fa4 25c3

81167fa4 25cb

new double team move...CHOKESLAM-NECKBREAKER

O.k here it is and its all mine

Replaces Double powerbomb

D11671E8 2684

811671E8 1C7F

D116767C 2685

D1167682 0001

8116767C 1610

D116767C 1610

D1167682 001B/C

8116767C 1DD1

D1167B10 2686

81167B10 1C80

Thats for player one in front of player 3 player 2 behind

SKYTWISTING MOONSAULT

i made this code with the help of the outline done by one of our great hackers.

it was blitzkriegs aerial finisher when he was in wcw. here it is. ONLY FOR

PLAYER ONE!

D11671E8 25D2

811671E8 2611

D11671E8 25D4

811671E8 25DD

Replaces X-Factor

D11671E8 1E03

811671E8 1E55

D116767C 1E04

8116767C 1CA4

Replaces Reverse DDT

D11671E8 1E89

811671E8 1DD1

Blackjack Gripper (Master of low blows)

Original P has The Testicular Claw finisher, weak grapple+B is groin punch,

Weak grapple directional+B is multiple groin punches, Strong grapple+B is

double groin stomp, and Strong grapple directional+B is groin twister

D10B 0FC0 0C10

8108 629C 251C

D10B 0FC0 0C10---P1 Testicular Claw finisher

8108 647E 251D \_\_\_\_\_

D10B 0FC2 0C10

8108 66E4 251C



D10B 0FC2 0C10---P2 Testicular Claw finisher  
8108 68C2 251D\_\_\_\_\_  
D10B 0FC4 0C10  
8108 6B2C 251C  
D10B 0FC4 0C10---P3 Testicular Claw finisher  
8108 6D0A 251D\_\_\_\_\_  
D10B 0FC6 0C10  
8108 6F74 251C  
D10B 0FC6 0C10---P4 Testicular Claw finisher  
8108 7152 251D\_\_\_\_\_  
D10B 0FC0 0C10  
5000020A 000A---P1 groin stomp & groin twister  
8108 626A 254E\_\_\_\_\_  
D10B 0FC2 0C10  
5000020A 000A---P2 groin stomp & groin twister  
8108 66B2 254E\_\_\_\_\_  
D10B 0FC4 0C10  
5000020A 000A---P3 groin stomp & groin twister  
8108 6AFA 254E\_\_\_\_\_  
D10B 0FC6 0C10  
5000020A 000A---P4 groin stomp & groin twister  
8108 6F24 254E\_\_\_\_\_  
D10B 0FC0 0C10---P1 groin punch  
8108 621A 140A\_\_\_\_\_  
D10B 0FC2 0C10---P2 groin punch  
8108 647A 251D\_\_\_\_\_  
D10B 0FC4 0C10---P3 groin punch  
8108 6AAA 140A\_\_\_\_\_  
D10B 0FC6 0C10---P4 groin punch  
8108 6EF2 140A\_\_\_\_\_  
D10B 0FC0 0C10  
8108 6224 2580  
D10B 0FC0 0C10---P1 groin punches  
8108 6458 2581\_\_\_\_\_  
D10B 0FC2 0C10  
8108 666C 2580  
D10B 0FC2 0C10---P2 groin punches  
8108 68A0 2581\_\_\_\_\_  
D10B 0FC4 0C10  
8108 6AB4 2580  
D10B 0FC6 0C10---P3 groin punches  
8108 6CE8 2581\_\_\_\_\_  
D10B 0FC6 0C10  
8108 6EFC 2580  
D10B 0FC6 0C10---P4 groin punches  
8108 7130 2581\_\_\_\_\_

Instructions: For these codes to work properly setup Original P's front grapples as follows: (Use no 2-animation moves unless specified!)

Move 5: any single animation move (some look goofy when reversed)

Move 6: Choke takedown

Move 7-12: any moves, including no more or less than 3 double animation moves

Move 13,14: any single animation move

Move 15,16: any moves, including only 1 double animation move

Move 17: Big Swing

Rikishi's Stinky-Face!!! (code inside)

(replaces mudhole stomping)

d11671e8 225f

811671e8 224d

If someone could help me, I could make it so it isn't quite as long. But I just  
SHOWSTOPPER OFF THE TOP ROPE

Alright, here goes! This Excessively long code makes your Special Turnbuckle  
grapple into the SUPER SHOWSTOPPER. When you perform your special turnbuckle  
grapple you put your opponent on the top rope, climb to the 2nd turnbuckle and  
CHOKESLAM HIM TO THE FLOOR OUTSIDE THE RING, LANDING ON THE RING

APRON. It's really lengthy, but you WILL find yourself saying "Holy crap!" when  
you first see it. And if you can resist the urge to scream out "HA!" when you  
eliminate your last opponent in the Royal Rumble with this move, then I doubt  
your humanity...

2nd turnbuckle Showstopper to outside of ring

This code will only work for Wrestlers who have a "Super whatever" turnbuckle  
Special

(meaning they have to put the opponent on the top rope in order to do this from  
the 2nd turnbuckle). Other wrestlers will do a normal Showstopper as their  
turnbuckle special. Wrestlers with multiple animation turnbuckle finishers  
(Bronco Buster, Big thump, etc.) will have a pretty messed up move. I put one  
of these activators before each of the first 4 lines so that this move can only  
be done by one player. (D10B 0FC0 0C03/D10B 0FC2 0C03/D10B 0FC4 0C03/D10B 0FC6  
0C03:

When P1/P2/P3/P4 is Original C)

P1 vs. P2 only. An edited code that is shorter and only works for P1 vs. P2

8108 6310 07EE P1 Special TB grapple is Showstopper

8108 6758 07EE P2 Special TB grapple is Showstopper

D108 6310 07EE If P1 Special TB grapple is Showstopper

D016 7629 0080 and Special TB grapple is being performed

D116 71E8 17C2 and P1 is climbing the TB to perform the move

8004 0008 0001 "P1 is chokeslamming" marker code is on

D004 0008 0001 When P1 is chokeslamming(When marker code is on)

D005 B127 0000 and animation clock is at zero(the beginning of an animation)

8004 000A 0001 P1 phase code is marked (phase 1)

D004 0008 0001 If P1 is chokeslamming

D016 75FB 0001 and focused on P2

8004 000E 0001 P2 phase code is on(phase 1)

D004 000A 0001 When P1 phase code is phase 1

D005 B127 004F and animation clock is at 4F (end of climbing TB)

8116 7270 4330 P1 is higher up (on 2nd TB)

D004 000A 0001 If P1 phase code is phase 1

D116 71E8 1DAA and P1 is being chokeslammed

D005 B127 0078 and animation clock is at 78 (just before impact)

8004 000A 0002 P1 phase code is phase 2

D004 000A 0002 When P1 phase code is phase 2

8116 7270 0000 P1 is at floor level

D004 000A 0002 When P1 phase code is phase 2

8016 7221 0021 P1 is outside the ring

D004 000A 0001 If P1 phase code is phase 1

D116 71E8 1DA9 and P1 is performing chokeslam animation

D005 B127 0078 and animation clock is at 78 (just before impact)

8004 000A 0003 P1 phase code is phase 3

D004 000A 0003 When P1 phase code is phase 3

8116 7270 42B4 P1 is at mat level

D004 000A 0003 When P1 phase code is phase 3

8016 7221 0011 P1 is on ring apron

D016 7221 0021 When P1 is outside the ring

8004 000A 0000 P1 phase code is off

D116 71E8 1DA9 When P1 is performing chokeslam animation

8004 0008 0000 "P1 is chokeslamming" marker code is off  
D116 71E8 1761 When P1 is getting up (after doing chokeslam)  
8004 000A 0000 P1 phase code is off  
D108 6758 07EE  
D016 7ABD 0080  
D116 767C 17C2  
8004 000C 0001  
D004 000C 0001  
D005 B1E7 0000  
8004 000E 0001  
D004 000C 0001  
D016 7A8F 0000  
8004 000A 0001  
D004 000E 0001  
D005 B1E7 004F  
8116 7704 4330  
D004 000E 0001  
D116 767C 1DAA  
D005 B1E7 0078  
8004 000E 0002  
D004 000E 0002  
8116 7704 0000  
D004 000E 0002  
8016 76B5 0021  
D004 000E 0001  
D116 767C 1DA9  
D005 B1E7 0078  
8004 000E 0003  
D004 000E 0003  
8116 7704 42B4  
D004 000E 0003  
8016 76B5 0011  
D016 76B5 0021  
8004 000E 0000  
D116 767C 1DA9  
8004 000C 0000  
D116 767C 1761  
8004 000E 0000

CFkool2000

450-Headbutt:

D11671E8 25F4  
811671E8 25FA

450-Double Knee Drop for p1,p2,p3,p4

d11671e8 25f4  
811671e8 260a  
d116767c 25f4  
8116767c 260a  
d1167b10 25f4  
81167b10 260a  
d1167fa4 25f4  
81167fa4 260a

† Turn - Stunner Replaces Stone Cold Stunner

D11671E8 1DE7  
D11671EE 000B

811671E8 1DD1

Those are all mine idiot i made all those you just called em yours but im gonna post all my moves here but you best be editing your post and giving me credit well here are all mine

450-headbutt for p1,p2,p3,p4 (Replaces 450 splash)

d11671e8 25f4  
811671e8 25fa  
d116767c 25f4  
8116767c 25fa  
d1167b10 25f4  
81167b10 25fa  
d1167fa4 25f4  
81167fa4 25fa

450-elbow drop for p1,p2,p3,p4 (Replaces 450 splash)

d11671e8 25f4  
811671e8 2612  
d116767c 25f4  
8116767c 2612  
d1167b10 25f4  
81167b10 2612  
d1167fa4 25f4  
81167fa4 2612

450-Double Knee Drop for p1,p2,p3,p4 (Replaces 450 splash)

d11671e8 25f4  
811671e8 260a  
d116767c 25f4  
8116767c 260a  
d1167b10 25f4  
81167b10 260a  
d1167fa4 25f4  
81167fa4 260a

450-Double Knee Drop for p1,p2,p3,p4 (Replaces 450 splash)

d11671e8 25d1  
811671e8 25fa  
d116767c 25d1  
8116767c 25fa  
d1167b10 25d1  
81167b10 25fa  
d1167fa4 25d1  
81167fa4 25fa

† Turn - Stunner Replaces Stone Cold Stunner

D11671E8 1DE7  
D11671EE 000B  
811671E8 1DD1

And my personal favorite

Kicking Pedigree Replaces Scoop Reverse DDT

D11671E8 1DDF  
D11671EE 0001  
811671E8 1E11  
D116767C 1DE0  
D1167682 0001  
8116767C 1E12  
D11671E8 1E11

D11671EE 0018  
811671E8 1DFF  
D116767C 1E12  
D1167682 0018  
8116767C 1E00

Credit all the 450 stuff to CFK00L2000 and JeffHardyRules2000 for his help and the kciking pedigree and 3/4th turn stunner to CFkool2000 and maccam for his help

tokidoim

AWESOME BOMB - vanisher

Replaces Gigantic bomb, perform near & facing ropes for best results.

D116767C-1D90  
D1167682-007F  
811676B4-0020  
D116767C-1D90  
D1167682-0083  
81167704-0000

Maccam16

MY moves only: (All of them are p1 moves) (Some have to be given to p2)

Single Arm DDT:

D11671E8 1D8B  
D11671EE 0013  
811671E8 1E0F  
D116767C 1D8C  
D1167682 0013  
8116767C 1E0F

Replaces Bradshaw's Lariat, p1 to p2 only!

Diving Face Plant:

D11671E8 1E03  
811671E8 1609  
D116767C 1E04  
8116767C 1CA4  
D116767C 1CA4  
D11671E8 1609  
D11671EE 0004  
811671E8 1E55

Replaces the X-Factor, p1 to p2 only!

Reverse Diamond Cutter:

D11671E8 1E89  
811671E8 1609  
D11671E8 1609  
D11671EE 0003  
D116767C 1E8A

811671E8 1DD1

Replaces the Reverse DDT. P1 to p2 only.

Top Rope X-Factor:

D116767C 22C8

D1167682 0022

811671E8 25A8

D116767C 22C8

D1167682 0032

811671E8 1E03

Replaces the Corner 3/4th Turn Neckbreaker. Only works for player 1 to player 2!

Dragonrana:

D11671E8 25BC

811671E8 260D

D116767C 189E

8116767C 2028

D11671EC 0000

D116767C 2028

811671EC 0003

D116767C 2028

811671EA 0084

D11671EA 0084

D11671EC 0002

D11671E8 2027

811671E8 199C

D116767C 2028

811671E8 2027

D11671E8 2027

D11671EA 0084

D11671EC 0002

811671E8 199C

D11671EA 0084

D11671EC 0002

D11671E8 1609

811671E8 199C

P1 gives it to p2. Replaces the Big Chop off the top!

360 Legdrop:

D11671E8 260D

811671E8 25C7

Replaces the Top Rope Legdrop. P1 can give it to anyone.

Homeless Havok

Credit to Maccam16 for finding some of these addys

Credit to Goatman for finding some of these addys as well

Credit the actual codes to me: Homeless Havok

X-Factor on apron

(you land on floor opponent lands in ring)

replaces guillotine

D11671E8 2651

811671E8 1E03

D116767C 2652

8116767C 1E04

ECW Stunner

(the one Stone Cold did for all you ECW fans)

replaces arm breaker

D11671E8 2653

811671E8 1DE7

D116767C 2654

8116767C 1DE8

Frankenstiener off the Apron

replaces suplex to the outside

D11671E8 2655

811671E8 22AB

D116767C 2656

8116767C 22AC

Jacknife Powerbomb off the apron

replaces club to chest

I know it isn't a jackknife powerbomb but he doesn't fall to the ground with the guy.

D11671E8 2647

811671E8 1C6B

D116767C 2648

8116767C 1C6C

Showstopper to the outside

replaces powerbomb to outside \*must have special\*

D11671E8 265B

811671E8 1DA9

D116767C 265C

8116767C 1DAA

Improved Showstopper to the outside

replaces showstopper

D116767C 1DAA

D1167682 0071

801676B5 0021

D2167708 0044

D01676B5 0020

81167704 0000

(can be done from anywhere in the ring, teleports to the apron. a little gitchy but you stay on the apron)

Gigantic Bomb to the outside (you stay in the ring)

replaces Gigantic Bomb

D116767C 1D90

D1167682 007F

801676B5 0021

D2167708 0044

D01676B5 0020

81167704 0000

No sig since June 14

tokidoim

By Spectre235:

This is my 42 line code. This make The Back Body Drop, Monkey Toss, Hip Toss (Monkey Flip), The Body Press Toss, Shoulder Toss, all throw Player 2 over the ropes. This works for Players 1, 3, and 4 only. You can't throw player 1, 3, or 4 over ONLY player 2. Remember this is a 42 line code.

```
F10376E0 2400
D116767C 200A
D0167683 0015
801676B5 0021
D2167708 0044
D01676B5 0020
81167704 0000
F10376E0 2400
D116767C 1FF3
D0167683 0015
801676B5 0021
D2167708 0044
D01676B5 0020
81167704 0000
F10376E0 2400
D116767C 1A90
D0167683 0015
801676B5 0021
D2167708 0044
D01676B5 0020
81167704 0000
F10376E0 2400
D116767C 1B50
D0167683 0015
801676B5 0021
D2167708 0044
D01676B5 0020
81167704 0000
F10376E0 2400
D116767C 1FFD
D0167683 0015
801676B5 0021
D2167708 0044
D01676B5 0020
81167704 0000
F10376E0 2400
D116767C 1FF0
D0167683 0015
801676B5 0021
D2167708 0044
D01676B5 0020
81167704 0000
```

tokidoim

```
D1057210 2000
80167270 4020 D1057210 2000
80167704 4020
d1167001 1a59
81167001 1a59
```



d1167001 1a5a

81167001 1a5a

ok pick a cage match and press z and u will do a suplex from the top of the cage

tokidoim

throw into barricade pedigree

D211C53E 0000

8111C53E 1E00

bugnuts

I MADE IT A UNDERTAKER POWERBOMB HE HOLD HIM UP FOR A WHILE THEN SLAMS HIM DOWN  
PRETTY HARD!!!! IT IS FOR THE UNDERTAKER ONLY!!!(TO MAKE IT FOR ALL CHARACTER  
GET RID OF THE FIRST LINE)

Player 1's weak grapple + B button move is THE TAKERBOMB

D10B0FC0 0101

8108 621A 0668

8108 6354 03C2

8009 FE65 00A2

8009 FE7E 0080

D116 7628 0005

D116 71E8 1E13

8116 71E8 1D09

D116 7628 0005

D116 767C 1E14

8116 767C 1D0A

U HAVE TO TURN OFF EVERY OTHER CODE EXCEPT MASTER (I HAD TO AT LEAST)

THANX TO tokidoim

THIS TOOK ME A WHILE TO DO (2HOURS TO PERFECT IT)

AND I DID THIS WIT OUT AND EP!

tokidoim

Top Rope Scissor Kick

(replaces Top Rope Brainbuster)

(turn off replays for better effect)

D11671E8 22A9

D11671EE 0001

811671E8 1DB7

D11671E8 1DB7

D11671E8 0001

81167270 42B4

D11671E8 1DB7

D11671EE 0063

81167270 42B4

D11671E8 1DB7

D11671EE 0064

81167270 4330

D11671E8 1DB7

D11671EE 0069

81167270 4320

D11671E8 1DB7

D11671EE 006A

81167270 4310

D11671E8 1DB7

D11671EE 006B

81167270 4300  
D11671E8 1DB7  
D11671EE 006C  
81167270 42B4  
D116767C 22AA  
D1167682 0001  
8116767C 1DB8  
D116767C 1DB8  
D1167682 0001  
81167704 4330  
D116767C 1DB8  
D1167682 0064  
81167704 4330  
D116767C 1DB8  
D1167682 0069  
81167704 4320  
D116767C 1DB8  
D1167682 006A  
81167704 4310  
D116767C 1DB8  
D1167682 006B  
81167704 4300  
D116767C 1DB8  
D1167682 006C  
81167704 42B4

anything3

credit to caw6969

D1095184 2000  
81167704 4100  
D1095184 2400  
81167704 42C0

press Z right when they hit the mat and it will look like they went right through the mat, it looks awesome on replays if you did it right. if you want to raise the guy back up press Z and down.

tokidoim

Rock and Farooq Spinebuster - tokidoim

Hold start and press Z to change the Strong grapple B-side move of the player you are controlling to Spinebuster (works perfectly for the Rock and Farooq. May screw up other players' Strong grapple B-side moves). If you are playing a P1&cpu vs. tag match, you must wait until you are controlling the player you want this to affect. Works on all Players

D116 6EB0 3000  
8108 6274 0CD2  
D116 6EE6 3000  
8108 66BC 0CD2  
D116 6F1C 3000  
8108 6B04 0CD2  
D116 6F52 3000  
8108 6F4C 0CD2

Standing tilt a whirl sideslam - tokidoim

Changes P1's weak grapple A-down move to Tilt a whirl sideslam

8108 6218 0CF0

tokidoim

here r new codes but don't credit me and my friend joe mikucionis for the bloodmist activator just credit us for finding out the last 4 digits of the last line:

bloodmist activator: d11671e8 1d91  
811671e8 ????

replace ???? with:

27ce--nash's taunt  
2698--better blood fart  
2699--leg mist  
176b--breakdance mist  
2493--kicking bloodmist  
176c--spring to feet mist  
22ac--frankinsteiner mist

The Turtle6

TOP ROPE SAMURAI DRIVER!!!!!!

Credit: The Turtle6

Credit for learning how to hack cool moves: Jeffhardyrules2000, Maccam16, jred, jburt2112

(replaces Top Rope Super Brainbuster)

D11671E8 22A9  
D11671EE 0006  
811671E8 1DB9  
D11671E8 1DB9  
D11671EE 0006  
81167270 4330  
D11671E8 1DB9  
D11671EE 003B  
81167270 4320  
D11671E8 1DB9  
D11671EE 003C  
81167270 4310  
D11671E8 1DB9  
D11671EE 003D  
81167270 4300  
D11671E8 1DB9  
D11671EE 003E  
81167270 42B4  
D116767C 22AA  
D1167682 0006  
8116767C 1DBA  
D116767C 1DBA  
D1167682 0006  
81167704 4330  
D116767C 1DBA  
D1167682 003B  
81167704 4320  
D116767C 1DBA

D1167682 003C  
81167704 4310  
D116767C 1DBA  
D1167682 003D  
81167704 4300  
D116767C 1DBA  
D1167682 003E  
81167704 42B4

(this is for p1 doing it to p2 only)

The Turtle6, Edge, what's the difference?

For those with the benefit of flash photography..... The Elite: KROCKDROP,  
the gr ne475, Degenerationx69, The Turtle6 maxpages.com/wrestling2100

udfanicktooslick

Here it is, it replaces the double powerbomb:

d11671e8 2684  
811671e8 1dff  
d116767c 0023  
8116767c 0024  
d1167b10 2686  
81167b10 1e00

it only works if p1 is in front for now, but i'll post a p2 in front soon...

tokidoim

tazmission to tazplex(if you want to tweek go for it)

D11671E8 1F6A  
811671E8 1FOF  
D116767C 1F6B  
8116767C 1F10  
D11671E8 1F68  
811671E8 1FOF  
D116767C 1F69  
8116767C 1F10

D11671E8 1F6C  
811671E8 1EED  
D116767C 1F6D  
8116767C 1EEE

REPLACES MULTIPLE GERMAN SUPLEXS.ALSO PUT CHICKEN WING SLEEPER OVER MULTIPLE  
GERMAN SUPLEX BECAUSE IT IT LOOKS BETTER FOR THE ENDING.TRUST ME IT FU@KI'IN  
ROCKS!

BODY PRESS TO BRAINBUSTER(PUT SOUND CODE FOR THE ENDING AND THIS CODE ROCKS  
TOO).MYSELF I DON'T KNOW ABOUT SOUND ADDYS!

D11671E8 2021  
811671E8 2011  
D116767C 2022  
8116767C 2012  
D11671E8 2011  
D11671EE 0017  
811671E8 1C93  
D116767C 2012

D1167682 0017  
8116767C 1C94  
REPLACES IRISH WHIP BODY PRESS SLAM AND BODY PRESS DROP.DON'T ASK WHY IT TAKES  
BOTH CAN'T REMEMBER IF YOU CAN FIX BE MY GUEST.

NEW MOVE!!!!!!  
BEHIND THE BACK DROP(REPLACES SPINEBUSTER) DEADLY MOVE!

D116767C 202E  
D1167682 0007  
8116767C 2004  
D11671E8 202E  
D11671EE 0007  
811671E8 2004

IF YOU WANT THIS TO WORK WITH PLAYER 3,4 JUST ADD VALUES TO ADDYS FOR 3,4.

tokidoim

this code was made by mistake but,it looks cool.

d11671e8 2684  
811671e8 2684  
d116767c 2685  
8116767c 2686  
d116767c 2686  
8116767c 2686

replaces double power bomb  
your opp.and your partner gets powerbombed by you!  
credit:Grandmaster sexay2000

bugnuts

tthere  
here is the correct ver  
this as good as it gets!!!!!! so don't ask for better  
it took me another 2 hours  
Player 1's weak grapple + B button move is THE TAKERBOMB

D10B0FC0 0101  
8108 621A 0726  
8108 6354 03C2  
8009 FE65 00A2  
8009 FE7E 0080  
D116 7628 0005  
D116 71E8 1De9  
8116 71E8 1D09  
D116 7628 0005  
D116 767C 1Dea  
8116 767C 1D0a

U HAVE TO TURN OFF EVERY OTHER CODE EXCEPT MASTER (I HAD TO AT LEAST)  
THANK TO tokidoim

this move rules it is an orange crush but wit out the pin a SNAP POWERBOMB!!!!!!  
do a weak grapple b to use it  
D10B0FC0 ----  
8108 621A 0726  
8108 6354 03C2  
8009 FE65 00A2

8009 FE7E 0080  
D116 7628 0005  
D116 71E8 1DE9  
8116 71E8 1d35  
D116 7628 0005  
D116 767C 1DEa  
8116 767C 1d36

replace the ---- Values below if u want it to be for a certain wrestler but if  
u want it for every wrester delete the first line

Austin - 0001  
The Rock - 0002  
S. Michaels - 0003  
Dude Love - 0004  
Cactus Jack - 0005  
Undertaker - 0101  
Triple H - 0102  
Vince - 0103  
Shane - 0104  
Farooq - 0105  
Bradshaw - 0106  
Big Bossman - 0106  
Viscera - 0108  
Mideon - 0109  
Pail Bearer - 010B  
Big Show - 0201  
Mankind - 0202  
Ken Shamrock - 0203  
Test - 0204  
Road Dogg - 0301  
Mr. Ass - 0302  
X-Pac - 0303  
Kane - 0304  
Val Venis - 0401  
Godfather - 0402  
Jericho - 0403  
Mark Henry - 0403  
D'Lo Brown - 0405  
Jeff Jarrett - 0406  
Steve Blackman - 0502  
Droz - 0503  
Prince Albert - 0504  
Meat - 0505  
Thrasher - 0506  
Chaz - 0507  
Edge - 0601  
Gangrel - 0602  
Christian - 0603  
Al Snow - 0701  
Hardcore Holly - 0702  
Blue Meanie - 0704  
Too Sexy - 0801  
Too Hot - 0802  
J. Hardy - 0803  
M. Hardy - 0804  
Pat Patterson - 0901  
Gerald Brisco - 0902  
Michael Hayes - 0903  
Jerry Lawler - 0904  
Jim Ross - 0905

Terri Runnels - 0A02  
Jacqueline - 0A03  
Ivory - 0A04  
Debra - 0A05  
Tori - 0A06  
Chyna - 0A07  
Stephanie - 0A08  
Original A CAW - 0C01  
Original B CAW - 0C02  
Original C CAW - 0C03  
Original D CAW - 0C04  
Original E CAW - 0C05  
Original F CAW - 0C06  
Original G CAW - 0C07  
Original H CAW - 0C08  
Original I CAW - 0C09  
Original J CAW - 0C0A  
Original K CAW - 0C0B  
Original L CAW - 0C0C  
Original M CAW - 0C0D  
Original N CAW - 0C0E  
Original O CAW - 0C0F  
Original P CAW - 0C10

thanx to tokidoim

bugnuts

here is the double powerbomb there is 1 glitch he holds him for a while before  
he does the second bomb i will work on it though here it is for now  
stacked power bomb!!

8108 621A 0726  
8108 6354 03C2  
8009 FE65 00A2  
8009 FE7E 0080  
D116 7628 0005  
D116 71E8 1De9  
8116 71E8 1D1D  
D116 7628 0005  
D116 767C 1Dea  
8116 767C 1D1a

The Turtle6

Corino Driver!!!!!!

If you don't know what a Corino Driver is, it's a reverse X-Factor.

Credit: The Turtle6

Credit for learning moves:Maccam16, Jeffhardyrules2000

It replaces the falling reverse DDT.

D11671E8 1E55  
D11671EE 0003  
811671E8 1E03

Pimpalicious316

it replaces the Snap Powerbomb (so UT can do it. Strong Grapple,Down+B.) it isn't perfect but there are no glitches and u can have other codes on at the same time. LOOKS GREAT IN REPLAYS!!

D116767C 1C6C  
D1167682 0038  
81167704 42F4  
D116767c 1C6C  
D1167682 0044  
81167704 42B4

tokidoim

Walls of Jericho - tokidoim

Jericho's finisher is Double-leg takedown linked to Ground submission facing up at feet

P1

D10B 0FC0 0403  
8108 624C 0050  
D10B 0FC0 0403  
800A 0685 00F0  
D10B 0FC0 0403  
800A 069E 0080

P2

D10B 0FC2 0403  
8108 66E4 0050  
D10B 0FC2 0403  
800A 4B05 00F0  
D10B 0FC2 0403  
800A 4B1E 0080

P3

D10B 0FC4 0403  
8108 6B2C 0050  
D10B 0FC4 0403  
800A 8F85 00F0  
D10B 0FC4 0403  
800A 859E 0080

P4

D10B 0FC6 0403  
8108 6F74 0050  
D10B 0FC6 0403  
800A D405 00F0  
D10B 0FC6 0403  
800A D41E 0080

Double powerbomb no pin (P1 only) - tokidoim

P1's weak grapple b-button side move is double powerbomb no pin

8108 6224 0758  
8009 FF05 00A2  
8009 FF1E 0080  
8108 6354 03C2

grand master sexay2000

grandmaster's stacked powerbomb

it could never be done in real life,but it's cool



d11671e8 2684  
811671e8 2684  
d116767c 2685  
8116767c 2686  
d116767c 2686  
8116767c 2686  
replaces double power bomb  
credit:grandmaster sexay2000

Spectre235

Ok this is a 32 line code which ONLY works for players 1 and 2 to do on each other. Now by now you all should know how to make players 3 and 4 do the moves also. Also if I posted the code for ALL players then it would be a 64 line which wouldn't fit all under one cheat. The reversals that a new are a new Powerbomb reversal, a new Belly to Belly Suplex reversal( note may only work for the jump then spin belly to belly I'm not sure), a new reversal for the Sidewalk Slam which may also work for any other move that starts off the same way as that one, and the last one is a reversal for the well sorry to say but I forgot what the last one was. I'm sure you can figure it out. Now this a long cheat so PLEASE give me some feedback.

Here is the code:

D11671E8 1B69  
811671E8 1DB9  
D11671E8 1B6A  
811671E8 1DBA  
D116767C 1B69  
8116767C 1DB9  
D116767C 1B6A  
8116767C 1DBA  
D11671E8 1CA9  
811671E8 1B51  
D11671E8 1CAA  
811671E8 1B52  
D116767C 1CA9  
8116767C 1B51  
D116767C 1CAA  
8116767C 1B52  
D11671E8 1AD1  
811671E8 1E13  
D11671E8 1AD2  
811671E8 1E14  
D116767C 1AD1  
8116767C 1E13  
D116767C 1AD2  
8116767C 1E14  
D11671E8 1AA3  
811671E8 1ACF  
D11671E8 1AA4  
811671E8 1ADO  
D116767C 1AA3  
8116767C 1ACF  
D116767C 1AA4  
8116767C 1ADO

tokidoim

Last ride - tokidoim

Undertaker's Strong grapple B-button move is Running Snap powerbomb

P1

D10B OFC0 0101 - When P1 is Undertaker

8108 626A 04BA - P1's Strong grapple B-button animation is Running Powerbomb

8108 6354 03C2 - P1's Silent backdrop animation is Speed Bomb\*

D10B OFC0 0101 - When P1 is Undertaker

800A 0365 00A2 - link strong grapple B button move to Silent backdrop

D10B OFC0 0101 - When P1 is Undertaker

D116 71E8 1B85 - and P1 animation is Running Powerbomb

D016 71EF 0040 - and P1 Animation timer is at 0040

8016 71E5 0000 - P1 Animation clock is zero\*\*

P2

D10B OFC2 0101

8108 66B2 04BA

8108 674C 03C2\*

D10B OFC2 0101

800A 47E5 00A2

D10B OFC2 0101

D116 767C 1B85

D016 7683 0040

8016 7679 0000\*\*

P3

D10B OFC4 0101

8108 6AFA 04BA

8108 6BE4 03C2\*

D10B OFC4 0101

800A 8C65 00A2

D10B OFC4 0101

D116 7B10 1B85

D016 7B17 0040

8016 7B0D 0000\*\*

P4

D10B OFC6 0101

8108 6F42 04BA

8108 702C 03C2\*

D10B OFC6 0101

800A D0E5 00A2

D10B OFC6 0101

D116 7FA4 1B85

D016 7FAB 0040

8016 7FA1 0000\*\*

\* - this code requires no activator because it is not normally accessible in the game

\*\* - this address is HOW MUCH TIME IS LEFT IN THE ANIMATION. It starts at whatever the length (frame count) of the move is and counts down to zero. If you are changing an animation and you need more time for the move, you can use this address to lengthen or shorten the move. If you do this, you'll need to use at least 2 activators, one for the animation (D116 71E) and one for the frame count (D116 7FAB). If you only use an animation activator, the animation will not end and P1 will be frozen on the last frame of the move. If you only use a frame count activator, it will mess up the timing of other moves.

grand master sexay2000

rikishi moon

rikishi moons them and they faint  
d11671e8 1e17  
811671e8 27e0  
d116767c 1e18  
d116767c 1e18  
set rikishi's finisher as jarrets facebuster  
credit:grandmaster sexay2000

tokidoim

Walls of Jericho

Jericho's Finisher is Double-leg takedown to Walls of Jericho, Strong grapple  
B-button down move is Triple Powerbomb pin (Replaces piledriver)  
8029 5D46 00F0 - Y2J's Strong grap B-down move is X3 p-bomb pin  
8129 5D4C 9001 - Y2J's Front special is Sidewalk slam to submission  
D10B 0FC0 0403 - When P1 is Y2J  
8108 629C 0050 - P1's Front Special animation is Double-leg takedown  
D10B 0FC2 0403 - P2  
8108 66E4 0050  
D10B 0FC4 0403 - P3  
8108 6B2C 0050  
D10B 0FC6 0403 - P4  
8108 6F74 0050

the first two lines affect an area of programming that may have different uses  
in different modes of play, if the game glitches (locks up, polygon spikes) let  
me know and I will put an activator on them. Tested in p1 Vs. p2 mode.

tokidoim

Speed bomb w/replay - tokidoim

Doesn't do anything unless you link to it, but since it's a required part of my  
Last Ride & Double Powerbomb code, I separated it out. Last two lines for each  
player are optional for Replay

P1

8108 6354 03C2 - P1's Silent backdrop animation is Speed Bomb  
D116 71E8 1BE5 - When P1 animation is speed bomb  
8016 7622 0000 - Replay animation

P2

8108 674C 03C2  
8116 767C 1BE5  
8016 7AB6 0000

P3

8108 6BE4 03C2  
8116 7B10 1BE5  
8016 7F4A 0000

P4

8108 702C 03C2  
8116 7FA4 1BE5  
8016 83DE 0000

Last ride v3- tokidoim

Requires speed bomb code

Undertaker's Strong grapple B-button move is Running Snap powerbomb  
Press Z,Right&Right shoulder pad to replace any player's Strong grapple  
B-button move

Prevent Glitch- make sure move being replaced is a single-animation move

P1

D10B 0FC0 0101 - When P1 is Undertaker  
8108 626A 04BA - P1's Strong grapple B-button animation is Running Powerbomb  
D10B 0FC0 0101 - When P1 is Undertaker  
800A 0365 00A2 - link strong grapple B button move to Silent backdrop  
D10B 0FC0 0101 - When P1 is Undertaker  
D116 71E8 1B85 - and P1 animation is Running Powerbomb  
D016 71EF 0040 - and P1 Animation timer is at 0040  
8016 71E5 0000 - P1 Animation clock is zero\*\*

P2

D10B 0FC2 0101  
8108 66B2 04BA  
D10B 0FC2 0101  
800A 47E5 00A2  
D10B 0FC2 0101  
D116 767C 1B85  
D016 7683 0040  
8016 7679 0000

P3

D10B 0FC4 0101  
8108 6AFA 04BA  
D10B 0FC4 0101  
800A 8C65 00A2  
D10B 0FC4 0101  
D116 7B10 1B85  
D016 7B17 0040  
8016 7B0D 0000

P4

D10B 0FC6 0101  
8108 6F42 04BA  
D10B 0FC6 0101  
800A D0E5 00A2  
D10B 0FC6 0101  
D116 7FA4 1B85  
D016 7FAB 0040  
8016 7FA1 0000

P1(part 2)

D116 6EB0 2110 - When P1's input is Z,Right&Right shoulder pad  
810B 0FC0 0101 - Game thinks P1 is Undertaker

P2(part 2)

D116 6EE6 2110  
810B 0FC2 0101

P3(part 2)

D116 6F1C 2110  
810B 0FC4 0101

P4(part 2)

D116 6F52 2110  
810B 0FC6 0101

Double Powerbomb v2- tokidoim

Requires speed bomb code

Press Z,Left&Right shoulder pad to change a player's Strong grapple B-button  
down move to Double Powerbomb

Prevent Glitch- make sure the move being replaced is a single animation move

P1

D116 6EB0 2210 - When P1's input is Z,Left&Right shoulder pad  
8108 6288 0758 - P1's Strong grapple B-button down move is first animation for  
Powerbomb/DVD combo  
D116 6EB0 2210 - When P1's input is Z,Left&Right shoulder pad

800A 0545 00A2 - P1's Strong grapple B-button down move is linked to speed bomb  
P2  
D116 6EE6 2210  
8108 66D0 0758  
D116 6EE6 2210  
800A 49C5 00A2  
P3  
D116 6F1C 2210  
8108 6B18 0758  
D116 6F1C 2210  
800A 8E45 00A2  
P4  
D116 6F52 2210  
8108 6F60 0758  
D116 6F52 2210  
800A D2C5 00A2

Spectre235

Now this is a perfect code. It makes player 2 when done in the Insider's Edge  
he goes over the top rope and on to the floor.

Insider's Edge Over The Top Rope To the Outside:

D116767C 1DA4  
D1167682 00AD  
811676B4 0020  
D116767C 1DA4  
D1167682 00B6  
81167704 0000

BLOODBOMB2000

Delay reaction super kick replaces arm wrench w/ hook kick

d11671e8-1b4b  
811671e8-1d25

I didnt really hack this move,I just inter-changed values,so ya dont have to  
give me credit,

Kryogenics

----- Kryogenics' "Weapons Handstand" Taunt

D11671E8 183D  
811671E4 0088  
D11671E8 183D  
811671E8 2833  
D116767C 183D  
81167678 0088  
D116767C 183D  
8116767C 2833  
D1167B10 183D  
81167B0C 0088  
D1167B10 183D  
81167B10 2833  
D1167FA4 183D  
81167F9E 0088  
D1167FA4 183D

81167FA4 2833

Go Over To The Barricade And Grab For A Weapon. Works For All Four Players

----- Kryogenics' Y2J Taunt (Replaces Taunt 57)

D11671E8 26C9

811671E4 0027

D11671E8 26C9

811671E8 2796

----- Kryogenics' Gangrels Apron Taunt (Replaces Taunt 10)

D11671E8 2732

811671E4 0110

D11671E8 2732

811671E8 27C5

----- Kryogenics' Scott Hall's Taunt (Replaces Taunt 44)

D11671E8 26BC

811671E4 0075

D11671E8 26BC

811671E8 27CF

----- Kryogenics' X-Pac's 4 Crotch Chops Taunt (Replaces X-Pac 02)

D11671E8 280E

811671E4 00D5

D11671E8 280E

811671E8 27BB

BlackAngel1965

BLOODMIST TO OUTSIDE (REPLACES CLUB TO CHEST)

D11671E8 2647

811671E8 1D91

D116767C 2648

8116767C 1D92

(LOOKS OK)

GARGOYAL SUPLEX TO INSIDE (REPLACES SUPLEX TO INSIDE)

D11671E8 2645

811671E8 1DA7

D116767C 2646

8116767C 1DA8

D1167B10 2646

81167B10 1DA8

D1167FA4 2646

81167FA4 1DA8

(LOOKS AWESOME FOR PLAYER 1 TO PREFORM ON P2,P3,&P4)

SUPER DVD TO INSIDE (REPLACES SUPLEX TO INSIDE)

D11671E8 2645

811671E8 22D5

D116767C 2646

8116767C 22D6

(A FAV)

SUPER POWERBOMB TO INSIDE (REPLACES SUPLEXT TO INSIDE)

D11671E8 2645

811671E8 22D7

D116767C 2646

8116767C 22D8

STRONG LARIAT TO OUTSIDE (REPLACES CLUB TO CHEST)

D11671E8 2647

811671E8 1D8B

D116767C 2648

8116767C 1D8C

The DarkWarrior

The DarkWarriors Front Grapple Crippler Crossface v1.0

-----  
D11671E8 1C2F P1 Begening Reverse Armbar becomes

811671E8 2083 P1 Begening Crossface

D116767C 1C30 P2 Getting put in Reverse Armbar becomes

8116767C 2084 P2 Getting put in Crossface

D11671E8 1C31 P1 holding Reverse Armbar becomes

811671E8 23F0 P1 holding Crossface

D116767C 1C32 P2 in Reverse Armbar becomes

8116767C 23F1 P2 in Crossface

D11671E8 1C33 P1 letting go of Reverse Armbar Becomes

811671E8 23F2 P1 letting go of Crossface

D116767C 1C34 P2 getting out of Reverse Armbar becomes

8116767C 23F3 P2 getting out of Crossface

D11671E8 1C35 P1 winning with Reverse Armbar becomes

811671E8 23F4 P1 winning with Crossface

D116767C 1C36 P2 tapping out to Reverse Armbar becomes

8116767C 23F5 P2 tapping out to Crossface

Instructions: Set front grapple to Reverse Armbar.

Glitches: The move glitches at two/three points which im hacking out right now;  
one as soon as he locks the crossface , before he lets go, and when he gets up.

BigE15

Ok here are my three new moves (just replace the values for the different moves)  
they all replace powerbomb off apron.

d11671e8 2659

811671e8 22a9(sb) 22d9(flippin'nb) 22c7(3/4 nb)

d11671e8 22a9(superbrainbuster) 22d9(flippin'nb) 22c7(t. r. 3/4 nb)

81167270 0000

d116767c 265a

8116767c 22aa(sb) 22da(f nb) 22c8(3/4 nb)

d116767c 22aa(sb) 22da(f nb) 22c8(3/4 nb)

81167704 0000

3D: replaces tossing 3/4 neckbreaker.

d11671e8 267b

811671e8 1dd1

d116767c 267c

8116767c 2018

d11671e8 267c  
811671e8 2018  
d116767c 267b  
8116767c 1dd1  
d1167b10 267d  
81167b10 2012

Tell me what you think of it.

It is for p1 and p2 doing it to p3

tokidoim

Two handed sitout chokeslam - tokidoim

Replaces Two handed chokeslam

D116 71E8 1DA1 - When P1 animation is Two-handed chokeslam  
D105 B132 D114 - and when Screwdriver animation begins  
8105 B130 00A3 - Set part of weird-ass 6-digit value  
D116 71E8 1DA1 - When P1 animation is Two-handed chokeslam  
D105 B132 D114 - and when Screwdriver animation begins  
8105 B132 0C28 - Set 2nd part of weird-ass 6-digit value  
D116 71E8 1DA1 - When P1 animation is Two-handed chokeslam  
D116 71E4 0003 - and 3 frames are left  
8116 71E4 0000 - end animation (edited typo)\*  
D116 71E8 1DA1 - When P1 animation is Two-handed chokeslam  
8016 7622 0010 - Replay at frame 10

(for an in-depth look at the making of this code, see "To anyone who HACKS moves" message)

jburt2112

Top Rope Pedigree replaces the Super Brainbuster special turnbuckle grapple  
(replaces the Super Brainbuster special turnbuckle grapple)

D11671E8 22A9  
D11671EE 0014  
811671E8 1DFF  
D11671E8 1DFF  
D11671EE 0014  
81167270 4330  
D11671E8 1DFF  
D11671EE 0068  
81167270 4320  
D11671E8 1DFF  
D11671EE 0069  
81167270 4310  
D11671E8 1DFF  
D11671EE 006A  
81167270 4300  
D11671E8 1DFF  
D11671EE 006B  
81167270 42B4  
D116767C 22AA  
D1167682 0014  
8116767C 1E00  
D116767C 1E00  
D1167682 0014  
81167704 4330  
D116767C 1E00



D1167682 0068  
81167704 4320  
D116767C 1E00  
D1167682 0069  
81167704 4310  
D116767C 1E00  
D1167682 006A  
81167704 4300  
D116767C 1E00  
D1167682 006B  
81167704 42B4  
(this is for p1 doing it to p2 only)

Top Rope DDT  
(replaces Top Rope Frankensteiner)

D11671E8 22AB  
D11671EE 0004  
811671E8 1C99  
D11671E8 1C99  
D11671EE 0004  
81167270 4330  
D11671E8 1C99  
D11671EE 0020  
81167270 4320  
D11671E8 1C99  
D11671EE 0021  
81167270 4310  
D11671E8 1C99  
D11671EE 0022  
81167270 4300  
D11671E8 1C99  
D11671EE 0023  
81167270 42B4  
D116767C 22AC  
D1167682 0004  
8116767C 1C9A  
D116767C 1C9A  
D1167682 0004  
81167704 4330  
D116767C 1C9A  
D1167682 0020  
81167704 4320  
D116767C 1C9A  
D1167682 0021  
81167704 4310  
D116767C 1C9A  
D1167682 0022  
81167704 4300  
D116767C 1C9A  
D1167682 0023  
81167704 42B4  
(this is for p1 doing it to p2 only)

Top Rope Jumping Piledriver(awesome!!!)  
(replaces Top Rope Super Brainbuster)

D11671E8 22A9  
D11671EE 0004  
811671E8 1A7D

D11671E8 1A7D  
D11671EE 0004  
81167270 4330  
D11671E8 1A7D  
D11671EE 0053  
81167270 4320  
D11671E8 1A7D  
D11671EE 0056  
81167270 4310  
D11671E8 1A7D  
D11671EE 0059  
81167270 4300  
D11671E8 1A7D  
D11671EE 005B  
81167270 42B4  
D116767C 22AA  
D1167682 0004  
8116767C 1A7E  
D116767C 1A7E  
D1167682 0004  
81167704 4330  
D116767C 1A7E  
D1167682 0053  
81167704 4320  
D116767C 1A7E  
D1167682 0056  
81167704 4310  
D116767C 1A7E  
D1167682 0059  
81167704 4300  
D116767C 1A7E  
D1167682 005B  
81167704 42B4  
(this is for p1 doing it to p2 only)

Top Rope Pulling Piledriver  
(replaces Top Rope Frankensteiner)

D11671E8 22AB  
D11671EE 0004  
811671E8 1A7F  
D11671E8 1A7F  
D11671EE 0004  
81167270 4330  
D11671E8 1A7F  
D11671EE 003F  
81167270 4320  
D11671E8 1A7F  
D11671EE 0041  
81167270 4310  
D11671E8 1A7F  
D11671EE 0043  
81167270 4300  
D11671E8 1A7F  
D11671EE 0045  
81167270 42B4  
D116767C 22AC  
D1167682 0004  
8116767C 1A80  
D116767C 1A80

D1167682 0004  
81167704 4330  
D116767C 1A80  
D1167682 003F  
81167704 4320  
D116767C 1A80  
D1167682 0041  
81167704 4310  
D116767C 1A80  
D1167682 0043  
81167704 4300  
D116767C 1A80  
D1167682 0045  
81167704 42B4  
(this is for p1 doing it to p2 only)

Super Sky High(without pin)  
(replaces Top Rope Frankensteiner)

D11671E8 22AB  
D11671EE 0004  
811671E8 1E05  
D11671E8 1E05  
D11671EE 0004  
81167270 4330  
D11671E8 1E05  
D11671EE 003A  
81167270 4320  
D11671E8 1E05  
D11671EE 003B  
81167270 4310  
D11671E8 1E05  
D11671EE 003C  
81167270 4300  
D11671E8 1E05  
D11671EE 003D  
81167270 42B4  
D116767C 22AC  
D1167682 0004  
8116767C 1E06  
D116767C 1E06  
D1167682 0004  
81167704 4330  
D116767C 1E06  
D1167682 003A  
81167704 4320  
D116767C 1E06  
D1167682 003B  
81167704 4310  
D116767C 1E06  
D1167682 003C  
81167704 4300  
D116767C 1E06  
D1167682 003D  
81167704 42B4  
(this is for p1 doing it to p2 only)

CREDIT: JBURT2112

tokidoim

Rikishi Driver - tokidoim

For P1 vs P2 only, Replaces Emerald fusion. Spliced in outstretched arms taunt from the Insiders Edge and finished with the Screwdriver animation. The last 2 lines eliminate replay.

D105 B124 1DCF  
D105 B132 5258  
8105 B130 00A6  
D105 B124 1DCF  
D105 B132 5258  
8105 B132 FAD6  
D105 B124 1DCF  
D105 B132 052C  
8105 B130 00A3  
D105 B124 1DFC  
D105 B132 052C  
8105 B132 0B64  
D105 B124 1DCF  
D105 B132 0B64  
8105 B1F0 00A3  
D105 B124 1DCF  
D105 B132 0B64  
8105 B1F2 28E2  
D105 B124 1DCF  
8016 7622 009F

Outlaws Slave

Sweet Chin Music to Outside replaces the club to chest.

I know this has been made but it is a really short code and it is perfect.  
Here it is:

D11671e8 2647  
811671e8 1d25

Thanks to Maccam 16

bugnuts

well here is my new code  
"jumping pile to outside"  
d11671e8 1a7d  
d11671ee 004c  
81167220 0020  
d11671e8 1a7d  
d11671ee 005a  
81167270 0000  
d116767c 1a7e  
d1167682 004c  
811676b4 0020  
d116767c 1a7e  
d1167682 005a  
81167704 0000

pretty cool

tokidoim

Chokebomb - tokidoim

Replaces Showstopper, P1 vs P2 only

D105 B124 1DA9  
D105 B132 AE78  
8105 B130 00AD  
D105 B124 1DA9 P1 splice  
D105 B132 AE78  
8105 B132 BF72 \_\_\_\_\_  
D105 B1E4 1DAA  
D105 B1F2 CAD0  
8105 B1F0 00AD  
D105 B1E4 1DAA P2 splice  
D105 B1F2 CAD0  
8105 B1F2 CDA0 \_\_\_\_\_  
D105 B124 1DA9  
D105 B126 0083 P1 end animation before lockup  
8116 71E4 0000 \_\_\_\_\_  
D105 B1E4 1DAA  
D105 B1E6 0083 P2 end animation before lockup  
8116 7678 0000 \_\_\_\_\_  
D105 B124 1DA9  
8016 7622 0010 P1 replay at frame 10

Grinding Insider's edge - tokidoim

Replaces insider's edge taunt with Venis-esque hip grind, P1

D105 B124 1DA3  
D105 B132 FC5E  
8105 B130 0100  
D105 B124 1DA3 P1 splice 1  
D105 B132 FC5E  
8105 B132 2FBE \_\_\_\_\_  
D105 B124 1DA3  
D105 B132 37C8  
8105 B130 00A7 P1 splice 2  
D105 B124 1DA3  
D105 B132 37C8  
8105 B132 0468

-----  
ARENA CODES

DOOMSDAY EWF

Stage-

810474C2 ????

810474F2 ????

Entrance Way-

810474C4 ????  
810474F4 ????

Ramp-  
810474D2 ????  
810475D2 ????

Towers-  
810474CC ????  
810474FC ????

Outside Mats-  
8104724E ????  
81047746 ????

Corner Mats-  
81047260 ????

T.T. Curtins(Around)  
810474C6 ????  
810474F6 ????

Stage Curtins-  
810474D0 ????  
81047500 ????

Sign on tower-  
810474CE ????  
810474FE ????

T.T. Scaf.-  
810474CA ????  
810474FA ????

T.T. Image-  
810474C8 ????  
810474F8 ????

Ring Mat-  
81047478 ????

2ed Ring Mat-  
8104747D ????

Ring Apron-  
(Front) 8104747E ????  
(Right) 81047480 ????  
(Back) 81047482 ????  
(Left) 81047484 ????

Cage-  
(Back) 81047486 ????  
(Right) 81047488 ????  
(Front) 8104748A ????  
(Left) 8104748C ????

RockyFan 123

Fire on Cage (Cage Match in HeAt arena)

8104752E 0699  
81047530 0699  
81047532 0699  
81047534 0699

Barbed Wire Barricade (All Arenas)

8104796E 10F0  
81047970 10F0  
81047974 10F0  
81047976 10F0  
81047978 10F0

Blue Spotlights on the Ramp (HeAt)

8104757A 06A7

Ice Rink (HeAt)

81047520 0697

Blue Cell (Cage Match in HeAt Arena)

8104752E 0691  
81047530 0691  
81047532 0691  
81047534 0691

Wooden Ring (HeAt)

81047520 074A  
81047528 074A

Makes Ropes Higher

81075CC0 06FE

Steel Ring

81047520 0750

tokidoim

nWo arena (Use Raw arena to work)

810474ce 0789  
810474fe 0789  
810474c8 0789  
810474f8 0789  
d1095184 2000  
8011bf62 0032  
8104747e 0789  
81047480 0789  
81047482 0789  
81047484 0789  
81075b48 3f10  
810474d2 06b9  
81047502 06b9  
8104796e 0591  
81047970 0591  
81047974 0591  
81047976 0591  
81047978 0591  
810474c2 0647  
810474f2 0647

81047c34 0000  
81047c36 0000  
81047c38 0000  
81047c3a 0000  
81047c3c 0000  
81047c3e 0000

Now how the arena looks. Theres nWo logos on the apron, nWo logos on the titan tron, nWo logos on the scaffold pillars, blackstage, different ramp, black ropes, and guard rails.

tokidoim

NEW BASH AT THE BEACHARENA

81047526 0787 WCW RING  
81047528 0787  
8104752A 0787  
8104752C 0787

8104796E 0591 GUARDRAILS  
81047970 0591  
81047974 0591  
81047976 0591  
81047978 0591

8104757A 072A SAND RAMP  
810475AA 072A

81047578 0787 WCW CURTAIN UNDER STAGE  
810475A8 0787

81047574 0748 WOODEN SCAFFOLD TOWERS  
810475A4 0748

81047576 0787 WCW LOGO ON SCAFFOLD TOWERS  
810475A6 0787

91047572 072A SAND SCAFFOLDING AROUND TITAN TRON  
810475A2 072A

81047570 0787 WCW LOGO ON TITAN TRON  
810475A0 0787

8104756E 077E WOODEN BACK WALL  
8104759E 077E

8104756A 072A SAND STAGE  
8104759A 072A

8104725E 077E WOODEN MATS AROUND RING  
81047746 077E  
81047260 077E

DX GAME HHH 69

HALLOWEEN HAVOK ARENA

8104747E 0787 WCW APRON  
81047480 0787



81047482 0787

81047484 0787

8104796E 0591 GUARDRAILS

81047970 0591

81047974 0591

81047976 0591

81047978 0591

81075B48 3F10 RAMP

810474D2 06B9

81047502 06B9

810474C2 0000 STAGE

810474F2 0000

810474C4 0787 ENTRY WAY

810474F4 0787

810474C8 06AB TITANTRON

810474F8 06AB

810474CC 06B9 SCAFFOLD TOWERS

810474FC 06B9

810474CE 06AB LOGO ON TOWER

810474FE 06AB

810474D0 0000 CURTAIN UNDER STAGE

81047500 0000

810474CA 0000 SCAFFOLDING AROUND TITAN TRON

810474FA 0000

810474C6 0000 BACK CURTAINS

810474F6 0000

8104725E 0699 MATS

81047746 0699

81047C34 0B92

81047C36 0B92

81047C38 0B92

81047C3A 0B92

81047C3C 0B92

81047C3E 0B92

DX GAME HHH 69

GREAT AMERICAN BASH ARENA INSIDE

8104747E 0787 WCW RING

81047480 0787

81047482 0787

81047484 0787

81047478 OCC0 RING MAT

8104796E 0591 GUARDRAILS

81047970 0591

81047974 0591  
81047976 0591  
81047978 0591

8104725E OCC0 MATS  
81047746 OCC0  
81047260 01F3

81075B48 3F10 RAMP  
810474D2 06B9  
81047502 06B9

810474C2 0AB0 STAGE  
810474F2 0AB0

810474C4 0787 ENTRYWAY  
810474F4 0787

810474C8 0787 TITAN TRON  
810474F8 0787

810474CE OCC0 LOGO ON TOWER  
810474FE OCC0

810474D0 0787 CURTAIN UNDERSTAGE  
81047500 0787

810474CA 01F3 SCAFFOLDING AROUND TITAN TRON  
810474FA 01F3

810474C6 OCC0 BACK CURTAINS  
810474F6 OCC0

810474CC 0707 SCAFFOLD TOWERS  
810474FC 0707

HomieG EzE

I dunno if this helps ne one or has been found before but heres how to edit the turnbuckles and ringposts :

810491C ???? < ----- Edit the ring posts  
810491E ???? < ----- Edit the turnbuckles (You know the bits between the ring posts and pads the actual turnbuckle)  
8104920 ???? < ----- Edit the turnbuckle pads

???? = replace with any texture u want. For textures look in the Values Codes section.

-----  
COSTUME CODES

CROSSDRESSING - tokidoim  
Changes costume #80 to Skirt with tank top(looks like a dress if you match colors)

8104 4BC2 0D6C  
8104 4BC4 0D6A

H0 #3 wears gold glitter 1-pc. swimsuit - tokidoim  
8104 6C64 14D3  
8104 6C66 14CF  
8104 6C68 14CD

#### Kryogenics

----- Saturn's Dress (Replaces Ring Attire 80) (Colors 1,2) (Credit  
Kryogenics)

81044BC0 0EC0  
81044BC2 0EC0  
81044BC4 0BAA  
81044BE2 0010

It Replaces The Second Headbangers Outfit. The Skirt Is Replaced With The  
Towel. You'll Beable To Tell That When You First Look At The Outfit.

#### PogoX

##### Rikishi Attire

Replaces Attire #83

Use 0,26 for best results

81044C2C - 0AFE  
81044C32 - 0760  
81044C34 - 0760  
81044C40 - 0760  
81044C42 - 0760

-----  

##### Scotty Too Hotty Attire

Replaces Attire #2

Use 3 for best results

810440C8 0C5E  
810440CE 0BC6  
810440D0 0BC4  
810440DC 0C62  
810440DE 0C60  
810440EA 001D

Credit: Pogo

#### Way Too Cool

Raven Costume (LOOKS REAL!)

81044B54 0CA4  
81044B56 0E1C  
81044B58 0E1A  
81044B5A 0000  
81044B5C 0AB6  
81044B64 0E1E  
81044B66 0E1E  
81044B68 0000  
81044B6A 0AB6  
81044B6E 0E1E

81044B74 0E1E  
81044B76 000C

This replaces Attire 77, use colour #3

It has the leather jacket and the plaid shirt tied around the waist.

HHH Chainlink Entrance Attire

81045526 14D3  
81045528 14D3

This replaces Entrance Attire #13

It is the chain mesh shirt HHH wore when he came to the ring a while ago.

Credit: Me, Tokidom (for original values), D Generate (for helping me understand how to make this stuff)

tokidoim

Sleeveless Edge Jacket (entrance attire #1 - tokidoim

5000 0524 0000 - Arms polygons  
8104 3658 0000 - for body sizes  
5000 0524 0000 - 0-7 are normal  
8104 365A 0000  
5000 0524 0000  
8104 3662 0000  
5000 0524 0000  
8104 3668 0000  
-----  
8104 5B2C 0000 - No textures  
8104 5B2E 0000 - on arms  
8104 5B36 0000  
8104 5B3C 0000

tokidoim

dean melenko's updated tights

81044080 0ad0  
select ring attire 1

tokidoim

nWo Shirt (everyone has no one wrestles in it)  
8109ea0 0789  
8109eoa4 0789

nWo Hat Use upper body:12 or entrance attire:9  
81043b2a 123b  
81043b2a 0789  
810452be 001b

KROCK's Lita code

81046C64 1316  
81046C66 1314  
81046C68 1312  
81046C6A 1322  
81046C6C 1320  
81046C6E 1328  
81046C78 1322  
81046C7A 1320  
81046C7C 1328  
810468F6 68B0  
81046AD6 69D0  
(Replaces Ho #3)

The Icon

I didn't hack any of these, i just had them saved on my computer.

STEPHANIE CURRENT OUTFIT

81046BFB 00C8  
81046BFD 00C8  
81046C03 00C8  
81046BFF 00C8  
81046C0D 00C8  
81046C11 00C8  
81046C09 0055  
81046C0B 0055  
81046C13 0055  
81046C19 0055

The Kat in her Battle Royal attire(Replaces the dummy):

810468CA 6844  
81046AAA 69D0  
81046AD8 1334  
81046ADA 0000  
81046ADC 0AE6  
81046ADE 1322  
81046AE0 0000  
81046AE2 1328  
81046AE4 131C  
81046AE6 1392  
81046AE8 0000  
81046AEA 0000  
81046AEC 1322  
81046AEE 0000  
81046AF0 1328  
81046AF2 0000  
81046AF4 131C  
81046AF6 1392  
81046AF8 0000

Tazz (replaces undertaker hood, use face 21)

81045AD4 0000  
81045AD6 0DD4  
81045AD8 0DD2  
81045ADA 0000  
81045ADC 0000  
81045AE4 0000  
81045AE6 0000

81045AE8 0000  
81045AEA 0000  
81045AEE 0000  
81045AF4 0000  
81045AF6 0000  
81045B96 4FE0  
Credit: D Generate?

Rikishi (this looks almost perfect. Set entrance attire 11 (HBK痴)  
and set both colours to 21.)

81045AB2 0DF8  
81045AB4 0DF6  
81045AB6 0000  
81045AB8 0000  
81045AC0 0DFC  
81045AC2 0DFA  
81045AC4 0000  
81045AC6 0000  
81045ACA 0DFC  
81045AD0 0DFA  
81045AD2 0010  
8104392E 0AA8  
81045B92 35D8  
Credit: D Generate?

My Perfect DX Tori

81046BB0 0B86  
81046BB6 0B8A  
81046BB8 0B88  
81046BC4 0B8A  
81046BC6 0B88  
81046BC0 0000  
81046BC2 0000  
81046BCA 0000  
81046BD0 0000  
81046BB4 0DOA  
81046BB2 0000

DUMMY IS TRISH STRATUS

81046838 1461  
8104683A 1460  
8104683C 1470  
8104683E 12F0  
81046840 12F2  
81046842 1362  
81046AFA 001F  
81046AD8 12DA  
81046ADA 13BA  
81046ADC 13B8  
81046ADE 13C8  
81046AE2 13C8  
81046AE4 133A  
81046AE6 133C  
81046AE8 137C  
81046AEA 138A  
81046AEC 13C8  
81046AEE 12E8  
81046AF0 13C8  
81046AF2 137C

81046AF4 133A  
81046AF6 133C  
81046AF8 1384  
81046AE0 12E8  
80046AAA 0069  
80046AAB 00D0

Lita rep. Ivory

81046b44-0c5E  
81046b46-13bc  
81046b48-13bc  
81046b4a-0c62  
81046b4c-0c60  
81046b4e-0ee2  
81046b54-13ac  
81046b56-13aa  
81046b5e-13ac  
81046b64-13aa  
81046b58-0c62  
81046b5a-0c60  
81046b5c-0ee2  
810468d6-68b0  
81046ab6-69d0  
810439a2-1200  
81040cf4-3c4c  
81040cf6-4954  
81040cf8-413e  
81040cfa-2000

vampiro burn to the ground

-

THANKS TOKIO FOR THE HELP HERE IT IS MY KURT ANGLE COSTUME I TOOK A LITTLE HELP  
FROM SOMEONE ELSE BUT HERE IT IS ANYWAYE UPPER BODY 42 LOWER BODY 1 IT LOOKS  
LIKE KURT IS WEARING THE AMERICIAN FLAG

810456D6 OCC0  
810456D8 OCC0  
810440A4 OCC0

CODE MAN

SCOTT HALL TIGHTS

810449A4 0D96  
810449AC 0D96  
810449BA 0D96

DX GAME HHH 69

WCW/NWO SHIRT REPLACES UPPERBODY 16

8104532E 0789 WAIST PART  
81045330 0787 CHEST PART

THERES WCW ON THE CHEST PART AND NWO ON THE WAIST PART CREDIT TOKIDOIM HE GAVE  
ME THE ADDY'S FOR IT.

tokidoim

Body size 2 w/ Ring Attire 0 has Big Arms - tokidoim

8104 26FC 07FD  
8104 26FE 07FE  
8104 2706 0802  
8104 270C 0805  
8104 2762 26EC  
8104 4D06 2758

This will also affect upper body#24 body size 2,7,8

tokidoim

Dudley Boyz (makes the camo pants tooked into the boots) Set ring attire 50  
81044788 0CCC  
8104478E 0CDO  
81044790 0CCE  
8104479C 0CDO  
8104479E 0CCE

Buh Buh Ray Dudley (puts black sleeves on your CAW, looks like what Buh Buh wears) Set Upper Body 57

81045902 0D00  
81045910 0D00

Way Too Cool

Brooklyn Brawlers Shirt

81045328 0D56  
8104532E 0DA4  
81045330 0DA6  
8104533E 0D56

Replaces Upper Body #16, use colour #4, #4

Credit: Me, Tokidom (original addresses), D Generate (helped me understand)

The following is ALL credited to D Generate

OK, here are all of my costume codes, enjoy!

Here are a couple of codes that I knocked up before, credit D\_Generate (me) and Tokidoim for finding the original addresses. They change costumes in the game, and bring them up to date.

Saturn (these are trunks for your Saturn CAW) Set Ring Attire 65  
810449A4 0AB8  
810449AC 0000  
810449BA 0000

Buh Buh Ray Dudley (puts black sleeves on your CAW, looks like what Buh Buh



wears) Set Upper Body 57

81045902 0D00

81045910 0D00

HHH (takes sleeves of the leather jacket, looks like what The Game wears for interviews and stuff) Set Upper Body 54

81045894 0000

8104589E 0000

Undertaker (looks like what Undertaker wears in the ring not Edges coat, what he wears when wrestling) Set Upper Body 26

810454B4 0000

810454A6 0000

Hardy Boyz (Puts stripes on the sleeves of a T-Shirt, like what the Hardy's wear) Set Upper Body 16

8104533E 0C14

8104534C 0C14

Benoit (makes pants that look like what he wears) Set Ring Attire 77

81044B54 0C7E

81044B5A 0ACE

81044B68 0ACE

81044B6A 0ACC

81044B5C 0ACC

HHH (gloves) Set Gloves 5

81045C96 0000

81045C98 0000

JR wrestlers in his black hat

810457F2 001F

Baseball Cap is black (I think it looks better like this, it can also be used, and looks cool, with most costumes unlike the Austin one which only really looked good with cammo stuff) If you want I can attach anything like this , crowns, caps, hats, etc to any costume, just tell me which ring attire OR upper body you want it attached to.

81043B2A 123B

The first set change what the cap looks like, the second attach the cap to the upper body stated.

Cap designs

81043B2A 0D02 (Upper body 4 design)

81043B2A 0D0A (Upper body 5 design)

81043B2A 0D0E (Upper body 6 design)

81043B2A 0D12 (Upper body 7 design)

Cap attachments

8104519E 001B (Upper body 4)

810451C2 001B (Upper body 5)

810451E6 001B (Upper body 6)

8104520A 001B (Upper body 7)

Camouflage shirt (gives it a black chest and back and white sleeves) (This was a special request from Degenerationx69)

810458CE 0D4E  
810458D0 0D4C  
810458DE ????  
810458EC ????

Replace the ???? with

0DDE for white

0D60 Hardy

0E30 Blue camo

or leave out the last two lines to leave the sleeves as they are. It replaces the normal camouflage design, the second to last in the upper bodies.

Ok, these codes put sleeves on the upper body stated. The colours are not quite right, but still look really cool.

Upper Body 5

810451B2 0D56

810451C0 0D56

Upper Body 6

810451D6 0D56

810451E4 0D56

Upper Body 7

810451FA 0D56

81045208 0D56

Upper Body 11

8104528A 0DDE

81045298 0DDE

Upper Body 12

810452AE 0D56

810452BC 0D56

Upper Body 13

810452D2 0DDE

810452E0 0DDE

Upper Body 14

810452F6 0DDE

81045304 0DDE

Upper Body 23

8104543A 0D56

81045448 0D56

Upper Body 39

8104567A 0D56

81045688 0D56

Upper Body 40

8104569E 0D56

810456AC 0D56

Upper Body 47

8104579A 0D56

810457B0 0D56

\*UPDATED\* Wrapped up ribs

This replaces the Head Banger T-shirt in upper body

8104583E 0EDC

81045840 0000

This makes it look like the guys ribs a tapped up, it looks perfect this time.

Kurt Angle (replaces ring attire 44)

810446B0 0CBC

810446B8 0B9A

810446C6 0B9A

Kurt Angle (replaces ring attire 33) This does the same thing, but if you are using ring attire 44 for Tazz or Funaki and Taka, then use this code. It replaces one of the Acolytes pants, I did this because there are two identical pairs.

81044524 0CBC

8104452C 0B9A

8104453A 0B9A

8104452A 0000

81044538 0000

81044526 0BAC

81044528 0BAA

Tazz (It replaces ring attire 44 and should make your Tazz CAW look better (set colours Black and Orange))

810446B8 0000

810446C6 0000

810446B0 0C7E

This makes some kick ass pants, check out ring attire 83

81044C2C 0CE0

81044C32 0CE0

81044C34 0CE0

81044C40 0CE0

81044C42 0CE0

This code makes the Hardy's elbow pads look a little bit more like how they really look, but makes them cooler anyway.

810445CF4 0E50 (for long sleeves) or 0000 (for short sleeves)

810445CF6 0CE0

Headbangers (replaces one of the headbangers' ring attires with just the skirt, no shirt, somebody wanted this)

81044BC2 0000

81044BC4 0000

Hardcore Holly's shorts (this allows you to change trunk colour of the Holly's shorts, to make them look more like they do now) Set Hardcore's shorts and change the colours.

81044860 0CA6

Christian (adds an extra polygon to make a baggy T-Shirt effect) Set upper body 18 and set the colour to black

Dudley Boyz (makes the camo pants tucked into the boots) Set ring attire 50

81044788 0CCC

8104478E 0CDO

81044790 0CCE

8104479C 0CDO

8104479E 0CCE

WWF Attitude shirt (adds longer sleeves)

81045362 0E0A

81045370 0E0A

Boots for Taka (this makes the boots look more like what Taka wears) set feet 23

81045E90 0E98

81045E94 0E98

Eddy Gurrero 's pants (Just adds a blank trunk section to some Acolyte pants)

set ring attire 33

80144524 0AA8 (set the colours as default and ? I think normal blue looks best)

Tazz (this looks pretty cool, but looks excellent with face 21. As soon as I find the face addys I'll put an activator on it and it'll look really cool.)

Replaces the Undertakers hooded entrance attire.

81045AD4 0000

81045AD6 0DD4

81045AD8 0DD2

81045ADA 0000

81045ADC 0000

81045AE4 0000

81045AE6 0000

81045AE8 0000

81045AEA 0000

81045AEE 0000

81045AF4 0000

81045AF6 0000

81045B96 4FE0

Rikishi (this looks almost perfect. Set entrance attire 11 (HBK's) and set both colours to 21.)

81045AB2 0DF8

81045AB4 0DF6

81045AB6 0000

81045AB8 0000

81045AC0 0DFC

81045AC2 0DFA

81045AC4 0000

81045AC6 0000

81045ACA 0DFC

81045AD0 0DFA

81045AD2 0010

8104392E 0AA8

81045B92 35D8

SCOTTY 2 HOTTY'S HAT CODE

OK this code makes a hat pretty damn close to what Scotty Too Hotty wears. I have put it on Mideons attire for now, because it looks like what Scotty used to wear.

YOU MUST SET THE COLOURS TO ? (3 looks cool) and 16 for best effects

81043BAA 0C08

81043BAE 0C64

81043BB4 124C

81043BB6 1248

81043BB8 1244

81043BBC 1248  
81043BBE 1244  
810445D6 001D

CREDIT this all to D Generate

Sleeveless Gangrel - tokidoim

8104 502E 2FF8  
8104 5264 0000  
8104 5266 0000  
8104 526E 0000  
8104 5274 0000

ThE gReAt OnE 12433

Dean pants  
81044548 0B62  
81044555 0000  
8104455C 0000  
8104454E 0000  
8104455E 0000

BuckL

All Women Characters Wear Shorts Code..... and also have "Big Boobs"!

Credit: Tokidoim

50000B04 0000  
81046AAE 69D0  
50000738 0000  
8104396C 0000  
50000738 0000  
81043970 0000

D Generate

Chaz/D<sub>鱈</sub>o new attire (replaces ring attire 2

81044470 0C82  
81044476 0E04  
81044478 0E04  
81044484 0E04  
81044486 0E04

this is just a little add on for the above code, it gets rid of the neck chain that Chaz wears on his tattoo (because he doesn't wear it anymore)

81046FB0 0000

Al Snow (looks something like what Al wears sometimes, replaces ring attire 50)  
Set colours as black and silver (21,31)

81044788 0C7E  
8104478E 0BA0  
81044790 0B9E  
8104479C 0BF0  
8104479E 0BEE

Tazz (this code makes a shirt that looks like what he wears we he does run-ins.  
Replaces upper body 44) Set colour as 7 or 21 (orange or black)

8104571E 0D46

81045720 0D44

8104572E 0000

8104573C 0000

810450BE 2908

Use this code with the Chaz/D~~鱈~~o pants code (colours 21,7) for a good Tazz

Credit all of the above to D Generate

Scott Hall/Dean Malenko (this makes some amazing Scott Hall trunks and some  
pretty good Malenko trunks as well, replaces ring attire 47)

8104471C 0D96

81044724 0000

81044732 0000

8104473E 000E

8104392E 0AA8

This is a code that CODE MAN made, and I liked it. Before it had gaps at the  
sides, but I~~致~~e covered them over now. I have tried all of the Malenko codes  
above, and I have to say that this looks the best, good idea CODE MAN!

Commish Foley - tokidoim

Ring attire 36 (Viscera's) is short-sleeved

8104 45A0 0000

8104 45AA 0000

---

#### MATCH CODES

Degenerationx69

D Generate & Degenerationx69~~痴~~ inferno match:

8104796E 0000

81047970 0000

81047974 0000

81047976 0000 -----No Mats & Barricades

81047978 0000

8104725E 0000

81047746 0000

81047260 0000

81047340 0699

81047368 069B

81047342 069D

8104736A 069F

81047344 0699

8104736C 069B

81047346 069D

8104736E 069F

81047348 0699

81047370 069B

8104734A 069D

81047372 069F

8104734C 0699  
81047374 069B  
8104734E 069D -----Crowd are fire (first 2 rows)  
81047376 069F  
8104740C 0699  
81047434 069B  
8104740E 069D  
81047436 069F  
81047410 0699  
81047438 069B  
81047412 069D  
8104743A 069F  
81047414 0699  
8104743C 069B  
81047416 069D  
8104743E 069F  
81047418 0699  
81047440 069B  
8104741A 069D  
81047442 069F

????????? 0699  
????????? 069B  
????????? 069D  
????????? 069F  
????????? 0699  
????????? 069B  
????????? 069D  
????????? 069F  
????????? 0699  
????????? 069B  
????????? 069D  
????????? 069F  
????????? 0699  
????????? 069B  
????????? 069D  
????????? 069F

8104716A 0699  
8104716C 069B  
81047172 069D  
81047174 069F

8107597C BEA6  
810759A4 BF00  
810759B8 3F30 -----Crowd are at ring  
810758A0 BE90  
810758C8 BE80  
810759B4 3F30

----- My GS only lets me put in this many lines, so just start a  
new code and continue in that

810758DC 3F10  
810757EC BF20  
810757D8 3FA0  
810757C4 BEF0  
81075B48 3FB0  
81075B34 BF40  
81075B5C BE90

80041AFF 0077 ----Fire sound when slammed hard

81041B26 006B ----Constant fire sound

D1167220 0020

801676C2 0002 -----Over top rope match

D11676B4 0020

801676C2 0001

\*\*\*\*\*The following codes only work for the NTSC (American) version\*\*\*\*\*

810FF0BC 496E

810FF0BE 6665

810FF0C0 726E

810FF0C2 6F01 ----Single Match says Inferno Match

810FF0C4 4D61

810FF0C6 7463

810FF0C8 6800

810FF308 496E

810FF30A 6665

810FF30C 726E ----Lunberjack says inferno

810FF30E 6F00

810FF310 0000

810FF9C8 4275 ----Draw says burn

810FF9CA 726E

\*\*\*\*\*The following codes only work for the Pal (UK) version\*\*\*\*\*

810FF0DC 496E

810FF0DE 6665

810FF0E0 726E

810FF0E2 6F01 ----Single Match says Inferno Match

810FF0E4 4D61

810FF0E6 7463

810FF0E8 6800

810FF328 496E

810FF32A 6665

810FF32C 726E ----Lunberjack says inferno

810FF32E 6F00

810FF330 0000

810FF9E8 4275 ----Draw says burn

810FF9EA 726E

TOP FIRE: PAL/NTSC

Replace the ???????? with the addresses for the arena that you want it to work in

Raw is War

810474DE

8104750E

810474E0

81047510



810474E2  
81047512  
810474E4  
81047514  
810474E6  
81047516  
810474E8  
81047518  
810474EA  
8104751A  
810474EC  
8104751C

HeAT

81047586  
810475B6  
81047588  
810475B8  
8104758A  
810475BA  
8104758C  
810475BC  
8104758E  
810475BE  
81047590  
810475C0  
81047592  
810475C2  
81047594  
810475C4

Royal Rumble

81047630  
81047660  
81047632  
81047662  
81047634  
81047664  
81047636  
81047666  
81047638  
81047668  
8104763A  
8104766A  
8104763C  
8104766C  
8104763E  
8104766E

King of the Ring

810476DE  
81047712  
810476E0  
81047714  
810476E2  
81047716  
810476E4

81047718  
810476E6  
8104771A  
810476E8  
8104771C  
810476EA  
8104771E  
810476EC  
81047720

Survivor Series

8104779A  
810477CA  
8104779C  
810477CC  
8104779E  
810477CE  
810477A0  
810477D0  
810477A2  
810477D2  
810477A4  
810477D4  
810477A6  
810477D6  
810477A8  
810477D8

Summer Slam

810478D0  
810478F8  
810478D2  
810478FA  
810478D4  
810478FC  
810478D6  
810478FE  
810478D8  
81047900  
810478DA  
81047902  
810478DC  
81047904  
810478DE  
81047906

WrestleMania

8104783C  
81047868  
8104783E  
8104786A  
81047840  
8104786C  
81047842  
8104786E  
81047844  
81047870

81047846  
81047872  
81047848  
81047874  
8104784A  
81047876

Maccam16

Wooden Scaffold Cage Match:

CODE 1:

8104722A 0695  
8104722C 0695  
8104722E 0695  
81047230 0695  
81047486 0695  
81047488 0695  
8104748A 0695  
8104748C 0695

CODE 2:

D1095184 2400  
81167270 4407  
D1095184 2020  
81167270 42C0  
D1095184 2400  
81167704 4407  
D1095184 2010  
81167704 42C0

CODE 3:

81075CC0 0695

Code 1: Makes the whole cage a wooden scaffold.

Code 2: Z and down brings both people up top. Z and L brings player 1 down, Z and R brings down player 2.

Code 3: Puts a scaffold top on the cage!!(Personally I don't use it because it takes away the ring mat.)

Credit to: Maccam16, Lazyboy and MegahardHacker

Barbwire Match:

81047C34 10F0  
81047C36 10F0  
81047C38 10F0  
81047C3A 10F0  
81047C3C 10F0  
81047C3E 10F0  
81047C40 00FF  
81047C41 00FF  
81047C42 00FF  
81047C43 00FF  
D20F627E 0000  
810F627E 1700

D211D47E 0000  
8111D47E 1700

Credit to me, Spectrumz and Kryogenics! Ropes don't bounce, they are grey and they have little barbs and you get stuck for a second when you run into them. THIS CODE RULES!! I have had complaints that it looks wierd when the ropes don't bounce but if they do, it look really wierd when your guy gets stuck and the ropes bounce behind him!

D1095184 2400  
8004A15E 001F  
D1095184 2400  
81167270 4407  
D1095184 2020  
81167270 42C0  
D1095184 2400  
81167704 4407  
D1095184 2010  
81167704 42C0  
800FF0E8 0045  
800FF0E9 0043  
800FF0EA 0057  
800FF0EB 005F  
8016722D 00FF  
801676C1 00FF  
D116767E 0032  
8016722E 00FF  
D11671EA 0032  
801676C2 00FF

Thanks to Tone Cold for helping!

Z and down activates the cell and brings both people to the top of the cage. Z and L brings player one down, Z and R brings player 2 down. First Blood match and the top half of the cage is electrified.

I have an unfinished exploding board death match at my site, I'm not posting it because it is unfinished but if you really want it, goto the link in my sig!

Degenerationx69

WRESTLE IN A PARKING LOT! (Hacked by Degenerationx69)

Enter these codes seperately!

CODE 1:  
810761E8 40C0  
81076634 40C0  
81076ECC 40C0  
8104796E 0689  
8104796F 0689  
81047974 0689  
81047976 0689  
81047978 0689  
81047970 0689  
81047260 0689  
81047746 0689  
8104725E 0689  
8104747E 0E50  
81047480 0E50  
81047482 0E50

81047484 0E50  
81047488 0E50  
50000402 0000  
81047478 079E  
81075CC0 40C0  
81047478 06FE

CODE 2:

50000402 0000  
8104796E 0689  
8104796F 0689  
81047974 0689  
81047976 0689  
81047978 0689  
81047970 0689

CODE 3:

81047486 0E50  
81047488 0E50  
8104748A 0E50  
8104748C 0E50  
8104722A 0000  
8104722C 0000  
8104722E 0000  
81047230 0000  
81075D88 3F10  
81075DB0 4009  
81075CC0 40C0  
81075CAC 3F10  
81047478 0762  
81075CD4 4009  
81047C28 0000  
81047C2E 0000  
D1167220 0080  
81167220 0109  
D11676B4 0080  
811676B4 0109  
D1167220 0081  
81167220 0020  
D11676B4 0081  
811676B4 0020  
8007597C BA80  
80075B34 BA80  
800757C6 BA80  
800758A0 BA80

CODE 4:

D1095184 2800  
81167704 4407  
D1095184 2400  
81167270 4407  
D1095184 2200  
81167704 42C0  
D1095184 2100  
81167270 42C0  
D1095184 2000  
81167704 42C0  
D1095184 2000  
81167270 42C0

CODE 5:

810474C4 0000  
810474F4 0000  
810474D2 0000  
81047502 0000  
810474C6 0000  
810474F6 0000  
810474D2 0000  
81047502 0000  
810474CE 0000  
810474FE 0000  
81047574 0000  
810475A4 0000  
810474CA 0000  
810474FA 0000  
810474C8 0000  
810474F8 0000  
810474D0 0000  
81047500 0000  
810474C2 0000  
810474F2 0000  
810474CC 0000  
810474FC 0000  
81041b26 0074  
81041b36 0074

CODE 6:

D20F627E 0000  
810F627E 1991  
D211D47E 0000  
8111D47E 1991  
D212982A 0000  
8112982A 16CD

CODE 7:

D1167686 0040  
8116768C 0102  
D11671F2 0040  
811671F8 0102  
D1167686 0040  
D116768C 0102  
D11671EA 0047  
D01676B8 0020  
801676B8 0024  
D11671F2 0040  
D11671F8 0102  
D116767E 0047  
D0167224 0020  
80167224 0024  
D1167686 0040  
D116768C 0102  
D11671EA 004D  
D01676B8 0020  
801676B8 0024  
D11671F2 0040  
D11671F8 0102  
D116767E 004D  
D0167224 0020  
80167224 0024  
D1167686 0040

D11671EA 004B  
81167686 0060  
D11671F2 0040  
D116767E 004B  
811671F2 0060

Okay, here's how it works. This code only works in the RAW arena, and you must pick a cage match for the truck to show up. The ring is the back of a Mack truck. When you throw the guy into the side wall (ropes), the guy hits them and falls. Every time you slam your opponent down or taunt, it makes a sound like an echo of slamming metal. Hold up and press Z for Player 2 to appear at the top of the truck, and hold down and press Z for player 1 to do the same. Then go at it! The outside of the ring has a concrete wall surrounding the truck, and a concrete floor. The inside of the truck has a wooden floor, walls, and a top. This is the best code to come around for a long time. I know the codes are long, but it is guaranteed to be worth it! There are 3 pics below.

Note It freezes on some but not others requires ep and 3.2 or higher I have 3.0

The Turtle6

SWIMMING POOL MATCH (Hacked by The Turtle)

D1095184 2000  
81167704 4100  
D1095184 2400  
81167704 42C0  
D1095184 2000  
8016722E 0002  
81075CC0 2CCF  
81047478 0AB0  
8104725E 0AB0  
81047746 0AB0  
81047260 0AB0

To win this match, slam your opponent into the mat and he'll go through the "glass" (as it's been called) and into the water. Press Z on impact and your opponent will be under the ring and you'll win. Also you can throw him to the outside and press Z to win. In any case, the match is supposed to end when your opponent falls into the water. By pressing Z, you win.

Crowbar911

Here is my stretcher match :

- You get a stretcher at the end of the ramp, on top of a trolley not floating!
- Turns Summerslam Entrance way into what looks like an Ambulance parked.
- Ability to break and climb the stretcher any time for both players.
- Only works in Summerslam for full effect.

Okay well here we go

::: CREDIT : Crowbar911 :::

Enter each code separately.

Code 1 first piece of the stretcher.

81166D90 0012  
81166D92 FF00  
81166D94 41AA  
81166D96 7CAC  
81166D98 42B0  
81166D9A 9989  
81166D9C 4409  
81166D9E 5DBF  
81166DA0 0000  
81166DA2 0874  
81166DA4 0000  
81166DA6 0EFC  
81166DA8 0000  
81166DAA 082C  
81166DAC FFFF  
81166DAE F105

Code 2 Stretcher piece two.

81166DC0 0012  
81166DC2 FF00  
81166DC4 4290  
81166DC6 A3DA  
81166DC8 42A2  
81166DCA A6CB  
81166DCC 4400  
81166DCE 9103  
81166DD0 0000  
81166DD2 07E8  
81166DD4 0000  
81166DD6 0F72  
81166DD8 0000  
81166DDA 07F4  
81166DDC FFFF  
81166DDE F956

Code 3 Trolley piece one.

81166DF0 000B  
81166DF2 FF00  
81166DF4 42A7  
81166DF6 88F5  
81166DF8 42B1  
81166DFA 3588  
81166DFC 4404  
81166DFE 44A4  
81166E00 0000  
81166E02 0890  
81166E04 0000  
81166E06 0E94  
81166E08 0000  
81166E0A 0844  
81166E0C FFFF  
81166E0E F08E

Code 4 Trolley piece two.



81166E20 000B  
81166E22 FF00  
81166E24 42A7  
81166E26 88F5  
81166E28 42B1  
81166E2A 9437  
81166E2C 43F6  
81166E2E 2AAE  
81166E30 0000  
81166E32 0894  
81166E34 0000  
81166E36 0E94  
81166E38 0000  
81166E3A 0844  
81166E3C FFFF  
81166E3E F040

Code 5 gives broken table piece Stretcher Texture.

81047CA4 073F  
81047CF6 0742  
81047CF8 0745  
81047CFC 0F4E  
81047CFE 0F4E  
81047D00 0F4E

Code 6 Makes Summerslam Enterance an "Ambulance".

810478EA 0EF4  
810478C2 0EF4  
810478E4 0F4E  
810478BC 0F4E  
810478C4 07A6  
810478EC 0COA

Code 7 Allows both Wrestlers to break the stretcher.

P1  
D1095184 2000  
81166DA2 0600  
81047D28 0748  
D1095184 2000  
81166DD2 0600  
81047D28 0748  
D1095184 2000  
81166E02 0890  
81047D28 0651  
D1095184 2000  
81166E32 0894  
81047D28 0651  
P2  
D1095190 2000  
81166DA2 0600  
81047D28 0748  
D1095190 2000  
81166DD2 0600  
81047D28 0748  
D1095190 2000

81166E02 0890  
81047D28 0651  
D1095190 2000  
81166E32 0894  
81047D28 0651

Code 8 Lets u climb the table and other activators.

P1

D1095184 2200  
81167270 42A0  
D1095184 2000  
81167270 0000  
D1095184 2800  
8016722E 0002  
D1095184 2100  
81167704 42A0  
D1095184 2000  
81167704 0000

P2

D1095190 2200  
81167270 42A0  
D1095190 2000  
81167270 0000  
D1095190 2800  
801676C2 0002  
D1095190 2100  
81167704 42A0  
D1095190 2000  
81167704 0000

Okay finally it's finished.

To use :

P1 [Z + R] raises player 2 to Stretcher level.

[Z + L] raises player 1 to Stretcher level.

[Z] Breaks the Stretcher and sends both wrestlers through it.

P2 [Z + R] raises player 2 to Stretcher level.

[Z + L] raises player 1 to Stretcher level.

[Z] Breaks the Stretcher and sends both wrestlers through it.

HOW TO WIN

Okay the way to win this match is to beat the hell out of your opp. Once you have him beat raise him stretcher level and keep him down for 10 seconds press [ Z + UP ] and you will win the match.

Okay once again this code only works at Summerslam and you MUST enter each code seperatly. Once entered turn them all on and go to Summerslam [if you want turn all rules off] . Then follow the rules above. The stretcher should be at the

bottom of the ramp with a trolley underneath it.

TheLegend326

Ultimate HIAC~\*REQUIRES EP\*~

81077070 3FF0

81077098 3FF0

810770B0 3FF0

D1167220 0080

81167220 0109

D11676B4 0080

811676B4 0109

D1167220 0081

81167220 0020

D11676B4 0081

811676B4 0020

D11671EA 00B6

811671EA 0001

D116767F 00B6

8116767F 0001

D11671EA 00B7

811671EA 0001

D116767F 00B7

8116767F 0001

D1095184 2400

8004A15E 001F

D1095184 2400

81167270 4407

D1095184 2020

81167270 42C0

D1095184 2400

81167704 4407

D1095184 2010

81167704 42C0

D1167686 0040

8116768C 0102

D11671F2 0040

811671F8 0102

D1167686 0040

D116768C 0102

D11671EA 0047

D01676B8 0020

801676B8 0024

D11671F2 0040

D11671F8 0102

D116767E 0047

D0167224 0020

80167224 0024

D1167686 0040

D116768C 0102

D11671EA 004D

D01676B8 0020

801676B8 0024

D11671F2 0040

D11671F8 0102

D116767E 004D

D0167224 0020

80167224 0024

D1167686 0040  
D11671EA 004B  
81167686 0060  
D11671F2 0040  
D116767E 004B  
811671F2 0060  
800FF0E8 0048  
800FF0E9 0049  
800FF0EA 0041  
800FF0EB 0043  
81129622 16C9  
81075D88 3FF0  
81075DB0 3FF0  
81075DC8 3FF0  
81075DF0 3FF0  
81075CC0 40C0  
D11671EA 00B6  
811671EA 0001  
D116767E 00B6  
8116767E 0001  
D11671EA 00B7  
811671EA 0001  
D116767E 00B7  
8116767E 0001

Here it is:

Press Z and down to go on top

Z and R P2 Falls Through Cage

Z and L P1 Falls Through Cage

You can turn on Frist Blood

You Can Pin But You Must Beet Them To H\*ll and Back

It Is Unexcapable Through Top

The Cage Go's Out A Bit Farther

Smaller Ring

Able To Go Out By Gettin Near Ropes And Pressing C Up

It says HIAC instead of Cage Match

While On Top Go Near Side, Do Strong Grapple And Press C Right To Throw Them Off

There Is A Top

Can't Smash Head

Credit to:The Legend, My Friend(PunkrockD), Pelican(Pin Caage) If i forgot ya  
sorry

CAW Heaven

tokidoim

GRANDMASTER SEXAY 2000'S DUMPSTER MATCH!!

code1:

81047CF4 0768

81047CF6 0769

81047CF8 076a

81047CFC 0222for green dumpster 00ae for blue dumpster

81047CFE 0222for green dumpster 00ae for blue dumpster

81047D00 0762

code2:

81166D90 0012

81166D92 FF00

81166D94 C125

81166D96 7CCC  
81166D98 42B7  
81166D9A B833  
81166D9C C3BF  
81166D9E E85B  
81166DA0 0000  
81166DA2 07EF  
81166DA4 0000  
81166DA6 0FDC  
81166DA8 0000  
81166DAA 07FC  
81166DAC FFFF  
81166DAE F3D0  
81166DC0 0012  
81166DC2 FF00  
81166DC4 4289  
81166DC6 B7CE  
81166DC8 42B7  
81166DCA B833  
81166DCC C3C1  
81166DCE 889C  
81166DD0 0000  
81166DD2 07EF  
81166DD4 0000  
81166DD6 0FDC  
81166DD8 0000  
81166DDA 07FC  
81166DDC FFFF  
81166DDE FB9A

code3:

D1095184-2020  
801676C2-00FF  
D1095184-2020  
801567BE-0001  
D1095184-2010  
80167B56-00FF  
D1095184-2010  
801567BE-0001  
D1095184-2030  
8016722E-00FF  
D1095184-2030  
801567BE-0005

Z+L+R FOR P1 TO WIN  
OR  
Z+L FOR P2 TO WIN  
OR  
Z+R FOR P3 TO WIN

Set every thing off & set ring out NO DQ

looks awesome with gigantic bomb, ddt to out side, ect. into the dumpster

WORK NEEDED

-someone make single maych say dumpster  
-i'm workin on trash weapons\

credit: grand master sexay2000

tokidoim

Instead of the ref saying 1..2..3! He just says 3 and you win!  
8016F099 0003

tokidoim

D Generate & Degenerationx69痴 inferno match:

8104796E 0000  
81047970 0000  
81047974 0000  
81047976 0000 -----No Mats & Barricades  
81047978 0000  
8104725E 0000  
81047746 0000  
81047260 0000  
  
81047340 0699  
81047368 069B  
81047342 069D  
8104736A 069F  
81047344 0699  
8104736C 069B  
81047346 069D  
8104736E 069F  
81047348 0699  
81047370 069B  
8104734A 069D  
81047372 069F  
8104734C 0699  
81047374 069B  
8104734E 069D -----Crowd are fire (first 2 rows)  
81047376 069F  
8104740C 0699  
81047434 069B  
8104740E 069D  
81047436 069F  
81047410 0699  
81047438 069B  
81047412 069D  
8104743A 069F  
81047414 0699  
8104743C 069B  
81047416 069D  
8104743E 069F  
81047418 0699  
81047440 069B  
8104741A 069D  
81047442 069F  
  
????????? 0699  
????????? 069B  
????????? 069D  
????????? 069F

????????? 0699  
????????? 069B  
????????? 069D  
????????? 069F  
????????? 0699  
????????? 069B  
????????? 069D  
????????? 069F  
????????? 0699  
????????? 069B  
????????? 069D  
????????? 069F

8104716A 0699  
8104716C 069B  
81047172 069D  
81047174 069F

8107597C BEA6  
810759A4 BF00  
810759B8 3F30 -----Crowd are at ring  
810758A0 BE90  
810758C8 BE80  
810759B4 3F30

----- My GS only lets me put in this many lines, so just start a  
new code and continue in that

810758DC 3F10  
810757EC BF20  
810757D8 3FA0  
810757C4 BEF0  
81075B48 3FB0  
81075B34 BF40  
81075B5C BE90

80041AFF 0077 ----Fire sound when slammed hard

81041B26 006B ----Constant fire sound

D1167220 0020  
801676C2 0002 -----Over top rope match  
D11676B4 0020  
801676C2 0001

\*\*\*\*\*The following codes only work for the NTSC (American) version\*\*\*\*\*

810FF0BC 496E  
810FF0BE 6665  
810FF0C0 726E  
810FF0C2 6F01 ----Single Match says Inferno Match  
810FF0C4 4D61  
810FF0C6 7463  
810FF0C8 6800

810FF308 496E  
810FF30A 6665  
810FF30C 726E ----Lunberjack says inferno  
810FF30E 6F00  
810FF310 0000

810FF9C8 4275 ----Draw says burn  
810FF9CA 726E

\*\*\*\*\*The following codes only work for the Pal (UK) version\*\*\*\*\*

810FF0DC 496E  
810FF0DE 6665  
810FF0E0 726E  
810FF0E2 6F01 ----Single Match says Inferno Match  
810FF0E4 4D61  
810FF0E6 7463  
810FF0E8 6800

810FF328 496E  
810FF32A 6665  
810FF32C 726E ----Lunberjack says inferno  
810FF32E 6F00  
810FF330 0000

810FF9E8 4275 ----Draw says burn  
810FF9EA 726E

TOP FIRE: PAL/NTSC

Replace the ???????? with the addresses for the arena that you want it to work  
in

Raw is War

810474DE  
8104750E  
810474E0  
81047510  
810474E2  
81047512  
810474E4  
81047514  
810474E6  
81047516  
810474E8  
81047518  
810474EA  
8104751A  
810474EC  
8104751C

HeAT

81047586  
810475B6  
81047588  
810475B8  
8104758A  
810475BA  
8104758C  
810475BC  
8104758E  
810475BE



81047590  
810475C0  
81047592  
810475C2  
81047594  
810475C4

Royal Rumble

81047630  
81047660  
81047632  
81047662  
81047634  
81047664  
81047636  
81047666  
81047638  
81047668  
8104763A  
8104766A  
8104763C  
8104766C  
8104763E  
8104766E

King of the Ring

810476DE  
81047712  
810476E0  
81047714  
810476E2  
81047716  
810476E4  
81047718  
810476E6  
8104771A  
810476E8  
8104771C  
810476EA  
8104771E  
810476EC  
81047720

Survivor Series

8104779A  
810477CA  
8104779C  
810477CC  
8104779E  
810477CE  
810477A0  
810477D0  
810477A2  
810477D2  
810477A4  
810477D4  
810477A6

810477D6  
810477A8  
810477D8

Summer Slam

810478D0  
810478F8  
810478D2  
810478FA  
810478D4  
810478FC  
810478D6  
810478FE  
810478D8  
81047900  
810478DA  
81047902  
810478DC  
81047904  
810478DE  
81047906

WrestleMania

8104783C  
81047868  
8104783E  
8104786A  
81047840  
8104786C  
81047842  
8104786E  
81047844  
81047870  
81047846  
81047872  
81047848  
81047874  
8104784A  
81047876

the gr ne475

THE GR8 ONE475担 AND SKORNE NICHOLAS担

TRIPLE TIER CAGE MATCH!!!!!!!

OK. NOW FOR THE FEATURES:

1. UNIQUE CAMERA ZOOMING SYSTEM THAT ALLOWS YOU TO ZOOM IN, ZOOM OUT, OR GO BACK TO NORMAL.
2. YOU CAN GRAB THE BELT AT THE TOP.
3. ACTIVATORS FOR EVERY LEVEL AND YOU CAN CLIMB FOR REALISM.
4. BREAKABLE TABLE IN SECOND CAGE.

OK. NOW FOR THE CODE. IT IS IN FOURTEEN PARTS, BUT MOST PARTS ARE NOT LONG AT ALL, SO DON'T COMPLAIN TO ME THAT IT IS TOO LONG, BECAUSE THIS IS THE BEST CODE EVER.

ONLY WORKS ON RAW ARENA PERFECTLY.

PART ONE- THE CAGE ITSELF:

810761E8 4220  
810762C4 4220  
81076634 4220  
81076710 4220  
81076A80 4220  
81076ECC 4220  
81076FA8 4220  
8104796E 06FE  
81047970 06FE  
81047974 06FE  
81047976 06FE  
81075CAC 4000  
81075CC0 4000  
81075CD4 4000  
81047478 06FE  
8104747C 05C0  
81075CC0 40C0  
8104769C 06FE  
81047478 06FE  
8104796E 06FE  
81047970 06FE  
81047974 06FE  
81047976 06FE  
81047978 06FE

PART TWO- TABLE #1:

81166D90 1212  
81166D92 FF00  
81166D94 C197  
81166D96 D8BA  
81166D98 441E  
81166D9A 1CC2  
81166D9C C1E8  
81166D9E 791F  
81166DA0 0000  
81166DA2 0864  
81166DA4 0000  
81166DA6 0EFC  
81166DA8 0000  
81166DAA 082C  
81166DAC FFFF  
81166DAE F2E5

PART THREE- TABLE #2:

81166DC0 1212  
81166DC2 FF00  
81166DC4 4288  
81166DC6 1D0A  
81166DC8 441E  
81166DCA 4E31  
81166DCC C1EB  
81166DCE D68D

81166DD0 0000  
81166DD2 0864  
81166DD4 0000  
81166DD6 0F8C  
81166DD8 0000  
81166DDA 0804  
81166DDC FFFF  
81166DDE FB6D

PART FOUR- ACTIVATORS TO GET ON FIRST CAGE:

D1095184 2800  
81167270 4407  
D1095190 2800  
81167704 4407  
D1095184 2000  
81167270 42C0  
D1095184 2000  
81167704 42C0  
D1095190 2000  
81167704 42C0  
D1095190 2000  
81167270 42C0

PART FIVE- TABLE BREAKING:

D1095184 2000  
81166DA2 054C  
D1095184 2000  
81166DD2 05F8  
D1095190 2000  
81166DA2 054C  
D1095190 2000  
81166DD2 05F8  
81047D28 0748

PART SIX- GOING TO TABLE LEVEL:

D1095184 2008  
81167704 4423  
D1095184 2004  
81167270 4423  
D1095190 2008  
81167270 4423  
D1095190 2004  
81167704 4423

PART SEVEN- ACTIVATORS TO GET ON SECOND CAGE:

D1095184 2100  
81167270 4480  
D1095190 2100  
81167704 4480  
D1095184 2200  
81167270 4480  
D1095184 2200  
81167704 4480  
D1095190 2200  
81167704 4480  
D1095190 2200  
81167270 4480

PART EIGHT- ACTIVATORS TO GET ON TOP OF THIRD CAGE:

D1095184 0001

81167270 4560  
D1095190 0001  
81167704 4560

PART NINE- BELT GRAPHIC:

81047D94 15E7  
81047D98 15F3

PART TEN- BELT ITSELF AND ACTIVATORS TO GET IT:

81166DF0 0404  
81166DF2 FF00  
81166DF4 3D78  
81166DF6 4500  
81166DF8 4568  
81166DFA EE27  
81166DFC 423C  
81166DFE 8F81  
D1095184 0018  
81166DF0 0404  
D1095184 0018  
81166DF2 0000

PART ELEVEN- CLIMBING:

D1095184 2002  
81167221 FFFF  
D1095190 2002  
811676B5 FFFF

PART TWELVE- CAMERA ZOOMING SYSTEM:

(CREDIT TO EVAN3232, KROCKPOINT, AND THEGR8ONE475)

D1095184 2010  
8104B398 3FF0  
D1095184 2020  
8104B398 3FD0  
D1095184 2030  
8104B398 3FF4  
D1095190 2010  
8104B398 3FF0  
D1095190 2020  
8104B398 3FD0  
D1095190 2030  
8104B398 3FF4

PART THIRTEEN- WINNING:

D1095184 0018  
8016722E 00FE  
D1095190 0018  
81167B46 00FE

GOSH DO MY FINGERS HURT! HAHA!

OK I 罎ELL YOU ALL OF THE ACTIVATORS NOW

P1 ACTIVATORS:

Z + C up: P2 AT TABLE IN 2ND CAGE LEVEL.

Z + C down: P1 AT TABLE IN 2ND CAGE LEVEL.

Z + C right: P1 ON TOP OF THIRD CAGE (WHERE BELT IS).

Z + C left: CLIMBING.

Z + R: REGULAR VIEW.

Z + L: ZOOMED OUT VIEW.

Z + L + R: ZOOMED IN VIEW.

Z + up on directional pad: P1 ON TOP OF FIRST CAGE (INSIDE 2ND)

Z + down on directional pad: P1 AND P2 ON TOP OF FIRST CAGE (INSIDE 2ND)

Z + right on directional pad: P1 ON TOP OF 2ND CAGE (INSIDE 3RD)

Z + left on directional pad: P1 AND P2 ON TOP OF 2ND CAGE (INSIDE 3RD)

Z: BRINGS EVERYONE DOWN TO MAT LEVEL AND BREAKS TABLE.

R + C up: P1 GETS BELT IN HIS HANDS AND WINS

P2 ACTIVATORS:

Z + C up: P1 AT TABLE IN 2ND CAGE LEVEL.

Z + C down: P2 AT TABLE IN 2ND CAGE LEVEL.

Z + C right: P2 ON TOP OF THIRD CAGE (WHERE BELT IS).

Z + C left: CLIMBING.

Z + R: REGULAR VIEW.

Z + L: ZOOMED OUT VIEW.

Z + L + R: ZOOMED IN VIEW.

Z + up on directional pad: P2 ON TOP OF FIRST CAGE (INSIDE 2ND)

Z + down on directional pad: P2 AND P1 ON TOP OF FIRST CAGE (INSIDE 2ND)

Z + right on directional pad: P2 ON TOP OF 2ND CAGE (INSIDE 3RD)

Z + left on directional pad: P2 AND P1 ON TOP OF 2ND CAGE (INSIDE 3RD)

Z: BRINGS EVERYONE DOWN TO MAT LEVEL AND BREAKS TABLE.

R + C up: P2 GETS BELT IN HIS HANDS AND WINS

GLITCHES:

1. WE CANT GET YOU TO CLIMB IN EXACTLY THE RIGHT PLACE BUT STILL IT IS COOL.

2. THE SECOND CAGE HAS NO TOP, BUT IT LOOKS LIKE IT DOES CONSIDERING WE MULTIPLYED 3 CAGES PERFECTLY.

3. P2 CAN探 GRAB THE BELT BUT HE STILL CAN WIN!

WHOA. MAN FINGER CRAMPS! OK WELL THAT IS IT AND HERE ARE ALL THE PEOPLE THAT

HELPED US:

KRYOGENICS  
KROCKPOINT  
EVAN3232  
HARDCORE LEGEND  
TONE COLD  
PELICAN

AND OF COURSE THE CREATORS OF THIS CODE ARE:

THEGR8 ONE475 50% CREDIT

AND

SKORNE NICHOLAS 50% CREDIT

ENJOY.

anything3

credit to slimshady

IT'S A ULTIMATE HARDCORE MATCH

810761E8 40C0  
810762C4 40C0  
81076634 40C0  
81076710 40C0  
81076A80 40C0  
81076B57 40C0  
81076ECC 40C0  
81076FA8 40C0  
8104796E 06FE  
81047970 06FE  
81047972 06FE  
81047974 06FE  
81047976 06FE

that will make a cage in a new code slot put this in

D20F627E 0000  
810F627E 1991  
D211D47E 0000  
8111D47E 1991  
D212982A 0000  
8112982A 16CD  
81047C34 10F0  
81047C36 10F0  
81047C38 10F0  
81047C3A 10F0  
81047C3E 10F0  
80047C40 00FF  
80047C41 00FF  
80047C42 00FF  
80047C43 00FF

AND WEAPONS FOR FUN

BARB WIRE BAT

81047cdc 073d  
81047cde 073d

Shovel  
81047D24 07C8  
81047D28 07A4

redmenace666

PRISON BRAWL MATCH  
ALOT OF THINKING AND IDEAS WERE PUT INTO THIS NON-HACKED CODE

AND HERE IT IS:

8104796E 0591  
81047970 0591  
81047974 0591  
81047976 0591  
81047978 0591  
810761E8 40C0  
81076ECC 40C0  
81076634 40C0  
810758DC 3000  
8107D0F0 3880  
8107CF38 3880  
8107D1CC 3A80  
8107D014 3B80  
80041AD7 0009  
8104790E 0081  
8104790C 0081  
81047910 0081  
8104725E 0689  
81047746 0689  
81047260 0689  
8104747E 0016  
81047480 0016  
81047482 0689  
81047484 0689  
81075DB0 0000  
8104796C 0591  
81045796 0000  
81075CAC 3FF0  
81075CD4 3FF0  
81075B48 3F10  
81047478 0689  
81167270 42B4  
81167704 42B4  
80041AFF 0023

HERE IS SOME CAW WHICH NEED TO BE IN THE MATCH FOR RELISTIC LOOKS(YOUR CHOICE)

742617000027 (convict)

BODY SIZE:2  
RING ATTIRE:46 COLOUR 7  
TATOO:5  
UPPER BODY:20 COLOUR 1-7



COLOUR 2-7

HEAD:1  
FACE:43  
HAIR1: 0  
FACIAL HAIR:13

BEST MOVES: POWER HOUSE AND MOVES WHICH CAN BE EASILY COUNTERD

PRISON GAURD

RING ATTIRE:38 COLOUR 24  
BODY SIZE:0  
TATOO:11  
UPPER BODY:39 COLOUR1-24  
COLOUR2-24  
ENTRANCE ATTIRE:3 (OFFICER SUNGLASSES)  
WEAPONS:3 (NIGTHSTICK)

HEAD:1  
FACE:26  
HAIR 1:2  
HAIR 2:6  
FACIAL HAIR: 30  
MASKS:4 (OFFICER SUNGLASSES)

FIGTHING STYLE CHANGE SPECIFIC WEAPON TO TONGFAR

BEST MOVES:TACKLING MOVES

The Turtle6

FLAMING ARENA MATCH!!!!!!

Credit: The Turtle6

Also credit to: Whoever found the arena modifier addys, the weapon modifier addys, the sound addys, Lazyboy for bottom crowd, D Generate and Degenerationx69 for other crowd address.

ONLY works in RAW arena.

THERE ARE SEVERAL WAYS TO WIN:

YOU CAN HAVE THEM ALL ON ARE JUST THE ONES YOU WANT.

PRESS Z TO WIN:

D1095184 2000  
8016722E 00FE  
D1095190 2000  
81167B46 00FE

OR:

THROW OPPONENT OVER ROPES TO WIN:

D1167220 0020  
801676C2 0002  
D11676B4 0020  
801676C2 0001

OR:

GET OPPONENT IN DANGER TO WIN:

D1167235 0001  
801676C2 00FF  
D11676C9 0001

8016722E 00FF

OR YOU CAN JUST USE PIN, FIRSTBLOOD, SUBMISSION, OR COUNTOUT.

FLAMING ARENA:

810474CA 06A3  
810474FA 06A1  
810474C8 06A3  
810474F8 06A1  
810474C4 06A3  
8104756C 06A1  
8104796E 06A3  
81047970 06A1  
81047974 06A3  
81047976 06A1  
81047978 06A3  
8104796C 06A1  
810474D2 06A3  
81047502 06A1  
8104725E 06A3  
81047746 06A1  
81047260 06A3  
810474C6 06A1  
810474F6 06A3  
810474D0 06A3  
81047500 06A1  
810474C2 06A3  
810474F2 06A1  
81047486 06A3  
81047488 06A1  
8104748A 06A3  
8104748C 06A1  
8104722A 06A1  
8104722C 06A3  
8104722E 06A1  
81047230 06A3

BRAND NEW ADDITION HACKED BY HOMIEG EZE!!!!!! THIS IS PART OF THE SAME CODE, HE FOUND THE ADDYS FOR THE TURNBUCKLES!!!!!!JUST A FEW MINUTES AGO!!!!!!

8104791C 06A1  
8104791E 06A3  
81047920 06A1

FLAMING WEAPONS:

81047CDC 06A3  
81047CDE 06A1  
81047CEC 06A3  
81047CEE 06A1  
81047CF0 06A3  
81047CFC 06A1  
81047CFE 06A3  
81047D00 06A1  
81047D1C 06A3  
81047D1E 06A1  
81047D20 06A3  
81047D28 06A1  
81047D60 06A3  
81047D62 06A1  
81047D70 06A3  
81047D72 06A1  
81047D80 06A3  
81047D8C 06A1  
81047D8E 06A3

81047D90 06A1  
81047D98 06A3  
81047DA4 06A1  
81047DAC 06A3  
81047DB4 06A1  
81047DBC 06A3  
81047DC4 06A1  
81047DCC 06A3  
81047DD8 06A1  
81047DDA 06A3  
81047DDC 06A1

FLAMING CROWD:

PART 1:

81047340 06A3  
81047368 06A1  
81047342 06A3  
8104736A 06A1  
81047344 06A3  
8104736C 06A1  
81047346 06A3  
8104736E 06A1  
81047348 06A3  
81047370 06A1  
8104734A 06A3  
81047372 06A1  
8104734C 06A3  
81047374 06A1  
8104734E 06A3  
81047376 06A1  
8104740C 06A3  
81047434 06A1  
8104740E 06A3  
81047436 06A1  
81047410 06A3  
81047438 06A1  
81047412 06A3  
8104743A 06A1  
81047414 06A3  
8104743C 06A1  
81047416 06A3  
8104743E 06A1  
81047418 06A3  
81047440 06A1  
8104741A 06A3  
81047442 06A1

PART2:

810474DE 06A3  
8104750E 06A1  
810474E0 06A3  
81047510 06A1  
810474E2 06A3  
81047512 06A1  
810474E4 06A3  
81047514 06A1  
810474E6 06A3  
81047516 06A1  
810474E8 06A3  
81047518 06A1

810474EA 06A3  
8104751A 06A1  
810474EC 06A3  
8104751C 06A1

PART 3:

8104716A 06A3  
8104716C 06A1  
81047172 06A3  
81047174 06A1

Fire Sounds:

80041AFF 0077  
81041B26 006B  
800EF957 0077  
800EF95F 0077  
800EF963 0077  
81041AFA 0077  
81041AFC 0077  
81041AFE 0077  
81041B00 0077  
81041B02 0077  
81041B06 0077  
81041AEC 0077  
81041B36 006B  
81041B16 0077  
80041BCF 0077  
80041BD1 0077  
80041BD3 0077  
80041BD5 0077

WwF2k HAcKMaN 1

well the Gr8 one didnt like it but i think it is pretty good for my first Hacked Code. There is a Straight ladder in the ring with a belt above it and u can climb it and grab the belt. ( i took out the moves because they look way off the ladder)P.S. I hacked this all by myself.

PART 1: <~~~~~ ladder

81166D90 1111  
81166D92 FF00  
81166D94 C213  
81166D96 EDB0  
81166D98 4335  
81166D9A 76C7  
81166D9C C262  
81166D9E F210  
81166DA0 0000  
81166DA2 0BFF  
81166DA4 0000  
81166DA6 104A  
81166DA8 0000  
81166DAA 07FF  
81166DAC FFFF  
81166DAE F4DO  
81166DC0 1111  
81166DC2 FF00  
81166DC4 C213  
81166DC6 EDB0

81166DC8 4385  
81166DCA 76C7  
81166DCC C262  
81166DCE F210  
81166DD0 0000  
81166DD2 0BFF  
81166DD4 0000  
81166DD6 104A  
81166DD8 0000  
81166DDA 07FF  
81166DDC FFFF  
81166DDE F4DO  
81166DF0 1111  
81166DF2 FF00  
81166DF4 C213  
81166DF6 EDB0  
81166DF8 43B5  
81166DFA 76C7  
81166DFC C262  
81166DFE F210  
81166E00 0000  
81166E02 0BFF  
81166E04 0000  
81166E06 104A  
81166E08 0000  
81166E0A 07FF  
81166E0C FFFF  
81166E0E F4DO

PART 2: <~~~~~ belt

81166E20 0505  
81166E22 FF00  
81166E24 C213  
81166E26 EDB0  
81166E28 43E5  
81166E2A 76C7  
81166E2C C262  
81166E2E F210  
81166E30 0000  
81166E32 0BFF  
81166E34 0000  
81166E36 104A  
81166E38 0000  
81166E3A 07FF  
81166E3C FFFF  
81166E3E F4DO

D1095184 0010  
81166DF0 0505  
D1095184 0010  
81166DF2 0000  
D1095190 0010  
81166DF0 0505  
D1095190 0010  
81166DF2 0000

PART 3: <~~~~~ CLIMBING

D1095184 2000  
81167221 FFFF  
D1095190 2000  
811676B5 FFFF

PART 4: <~~~~~ single match says ladder match  
800FF0BC 4C61

800FF0BE 6464  
800FF0C0 6572  
PART 5:<~~~~~ Textures  
81047CEC 0651  
81047CEE 0651  
81047CF0 0651  
81047DA4 15F7  
PART 6: <~~~~~ Winning  
D1095184 2000  
8116722E 00FF  
D1095190 2000  
81167B46 00FF

You Push Z to Climb the Ladder and You Push R to grab the belt and win. It works on both controllers.Only works in a Single match because only P1 and P2 can climb it.

Credit:

Wwf2k Hackman 1 for hacking the code  
and  
HardyBoyz37 for the texture of the Belts.  
i am almost done with my C4 match and Deathmatch.

-----  
VALUE CODES

BUGNUTS

here r some move values

450-25f2  
Shooting Star Press-25de  
Body Splash-25e3  
Frog Splash-25e8  
Rounding Splash-25ed  
Dragon Attack-25f8  
Flying Headbutt-25fb  
Back Elbow-2600  
Stomp-2604  
Knee Drop-2608  
Double Knee Drop-260c  
Twisting Senton Splash-2614  
Elbow Drop-2618  
Rolling Hangover-261c

Twisting Senton Splash...

d11671e8 2614  
811671e8 2612

450 Splash...

d11671e8 25f2  
811671e8 xxxx  
d11671e8 25f3  
811671e8 xxxx  
xxxx= 25f1(Pin landing) or 25f4(Land without pin)

-----  
X-factor-1E03

Get x-factored-1E04  
Suplex to inside-2645  
get suplexed to inside-2646

super RB- 22b5  
get super RB- 2646  
tiger driver- 265B  
get tiger driver-265c  
DUCKING Spring up- 2828  
break dance-176b  
Flip Attack-25c8  
DDT-1C99  
SHOULDER BREAKER-1A93  
SUPLEX TO OUTSIDE-2655  
GET SUPLEXED TO OUTSIDE-2656  
FRANKENSTIENER-22AB  
GET FRANKENSTIENER-22AC  
POWERBOMB TO OUTSIDE-2659  
GET POWERBOMBED TO OUTSIDE-265A  
FLIPPING NECKBREAKER-22D9  
GET FLIPPING NECK BREAKER-22DA  
CLUB TO CHEST-2647  
GET CLUB TO CHEST-2648  
SWEET CHIN MUSIC-1D25  
GET SWEET CHIN MUSIC-1D26  
BLOOD MIST-1D91  
ASS TAUNT-27EO  
KICK COMBO-1D6F  
GET KICK COMBO-1D70  
SNOW HEAD BUTT-1D07  
GET SNOW HEAD BUTT-1D08  
RUNNING STOMP-25B8  
GORDBUSTER2-1AA5  
GET GORDBUSTER2-1AA6  
MOUTAIN BOMB-201B  
GET MOUTAIN BOMB?-201C  
TORNADO BACKBREAKER-203A  
GET TORNADO BACKBREAKER?-203B  
SUPLEX=1A59  
GET SUPLEX-1A5A  
ARM WRENCH /HOOK KICK- 1B4B  
GET ARM WRENCH /HOOK KICK--1B4C  
POWERBOMB-2684  
GET POWERBOMBED-2686  
REVERSE SUPLEX(FRONT)-1B13  
ARM WRENCH W/ ELBOW-1AE5  
GET ARM WRENCH w/ELBOW?-1AE5  
TURN AROUND STUNNER-22OB  
DOUBLE ARM DDT-1B57  
GET DOUBLE ARM DDTE?-1B57  
TORNADO DDT-22C5  
GET TORNADO DDT-22C6

The Icon

Texture list

0000 = clear mat  
0001 = white mat, cut blue stripes  
0002 = white mat  
0003 = orange and black pattern mat  
0004 = Default mat  
0005 = clear mat, multi colored dots

0006 = green swerls with blue stripes  
0007 = clear mat  
0008 = Default mat  
0009 = clear mat  
000a = clear  
000b = default  
000c = DX green  
000d = yellow with red stripes  
000e = DX green  
000f = DX green  
0010 = clear  
0011 = clear  
0012 = Default  
0013 = clear  
0014 = yellow with red stripes  
0015 = clear or DX green  
0016 = clear  
0017 = DX green  
0018 = DX green  
0019 = Default  
001a = DX green  
001b = DX green  
001c = DXgreen  
001d = DX green  
001e = DX green  
001f = DX green  
0020 = Default  
0021 = DX green  
0022 = DX green  
00ae - blue  
0222 - Green  
0492 - Stage  
04A0 - Special  
04A2 - Danger  
04A4 - Blood!  
04A6 - 1 minute left  
04A8 - Blood?  
04AA - 30 sec  
04AC - Get in  
04AE - Replay  
04B0 - Tap  
04B2 - Tap (thicker)  
04B4 - Demo  
04B6 - Round  
04C9 - Round  
04CA - Two (blurred)  
04CC - Two (clear)  
04CE - Rope (blurred)  
04D0 - Rope (clear)  
04D2 - Count (blurred)  
04D4 - Count (clear)  
04D6 - Double (blurred)  
04D8 - Double (clear)  
04DA - Dr (blurred)  
04DC - Dr (clear)  
04DE - Eliminated (blurred)  
04E0 - Eliminated (clear)  
04E2 - 3 count (blurred)  
04E4 - 3 count (clear)  
04E6 - Weird 1



04E8 - Weird 2  
04EA - Weird 3  
04FE - Weird 4  
04F4 - Ring Out in white letters on black apron  
04F6 - Ring  
04F8 - Time  
049E - Special  
048E - Weird  
054f = controller pad pattern  
0550 - Combo 1  
055A - Combo 2  
0551 - Combo 3  
0552 - Combo 4  
0553 - Combo 5  
0554 - Combo 6  
0555 - Combo 7  
0556 - Combo 8  
0557 - Combo 9  
0558 - Combo 10  
0559 - Combo 11  
05C0 - Original mat texture  
0627 - Upper crowd  
0645 - Barrier  
0647 - Middle floor pads  
0649 - Corner floor pads  
064B - Raw apron  
0651 - Tower scaffolding  
0653 - WWF logo from scaffolding  
0655 - Ramp texture  
0657 - Curtain on side of entrance  
0659 - Seconds curtains from lower side of entrance  
065B - entrance lights  
065D - Titontron scaffold  
065F - Raw logo  
0661 - Vents in first part of entrance  
0663 - WWF logo form entryway  
0665 - WWF logo with part of structure around it  
0667 - Heat apron  
0668 - movin lights  
0669 - Heat logo frmo scaffolding  
066B - Scaffolding  
066D - Part of spotlight  
066F - ramp from Royal RUmble  
0671 - Cricle structure lights from King of the Ring  
0673 - King of the Ring LOGO  
0675 - Sside panels from circle structure from King of the Ring  
0677 - texture of ramp in circle structure King of the Ring  
0679 - King of the Ring Apron  
067B - ramp from King of the Ring  
067D - little triangle lights from KOTR  
067F - Royal Rumble Logo  
0681 - Royal Rumble apron  
0682 - green circuits  
0683 - gates from summerslam  
0685 - red wall from summerslam  
0687 - first part of summerslam ramp  
0688 - second part of summerslam ramp  
0689 - Walls at summerslam entrance  
068B - SummerSlam logo  
068d - red fire (survivor series ramp)

0691 - blue cell  
0693 - tan cell  
0695 - wood  
0697 - ice rink  
0699 - fire 1  
069b - fire 2  
069d - fire 3  
069f - fire 4  
06A1 - flames  
06A3 - flames  
06A5 - Part of ramp from survivor series  
06A7 - the lights from survivor series  
06AB - the skull from survivor series  
06AD - Survivor series apron  
06AF - First part of WM2000 Ramp  
06B1 - Second part of WM2000 Ramp  
06B3 - WM2000 Wall  
06B5 - background curtains from WM2000  
06B9 - the ramp closest to the logo that goes from left to right  
06C1 - WM2000 apron  
06fe - steel cage  
0707 - Red  
0724 - Green Puddle  
072a - Yellow  
0737 - Totally White  
0738 - Light Green  
073a - Drinking Glass  
073b - Sky Blue  
073d - Barbed Wire Bat  
0740 - Steel Chair (top white and bottom blue)  
0743 - Steel Chair (top blue and bottom white)  
0746 - Venician Blinds (aluminum)  
074a - Table weapon bottom  
0748 - Table weapon top  
074f = u.s. title  
0751 = cruiserweight title  
0753 = tag titles  
0755 = world title  
0757 = nWo title  
0759 = tv title  
0760 - Brown  
0762 - Garbage can side  
0764 - Garbage can bottom  
0766 - Garbage Can Lid  
0769 - Flash color  
076b - Briefcase  
0771 - Stop Sign  
0773 - 4 spotlights  
0775 - Chrome Stream  
0776 - Lime Green  
0778 - Bluish Green  
077a - Trophy  
077c - Brown triangles  
077e - Light grain wood  
0780 - Wacky colors  
0787 - wcw logo  
0789 - nwo logo  
078b - Blue Microphone  
078d - Black Microphone  
0792 - Al Snow's Head!

0796 - Cool  
079A - Cool  
079E - Wood grain (mallet?)  
07a6 - Cellar  
07ae - WWF Attitude symbol  
07b0 - Steel Chair(black)  
0A66 - Weird  
0A68 - Skin?  
0aaa - cool 2  
0ab0 - blue  
0ac0 - ????  
0ac6 - taker 3  
0acc - Kane 8  
0ace - Kane 9  
0ad0 - kane pants  
0ad2 - Kane 10  
0ad4 - Kane 11  
0ad6 - Kane 12  
0ad8 - Kane 13  
0adc - Kane 14  
0ade - Kane 15  
0ae0 - hhh  
0aea - different hhh  
0aec - green pipe w/black background  
0af0 - the rock  
0b02 - shamrock  
0b06 = striped X-Pac pants  
0b16 - Rock Shorts?  
0B1C - Val Venis  
0b26 - Too Cool shirt??  
0b60 - taker 2  
0b62 - taker  
0B90 - Diamonds  
0b92 - red, white, blue  
0b96 - half black half nwo  
0ba6 - d'lo pants design  
0bc4 - jericho  
0bd0 - meat  
0beo - leather  
0bf0 - green  
0C02 - Cool  
0C0A - Red (textured)  
0C0C - Red & White  
0C16 - HBK 1 (DX)  
0C18 - HBK 2  
0C30 - Suit  
0C50 - Red suit  
0c70 - too cool pants  
0c76 - the kings crowns  
0ca0 - scottish kilt  
0CA2 - Tartan  
0cc0 - kurt angle  
0ce0 - purple  
0cea = black & white  
0CF0 - Austin Vest  
0cfe = Austin No mercy shirt  
0d12 = ring looks like it is patched up  
0d14 = "clean and jerk" ring (looks cool)  
0d16 - cool 1  
0d20 - Mankind Ref (trish stratus?)

0d34 - Hbk Pants  
0D36 - HBK Wrestling Acadamy  
0d3e - 1-2-3-4 life  
0d40 - Blue and white stripes (kitty)  
0d42 - blue meanie  
0d52 - wwf come get some  
0d54 - wwf attitude sign  
0d5c - white cow hide  
0D64 - Ref Stripes  
0D76 - Kane 6  
0D78 - Kane 5  
0D7A - Kane 7  
0D90 - jarrett shirt  
0d96 = bottom of HHH shirt  
0D9F - Aqua Blue  
0da0 - Taker shirt  
0da4 - cool 4 (Kane)  
0da6 - Kane  
0DAE - Kane 1  
0db0 - red  
0DB8 - Kane 4  
0dc0 - dx  
0dd0 = front of godfather's vest  
0dd6 - d'lo chest protector  
0de0 - backlash?  
0de6 - dude love  
0df0 - black  
0df6 - wwf announcer shirt  
0DFA - Black (textured)  
0E28 - cammo  
0E48 - Smiley faces  
0e50 - black  
0EA8 - Bones  
0EAA - Barbed Wire  
0eb0 - machine  
0ec0 - black and green stripes  
0ed0 - groovy  
0ee0 - black and white stripes  
0EF4 - White (boots?)  
0F14 - Austin Tattoo  
0F18 - Gold design (actually chest hair)  
0F1A - Gold design (actually chest hair)  
0f56 - Droz Tattoo?  
0f96 - snake tattoo?  
0fb0 - sausage?  
0fd0 - las vegas  
14e7 - cool 3  
1601 - rocks face

Stuey Little

ALL VALUES ARE MOVE ONLY NO ANIMATION BEFORE OR AFTER.ALL ARE LISTED AS  
FOLLOWED:

SCREWDRIVER<THE MOVE

1D61<PLAYER 1

1D62<PLAYER 2

GARGOYLE SUPLEX

1DA7  
1DA8  
COBRA CLUTCH SUPLEX  
1EED  
1EEE  
DOUBLE HANDED COKESLAM  
1DA1  
1DA2  
KICKING COMBO  
1D71  
1D72  
MULT. GERMAN SUPLEX  
1F6A(1F6C LAST PART TO THE MOVE)  
1F6B(1F6D " " " " )  
SUPER GERMAN SUPLEX  
1E77  
1E78  
FAST GERMAN SUPLEX  
1E79  
1E7A  
REVERSE SUPLEX  
1B13  
1B14  
BRAINBUSTER  
1C8D  
1C8E  
STALLING BRAINBUSTER  
1C91,1C93  
1C92,1C94  
BELLY TO BELLY SUPLEX  
2030  
2031  
STALLING SUPLEX  
1A6F,1F71  
1A70,1A72  
DROPPING DDT  
1C9F  
1CA0  
DOUBLE UNDERHOOK DDT  
1B57  
1B58  
INVERTED DDT  
1DE1  
1DE2  
REVERSE DDT  
1E55  
1E56  
IRISH WHIP BODY PRESS SLAM  
2021  
2022  
RACK PANCAKE  
1E8F  
1E90  
"DON'T REMEMBER">JUST REMEMBERED SPINEBUSTER!  
202D  
202E  
SWING RACK  
1F5E  
1F5F  
RACK

1F4B  
1F4C  
ROLLING CLOTHESLINE  
2152  
2153  
ROLLING NECKBREAKER  
16orG3D>CAN'T REMEMBER IF ITS A 6 OR G  
1X3E  
SPINNING NECKBRECKER  
1A99  
1A9A  
RUNNING KNEE SMASH  
1B1B,1B1D  
1B1C,1B1E  
SPINEBUSTER  
202D  
202E  
BACKDROP  
1FFF  
FFFF  
MOUNTAIN BOMB  
201B  
201C  
POWERSLAM  
2003  
2004  
FRONT BACKDROP  
1ACF  
1ADO  
BACKSIDE SLAM  
1E85  
1E86  
SLEEPER HOLD  
1E29  
1E2A  
CHICKEN WING HOLD  
1F0F  
1F10  
DOUBLE ATOMIC DROP  
267E  
267F  
2680  
ROUND HOUSE KICK  
1CE9  
HEADBUTT TO GROIN  
253E  
253F  
LEG DROP  
25A7  
I THINK?GETS UP DIZZY  
1769

450-25f2  
Shooting Star Press-25de  
Body Splash-25e3  
Frog Splash-25e8  
Rounding Splash-25ed  
Dragon Attack-25f8  
Flying Headbutt-25fb

Back Elbow-2600  
Stomp-2604  
Knee Drop-2608  
Double Knee Drop-260c  
Twisting Senton Splash-2614  
Elbow Drop-2618  
Rolling Hangover-261c

Twisting Senton Splash...

d11671e8 2614

811671e8 2612

450 Splash...

d11671e8 25f2

811671e8 xxxx

d11671e8 25f3

811671e8 xxxx

xxxx= 25f1(Pin landing) or 25f4(Land without pin)

---

X-factor-1E03

Get x-factored-1E04

Suplex to inside-2645

get suplexed to inside-2646

super RB- 22b5

get super RB- 2646

tiger driver- 265B

get tiger driver-265c

DUCKING Spring up- 2828

break dance-176b

Flip Attack-25c8

DDT-1C99

SHOULDER BREAKER-1A93

SUPLEX TO OUTSIDE-2655

GET SUPLEXED TO OUTSIDE-2656

FRANKENSTIENER-22AB

GET FRANKENSTIENER-22AC

POWERBOMB TO OUTSIDE-2659

GET POWERBOMBED TO OUTSIDE-265A

FLIPPING NECKBREAKER-22D9

GET FLIPPING NECK BREAKER-22DA

CLUB TO CHEST-2647

GET CLUB TO CHEST-2648

SWEET CHIN MUSIC-1D25

GET SWEET CHIN MUSIC-1D26

BLOOD MIST-1D91

ASS TAUNT-27EO

KICK COMBO-1D6F

GET KICK COMBO-1D70

SNOW HEAD BUTT-1D07

GET SNOW HEAD BUTT-1D08

RUNNING STOMP-25B8

GORDBUSTER2-1AA5

GET GORDBUSTER2-1AA6

MOUTAIN BOMB-201B

GET MOUTAIN BOMB?-201C

TORNADO BACKBREAKER-203A

GET TORNADO BACKBREAKER?-203B

SUPLEX=1A59

GET SUPLEX-1A5A

ARM WRENCH /HOOK KICK- 1B4B

GET ARM WRENCH /HOOK KICK--1B4C

POWERBOMB-2684

GET POWERBOMBED-2686

REVERSE SUPLEX(FRONT)-1B13

ARM WRENCH W/ ELBOW-1AE5

GET ARM WRENCH w/ELBOW?-1AE5

TURN AROUND STUNNER-220B

DOUBLE ARM DDT-1B57

GET DOUBLE ARM DDTE?-1B57

TORNADO DDT-22C5

GET TORNADO DDT-22C6

Back moves:

Kneebreaker = 1e6b (to make it look like player 2 is receiving it = 1e6c)

Back Rake = 1e6d

Neckdrop = 1e6f

Falling Reverse DDT = 1e55

Back Drop = 1e21

Atomic Drop = 1e23

Sleeper = 1e27

Snap German Suplex = 1e25

Front:

Giant Headbutt = 1a37

Spinning Powerbomb = 1d37

Flipping Armbar = 1d27

1d28

1d29

1d2a

1d2b (release)

1d2c (opponent doesn't tap out)

1d2d (you win)

1d2e (opponent Taps out)

Fireman Carry to Pancake = 1b53

Diving Powerbomb = 1b63

Spinning Belly to Belly Suplex = 1b51

Fall Away Slam 2 = 1b4f

Shake Rattle and Roll = 1e01

McMahon Stunner = 1e11

DVD = 1e15

Double Arm DDT = 1b57

Sky High = 1e05

1e06 (player 2 gets slammed)

1e07 (player 1 pinning)

1e08 (plyer 2 gets pinned)

X-Factor = 1e03

Pedigree = 1dff

DDT = 1c99

Jumping Piledriver = 1a7d

Pulling Piledriver = 1a75

Cross Powerbomb = 1ba9

Hanging DDT = 1de5

Diamond Cutter = 1dd1

Suplex = 1e59

Stroke (Jarrett Facebuster) = 1e17

Fame-ass-er = 1e19

Sambo Suplex = 1d01

Sweet Chin Music = 1d25

Screwdriver = 1d61

Standing Clothesline = 1d63

Austin - 0001



The Rock - 0002  
S. Michaels - 0003  
Dude Love - 0004  
Cactus Jack - 0005  
Undertaker - 0101  
Triple H - 0102  
Vince - 0103  
Shane - 0104  
Farooq - 0105  
Bradshaw - 0106  
Big Bossman - 0106  
Viscera - 0108  
Mideon - 0109  
Pail Bearer - 010B  
Big Show - 0201  
Mankind - 0202  
Ken Shamrock - 0203  
Test - 0204  
Road Dogg - 0301  
Mr. Ass - 0302  
X-Pac - 0303  
Kane - 0304  
Val Venis - 0401  
Godfather - 0402  
Jericho - 0403  
Mark Henry - 0403  
D'Lo Brown - 0405  
Jeff Jarrett - 0406  
Steve Blackman - 0502  
Droz - 0503  
Prince Albert - 0504  
Meat - 0505  
Thrasher - 0506  
Chaz - 0507  
Edge - 0601  
Gangrel - 0602  
Christian - 0603  
Al Snow - 0701  
Hardcore Holly - 0702  
Blue Meanie - 0704  
Too Sexy - 0801  
Too Hot - 0802  
J. Hardy - 0803  
M. Hardy - 0804  
Pat Patterson - 0901  
Gerald Brisco - 0902  
Michael Hayes - 0903  
Jerry Lawler - 0904  
Jim Ross - 0905  
Terri Runnels - 0A02  
Jacqueline - 0A03  
Ivory - 0A04  
Debra - 0A05  
Tori - 0A06  
Chyna - 0A07  
Stephanie - 0A08  
Original A CAW - 0C01  
Original B CAW - 0C02  
Original C CAW - 0C03  
Original D CAW - 0C04

Original E CAW - 0C05  
Original F CAW - 0C06  
Original G CAW - 0C07  
Original H CAW - 0C08  
Original I CAW - 0C09  
Original J CAW - 0C0A  
Original K CAW - 0C0B  
Original L CAW - 0C0C  
Original M CAW - 0C0D  
Original N CAW - 0C0E  
Original O CAW - 0C0F  
Original P CAW - 0C10

060E: Bearhug  
0618: Big Swing  
0622: Bloodmist  
062C: Brainbuster DDT  
0636: Chickenwing Jawbreaker  
0640: Cradle DDT  
064A: Cross DDT  
0654: Cross Heel Hold  
065E: Dizzy Combo  
0668: Dominator  
0672: Double Dragon Screw  
067C: Double Underhook Driver  
0686: Downward Spiral  
0690: Emerald Fusion  
069A: Fame Asser  
06A4: Flipping Armbar  
06AE: Flowing DDT  
06B8: Gargoyle Suplex  
06C2: Gigantic Bomb  
06CC: Hangman's DDT  
06D6: Helicopter Pin  
06E0: Insider Edge  
06EA: Inverted DDT  
06F4: Jackknife Powerbomb  
06FE: Jarrett Facebuster  
0708: Jump Swinging DDT  
0712: Kick Comination  
071C: Mac Stunner  
0726: Mandible Claw  
0730: Muken  
073A: Orange Crush Pin  
0744: Pedigree  
074E: Pimp Drop  
0758: Powerbomb and DVD Combination  
0762: Powerbomb to Facebuster  
076C: Power Clothesline  
0776: Powerbomb Pin with Slide  
0780: Praying Cross Powerbomb Pin  
078A: Punching Combination 01  
0794: Punching Combination 02  
079E: Quick Double Dragon Screw  
07A8: Rock Bottom  
07B2: Running Scissor Kick  
07BC: Samoan Neckbreaker  
07C6: Samurai Driver  
07D0: Scoop Reverse DDT  
07DA: Screwdriver

07E4: Shake, Rattle, and Roll  
07EE: Show Stopper  
07F8: Sidewalk Slam to Submission  
0802: Sky High  
080C: Sledgehammer  
0816: Snowplow  
0820: Spinning Falcon Arrow  
082A: Spiral Bomb  
0834: Stalling Falling Powerbomb Pin  
083E: Stalling Powerbomb Pin  
0848: Stone Cold Stunner  
0852: Striking Combination Pin  
085C: Strong Kicking Combination  
0866: Strong Lariat  
0870: Sumo Attack  
087A: Sweet Chin Music  
0884: Takedown with Punching and Armbar  
088E: Tombstone Piledriver  
0898: Two-handed Chokeslam  
08A2: T-bone DDT  
08AC: X Factor  
08B6: 3/4 Turn Neckbreaker  
08C0: Abdominal Stretch Pin  
08CA: Blue Thunder Pin  
08D4: DD DDT  
08DE: Cobra Clutch Suplex  
08E8: Electric Chair Drop  
08F2: Impaler  
08FC: Multiple German Suplex  
0906: Pump Handle Drop  
0910: Pump Handle Slam  
091A: Reverse DVD  
0924: Reverse DDT Drop  
092E: Spinning Huracanrana Pin  
0938: Spinning Torture Rack  
0942: Walking Sidewalk Slam

BuckL

Women CAW Character Face Addresses\Values  
Credit: Tokidoim

Terri-----8104684E 1298

Jacky-----8104685A 12B8

Ivory-----81046866 12D4

Debra #1-----81046872 12EE

Debra #2-----8104687E 12EE

Tori-----8104688A 130C

Stephanie-----810468A2 1344

Blond Ho (#1)-----810468AE 1362

Chinese Ho (#2)-----810468BA 1380

DOOMSDAY EWF

Here is a list of all the textures I have found  
they are seperated into easy to locate groups and in A-B-C order

--Wrestler Textures--

"1-2-3-4Life" shirt=0D3E  
Announcer Shirt=-0DF6  
Austin "no mercy" Shirt=0CFE  
Austin Tattoo=0F14  
Austin Vest=0CF0  
Blue Menie Shirt=0D42  
DX=0DC0  
DX=0C16  
DX Green=000C  
DX Green=000E  
DX Green=000F  
DX Green=0017  
DX Green=0018  
DX Green=001A  
DX Green=001B  
DX Green=001C  
DX Green=001D  
DX Green=001E  
DX Green=001F  
DX Green=0021  
DX Green=0022  
Dude Love=0DE6  
D'lo Chest Protector=0DD6  
D'lo Pants Design=0BA6  
Droz Tattoo=0F56  
Gangral Boots=0EA8  
Godfather=0DD0  
HBK 1=0C16  
HBK 2=0C18  
HBK Accademy=0D36  
HBK Pants=0D34  
HHH 1=0AEO  
HHH 2=0AEA  
HHH Shirt=0D96  
Kings Crowns=0C76  
Jericho=0BC4  
Jeff Jarret Shirt=0D90  
Kane=0AD0  
Kane 1=0DAE  
Kane 2=0DA4  
Kane 3=0DA6  
Kane 4=0DB8  
Kane 5=0D78  
Kane 6=0D76  
Kane 7=0D7A  
Kane 8=0ACC  
Kane 9=0ACE  
Kane 10=0AD2  
Kane 11=0AD4  
Kane 12=0AD6

Kane 13=0AD8  
Kane 14=0ADC  
Kane 15=0ADE  
Kitty=0A40  
Kurt Angle=0CC0  
Meat=0BD0  
Mosh's Skirt=0CA0  
Mankind "Ref" Shirt=0D20  
The Rock=0AF0  
The Rock's Face=1601  
TheRock Shorts=0B16  
Too Cool pants=0C70  
Too Cool shirt=0B26  
Thrasher's Skirt=0CA2  
Trish Stratus=0D20  
Shamrock=0B02  
Undertaker=0B62  
Undertaker 2=0B60  
Undertaker 3=0AC6  
Undertakers Pants=0AAA  
Undertaker shirt=0DA0  
Val Venis=0B1C  
X-Pac Pants=0B06

--Logos--

NWO Logo=0789  
Raw logo=064B  
WCW Logo=0787

--Signs and Symbols--

WWF Attitude Sign=0D54  
WWF Attitude symbol=07AE

--Text--

1 Minute Left=04A6  
30 Sec.=04AA  
Clean and Jerk=0D14  
Come Get Some=0D52  
Count (clear)=04D4  
Danger=04A2  
Demo=04B4  
Double (blurred)=04D6  
Double (clear)=04D8  
Dr (blurred)=04DA  
Dr (clear)=04DC  
Eliminated (clear)=04E0  
Eliminated (blurred)=04DE  
Get In=04AC  
Replay=04AE  
Ring Out=04F4  
Rope (blurred)=04CE  
Rope (clear)=04D0  
Ring=04F6  
Round 1=04B6  
Round 2=04C9  
Special 1=04A0  
Special 2=049E  
Tap=04B0  
Tap (thicker)=04B2  
Three Count Fall (blurred)=04E2

Three Count Fall (clear)=04E4

Time=04F8

Two (blurred)=04CA

Two (clear)=04CC

--Belts--

NWO World=0757

WCW Cruiserweight=0751

WCW Tag=0753

WCW T.V.=0759

WCW U.S.=074F

WCW World=0755

--Colors--

Aqua=0D9F

Black=0DF0

Black & White=0CEA

Blinking=0769

Blue=0AB0

Bluish Green=0788

Brown=0760

Green=0222

Light Green=0738

Light Wood Grain=077E

Lime Green=0776

Multi Color=0780

Purple=0CE0

Red=0DB0

Red & White=0C0C

Red, White, Blue=0B92

Sky Blue=073B

Yellow=072A

Wood grain=079E

White=0D16

--Weapons--

Barbed Wire Bat=073D

Black Microphone=078D

Blue Microphone=078B

Briefcase=076B

Cage=06FE

Chair=0743

Chair (black)=07B0

Chair (top white bottom blue)=0740

Chair (top blue bottom white)=0734

Drinking Glass=073A

Garbage Can Bottom=0764

Garbage Can Lid=0766

Garbage Can Side=0762

Head=0792

Stop Sign=0771

Table Bottom=074A

Table Top=0748

Trophy=077A

--Misc.--

1/2 Black 1/2 NWO Logo=0B96

4 Spotlights=0773

Aluminum=0746

Army Cammo=0E28

Backlash=0DE0  
Blood 1=04A4  
Blood 2=04A8  
Blue Army Cammo=0CCC  
Blue Cell=0691  
Box=0685  
Cellar=07A6  
Chrome Lines=0775  
Diamonds=0B90  
Dragon Tattoo=0F96  
Fire 1=069D  
Fire 2=069F  
Fire Ball=098B  
Gold design 1=0F18  
Gold design 2=0F1A  
Green Circuits=0682  
Green Pipe w/Black Background=0AEC  
Green Puddle=0724  
Grid=0683  
Groovy=0ED0  
Ice Rink=0697  
Las Vegas=0FD0  
Machine=0EB0  
Moving Lights=0668  
N64 Controller=054F  
Original Mat Texture=05C0  
Red Suit=0C50  
Ref Stripes=0D64  
Skin=0A68  
Smiley Faces=0E48  
Stage=0492  
Suit=0C30  
Tan Cell=0693  
Tattoo (CHEST SCAR)=0fb0  
WCW Gaurd Rail=0591  
White Cow Hide=0D5C  
Wraped Glove=0D12

--All Arenas--

Barricades=0645  
Outside Corner Pads=0649  
Outside Pads=0647

--Raw Arena--

Apron=064B  
Entrance Lights=065B  
Logo=065F  
Logo From Entry Way=0663  
Logo From Scaf.=0653  
Logo w/ Scaf.=0665  
Ramp=0655  
Scaf.=0651  
Scaf. Over Entry Way=065D  
Stage Curtins=0659  
T.T. Curtins=0657  
Vents in From Entrance=0661

--Heat Arena--

Apron=0667  
Logo From Scaf.=0669

---Royal Rumble/K.O.T.R. Arenas---  
Lights From Dome=0671  
K.O.T.R Apron=0679  
K.O.T.R Logo=0673  
Ramp in The Dome=0677  
Ramp From K.O.T.R=067B  
Ramp From R.R & K.O.T.R. (Scaf.)=066F  
R.R. Apron=0681  
R.R. Logo=067F  
Scaf.=066B  
Side Panals in Dome (Curtins)=0675  
Spot Lights=066D  
Triangle Lights=067D

---SummerSlam Arena---  
1st Part of Ramp=0687  
Area Behind Gates=0685  
Gates=0683  
Logo=068B  
Upper Crowd=0627  
Walls=0689

---Survivor Series Arena---  
Blue Scaf.=0691  
Gold Scaf. 1=0693  
Gold Scaf. 2=0695  
Flames 1 (Post)=0699  
Flames 2 (Post)=06A1  
Flames 3 (Post)=06A3  
red fire (S.S ramp)=068D  
Survivor Series Apron=06AD  
Survivor Series Lights=06A7  
Survivor Series Ramp=06A5  
Survivor Series Skull=06AB  
Wall=0697

---Wrestlemania Arena---  
1st Part of Ramp=06AF  
2ed Part of Ramp=06B1  
Ramp Close to the Logo=06B9  
Wrestlemania Apron=06C1  
Wrestlemania Background Curtains=06B5  
Wrestlemania Wall=06B3

These are textures I can't explain

048E  
04C0  
04E6  
04E8  
04EA  
04F4  
04FE  
0550  
0551  
0552  
0553  
0554  
0555  
0556



0557  
0558  
0559  
055A  
0796  
079A  
0A66  
0AC0  
0C0B  
0DA4  
0EC0  
14E7

grand master sexay2000

--weapons--

>>>>polygons<<<<<

0739: Bat polygon 1  
073C: Bat polygon 2  
073F: Broken table 1&2 polygon 1  
0742: Broken table 1&2 polygon 2  
0745: Broken table 1&2 polygon 3  
0777: Stop sign polygon 1  
0778: Stop sign polygon 2  
0779: Stop sign polygon 3  
0768: Trash can polygon 1  
0769: Trash can polygon 2  
076A: Trash can polygon 3  
07C6: Suitcase polygon  
075F: Mallet polygon 1

(mod removed big-ass sig)

0760: Mallet polygon 2  
0761: Mallet polygon 3  
0782: Trophy polygon 1  
0783: Trophy polygon 2  
0780: Trophy polygon 3  
0781: Trophy polygon 4  
0784: Trophy polygon 5  
0785: Trophy polygon 6  
0786: Trophy polygon 7  
07CD: Microphone polygon 1  
07CE: Microphone polygon 2  
07BD: Broom polygon 1  
07BE: Broom polygon 2  
07BA: Kendo stick polygon 1  
07BB: Kendo stick polygon 2  
07C8: Shovel polygon  
07C3: Hockey stick polygon  
07C1: Guitar polygon 1  
07C0: Guitar polygon 2  
07C2: Guitar polygon 3  
07C5: Nightstick polygon  
07B8: Head polygon  
07CC: Cane polygon  
07BF: Cup polygon  
07C4: 2X4 polygon  
07C7: Scrap metal polygon  
07BC: Bottle polygon

07C9: Ringsteps polygon 1  
07CA: Ringsteps polygon 2  
07CB: Ringsteps polygon 3  
073F: Cookie Sheet polygon 1  
0742: Cookie Sheet polygon 2  
0745: Cookie Sheet polygon 3

>>>>>graphics<<<<<<<<

07B6: Bat graphic 1&2  
073D: Barbed wire bat graphic 1&2  
07B0: Broken table 1 graphic 1  
07B2: Broken table 1 graphic 2  
07B4: Broken table 1 graphic 3  
0748: Broken table 2 graphic 1  
074A: Broken table 2 graphic 2  
074C: Broken table 2 graphic 3  
0771: Stop sign graphic 1  
0773: Stop sign graphic 2  
0775: Stop sign graphic 3  
0762: Trash can graphic 1  
0764: Trash can graphic 2  
0766: Trash can graphic 3  
07A0: Suitcase graphic 1  
075B: Mallet graphic 1  
075D: Mallet graphic 2&3  
077C: Trophy graphic 1&2  
077A: Trophy graphic 3&4  
077E: Trophy graphic 5,6&7  
07AE: Microphone graphic 1&2  
0796: Broom graphic 1&2  
07AA: Kendo stick graphic 1&2  
07A4: Shovel graphic  
079C: Hockey stick graphic  
079A: Guitar graphic 1,2&3  
07AC: Nightstick graphic  
0792: Head graphic  
07A8: Cane graphic  
0798: Cup graphic  
079E: 2X4 graphic  
07A2: Scrap metal graphic  
0794: Bottle graphic  
07A6: Ringsteps graphic 1,2&3  
073D: Barb Wire Kendo Stick graphic 1  
07AA: Barb Wire Kendo Stick graphic 2  
0762: Cookie Sheet graphic  
0771: Red and White Hockey Stick graphic  
073D: Barb Wire Hockey Stick graphic  
079E: Barb Wire 2X4 graphic 1  
073D: Barb Wire 2X4 graphic 2  
07A6: Sledgehammer graphic 1  
0796: Sledgehammer graphic 2&3

--belts--

>>>>>belt polygons<<<<<<<<<

15DB: Waist, body size 4&5  
15DC: Left shoulder "  
15DD: Right shoulder "  
15DE: Waist, body size 6  
15DF: Left shoulder "

15E0: Right shoulder "  
15E1: Waist, body size 7  
15E2: Left shoulder "  
15E3: Right shoulder "  
15E4: Waist, body size 2&3  
15E5: Left shoulder "  
15E6: Right shoulder "  
15E7: Waist, body size 0&1  
15E8: Left shoulder "  
15E9: Right shoulder "  
15EA: Waist, women  
15EB: Left shoulder "  
15EC: Right shoulder "

>>>>>belt graphics<<<<<<

15ED: Bronze belt  
15EF: Blue belt  
15F1: Colorful belt  
15F3: Gold belt 1  
15F5: Hardcore Belt  
15F7: Gold belt 2  
15F9: Blue & Gold belt  
15FB: Pink belt  
074F Us Title  
0751 Cruiserweight  
0753 Tag titles  
0755 WCW World  
0757 nWo World  
0759 TV Title

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WEAPON CODES

Sandman10111

fish filleting board  
81047cec 077e  
81047cee 077e  
81047cfo 077e

WwF2k HAcKMaN 1

Credit:Kryogenics

----- Six Foot Knightstick (Replaces Bat)  
81047CD8 07C5  
81047CDA 07BA  
81047CDC 07AC  
81047CDE 07AA

Credit:Kryogenics

----- Riot Helmet (Replaces Hockey stick)  
81047D7C 07B9  
81047D80 07AC

Credit:Kryogenics

----- Bent Riot Sheild (Replaces Suitcase)

81047D24 07C7  
81047D28 07AC

FAN WITH STAND, cool, replaces broom! looks ok, but could use work, if someone wants to spice it up they can.

Credit:udfanicktooslick and tokidoim

8104 7D64 07BE  
8104 7D66 07C2  
8104 7D68 0737  
8104 7D6A 0655

BANJO, replaces BROOM! LOOKS GREAT!

Credit:udfanicktooslick and Tokidoim

8104 7D64 073C  
8104 7D66 07C2  
8104 7D68 0748  
8104 7D6A 0748

Wooden board(looks really cool) (REPLACES CHAIR)

Credit:udfanicktooslick and Tokidoim

8104 7CEC 079E  
8104 7CEE 079E  
8104 7CF0 079E

WOODEN TAPED UP DOOR!, looks hott!(replaces chair)Credit:udfanicktooslick and Tokidoim

8104 7CEC 079C  
8104 7CEE 079C  
8104 7CF0 079C

Crash Holly's weight scale ( 3rd version) (Replaces guitar)

Credit:TheHardyBoyz37 and Tokidoim

81047D84 07CA  
81047D86 07C4  
81047D88 07C9  
81047D8C 07AC  
81047D8E 0794  
81047D90 07AC

THIS CODE IS SO COOL, IT LOOKS THE BEST THE ONLY THING IS THAT THE LUMBER GOES TOO LOW, BUT IT IS STILL COOL!!!!!!!!!!

Razor sharp saw (Replaces bat)

Credit:TheHardyBoyz37 and Tokidoim

81047CD8 0739  
81047CDA 075F  
81047CDC 0798  
81047CDE 0768

MAILBOX WITH STAND (REPLACES BAT)

Credit:TheHardyBoyz37 and Tokidoim

81047CD8 0739  
81047CDA 075F  
81047CDC 0798  
81047CDE 0762

Mini shotgun( Used to whip, not shoot)! (Replaces bat)Credit:TheHardyBoyz37 and Tokidoim

81047CD8 07C5  
81047CDA 07CE  
81047CDC 0798  
81047CDE 0798

Silver Cookie Sheet ( Replaces Albert's Suitcase)Credit:TheHardyBoyz37 and Tokidoim

81047D24 07C7  
81047D28 0798

Laptop gun ( from Perfect dark) (Replaces microphone)Credit:TheHardyBoyz37 and Tokidoim

81047D5C 07C5  
81047D5E 07BC  
81047D60 0798  
81047D62 0798

Torch! ( Replaces cane)

Credit:TheHardyBoyz37 and Tokidoim

81047DA8 07BB  
81047DAC 0798

Sword! ( Replaces microphone)

Credit:TheHardyBoyz37 and Tokidoim

81047D5C 07BA  
81047D5E 07BF  
81047D60 0798  
81047D62 07A6

Steel metal door ( replaces cane)

Credit:TheHardyBoyz37 and Tokidoim

81047DA8 0742  
81047DAC 0798

Open Umbrella (Replaces bat)

Credit:TheHardyBoyz37 and Tokidoim

8104 7CD8 0739  
8104 7CDA 076A  
8104 7CDC 0798  
8104 7CDE 07A6

4- FOOT LOLLIPOP (replaces lollipop or kendo stick)Credit:TheHardyBoyz37 and Tokidoim

81047D6C 075F  
81047D6E 0761  
81047D70 0771

Silver Microphone (replaces microphone)Credit:TheHardyBoyz37 and Tokidoim

8104 7D5C 07CD  
8104 7D5E 07CE  
8104 7D60 07BF  
8104 7D62 07BF  
81047D72 0771

Trashcan With Weapon inside! ( Replaces kendostick!)Credit:TheHardyBoyz37 and Tokidoim

81047D6C 07C3  
81047D6E 0768  
81047D70 079C  
81047D72 0762

Golf club as a weapon! ( Replaces hockey stick!)Credit:TheHardyBoyz37 and  
Tokidoim  
81047D7C 07C3  
81047D80 0798

Sword! ( Replaces microphone).

Credit:TheHardyBoyz37  
81047D5C 07BA  
81047D5E 07BF  
81047D60 0798  
81047D62 07A6

(with Help From WwF2k HAcKMaN 1) sword Replaces Bat

Credit:TheHardyBoyz37  
81047CD8 07BA  
81047CDA 07BF  
81047CDC 0798  
81047CDE 07A6

Steel Cinderblock (updated\*\*\*) Replaces Lumber!  
8104 7DB8 07C4  
8104 7DBC 0798

4-Foot Magic Wand ( awesome!!!) Replaces Lumber!  
8104 7DB8 07C4  
8104 7DBC 07A8

Metal Bowling ball ( awesome !!!!!) Replaces Head!  
8104 7DA0 07B8  
8104 7DA4 0798

Barbwire ball! Replaces Head!  
8104 7DA0 07B8  
8104 7DA4 073D

New HEAD!!!!

8104 7DA0 07B8  
8104 7DA4 0764

New hockey stick! ( Replaces hockey stick)  
8104 7D7C 07C3  
8104 7D80 07A8  
(LOOKS MUCH BETTER THEN THE OLD HOCKEY STICK)!!!

UPDATED\*\* Red lightsaber!!! Replaces GUITAR!!

81047D84 07CD  
81047D86 07CE  
81047D88 07BA  
81047D8C 0E50  
81047D8E 0E50  
81047D90 0707

Weapons MAde by Hardy90

umbrella

8104 7ce0 07cc

8104 7ce2 07c1

glass window

8104 7cfc 073f

8104 7cfe 0742

8104 7d00 0745

Weapons Hacked by WwF2k Hackman 1

SWORD REPLACES GUITAR

81047D84 07CD

81047D86 07CE

81047D88 07BA

81047D8C 0E50

81047D8E 0E50

81047D90 06FE

Bloody Flaming Barbwire 2x4 replaces guitar

81047D84 07C4

81047D86 07C4

81047D88 075F

81047D8C 073D

81047D8E 04A4

81047D90 0699

Bloody barbwire 2x4 replaces bat

81047CD8 07C4

81047CDA 07C4

81047CDC 073D

81047CDE 04A4

Bloody 2x4 replaces Bat

81047CD8 07C4

81047CDA 07C4

81047CDC 079E

81047CDE 04A4

Bloody barbwire bat replaces bat

81047CD8 0739

81047CDA 0739

81047CDC 073D

81047CDE 04A4

Bloody steel bat replaces bat

81047CD8 0739

81047CDA 0739

81047CDC 06FE

81047CDE 04A4

Bloody Black Bat

81047CD8 0739

81047CDA 0739

81047CDC 0E50

81047CDE 04A4

Bloody Shovel Replaces Bat

81047CD8 07C8

81047CDA 07C8

81047CDC 07A4

81047CDE 04A4

FLAMING BARBWIRE 2X4 replaces Bat

81047CD8 07C4

81047CDA 075F

81047CDC 073D

81047CDE 0699

Barbwire 2x4 replaces 2x4

81047DB8 07C4

81047DBC 073D

Stings bat Replaces Bat

81047CD8 0739

81047CDA 073C

81047CDC 0E50

81047CDE 0E50

Steel bat Replaces Bat

81047CD8 0739

81047CDA 073C

81047CDC 06FE

81047CDE 06FE

Crowbar Replaces Bat

81047CD8 0760

81047CDA 0761

81047CDC 0E50

81047CDE 0E50

Torch Replaces guitar

81047D84 075F

81047D86 0760

81047D88 0761

81047D8C 0699

81047D8E 075D

81047D90 075D

Knife Replaces Nightstick



81047D94 07CD  
81047D98 06FE

BARREL REPLACES TRASHCAN

81047D14 0768  
81047D16 0789  
81057D18 076A  
81047D1C 079E  
81047D1E 079E  
81047D20 079E

BARBWIRE WOODEN NIGHTSTICK REPLACES NIGHTSTICK

81047D94 07AC  
81047D98 079E

NWO BELT REPLACES NIGHTSTICK

81047D94 15EB  
81047D98 0757

DX POSTER REPLACES CHAIR

81047CE4 073F  
81047CE6 0742  
81047CE8 0745  
81047CEC 0DC0  
81047CEE 0DC0  
81047CF0 0DC0

NWO POSTER REPLACES CHAIR

81047CE4 073F  
81047CE6 0742  
81047CE8 0745  
81047CEC 0789  
81047CEE 0789  
81047CF0 0789

Green LightSaber Replaces Guitar

81047D84 07CD  
81047D86 07CE  
81047D88 07BA  
81047D8C 0E50  
81047D8E 0E50  
81047D90 0776

Blue LightSaber Replaces Guitar

81047D84 07CD  
81047D86 07CE  
81047D88 07BA  
81047D8C 0E50  
81047D8E 0E50  
81047D90 0697

Red LightSaber Replaces Guitar

81047D84 07CD  
81047D86 07CE  
81047D88 07BA  
81047D8C 0E50  
81047D8E 0E50  
81047D90 0C0A

Barbwire Mallet Replaces Guitar

81047D84 075F  
81047D86 0760  
81047D88 0761  
81047D8C 079E  
81047D8E 075D  
81047D90 075D

TASER REPLACES NIGHTSTICK

81047D94 07CD  
81047D98 0E50

TV REPLACES CHAIR

8104 7CE4 073F  
8104 7CE6 0745  
8104 7CE8 073F  
8104 7CEC 0E50  
8104 7CEE 0740  
8104 7CF0 0E50

Barbwire TAbLe replaces table

81047CF4 073F  
81047CF6 0742  
81047CF8 0745  
81047CFC 073D  
81047CFE 074A  
81047D00 074C

TRASH CAN LID REPLACES BAT

81047CD8 0768  
81047CDA 076A  
81047CDC 0762  
81047CDE 0766

Sandman10111

piano keys replace bat

81047cdc 0746  
81047cde 0746

grand master sexay2000

Trash can as entrance weapon

8107d84 0768

8107d86 7692

8107d88 076a

8107d8c 0762

8107d8e 0764

8107d90 0766

Replaces guitar in entrance weapons

Made by: Grand Master Sexay 2000

ECW barricade as weapon

81047cec 0591

81047cee 0591

81047cf0 0591

Replaces chair

Made by:Grand Master Sexay 2000

Eddie Gerarraro's steel pipe

81047cdc 0655

81047cde 0665

Replaces Bat

Made by:Grand Master Sexay 2000

Sword

81047d64 07ba

81047d66 07bb

81047d70 0655

81047d72 068d

81047d68 0665

81047d68 068d

Replaces broom in weapons,and replaces kendo stick in entrance weapons.

made by:Grand Master Sexay 2000

Holes and dents in chair

81047cec 0649

81047cee 0649

81047cf0 0649

Replaces chair

Made by:Grand Master Sexay 2000

tokidoim

nWo table replaces table

the 1 side says nWo and the other side is just black!

81047cec 0789

81047cee 0789

81047cf0 0789

81047cfc 0789

81047cfe 0789

81047d00 0789

nWo Belt replaces nightstick

81047D94 15EB

81047D98 0757

nWo Guitar replaces guitar

81047d8c 0789  
81047d8e 0789  
81047d90 0789

tokidoim

THE COOLEST WEAPON! (HIT PERSON WITH CHAIR AND IS DENTED  
D0057210 0020 D0057211 0024 81047cec 0649  
81047cee 0649  
81047cf0 0649  
REPLACES CHAIR

TheHardyBoyz37

The PEOPLES HEAD!! ( FOR ALL OF U THAT HATE THE ROCK) (REPLACES HEAD)

81047DA0 07B8  
81047DA4 1601

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NEW COSTUMES

Lita

81046b44 0b1e  
81046b46 0afe  
81046b48 13bc  
81046b4a 0b20  
81046b4c 0b20  
81046b4e 0ee2  
81046b54 13bc  
81046b56 0000  
81046b58 0b20  
81046b5a 0b20  
81046b5c 0ee2  
81046b5e 13bc  
81046866 1380  
81046b56 0000  
81046b64 0f96

This Lita covers Ivory, has black pants, and a T-back like she wears on tv.

Tori

81046bbo 0afe  
81046bb6 0beo  
81046bb8 0000  
81046bco 0000  
81046bc2 0000  
81046bc4 0be0  
81046bc6 0000  
81046bco 0000  
81046bd0 0000

Puts on Thong, black boots, and takes the sleeves.

Chyna  
81046bd4 0afe

Puts on thong

Debra pink  
81046b8c 0afe  
81046b94 0000  
81046ba2 0000

Puts on thong

Credit: Alan523x

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Credits  
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- Jeff "CJayC" Veasey and GameFAQs (<http://www.gamefaqs.com>) for posting my FAQs.
- Al Amaloo and Game Winners (<http://www.gamewinners.com>) for posting my FAQs.
- Dave and Cheat Code Central (<http://www.cheatcc.com>) for posting my FAQs.
- A HUGE thanks goes out to LordK316. He has two sites you can visit:  
<http://www.deathscape-catacombs.com>

If you need help with the GameShark codes, contact him on his message board-|  
|  
<http://messageboard.deathscape-catacombs.com> <-----|

- alan523 for the codes he sent in

ASCII Art created using SigZag by James Dill: (freeware!)  
<http://www.geocities.com/southbeach/marina/4942/sigzag.htm>

This FAQ was written entirely using the GWD Text Editor: (shareware)  
<http://www.gwdsoft.com/>

- There are many, many text editors out there (even completely free), but this is certainly one of the absolute best editors out there. Also, be sure to support the software developer(s); they did a lot of hard work on this.

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