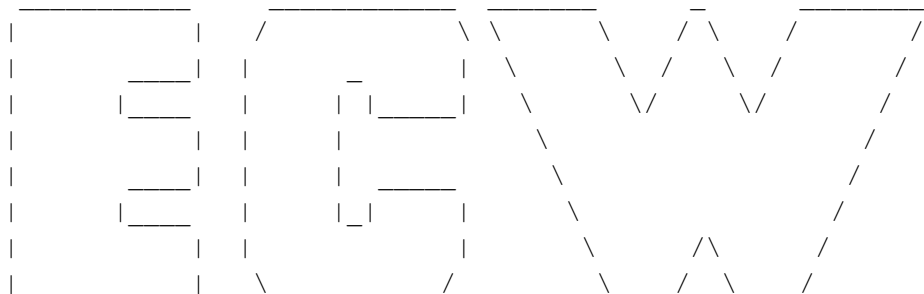


ECW: Hardcore Revolution FAQ/Move List

by rr a ven

Updated to v1.0 on Apr 13, 2003

This walkthrough was originally written for ECW: Hardcore Revolution on the PSX, but the walkthrough is still applicable to the DC version of the game.



ECW Hardcore Revolution FAQ

Systems: PSX, Nintendo 64, Dreamcast

Date: April 13, 2003

Version 1.0

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INTRO

I can not say that this was the greatest game ever made because this game was basically a carbon copy of WWF Attitude and even WWF Attitude was a condensed WWF Warzone.

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BASIC CONTROLS

READY

- (Ready) Hip Toss: Left,Left,Kick
- (Ready) Scoop Slam: Left,Left,Punch
- (Ready) Vertical Suplex: Left,Left,Tie-up
- (Running Attacker) Clothesline: Punch

TIE-UP

- (Tie-up) Hammerlock: Kick
- (Tie-up) Arm Wringer: Punch
- (Tie-up) Top Wristlock: Tie-up

- (Tie-up) Go Behind: Down,Down,Block
- (Behind) Full Nelson: Kick
- (Behind) Belly-to-Back Suplex: Punch
- (Behind) Put on Shoulders: Tie-up
- (Behind) Belly-to-Back Front Suplex/Irish Whip: Left,Left,Block

- (Tie-up) Irish Whip: Left,Left,Block
- (Versus Running) Back Body Drop: Punch
- (Versus Running) [Go around opponent as he/she is running towards you]
- Dropkick: Punch
- (Corner,Running) Avalanche: Triangle
- (Corner) Chops: Triangle
- (Corner) Kicks: Square
- (Corner) Butterfly Superplex: Tie-up
- (Corner) Punches: Up,Triangle
- (Corner) Whip to other Turnbuckle: Left,Left,Block

GROUND

- (Ground,Running) Fist Drop: Punch
- (Ground,at Side) Stomp: Kick
- (Ground,at Side) Elbow Drop: Punch
- (Ground,at Side) Pin: Tie-up
- (Ground,at Feet) Knee to Knee: Punch
- (Ground,at Feet) Stomp: Kick
- (Ground,at Head) Pick up: Tie-up
- (Ground,at Head) Rear Chinlock: Punch
- (Ground,at Head) Stomp: Kick

TOP ROPE

- (Top Rope,Opp. Standing) Double Axe Handle: Punch
- (Top Rope,Opp. Ground) Elbow Drop: Punch

GAME MODES

Exhibition

Vs.

Tag Team

Tornado/"No tag" format Tag Team match

One on Two

One on Three

Lumberjack /Vs. Match with two other wrestlers on the outside

3 Way Dance/AKA Triple Threat Match in the WWE

Battle Royal/Royal Rumble (WWF/WWE) with only four wrestlers

Vs. (Elimination Style Match)/Gauntlet match in WWF Attitude game

Tag Team (Elimination Style Match)/Tag Team Gauntlet match in WWF Attitude game

8 Man Tag (Elimination Style Match)/Survivor Series match in WWF Attitude game

Battle Royal (Elimination Style Match)

4 Way Dance (Elimination Style Match) /Fatal 4 Way match in the WWE

Stable Match (Elimination Style Match)

3 Way Dance (Elimination Style Match) /AKA Triangle match in WWF Attitude game

Career Mode/

You choose one wrestler to go through the mountains and valleys of a wrestling career. You wrestle on a schedule like a wrestler touring the United States. You will wrestle approximately 80 matches in this mode to get to the ECW World Heavyweight Championship.

Tournament/King of the Ring mode in WWF Attitude

Pay Per View/Create your own Pay-per-view by naming the event and picking out ring mat, rope color, etc.

Create Wrestler/Create your own wrestler and choose his/her moves

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ENTRANCE THEMES

As you may or may not know, the entrance themes that the wrestlers of ECW walk out to were not used in the game. Instead, they were replaced with sound-alike songs. This is a list of the songs that the theme songs of Hardcore Revolution were based on. These are the songs that the ECW wrestlers walk out to in real life.

- Mike Awesome: Bruce Dickinson - The Zoo
- Axl Rotten & Balls Mahoney: AC/DC - Big Balls
- Big Sal, Little Guido, Tracy Smother, & Tommy Rich (FBI): N-trance - Stayin' Alive (remix)
- Chris Chetti: Ricky Martin - Livin' La Vida Loca
- Steve Corino & Jack Victory: Puff Daddy featuring Jimmy Page - Come With Me
- Justin Credible & Jason: Grinspoon - Snap Your Fingers, Snap Your Neck
- "Dasterdly" Danny Doring & Roadkill: Soul Coughing - Super Bon Bon
- Tommy Dreamer: Alice In Chains - Man in the Box
- Joel Gertner & Joey Styles: ECW Theme (Harry and the Slashtones - "This is Extreme")
- Jerry Lynn: Fear Factory - Scapegoat (Pig F*** Mix)
- New Jack: Dr. Dre & Ice Cube - Natural Born Killaz
- Nova: Beastie Boys - Intergalactic
- Raven: The Offspring - Come Out and Play
- Rob Van Dam: Pantera - Walk
- Simon Diamond: Drain STH - Simon Says

Lil' Spike Dudley: AC/DC - Highway to Hell

Lance Storm: White Zombie - El Phantasma and the Chicken Run

Taz: Kiss - War Machine *** (ECW Edit)

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HIDDEN/UNLISTED MOVES

These are moves that are not listed in either the instruction booklet or the move list menu in the game.

MOVE	HOW TO DO THE HOLD
Cheap Shot	After you get knocked down, Hold Punch when you're getting up
Irish Whip Dropkick (Big Pop)	Do an Irish Whip into the ropes and walk around your opponent as he/she is running towards you. Then get directly behind your opponent and press Punch. This takes a bit of practice and some good maneuvering.
Suplex into the Ring	Press Tie-up when you're in-ring and your opponent is on the apron
Hip Toss to the Outside	Press Kick when you're on the apron and your opponent is in-ring near you
Springboard Plancha	Up/Down/Left/Right + Punch (Depending on which ropes you're near)
Slingshot Dropkick to the outside	Up/Down/Left/Right + Kick (Depending on which ropes you're near)
Slingshot Leg Drop to the outside	Up/Down/Left/Right + Kick (Depending on which ropes you're near)
Springboard Splash	Up/Down/Left/Right + Punch (Depending on which ropes you're near)
To throw you opponent outside the ring	Left,Left,Block (to pick up your opponent) Then Walk towards the ropes and press Punch (to throw your opponent)
To throw your opponent into	Grapple when you're near the apron of the

TIPS

a. GENERAL GAMEPLAY TIPS

SELECTING A PARTNER FOR TAG TEAM WRESTLING:

RAVEN! RAVEN! RAVEN!: Not only is Raven's finishing maneuver from the Ready Position but the pin following the move is unbreakable. Your opponent could try to break the pin but it is impossible. Stomping, elbow dropping, you name it-your opponent can not break the pin.

(Credit: unknown gamefaqs.com message board user)

WINNING BATTLE ROYALS

Ways to Eliminate your opponents in Battle Royal

There are three ways to eliminate your opponents in Battle Royal mode.

1.) When your opponent is stunned and you bring him up to his feet, press "Left,Left,Block." Then when you have your opponent off his feet, walk towards the nearest ropes and press "Punch."

2.) When your opponent is stunned and standing in front of you, press Tie-up and go behind then press "Left,Left,Block." Walk towards the ropes that your opponent is facing and press "Block."

3.) The easiest way to eliminate your opponent in a Battle Royal is to throw your opponent in an Irish Whip towards the ropes from about the middle of the ring. The second you whip your opponent is running towards the ropes, start walking backwards. When your opponent is close enough to you, do a Back Body Drop. If done Right,you will have Back Body Dropped your opponent all the way to the arena floor.

b. SPECIFIC MOVE TIPS

Ready Position

When you're in ready position, I suggest holding down the "Block" button practically every second that you are not pressing in a button combo. The "Block" button provides you with safety space for you to do offense. Use it religiously. Whenever you get up and can't get one of those cheap shots in, you wanna hold this button unless you can't pull a move off. The only thing it doesn't work against is Tie-ups.

Getting Up (Cheap Shots)

You can get cheap shots in on your opponent when you are getting up. All you need to do is hold the "Punch" button when your wrestler is getting up. after being knocked down. Sometimes it doesn't work. It all depends on how big a bump your wrestler took.

Dizzy Punches and Dizzy Kicks

DOUBLE TEAM MOVES

Double Team moves usually bring your opponent's health meter by as much as 80% but double team moves usually do not bring your opponent's health meter down past the color orange.

Move	Positioning
Double Suplex	Both Wrestlers in front of opponent
Double Atomic Drop	Both Wrestlers behind opponent
Double Powerbomb	One Wrestler in front of opponent & one wrestler behind opponent
Leg Splitter	Both Wrestlers at the feet of a fallen opponent

Doomsday Device Myth

There have been rumors about being able to do the Doomsday Device (Legion of Doom's Finishing Manuver) in the game previous ECW Hardcore Revolution (WWF Attitude) but it is simply a myth. So, you cannot do this move despite the fact that you can lift you opponent onto your shoulders.

The Buggy Bag

(Roadkill and Danny Doring's Finish)

The best look-alike you can do is have Roadkill do the Reverse Powerbomb and have Danny Doring come off the top rope with the Tennessee Jam.

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MOVELISTS AND BRIEF BIOS

1. AMISH ROADKILL

Nicknames: The Angry Amish Warrior, The Angry Amish Chicken Plucker
From: Lancaster, Pennsylvania
Finisher: Amish Splash
Tag Team Partner: Dasterdly Danny Doring

READY

(Ready) Fall Forward Powerbomb: Left,Down,Punch
(Ready) Running Powerslam (Trademark): Up,Down,Kick
(Ready) Crucifix Powerbomb: Left,Up,Kick
(Ready) Running Powerbomb: Up,Down,Up,Tie-up
(Ready) Side Belly to Belly Suplex: Left,Right,Tie-up
(Ready) Tiger Driver: Left,Up,Punch
(Ready) Hurricanrana: Left,Down,Kick

TIE-UP

(Tie-up) Bearhug Slam: Left,Tie-up
(Tie-up) Powerbomb: Left,Punch
(Tie-up) Side Slam: Left,Kick
(Behind) Reverse Powerbomb: Left,Right,Punch
(Behind) Pumphandle Slam: Up,Down,Kick
(Behind) Full Nelson Slam: Left,Punch
(Behind) Headbutt: Left,Kick

AFTER WHIP

(Versus Running) Power Slam: Tie-up
(Corner) Top Rope Superplex: Up,Up,Tie-up

GROUND

(Ground Moves,at Head) Chicken Choke: Up,Down,Punch
(Ground Moves,at Head) Stump Puller: Left,Right,Punch
(On Turnbuckle,Opp. Ground) AMISH SPLASH(Finisher): Kick+Block
(On Turnbuckle,Opp. Ground) Senton Bomb: Punch+Tie-up

DIZZY MOVES

(Dizzy Punch) Grab Head and Punch: Punch
(Dizzy Kick) Big Boot: Kick

2. AXL ROTTEN

Tag Team Partner: Balls Mahoney
Finisher: SST

Yes, the SST in this game is wrong. The SST in this game is just Goldust's Curtain Call (WWE) and not the real thing. The motion capture for the SST is in the game and it's called the Reverse Brainbuster. Check it out.

READY

(Ready) Gorilla Press Slam: Up,Down,Up,Tie-up
(Ready) Death Valley Driver: Left,Right,Left,Punch
(Ready) Crucifix Powerbomb: Left,Up,Kick
(Ready) Chokeslam: Left,Down,Kick
(Ready) Jazz Stinger: Up,Down,Punch
(Ready) Tiger Driver: Left,Right,Punch

TIE-UP

(Tie-up) Samoan Drop: Left,Tie-up
(Tie-up) European Uppercut: Left,Punch
(Tie-up) Chestbreaker: Left,Kick
(Tie-up) T-Bone Suplex (Trademark): Left,Right,Block
(Behind) High Angle Back Drop: Left,Tie-up
(Behind) Full Nelson Slam: Left,Punch
(Behind) Roll Up Pin: Left,Kick
(Behind) SST (Finisher): Left,Right,Tie-up

AFTER WHIP

(Versus Running) Spinebuster: Kick
(Versus Running) Flying Clothesline: Kick
(Corner) Overhead Press: Up,Up,Kick
(Corner,Running) Charging Clothesline: Kick

GROUND

(Ground Moves,at Side) Mount Punches: Up,Down,Tie-up
(Ground Moves,at Feet) STF: Left,Right,Kick

DIZZY MOVES

(Dizzy Punch) Clothesline: Punch
(Dizzy Kick) Mafia Kick: Kick

TOP ROPE

(On Turnbuckle,Opp. Standing) Bionic Elbow: Punch+Tie-up

3. BALLS MAHONEY

From: Nutley, New Jersey
Tag Team Partner: Axl Rotten
Finisher: Nutcracker Suite

Balls enters the ring with a chair. Pretty cool.

READY

(Ready) Overhead Belly Suplex: Left,Down,Kick
(Ready) Shoulderbreaker: Left,Right,Tie-up
(Ready) DDT: Left,Down,Punch
(Ready) Small Package: Left,Up,Kick
(Ready) NUTCRACKER SUITE (Finisher): Left,Right,Down,Tie-up

TIE-UP

(Tie-up) Hanging Vertical Suplex: Left,Up,Punch
(Tie-up) Bulldog: Left,Tie-up
(Tie-up) Atomic Drop: Left,Punch
(Tie-up) Backbreaker: Left,Kick
(Behind) Reverse DDT: Left,Tie-up
(Behind) Russian Leg Sweep: Left,Punch
(Behind) Victory Roll: Left,Kick

AFTER WHIP

(Versus Running) Ball Breaker (Trademark): Tie-up
(Versus Running) Sidewalk Slam: Kick

GROUND

(Ground Moves,at Side) Leg Drop: Up,Down,Tie-up
(Ground Moves,at Head) Camel Clutch: Left,Right,Punch
(Ground Moves,at Feet) STF: Left,Right,Kick

TOP ROPE

(On Turnbuckle,Opp. Ground) New Jersey Jam: Tie-up+Block
(On Turnbuckle,Opp. Ground) Splash: Kick+Block

DIZZY MOVES

(Dizzy Punch) Balls Combo: Punch
(Dizzy Kick) Boot to Face: Kick
(On Turnbuckle,Opp. Standing) Bionic Elbow: Punch+Tie-up

4. BEULAH MCGILLICUTTY

Role: Former Valet for Tommy Dreamer, Former ECW star
Actual Finisher: n/a

Beulah won her infamous match against Bill Alfonso using a Hurricanrana.

READY

(Ready) Hairgrab Takeover: Left,Right,Kick
(Ready) Leg Scissor Stomp: Left,Up,Kick
(Ready) HURRICANRANA (Finisher): Up,Down,Tie-up
(Ready) Ace Crusher: Left,Right,Up,Punch
(Ready) Double Arm DDT: Left,Right,Down,Punch
(Running Attacker) Cross Body Block: Kick
(Running Attacker) Flying Clothesline: Tie-up

TIE-UP

(Tie-up) Big Head Punch: Left,Tie-up
(Tie-up) Bulldog: Left,Punch
(Tie-up) European Uppercut: Left,Kick
(Tie-up) Dreamer DDT (Trademark): Left,Right,Punch
(Behind) Low Blow: Left,Kick
(Behind) Octopus Hold: Left,Punch
(Behind) Bulldog: Left,Tie-up

AFTER WHIP

(Versus Running) Flapjack: Tie-up
(Corner) Baseball Slide: Up,Up,Tie-up
(Corner)Head Pounder: Up,Up,Punch

GROUND

(Ground Moves,at Feet) Fist to Groin: Up,Down,Kick
(Ground Moves,at Feet) Spinning Toehold: Left,Right,Kick
(On TB,Opp. Ground) Swivel Splash: Punch + Kick

DIZZY MOVES

(Dizzy Punch) Hit to Groin: Punch
(Dizzy Kick) Side Kick: Kick
(On Turnbuckle,Opp. Standing) Hurricanrana: Kick+Block

5. BIG SAL E. GRAZIANO

Faction: Fully Blooded Italians

READY

(Ready) Front Face Gutwrench: Up,Down,Up,Tie-up
(Ready) One Handed Chokeslam: Left,Right,Up,Punch
(Ready) Rocker Dropper: Up,Down,Kick
(Ready) Running Powerslam: Left,Down,Kick
(Ready) Fall Forward Slam: Up,Down,Punch

TIE-UP

(Tie-up) Chokeslam: Left,Right,Kick
(Tie-up) Powerbomb: Left,Tie-up
(Tie-up) Side Backbreaker: Left,Punch
(Tie-up) Chestbreaker: Left,Kick
(Tie-up) Bearhug Slam (Trademark): Left,Down,Punch

(Behind) Pumphandle Slam: Left,Tie-up

(Behind) Neckbreaker: Left,Punch

(Behind) Cobra Clutch: Left,Kick

AFTER WHIP

(Corner) Tree Of Woe: Up,Up,Tie-up

(Corner,Running) Splash: Kick

(Corner) BADA BING (Finisher): Up,Down,Block

GROUND

(Ground Moves,at Side) Pinning Splash: Up,Down,Up,Punch

(Ground Moves,at Side) Leg Drop: Up,Down,Tie-up

(Ground Moves,at Head) Blatant Choke: Left,Right,Punch

(Ground Moves,at Feet) Elbow To Groin: Up,Down,Kick

TOP ROPE

(On Turnbuckle,Opp. Ground) Splash: Kick+Block

DIZZY MOVES

(Dizzy Punch) Big Windup: Punch

(Dizzy Kick) Mafia Kick: Kick

6. BILL ALFONSO

Nickname: The Manager of Champions

Role: Manager for Rob Van Dam and Sabu

Actual Finisher: n/a

READY

(Ready) Hurricanranna: Up,Down,Tie-up

(Ready) Spinal Tap: Left,Right,Punch

(Ready) Hairgrab Takeover: Up,Down,Kick

(Ready) Superkick (Trademark): Left,Up,Kick

(Ready) ONE HANDED CHOKESLAM (Finisher): Up,Down,Up,Punch

(Running Attacker) Cross Body Block: Tie-up

TIE-UP

(Tie-up) Underhook Headbutts: Left,Tie-up

(Tie-up) European Uppercut: Left,Punch

(Tie-up) Inverted Atomic Drop: Left,Kick

(Behind) Rolling German Suplex: Up,Down,Punch

(Behind) Tiger Suplex: Left,Tie-up

(Behind) Beast Choker: Left,Punch

(Behind) Low Blow: Left,Kick

AFTER WHIP

(Corner) Flying Swinging DDT: Up,Up,Punch

GROUND

(Ground Moves,at Side) Senton Splash: Kick

(Ground Moves,at Head) Blatant Choke: Up,Down,Punch

(Ground Moves,at Head) Camel Clutch: Left,Right,Up,Punch

(Ground Moves,at Feet) Headbutt To Groin: Up,Down,Kick

(On Turnbuckle,Opp. Ground) Splash: Kick+Block

DIZZY MOVES

(Dizzy Punch) Whistle Smacks: Punch

(Dizzy Kick) Back Heel Kick: Kick

(On Turnbuckle,Opp. Standing) Hurricanranna: Kick+Block

(On Turnbuckle,Opp. Standing) Missile Drop Kick: Punch+Tie-up

7. C.W. ANDERSON

Nickname: "The Enforcer"
From: Raleigh, North Carolina
Ally: Wild Bill
Finisher: Spinebuster

READY

(Ready) Snap Suplex: Left,Down,Kick
(Ready) Superkick: Left,Right,Tie-up
(Ready) Spinning Neck Breaker: Up,Down,Tie-up
(Ready) Tiger Driver: Left,Right,Punch
(Ready) Short Arm Clothesline: Up,Down,Punch
(Ready) Arm Drag: Left,Right,Kick

TIE-UP

(Tie-up) Front Backbreaker: Left,Tie-up
(Tie-up) Powerbomb: Left,Punch
(Tie-up) Arm Bar: Left,Kick
(Tie-up) Big Left Punch (Trademark): Left,Right,Kick
(Behind) Reverse Brainbuster: Up,Down,Punch
(Behind) Sleeper: Left,Tie-up
(Behind) Atomic Drop: Left,Punch
(Behind) Low Blow: Left,Kick

AFTER WHIP

(Versus Running) Powerslam: Tie-up
Versus Running) SPINEBUSTER (Finisher): Kick
(Corner) Oklahoma Stampede: Up,Up,Punch

GROUND

(Ground Moves,at Head) Stepmover Facelock: Left,Up,Kick
(Ground Moves,at Feet) Leg Lock: Left,Right,Kick

TOP ROPE

(On Turnbuckle,Opp. Ground) Tennessee Jam: Tie-up+Block

DIZZY MOVES

(Dizzy Punch) European Uppercut: Punch
(Dizzy Kick) Sidekick: Kick

8. CHRIS CHETTI

From: Amityville, New York
Crowd Reaction: Cheer

READY

(Ready) Axe Kick: Up,Down,Up,Punch
(Ready) Enziguri: Left,Right,Kick
(Ready) Superkick: Up,Down,Tie-up
(Ready) Flying Head Scissors: Left,Right,Tie-up
(Ready) Hurricanrana: Left,Up,Kick
(Ready) Reverse Fujiwara: Left,Down,Kick

TIE-UP

(Tie-up) Northern Lights Suplex: Left,Tie-up
(Tie-up) Front Suplex: Left,Punch

(Tie-up) Arm Bar: Left,Kick
(Tie-up) Amityville Horror (Trademark): Left,Up,Punch
(Behind) Rolling German Suplex: Left,Tie-up
(Behind) Low Blow: Left,Punch
(Behind) Roll Up Pin: Left,Kick

AFTER WHIP

(Versus Running) Spinning Heel Kick: Kick
(Corner) Spingboard Dropkick: Left,Right,Kick
(Corner) Spin Kick Combo: Up,Up,Punch
(Corner) Four Kick Combo: Left,Right,Punch

GROUND

(Ground Moves) Senton Splash: Up,Down,Punch
(Ground Moves) La Magistral: Up,Down,Tie-up
(On Turnbuckle,Opp. Ground) Moonsault: Block
(On Turnbuckle,Opp. Ground) TURNAROUND MOONSAULT (Finisher): Kick+Block

DIZZY MOVES

(Dizzy Punch) Chetti Punch Combo: Punch
(Dizzy Kick) Kick Combo: Kick

9. CYRUS

Role: TNN Representative and occasional commentator
From: Canada
Actual Finisher: n/a

READY

(Ready) Sicilian Drop: Left,Right,Left,Tie-up
(Ready) Seated Crucifix Bomb: Left,Right,Up,Punch
(Ready) Reverse Tiger Suplex: Up,Down,Tie-up
(Ready) Knee to Face: Left,Down,Kick
(Ready) Leg Drag: Up,Down,Kick

TIE-UP

(Tie-up) Northern Lights Suplex (Trademark): Left,Tie-up
(Tie-up) Hanging Brainbuster: Up,Down,Punch
(Tie-up) Tiger Driver Slam: Up,Down,Kick
(Tie-up) Floatover Suplex: Left,Punch
(Tie-up) Fisherman's Suplex: Left,Kick
(Behind) Dragon Suplex: Up,Down,Kick
(Behind) Rolling German Suplex: Left,Tie-up
(Behind) Octopus Hold: Left,Punch
(Behind) Low Blow: Left,Kick

AFTER WHIP

(Versus Running) Flapjack: Kick
(Corner) Belly to Belly Suplex: Up,Up,Kick

GROUND

(Ground Moves,at Head) Leglock Chokehold: Left,Right,Punch
(Ground Moves,at Feet) Elbow to Groin: Left,Right,Kick
(Ground Moves,at Feet) GROIN CLAW (Finisher): Up,Down,Kick

TOP ROPE

(On Turnbuckle,Opp. Ground) Knee Drop: Punch+Tie-up

DIZZY MOVES

(Dizzy Punch) Thrust to Throat: Punch
(Dizzy Kick) Front Jump Kick: Kick

10. "DASTERDLY" DANNY DORING

From: Pepperspike, Ohio
Tag Team Partner: Amish Roadkill
Finisher: Wham Bam Thank You Ma'am

The Bareback is probably the most effective and efficient Trademark move anyone can have. It usually gets the crowd chanting for you which multiplies the effectiveness of your moves.

READY

(Ready) Fallen Angel: Left,Right,Up,Tie-up
(Ready) Bareback (Trademark): Left,Right,Up,Punch
(Ready) WHAM BAM THANK YOU MA'AM (Finisher): Up,Down,Up,Tie-up
(Ready) Flying Head Scissors: Left,Right,Tie-up
(Ready) Crucifix Pin: Up,Down,Punch
(Ready) Japanese Arm Drag: Up,Down,Kick
(Running Attacker) Dropkick: Kick

TIE-UP

(Tie-up) Piledriver: Up,Down,Punch
(Tie-up) Brainbuster: Left,Right,Kick
(Tie-up) Front Suplex: Left,Tie-up
(Tie-up) European Uppercut: Left,Punch
(Tie-up) Inverted Atomic Drop: Left,Kick
(Behind) Reverse DDT: Left,Tie-up
(Behind) G-Spot Sweep: Left,Punch
(Behind) Rolling Prawn Hold: Left,Kick

AFTER WHIP

(Corner) Turnpost Slam: Up,Up,Tie-up

GROUND

(Ground Moves,at Head) Fujiwara Arm Bar: Left,Right,Punch
(On Turnbuckle,Opp. Ground) Dan-aconda: Block+Tie-up
(On Turnbuckle,Opp. Ground) Driving Elbow: Kick+Block

DIZZY MOVES

(Dizzy Punch) Haymaker: Punch
(Dizzy Kick) Crescent Kick: Kick
(On Turnbuckle,Opp. Standing) Dropkick: Kick+Block

11. DAWN MARIE

Role: Manager for Lance Storm
Actual Finisher: n/a

READY

(Ready) Hairgrab Takeover: Left,Down,Kick
(Ready) Leg Scissor Stomp: Up,Down,Kick
(Ready) Throat Toss (Trademark): Left,Right,Kick
(Ready) Double Arm Facebuster: Up,Down,Up,Tie-up
(Running Attacker) Dropkick: Kick

TIE-UP

(Tie-up) European Uppercut: Left,Punch
(Tie-up) Neckbreaker: Left,Kick
(Tie-up) BYTCH SLAP (Finisher): Left,Tie-up
(Behind) Rissian Leg Sweep: Left,Punch
(Behind) Low Blow: Left,Kick

AFTER WHIP

(Versus Running) Tilt a Whirl Slam: Kick
(Versus Running) Arm Drag: Tie-up
(Corner)Four Kick Combo: Up,Up,Punch
(Corner)Choke with Boot: Up,Up,Kick

GROUND

(Ground Moves,at Side) Legdrop Onto Arm: Up,Down,Tie-up
(Ground Moves,at Head) Blatant Choke: Left,Right,Punch
(Ground Moves,at Head) Fujiwara Arm Bar: Left,Right,Down,Punch
(Ground Moves,at Feet) Headbutt to Groin: Up,Down,Kick
(On Turnbuckle,Opp. Ground) Driving Elbow: Punch+Tie-up

DIZZY MOVES

(Dizzy Punch) Hit to Groin: Punch
(Dizzy Kick) Back Heel Kick: Kick
(On Turnbuckle,Opp. Standing) Body Press: Kick+Block

12. FRANCINE

Nicknames: Head Cheerleader, The Queen of Extreme
Role: Manager of Tommy Dreamer
Actual Finisher: n/a

READY

(Ready) Hairgrab Takeover: Left,Right,Kick
(Ready) Choke: Up,Down,Kick
(Ready) Ace Crusher: Left,Right,Down,Punch
(Ready) Small Package: Left,Down,Kick
(Running Attacker) Spear: Kick

TIE-UP

(Tie-up) Side Belly to Belly Suplex: Left,Tie-up
(Tie-up) Bulldog: Left,Punch
(Tie-up) Armbar: Left,Kick
(Tie-up) Dreamer DDT (Trademark): Left,Right,Tie-up
(Behind) Sleeper Hold: Left,Punch
(Behind) Low Blow: Left,Kick

AFTER WHIP

(Corner) BRONCO BUSTER (Finisher): Up,Up,Tie-up

GROUND

(Ground Moves,at Side) Leg Drop: Up,Down,Tie-up
(Ground Moves,at Side) Double Stomp: Left,Up,Tie-up
(Ground Moves,at Head) Blatant Choke: Up,Down,Punch
(Ground Moves,at Feet) Figure Four Leglock: Left,Right,Down,Kick
(Ground Moves,at Feet) Elbow to Groin: Up,Down,Kick
(On Turnbuckle,Opp. Ground) Front Flip Senton: Block+Tie-up

DIZZY MOVES

(Dizzy Punch) Hit to Groin: Punch

(Dizzy Kick) Back Heel Kick: Kick
(On Turnbuckle,Opp. Standing) Body Press: Punch+Kick

13. JACK VICTORY

Role: Valet for Steve Corino

READY

(Ready) Running Powerslam: Left,Right,Kick
(Ready) Pump Kick: Left,Down,Tie-up
(Ready) Shoulderbreaker: Left,Right,Down,Kick
(Ready) DDT: Left,Right,Punch
(Ready) Shortarm Clothesline: Left,Down,Kick
(Ready) Knee to Face: Left,Up,Kick
(Running Attacker) Flying Back Elbow: Kick

TIE-UP

(Tie-up) PILEDRIIVER (Finisher): Up,Down,Punch
(Tie-up) Front Suplex (Trademark): Left,Tie-up
(Tie-up) Hanging Vertical Suplex: Left,Right,Tie-up
(Tie-up) Big Head Punch: Left,Punch
(Behind) Reverse Powerbomb: Left,Tie-up
(Behind) Low Blow: Left,Kick

AFTER WHIP

(Versus Running) Spinebuster: Tie-up
(Versus Running) Boot to Face: Kick
(Corner) Overhead Press: Up,Up,Kick
(Corner) Victory Combo: Up,Down,Kick

GROUND

(Ground Moves,at Side) Mount Punches: Left,Down,Tie-up
(Ground Moves,at Side) Pretzel: Left,Up,Tie-up
(On Turnbuckle,Opp. Ground) Fist Drop: Punch+Tie-up

DIZZY MOVES

(Dizzy Punch) Victory Combo: Punch
(Dizzy Kick) Boot to Face: Kick
(On Turnbuckle,Opp. Standing) Bionic Elbow: Punch+Tie-up

14. JASON

Role: Valet for Justin Credible

Ever wonder why this move is called the Night Driver? Well Jason's last name is Knight. So put two and two together.

READY

(Ready) NIGHT DRIVER (Finisher): Left,Right,Left,Punch
(Ready) Enziguri (Trademark): Left,Right,Kick
(Ready) Pump Kick: Left,Right,Punch
(Ready) Snapmare: Up,Down,Kick
(Ready) Kneebreaker: Left,Up,Kick
(Ready) Snap Suplex: Up,Down,Tie-up
(Running Attacker) Flying Back Elbow: Kick

TIE-UP

(Tie-up) Hanging Vertical Suplex: Left,Up,Punch
(Tie-up) Tiger Driver Slam: Left,Tie-up
(Tie-up) Inverted Atomic Drop: Left,Punch
(Tie-up) Backbreaker: Left,Kick
(Behind) Russian Leg Sweep: Left,Tie-up
(Behind) Low Blow: Left,Kick
(Behind) High Angle Back Drop: Left,Down,Kick
(Behind) Front Russian Legsweep: Left,Punch

AFTER WHIP

(Versus Running) Arm Drag: Kick
(Corner) Tree of Woe: Up,Up,Tie-up

GROUND

(Ground Moves,at Feet) Deathlock: Left,Right,Up,Kick
(Ground Moves,at Feet) Figure Four Leglock: Left,Right,Down,Kick
(On Turnbuckle,Opp. Ground) Driving Elbow: Punch+Tie-up

DIZZY MOVES

(Dizzy Punch) Thrust to Throat: Punch
(Dizzy Kick) Push Kick: Kick
(On Turnbuckle,Opp. Standing) Body Press: Kick+Block

----- 15. JAZZ -----

From: New Orleans, Louisiana
Finisher: Jazz Stinger

READY

(Ready) JAZZ STINGER (Finisher): Up,Down,Tie-up
(Ready) One Arm Slam: Left,Right,Down,Tie-up
(Ready) Snapmare: Up,Down,Punch
(Ready) Crucifix Pin: Left,Up,Kick
(Ready) Drop Toe Hold: */Left,Down,Kick
(Running Attacker) Cross Body Block: Tie-up

TIE-UP

(Tie-up) Samoan Drop: Left,Tie-up
(Tie-up) Bulldog: Left,Punch
(Tie-up) Armbar: Left,Kick
(Behind) Low Blow: Left,Kick
(Behind) Sleeper Hold: Left,Punch
(Behind) Bulldog: Left,Tie-up

AFTER WHIP

(Versus Running) Ball Breaker: Tie-up
(Versus Running) Drop Kick: Kick
(Corner) Bronco Buster: Up,Up,Tie-up
(Corner) Flying Swinging DDT (Trademark): Up,Down,Kick

GROUND

(Ground Moves,at Feet) Fist to Groin: Up,Down,Kick
(Ground Moves,at Feet) Headbutt to Groin: Left,Down,Kick
(On Turnbuckle,Opp. Ground) Splash: Kick+Block

DIZZY MOVES

(Dizzy Punch) Grab Head and Punch: Punch
(Dizzy Kick) Dropkick: Kick
(On Turnbuckle,Opp. Standing) Body Press: Kick+Block

16. JERRY LYNN

Nicknames: The New F'n Show
From: Minneapolis, Minnesota
Finisher: Cradle Piledriver

READY

(Ready) That's Incredible: Left,Right,Left,Tie-up
(Ready) Jazz Stinger: Up,Down,Up,Kick
(Ready) Front Backbreaker: Left,Up,Punch
(Ready) Enziguri (Ready): Up,Down,Punch
(Ready) Flying Head Scissors: Left,Down,Punch
(Ready) CRADLE PILEDRIVER (Finisher): Up,Down,Up,Tie-up

TIE-UP

(Tie-up) Northern Lights Suplex: Left,Tie-up
(Tie-up) DDT: Left,Punch
(Tie-up) Chestbreaker: Left,Kick
(Behind) Bridging German Suplex: Left,Tie-up
(Behind) Reverse DDT: Left,Punch
(Behind) Victory Roll: Left,Kick

AFTER WHIP

(Versus Running) Tilt A Whirl Slam: Tie-up
(Corner) Huricanrana: Up,Down,Kick
(Corner) Monkey Flip: Kick

GROUND

(Ground Moves,at Side) Mount Punches: Left,Right,Tie-up
(Ground Moves,at Head) La Magistral: Up,Down,Punch
(Ground Moves,at Feet) Surfboard: Up,Down,Kick

DIZZY MOVES

(Dizzy Punch) Grab Head and Punch: Punch
(Dizzy Kick) Back Heel Kick:
(On Turnbuckle,Opp. Standing) Missile Dropkick: Punch+Tie-up

17. JOEL GERTNER

Nicknames: The Quintessential Stud Muffin
Role: Announcer
Actual Finisher: n/a

Does Joel Gertner's move set in this game look familiar? It should because it's Paul Bearer's move set in WWF Attitude.

READY

(Ready) Bearhug (Trademark): Left,Right,Punch
(Ready) Hairgrab Takeover: Left,Right,Kick
(Ready) Fall Forward Slam: Left,Down,Punch
(Ready) DDT: Left,Down,Tie-up
(Ready) Side Belly to Belly Suplex: Up,Down,Tie-up
(Running Attacker) Cross Body Block: Kick

TIE-UP

(Tie-up) Piledriver: Left,Right,Tie-up
(Tie-up) Side Belly to Belly Suplex: Left,Tie-up

(Tie-up) DDT: Left,Punch
(Tie-up) Chestbreaker: Left,Kick
(Behind) Low Blow: Left,Kick
(Behind) Sleeper Hold: Left,Punch
(Behind) Reverse DDT: Left,Tie-up

AFTER WHIP

(Corner) Swinging Bulldog: Up,Down,Kick

GROUND

(Ground Moves,at Head) Squeeze Head: Up,Down,Punch
(Ground Moves,at Side) Standing Splash: Up,Down,Tie-up
(Ground Moves,at Feet) Spinning Toehold: Up,Down,Up,Kick
(On Turnbuckle,Opp. Ground) 450 SPLASH (Finisher): Block+Tie-up

DIZZY MOVES

(Dizzy Punch) Thrust to Throat: Punch
(Dizzy Kick) Mafia Kick: Kick
(On Turnbuckle,Opp. Standing) Body Press: Block+Tie-up

----- 18. JOEY STYLES -----

Role: Announcer

Actual Finisher: n/a

The Celestial Splash is a waste of time to try and pull off. Not only do you have to have your opponent considerably close to the corner but you have to make sure he/she is down long enough for you to mount the turnbuckle. Does Joey Styles' move set in this game look familiar? It should because it's Edge's move set in WWF Attitude.

READY

(Ready) NOVACAINE (Finisher): Up,Down,Kick
(Ready) Seated Crucifix Bomb: Up,Down,Up,Punch
(Ready) Crucifix Powerbomb: Left,Up,Kick
(Ready) Single Arm DDT: Left,Up,Punch
(Ready) Crucifix Pin: Left,Down,Kick
(Ready) Drop Toe Hold: Left,Right,Kick
(Running Attacker) Flying Head Scissors: Kick

TIE

(Tie-up) Front Suplex: Left,Tie-up
(Tie-up) DDT: Left,Punch
(Tie-up) Neckbreaker: Left,Kick
(Behind) Atomic Drop: Left,Punch
(Behind) Rolling Prawn Hold: Left,Kick
(Behind) Dragon Suplex (Trademark): Left,Down,Punch
(Behind) Sleeping Neckbreaker: Left,Tie-up

AFTER WHIP

(Versus Running) High Leg Clothesline: Kick
(Corner) Victory Combo: Up,Up,Punch

GROUND

(Ground Moves,at Head) Leglock Chokehold: Left,Down,Punch
(Ground Moves,at Side) Standing Splash: Left,Right,Tie-up
(Ground Moves,at Feet) Elevated Crab: Left,Right,Down,Kick

DIZZY MOVES

(Dizzy Punch) Grab Head and Punch: Punch

(Dizzy Kick) Dropkick: Kick
(On Turnbuckle,Opp. Standing) Body Press: Kick+Block

19. JUDGE JEFF JONES

Role: Manager for Mike Awesome
Actual Finisher: n/a

Does Judge Jeff Jones' move set in this game look familiar? It should because it's Triple H's move set in WWF Attitude.

READY

(Ready) Running Knee Hit: Left,Down,Punch
(Ready) Overhead Belly Suplex: Left,Right,Kick
(Ready) DOUBLE ARM FACEBUSTER (Finisher): Up,Down,Down,Tie-up
(Ready) Knee to Face (Trademark): Left,Down,Kick
(Ready) Front Backbreaker: Left,Down,Tie-up
(Ready) Sidewalk Slam: Up,Down,Kick
(Running Attacker) Tackle with Punches: Tie-up

TIE-UP

(Tie-up) Sitout Powerbomb: Left,Right,Down,Tie-up
(Tie-up) Northern Lights Suplex: Left,Tie-up
(Tie-up) Inverted Atomic Drop: Left,Punch
(Tie-up) Backbreaker: Left,Kick
(Behind) German Suplex: Left,Tie-up
(Behind) Sleeper Hold: Left,Punch
(Behind) Low Blow: Left,Kick

AFTER WHIP

(Versus Running) Tilt a Whirl Slam: Tie-up
(Corner)Choke with Boot: Up,Up,Kick

GROUND

(Ground Moves,at Head) Reverse Chinlock: Left,Right,Punch
(Ground Moves,at Head) Blatant Choke: Up,Down,Punch
(Ground Moves,at Feet) Fist to Groin: Left,Down,Kick
(On Turnbuckle,Opp. Ground) Knee Drop: Punch+Tie-up

DIZZY MOVES

(Dizzy Punch) Tornado Punch: Punch
(Dizzy Kick) Dropkick: Kick
(On Turnbuckle,Opp. Standing) Shoulder Tackle: Kick+Block

20. JUSTIN CREDIBLE

Nickname: The Hardcore Icon
From: Ozone Park, New York
Tag Team Partner: Lance Storm (The Impact Players)
Valet: Jason
Finisher: That's Incredible

READY

(Ready) Enziguri: Left,Right,Punch
(Ready) Choke: Left,Up,Kick
(Ready) Chin Crusher: Up,Down,Punch
(Ready) Knee To Face: Up,Down,Kick

(Ready) Spinning DDT (Trademark): Left,Down,Kick
(Ready) THAT'S INCREDIBLE (Finisher): Left,Right,Down,Tie-up

TIE-UP

(Tie-up) Hanging Vertical Suplex: Left,Right,Punch
(Tie-up) Gutwrench Powerbomb: Left,Down,Kick
(Tie-up) Northern Lights Suplex: Left,Tie-up
(Tie-up) Backbreaker: Left,Punch
(Tie-up) Arm Bar: Left,Kick
(Behind) Russian Leg Sweep: Left,Tie-up
(Behind) Low Blow: Left,Punch
(Behind) Roll Up Pin: Left,Kick

AFTER WHIP

(Versus Running) Powerslam: Tie-up
(Versus Running) Arm Drag: Kick
(Corner) Beatdown Powerbomb: Left,Down,Kick
(Corner) Choke With Boot: Up,Up,Kick

GROUND

(Ground Moves,at Feet) Figure 4 Leg Lock: Left,Right,Left,Kick

DIZZY MOVES

(Dizzy Punch) Grab Head and Punch: Punch
(Dizzy Kick) Crescent Kick
(On Turnbuckle,Opp. Standing) Clothesline: Kick+Block
(On Turnbuckle,Opp. Standing) Dropkick: Punch+Tie-up

21. LANCE STORM

From: Calgary Alberta, Canada
Tag Team Partner: Justin Credible (The Impact Players)
Manager: Dawn Marie

In one of Lance Storm's pre-match rants, he says, "You're just another opponent to carry. But at least you're not a guy named Chris. "He is referring to Chris Candido, one of his former Tag Partners.

READY

(Ready) Gorilla Press Slam: Up,Down,Kick
(Ready) Falling Reverse DDT: Up,Down,Tie-up
(Ready) Enziguri: Left,Down,Punch
(Ready) Overhead Belly To Belly Suplex: Left,Right,Punch
(Ready) Tiger Driver: Up,Down,Punch
(Ready) Huricanranna: Left,Right,Kick
(Ready) Small Package: Left,Up,Kick
(Running Attacker) Spinning Heel Kick: Kick

TIE-UP

(Tie-up) Sitout Powerbomb: Left,Right,Tie-up
(Tie-up) Hanging Vertical Suplex: Left,Tie-up
(Tie-up) Powerbomb: Left,Punch
(Tie-up) Northern Lights Suplex: Left,Kick
(Behind) German Suplex: Left,Tie-up
(Behind) Russian Leg Sweep: Left,Punch

AFTER WHIP

(Versus Running) High Leg Clothesline: Kick
(Corner) Overhead Press: Up,Down,Kick

(Corner) Baseball Slide (Trademark): Left,Right,Kick

GROUND

(Ground Moves,at Feet) Deathlock: Up,Down,Kick

TOP ROPE

(On Turnbuckle,Opp. Ground) 450 Splash: Kick+Block

DIZZY MOVES

(Dizzy Punch) European Uppercut: Punch

(Dizzy Kick) Dropkick: Kick

(On Turnbuckle,Opp. Standing) Clothesline: Punch+Tie-up

(On Turnbuckle,Opp. Standing) TOP ROPE SPINKICK (Finisher): Square+Block

22. LITTLE GUIDO MARITATO

Nicknames: The Sicilian Shooter

From: Sicily, Italy

Faction: Fully Blooded Italians

Finishers: Sicilian Crab, Sicilian Drop

Little Guido has a lot of good submission holds. Once your opponent's energy bar hits the dark yellow you can do some big time damage with these holds. Often if you apply one of his stronger submissions when your opponent is at orange, you can win the match right then and there.

READY

(Ready) Sicilian Drop (Trademark): Left,Right,Left,Tie-up

(Ready) Spinal Tap: Left,Up,Kick

(Ready) Hurricanrana: Up,Down,Punch

(Ready) Flying Head Scissors: Left,Right,Left,Kick

(Ready) Reverse Fujiwara: Left,Right,Kick

(Running Attacker) Vertical Body Press: Tie-up

TIE-UP

(Tie-up) Hanging Vertical Suplex: Left,Tie-up

(Tie-up) Powerbomb: Left,Punch

(Tie-up) Floatover Suplex: Left,Kick

(Behind) German Suplex: Left,Tie-up

(Behind) Reverse DDT: Left,Punch

(Behind) Low Blow: Left,Kick

AFTER WHIP

(Versus Running) Arm Drag: Tie-up

(Corner) Turnpost Slam: Up,Up,Punch

GROUND

(Ground Moves,at Head) Leglock Chokehold: Up,Down,Punch

(Ground Moves,at Feet) Ankle Lock: Left,Right,Down,Kick

(Ground Moves,at Feet) Leg Grapvine: Up,Down,Kick

(Ground Moves,at Feet) SICILIAN CRAB (Finisher): Left,Right,Up,Kick

DIZZY MOVES

(Dizzy Punch) European Uppercut: Punch

(Dizzy Kick) Shuffle Sidekick:

TOP ROPE

(On Turnbuckle,Opp. Standing) Body Press: Kick+Block

(On Turnbuckle,Opp. Standing) Missile Dropkick: Punch+Tie-up

23. LIL' SPIKE DUDLEY

Nickname: L-S-D, The Giantkiller
From: Dudleyville
Finisher: Acid Drop

The fastest way to do the Acid Drop is to:

- 1) Irish Whip your opponent into the corner.
- 2) Literally run into the corner and initiate the button combo for the Acid Drop right when you reach your opponent.

The Science of it: you are pressing the Directional button to stop running. This saves you about one second of game time.

READY

(Ready) Rocker Dropper: Left,Right,Up,Punch
(Ready) Hurricanranna: Up,Down,Tie-up
(Ready) Drop Toe Hold: Left,Punch
(Ready) Japanese Arm Drag: Left,Up,Kick
(Ready) Small Package: Left,Down,Tie-up
(Running Attacker) Tackle With Punches: Tie-up

TIE-UP

(Tie-up) Bulldog: Left,Tie-up
(Tie-up) Three Knee Combo: Left,Punch
(Tie-up) Neckbreaker: Left,Kick
(Behind) Front Russian Legsweep: Left,Tie-up
(Behind) Russian Leg Sweep: Left,Punch
(Behind) Abdominal Stretch: Left,Kick

AFTER WHIP

(Versus Running) Arm Drag: Tie-up
(Corner) Rocker Dropper: Left,Down,Kick
(Corner) ACID DROP (Finisher): Left,Right,Kick
(Corner) Swinging Bulldog (Trademark): Up,Down,Kick

GROUND

(Ground Moves,at Side) Pinning Splash: Up,Down,Up,Tie-up
(Ground Moves,at Feet) STF: Left,Right,Kick

TOP ROPE

(On Turnbuckle,Opp. Ground) Splash: Kick+Block

DIZZY MOVES

(Dizzy Punch) Forearm Shots: Punch
(Dizzy Kick) Mafia Kick: Kick
(On Turnbuckle,Opp. Standing) Hurricanranna: Kick+Block
(On Turnbuckle,Opp. Standing) Drop Kick: Punch+Tie-up

24. LOUIE SPICOLLI

Role: Former ECW Wrestler

Finisher: Spicolli Driver

READY

(Ready) One Arm Slam: Left,Right,Left,Tie-up
(Ready) Fall Forward Powerbomb: Left,Right,Up,Punch
(Ready) Wrap Around DDT: Left,Right,Kick
(Ready) Choke: Left,Up,Kick
(Ready) SPICOLLI DRIVER (Finisher): Up,Down,Up,Tie-up
(Ready) Japanese Arm Drag: Up,Down,Kick
(Running Attacker) Tackle with Punches: Tie-up

TIE-UP

(Tie-up) Gutwrench Powerbomb: Up,Down,Kick
(Tie-up) Big Head Punch: Left,Tie-up
(Tie-up) Northern Lights Suplex: Left,Punch
(Tie-up) Side Belly to Belly Suplex: Left,Kick
(Behind) Full Nelson Slam: Left,Tie-up
(Behind) Octopus Hold: Left,Punch
(Behind) Roll Up Pin: Left,Kick

AFTER WHIP

(Versus Running) Spinebuster (Trademark): Tie-up
(Versus Running) Flapjack: Kick
(Corner) Flying Swinging DDT: Up,Up,Tie-up

GROUND

(Ground Moves,at Head) Toehold Half Crab: Up,Down,Punch
(Ground Moves,at Feet) Elbow to Groin: Up,Down,Kick

DIZZY MOVES

(Dizzy Punch) Thrust to Throat: Punch
(Dizzy Kick) Side Kick: Kick

25. MIKE AWESOME

From: Tampa, Florida
Manager: Judge Jeff Jones

READY

(Ready) Gorilla Press Slam: Up,Down,Up,Punch
(Ready) Overhead Belly Suplex: Left,Right,Punch
(Ready) Snap Suplex: Up,Down,Punch
(Ready) Sitout Powerbomb (Trademark): Left,Right,Kick
(Ready) "AWESOME BOMB" (Finisher): Left,Right,Up,Punch
(Running Attacker) Cross Body Block: Tie-up
(Running Attacker) Spear: Kick

TIE-UP

(Tie-up) Sitout Piledriver: Left,Up,Tie-up
(Tie-up) Pinning Powerbomb: Left,Tie-up
(Tie-up) Side Belly To Belly Suplex: Left,Punch
(Tie-up) 2 X Underhook Suplex: Left,Kick
(Behind) Bridging German Suplex: Left,Tie-up
(Behind) German Suplex: Left,Punch
(Behind) Rolling Prawn Hold: Left,Kick

AFTER WHIP

(Versus Running) Powerslam: Tie-up
(Corner) Choke With Boot: Left,Right,Kick
(Corner) Belly To Belly Suplex: Up,Up,Kick

GROUND

(Ground Moves,Running) Leg Drop: Kick
(Ground Moves,at Head) Camel Clutch: Left,Right,Punch
(Ground Moves,at Head) Leglock Chokehold: Left,Right,Kick

TOP ROPE

(On Turnbuckle,Opp. Ground) Awesome Splash: Kick+Block

DIZZY MOVES

(Dizzy Punch) Haymaker: Punch
(Dizzy Kick) Push Kick: Kick

26. NEW JACK

Nickname: The Original Gangsta
From: Atlanta, Georgia

New Jack has some great submission holds. Utilize them once your opponent's health bar is dark yellow.

READY

(Ready) Running Powerbomb (Trademark): Left,Right,Down,Tie-up
(Ready) Snap Suplex: Up,Down,Kick
(Ready) Arm Drag: Left,Right,Kick
(Ready) Choke: Up,Down,Kick
(Ready) Knee To Face: Left,Down,Kick

TIE-UP

(Tie-up) Piledriver: Left,Right,Kick
(Tie-up) Powerbomb: Left,Right,Kick
(Tie-up) Big Head Punch: Left,Tie-up
(Tie-up) Inverted Atomic Drop: Left,Punch
(Tie-up) Flying Clothesline: Kick
(Behind) Sleeping Neck Breaker: Left,Tie-up
(Behind) Low Blow: Left,Kick

AFTER WHIP

(Corner) Top Rope Superplex: Up,Down,Kick

GROUND

(Ground Moves,at Side) Blatant Choke: Left,Right,Punch
(Ground Moves,at Side) Kneedrop: Up,Down,Tie-up
(Ground Moves,at Head) Stranglehold Gamma: Left,Right,Down,Punch
(Ground Moves,at Head) Scissored Arm Bar: Up,Down,Punch
(Ground Moves,at Feet) Headbutt To Groin: Left,Down,Kick
(On Turnbuckle,Opp. Ground) 187 (Finisher): Punch+Tie-up

DIZZY MOVES

(Dizzy Punch) Hit to Groin: Punch
(Dizzy Kick) Big Boot: Kick
(On Turnbuckle,Opp. Standing) Flying Butt Bump: Punch+Tie-up

27. NOVA

From: Silicon Valley, California
Finisher: Kryptonite Krunch

To get the bWo Super Nova costume, hold R2 when you select him.

READY

(Ready) Novacaine: Up,Down,Kick
(Ready) Snapmare: Left,Right,Kick
(Ready) Sitdown Slam: Left,Right,Left,Punch
(Ready) Front Backbreaker: Left,Right,Tie-up
(Ready) Deep Impact (Trademark): Up,Down,Up,Tie-up
(Running Attacker) Flying Back Elbow: Tie-up

TIE-UP

(Tie-up) Fisherman's Suplex: Left,Punch
(Tie-up) Inverted Atomic Drop: Left,Kick
(Tie-up) KRYPTONITE KRUNCH (Finisher): Up,Down,Tie-up
(Tie-up) Side Neck Buster: Left,Tie-up
(Behind) Bulldog: Left,Tie-up
(Behind) Rolling Prawn Hold: Left,Kick
(Behind) Front Russian Legsweep: Left,Punch
(Behind) Reverse Brainbuster: Up,Down,Tie-up

AFTER WHIP

(Versus Running) Arm Drag: Tie-up
(Corner) Rocker Dropper: Up,Up,Punch

GROUND

(Ground Moves,at Side) Senton Splash: Up,Down,Tie-up
(Ground Moves,at Side) Axehandle Smash: Left,Right,Tie-up
(Ground Moves,at Feet) Cloverleaf: Left,Right,Kick

TOP ROPE

(On Turnbuckle,Opp. Ground) Frog Splash: Block+Tie-up

DIZZY MOVES

(Dizzy Punch) Haymaker: Punch
(Dizzy Kick) Front Jumpkick: Kick

----- 28. RAVEN -----

From: The Bowery
Tag Team Partner: Tommy Dreamer
Catchphrase: "Quoth the raven, nevermore."
Finisher: Evenflow DDT

His Evenflow DDT is the greatest weapon in tag team matches. The pin that is included in this move is unbreakable in tag matches. If you are Raven in a tag match and you hit the Evenflow DDT, you can just drop your controller and celebrate when motion capture starts.

READY

(Ready) Double Arm DDT: Up,Down,Down,Tie-up
(Ready) X 2 Underhook Suplex: Up,Down,Kick
(Ready) Running Knee Hit: Left,Right,Punch
(Ready) Snapmare: Up,Down,Punch
(Ready) Chin Crusher: Left,Down,Kick
(Ready) Small Package: Left,Right,Kick
(Ready) EVENFLOW DDT (Finisher): Left,Right,Down,Tie-up

TIE-UP

(Tie-up) Piledriver: Left,Right,Punch

(Tie-up) Bulldog: Left,Tie-up
(Tie-up) Big Head Punch: Left,Punch
(Tie-up) Inverted Atomic Drop: Left,Kick
(Behind) Russian Leg Sweep: Left,Tie-up
(Behind) Sleeper Hold: Left,Punch
(Behind) Low Blow: Left,Kick

AFTER WHIP

(Versus Running) Flapjack: Kick
(Versus Running) Arm Drag: Tie-up
(Corner) Tree Of Woe: Up,Down,Kick

GROUND

(Ground Moves,at Head) Camel Clutch: Left,Right,Left,Punch
(Ground Moves,at Side) Mount Punches: Up,Down,Tie-up
(Ground Moves,at Feet) Headbutt To Groin: Left,Up,Kick
(Ground Moves,at Feet) Fist to Groin (Trademark): Left,Down,Kick

DIZZY MOVES

(Dizzy Punch) Boxer Jab Combo: Punch
(Dizzy Kick) Mafia Kick: Kick

29. RHINO

Nicknames: The Man-beast
From: Detroit, Michigan
Finisher: Sitout Piledriver

READY

(Ready) Gorilla Press Slam: Left,Right,Up,Punch
(Ready) Running Powerslam: Left,Up,Tie-up
(Ready) Running Powerbomb: Left,Down,Tie-up
(Ready) Shortarm Clothesline: Left,Up,Kick
(Ready) Spinning Neck Breaker: Left,Down,Kick
(Ready) Death Valley Driver (Trademark): Left,Right,Up,Tie-up
(Running Attacker) Tackle With Punches: Kick

TIE-UP

(Tie-up) Hanging Powerslam: Left,Right,Kick
(Tie-up) Sitout Powerbomb: Up,Down,Kick
(Tie-up) Bearhug Slam: Left,Tie-up
(Tie-up) Sideslam: Left,Punch
(Tie-up) SITOUT PILEDRIVER (Finisher): Up,Down,Tie-up
(Behind) Fallaway Pumphandle Slam: Left,Tie-up
(Behind) Rolling German Suplex: Left,Punch
(Behind) Roll Up Pin: Left,Kick

AFTER WHIP

(Versus Running) Powerslam: Tie-up
(Versus Running) Boot To Face: Kick
(Corner) Overhead Press: Up,Up,Kick

GROUND

(Ground Moves,at Head) Scissored Arm Bar: Left,Down,Punch

TOP ROPE

(On Turnbuckle,Opp. Ground) Splash: Kick+Block

DIZZY MOVES

(Dizzy Punch) European Uppercut: Punch
(Dizzy Kick) Mafia Kick: Kick

30. ROB VAN DAM

Nicknames: R-V-D, Mr. Monday Night, Mr. Pay-Per-View, THE WHOLE F'N SHOW

From: Battlecreek, Michigan

Finishers: Five Star Frog Splash, Van Daminator, Van Terminator

Rob Van Dam is highly charismatic in this game as he is in real life. It is easy to get a crowd chant going in your favor.

The Five Star Frog Splash gets some great distance and it usually gets a crowd chant going. To hit the Five Star Frog Splash as fast as possible, hold "Kick+Punch" right after RVD has mounted the top turnbuckle but while his is turning around.

READY

(Ready) Enziguri: Left,Right,Punch

(Ready) Pump Kick: Left,Right,Kick

(Ready) Superkick: Left,Up,Kick

(Ready) Hurricanrana: Up,Down,Kick

(Ready) Tiger Driver: Left,Right,Down,Kick

TIE-UP

(Tie-up) Floatover Suplex: Left,Punch

(Tie-up) Leg Stretch: Left,Kick

(Tie-up) Northern Lights Suplex: Left,Tie-up

(Behind) Bridging German Suplex: Left,Tie-up

(Behind) Victory Roll: Left,Kick

(Behind) Tiger Suplex: Left,Punch

AFTER WHIP

(Versus Running) High Leg Clothesline: Kick

(Corner) Four Kick Combo: Up,Up,Kick

(Corner) Springboard Dropkick: Up,Up,Punch

(Corner,Running) Monkey Flip: Tie-up

GROUND

(Ground Moves,Running) Rolling Thunder (Trademark): Tie-up

(Ground Moves,at Side) Spinning Splash: Left,Right,Down,Tie-up

(Ground Moves,at Feet) Surfboard: Left,Right,Kick

TOP ROPE

(On Turnbuckle,Opp. Ground) Somersault Leg Drop: Block+Tie-up

(On Turnbuckle,Opp. Ground) FIVE STAR FROG SPLASH (Finisher): Punch+Kick

(On Turnbuckle,Opp. Ground) Turnaround Moonsault: Punch+Tie-up

DIZZY MOVES

(Dizzy Punch) Forearm Shot: Punch

(Dizzy Kick) Kick Combo: Kick

31. SABU

From: Bombay, India

Manager: Bill Alfonso

Real Finisher: Triple Jump Moonsault

The Reverse Fujiwara Armbar is a cheap win when your opponent has an orange life meter.

READY

(Ready) Implant DDT: Up,Down,Kick
(Ready) Pump Kick: Left,Right,Tie-up
(Ready) Axe Kick: Up,Down,Left,Tie-up
(Ready) Shortarm Clothesline: Up,Down,Punch
(Ready) Reverse Fujiwara: Left,Down,Kick
(Running Attacker) Tackle with Punches: Tie-up

TIE-UP

(Tie-up) Northern Lights Suplex: Left,Punch
(Tie-up) Floatover Suplex: Left,Kick
(Behind) Rolling German Suplex: Left,Tie-up
(Behind) Fallaway Pump Slam: Left,Punch
(Behind) Victory Roll: Left,Kick

AFTER WHIP

(Versus Running) High Leg Clothesline: Tie-up
(Versus Running) Spinning Heel Kick: Kick
(Corner) Spin Kick Combo: Up,Up,Punch

GROUND

(Ground Moves,at Head) Camel Clutch (Trademark): Up,Down,Down,Punch
(Ground Moves,at Head) Blatant Choke: Left,Right,Punch
(Ground Moves,at Side) Mount Punches: Up,Down,Tie-up
(On Turnbuckle,Opp. Ground) Senton Bomb: Punch+Tie-up
(On Turnbuckle,Opp. Ground) "ARABIAN GUILLOTINE" (Finisher): Punch+Kick

DIZZY MOVES

(Dizzy Punch) Windup Punch: Punch
(Dizzy Kick) Low Dropkick: Kick
(On Turnbuckle,Opp. Standing) Hurricanrana: Kick+Block

32. THE SHEIK

Role: Retired Wrestler, Uncle of Sabu
Finisher: Camel Clutch

READY

(Ready) Fall Forward Powerbomb: Left,Right,Up,Punch
(Ready) Spinal Tap: Left,Right,Punch
(Ready) Pump Kick: Up,Down,Punch
(Ready) Choke: Left,Down,Kick
(Ready) Press Slam: Up,Down,Kick
(Running Attacker) Tackle with Punches: Kick

TIE-UP

(Tie-up) Bug Head Punch: Left,Right,Kick
(Tie-up) Underhook Headbutts: Left,Tie-up
(Tie-up) Shoulder Breaker: Left,Punch
(Tie-up) Armbar: Left,Kick
(Behind) Sleeping Neckbreaker: Left,Tie-up
(Behind) Sleeper Hold: Left,Punch
(Behind) Roll Up Pin: Left,Kick

AFTER WHIP

(Versus Running) Sidewalk Slam: Kick
(Versus Running) Boot to Face: Tie-up

(Corner) Turnpost Slam: Up, Up, Punch
(Corner) Choke with Boot: Up, Up, Kick

GROUND

(Ground Moves, at Head) CAMEL CLUTCH (Finisher): Left, Right, Left, Punch
(Ground Moves, at Head) Blatant Choke (Trademark): Up, Down, Punch
(Ground Moves, at Side) Pinning Splash: Up, Down, Up, Tie-up

DIZZY MOVES

(Dizzy Punch) Grab Head and Punch: Punch
(Dizzy Kick) Boot to Face: Kick
(On Turnbuckle, Opp. Standing) Shoulder Tackle: Punch+Tie-up

33. SIMON DIAMOND

From: Southbend, Indiana
Finisher: Simonizer

Has a lot of good Ready moves. Make sure you utilize his ground moves after you do them.

READY

(Ready) Wrap Around DDT: Left, Right, Up, Punch
(Ready) Double Arm DDT: Up, Down, Up, Punch
(Ready) Spinning Neck Breaker: Up, Down, Punch
(Ready) Small Package: Left, Down, Kick
(Ready) Crucifix Pin: Left, Up, Kick
(Ready) Drop Toe Hold: Up, Down, Kick
(Ready) Snap Suplex: Left, Down, Kick
(Running Attacker) Dropkick: Kick

TIE-UP

(Tie-up) Samoan Drop: Left, Punch
(Tie-up) SIMONIZER (Finisher): Left, Right, Punch
(Tie-up) "Simon Series" (Trademark): Left, Up, Tie-up
(Tie-up) Standing Dropkick: Left, Tie-up
(Behind) Russian Leg Sweep: Left, Tie-up
(Behind) Octopus Hold: Left, Kick
(Behind) Rolling Prawn Hold: Left, Punch

AFTER WHIP

(Versus Running) Spinebuster: Kick

GROUND

(Ground Moves, at Head) Blatant Choke: Left, Punch
(Ground Moves, at Side) Leg Drop: Up, Down, Tie-up

DIZZY MOVES

(Dizzy Punch) European Uppercut: Punch
(Dizzy Kick) Dropkick: Kick

TOP ROPE

(On Turnbuckle, Opp. Standing) Hurricanrana: Kick+Block
(On Turnbuckle, Opp. Standing) Missile Dropkick: Punch+Tie-up

34. SPANISH ANGEL

Tag Team Partner: Tony DeVito (Da Baldies)

READY

(Ready) FALLEN ANGEL (Finisher): Left,Right,Down,Tie-up
(Ready) Reverse Tiger Suplex: Left,Down,Kick
(Ready) Spinning Neck Breaker: Left,Up,Kick
(Ready) Double Underhook Suplex: Left,Right,Kick
(Ready) Enziguri (Trademark): Up,Down,Kick

TIE-UP

(Tie-up) Side Neckbreaker: Left,Right,Punch
(Tie-up) Front Backbreaker: Left,Tie-up
(Tie-up) Three Knee Combo: Left,Punch
(Tie-up) Sideslam: Left,Kick
(Behind) Fallaway Pumphandle Slam: Left,Tie-up
(Behind) Reverse DDT: Left,Punch
(Behind) Neckbreaker: Left,Kick

AFTER WHIP

(Versus Running) Powerslam: Tie-up
(Corner) Tree Of Woe: Up,Up,Punch
(Corner) Choke With Boot: Left,Left,Kick

GROUND

(Ground Moves,at Feet) Texas Cloverleaf: Left,Right,Left,Kick
(Ground Moves,at Side) Mount Punches: Left,Right,Tie-up
(Ground Moves,at Feet) Elbow To Groin: Left,Right,Kick
(Ground Moves,at Side) Twitching Kneedrop: Up,Down,Tie-up

TOP ROPE

(On Turnbuckle,Opp. Ground) Fist Drop: Punch+Tie-up

DIZZY MOVES

(Dizzy Punch) Boxer Jab Combo: Punch
(Dizzy Kick) Shuffle Side Kick: Kick
(On Turnbuckle,Opp. Standing) Clothesline: Kick+Block

35. STEVE CORINO

Nickname: The King of Old School
From: Sea Isle City, New Jersey
Manager: Jack Victory
Real Finisher: (None at the time)

READY

(Ready) Superkick (Trademark): Up,Down,Kick
(Ready) Spinal Tap: Left,Right,Kick
(Ready) DDT: Up,Down,Punch
(Ready) Spinning Neck Breaker: Left,Right,Punch
(Ready) Firemans Carry: Left,Down,Kick
(Running Attacker) Flying Back Elbow: Tie-up

TIE-UP

(Tie-up) Hanging Vertical Suplex: Up,Down,Punch
(Tie-up) Bulldog: Left,Tie-up
(Tie-up) OLD SCHOOL PLEX (Finisher): Left,Punch
(Behind) Full Nelson Slam: Left,Tie-up
(Behind) Sleeper Hold: Left,Punch
(Behind) Abdominal Stretch: Left,Kick
(Behind) Corino Driver: Left,Right,Kick

AFTER WHIP

(Versus Running) High Leg Clothesline:
(Versus Running) Power Slam: Tie-up

GROUND

(Ground Moves,at Head) Blatant Choke: Up,Down,Punch
(On Turnbuckle,Opp. Ground) Tennessee Jam: Block+Tie-up
(On Turnbuckle,Opp. Ground) Fist Drop: Punch+Tie-up

DIZZY MOVES

(Dizzy Punch) Big Windup: Punch
(Dizzy Kick) Dropkick: Kick
(On Turnbuckle,Opp. Standing) Body Press: Kick+Block

36. SUPER CRAZY

From: Guadalajara, Mexico

Real Finisher: Series of 3 Moonsaults, the first from the bottom turnbuckle, the second from the middle turnbuckle, and the third from the top turnbuckle

The Prawn Hold (Ground Move,at Legs) is the type of move to follow up with after using the powerbomb.

READY

(Ready) Sitdown Slam: Left,Up,Kick
(Ready) Enziguri: Up,Down,Tie-up
(Ready) Flying Head Scissors: Up,Down,Punch
(Ready) Single Arm DDT: Left,Right,Punch
(Ready) Hurricanrana: Left,Down,Kick
(Ready) Crucifix Pin: Up,Down,Kick
(Ready) Small Package: Left,Right,Tie-up
(Running Attacker) Flying Head Scissors: Tie-up

TIE-UP

(Tie-up) Powerbomb (Trademark): Left,Right,Kick
(Tie-up) Reversal DDT: Left,Punch
(Behind) Reverse DDT: Left,Tie-up
(Behind) Victory Roll: Left,Kick

AFTER WHIP

(Versus Running) Tilt a Whirl Slam: Kick
(Corner) Springboard Dropkick: Left,Left,Punch

GROUND

(Ground Moves,at Side) Longbow Backbreaker: Left,Down,Tie-up
(Ground Moves,at Head) La Magistral: Left,Up,Punch
(Ground Moves,at Feet) Prawn Hold: Left,Right,Punch
(On Turnbuckle,Opp. Ground) Somersault Leg Drop: Punch+Kick
(On Turnbuckle,Opp. Ground) Turnaround Moonsault: Kick+Block
(On Turnbuckle,Opp. Ground) MOONSAULT (Finisher): (Hold Block)

DIZZY MOVES

(Dizzy Punch) Inside Forearm: Punch
(Dizzy Kick) Super Crazy Spinkick: Kick
(On Turnbuckle,Opp. Standing) Hurricanrana: Punch+Tie-up

37. TAZ

Nicknames: The Human Suplex Machine

From: Red Hook Section of Brooklyn, New York

Role: Former ECW star and former ECW Heavyweight Champion

Status: not with ECW at the time of game release

Catchphrase: "Beat me if you can. Survive if I let you."

Finisher: Tazmission

READY

(Ready) Death Valley Driver: Up,Down,Up,Punch

(Ready) Reverse Tiger Tazplex: Up,Down,Tie-up

(Ready) Overhead Belly Tazplex: Left,Right,Kick

(Ready) Shortarm Clothesline: Up,Down,Punch

(Ready) Samoan Drop: Left,Up,Punch

(Ready) Headlock Takedown: Left,Down,Kick

TIE-UP

(Tie-up) Hanging Vertical Suplex: Up,Down,Punch

(Tie-up) Head Arm Tazplex: Up,Down,Tie-up

(Tie-up) Double Underhook Tazplex: Left,Kick

(Tie-up) Northern Tazplex: Left,Tie-up

(Tie-up) T-Bone Tazplex: Left,Right,Kick

(Behind) TAZMISSION (Finisher): Left,Up,Punch

(Behind) Tazmission Plex (Trademark): Left,Down,Tie-up

(Behind) Pumphandle Tazplex: Left,Punch

(Behind) Dragon Tazplex: Up,Down,Kick

(Behind) Tiger Tazplex: Left,Tie-up

(Behind) German Tazplex: Left,Kick

AFTER WHIP

(Corner) Tree of Woe: Up,Up,Punch

GROUND

(Ground Moves,at Head) Crossface Punch: Left,Down,Tie-up

(Ground Moves,at Feet) STF: Left,Right,Kick

DIZZY MOVES

(Dizzy Punch) Grab Head and Punch: Punch

(Dizzy Kick) Mafia Kick: Kick

38. TOMMY DREAMER

Nickname: Innovator of Violence

From: Yonkers, New York

Tag Team Partner: Raven

Real Finisher: Spicolli Driver (aka Death Valley Driver)

Tommy Dreamer was a "face" during the time of the release of this game but for some reason, one of the crowd taunts is, "Tommy Sucks!"

READY

(Ready) Fallaway Slam: Left,Down,Punch

(Ready) Enziguri: Left,Right,Punch

(Ready) Dreamer Driver (Trademark): Up,Down,Down,Punch

(Ready) Spinning Neck Breaker: Up,Down,Punch

(Ready) Frontface DDT: Left,Right,Kick

(Ready) Japanese Arm Drag: Up,Down,Kick

(Running Attacker) Tackle With Punches: Tie-up

TIE-UP

(Tie-up) DREAMER DDT (Finisher): Left,Right,Punch
(Tie-up) Piledriver: Left,Tie-up
(Tie-up) Side Slam: Left,Punch
(Tie-up) Neckbreaker: Left,Kick
(Tie-up) Big Head Punch: Left,Right,Tie-up
(Behind) Pumphantle Slam: Left,Right,Kick
(Behind) Russian Leg Sweep: Left,Tie-up
(Behind) Bulldog: Left,Punch
(Behind) Cobra Clutch: Left,Kick

AFTER WHIP

(Versus Running) Spinebuster: Tie-up
(Corner) Baseball Slide: Up,Up,Tie-up
(Corner) Big Punch Combo: Up,Down,Kick

GROUND

(Ground Moves,at Side) Mount Punches: Up,Down,Tie-up
(On Turnbuckle,Opp. Ground) Splash: Punch+Tie-up

DIZZY MOVES

(Dizzy Punch) Big Windup: Punch
(Dizzy Kick) Push Kick: Kick

39. TOMMY RICH

Nickname: "Wildfire" Tommy Rich
Faction: Full Blooded Italians

Finisher Tip: Knock your opponent down then when he or she is getting up, run at them and press Tie-up.

READY

(Ready) Sicilian Drop: Left,Right,Up,Tie-up
(Ready) Gutwrench Powerbomb: Left,Right,Up,Punch
(Ready) Front Face Gutwrench: Left,Right,Down,Punch
(Ready) Press Slam: Up,Down,Kick
(Ready) Small Package: Left,Up,Kick
(Running Attacker) VERTICAL BODY PRESS (Finisher): Tie-up

TIE-UP

(Tie-up) Piledriver (Trademark): Up,Down,Punch
(Tie-up) Big Head Punch: Left,Tie-up
(Tie-up) Side Slam: Left,Punch
(Tie-up) Backbreaker: Left,Kick
(Behind) German Suplex: Left,Tie-up
(Behind) Sleeper Hold: Left,Punch
(Behind) Low Blow: Left,Kick

AFTER WHIP

(Versus Running) Flapjack: Tie-up
(Corner) Choke with Boot: Up,Up,Kick

GROUND

(Ground Moves,at Head) Reverse Chinlock: Left,Right,Punch
(Ground Moves,at Side) Jumping Fistdrop:
(On Turnbuckle,Opp. Ground) Fist Drop: Punch+Tie-up

DIZZY MOVES

(Dizzy Punch) Haymaker: Punch

(Dizzy Kick) Shuffle Side Kick: Kick
(On Turnbuckle,Opp. Standing) Bionic Elbow: Punch+Tie-up

40. TONY DeVITO

Tag Team Partner: Angel (Da Baldies)
Real Finisher: (None)

READY

(Ready) Running Powerslam: Left,Right,Kick
(Ready) Ball Breaker: Left,Right,Punch
(Ready) One Arm Slam: Up,Down,Up,Punch
(Ready) Double Arm DDT: Up,Down,Down,Punch
(Ready) Sitout Powerbomb: Up,Down,Kick
(Ready) Hurricanrana: Up,Down,Punch
(Ready) Flying Head Scissors: Left,Down,Kick

TIE-UP

(Tie-up) Hanging Vertical Suplex: Up,Down,Tie-up
(Tie-up) Powerbomb: Left,Punch
(Tie-up) Northern Lights Suplex: Left,Kick
(Tie-up) Front Brainbuster (Trademark): Left,Right,Kick
(Tie-up) Floatover Suplex: Left,Tie-up
(Behind) Reverse DDT: Left,Tie-up
(Behind) Cobra Clutch: Left,Punch
(Behind) Victory Roll: Left,Kick

AFTER WHIP

(Corner) OKLAHOMA STAMPEDE (Finisher): Up,Down,Kick

GROUND

(Ground Moves,at Head) Shortarm Scissor: Left,Right,Punch
(Ground Moves,at Side) Leg Drop: Up,Down,Tie-up
(On Turnbuckle,Opp. Ground) Kamikaze Headbutt: Punch+Tie-up

DIZZY MOVES

(Dizzy Punch) Whistle Smacks: Punch
(Dizzy Kick) Dropkick: Kick
(On Turnbuckle,Opp. Standing) Missile Dropkick: Punch+Tie-up

41. TRACY SMOTHERS

From: Tennessee
Faction: Full Blooded Italians

The Tennessee Jawjacker and any other Top Rope Move you do while your opponent is standing is incredibly difficult. If you insist on doing this move, knock your opponent down at either the far left or far right of the ring then after you pick him/her up, run to the opposite end and mount the turnbuckle there. When you are on the turnbuckle, the CPU is programmed to run into the one of set of ropes that you are mounted on. When the CPU starts running, hold down the Tennessee Jawjacker buttons.

READY

(Ready) Enziguri: Left,Right,Kick
(Ready) Spinal Tap: Left,Right,Punch

(Ready) Shoulderbreaker: Up,Down,Kick
(Ready) Fireman's Carry: Left,Up,Kick
(Ready) Kneebreaker: Left,Down,Kick
(Running Attacker) Cross Body Block: Tie-up

TIE-UP

(Tie-up) Hanging Vertical Suplex: Left,Right,Punch
(Tie-up) Three Knee Combo: Left,Punch
(Tie-up) Backbreaker: Left,Kick
(Tie-up) Standing Dropkick: Left,Tie-up
(Behind) PUMPHANDLE SLAM (Finisher): Left,Right,Kick
(Behind) Reverse Brainbuster: Up,Down,Tie-up
(Behind) Atomic Drop: Left,Punch
(Behind) Rolling Prawn Hold: Left,Kick
(Behind) High Angle Back Drop: Left,Right,Punch

AFTER WHIP

(Versus Running) Sidewalk Slam: Tie-up
(Corner) Turnpost Slam: Up,Up,Punch

GROUND

(Ground Moves,at Feet) STF: Up,Down,Kick
(On Turnbuckle,Opp. Ground) Butt Drop: Kick+Block

DIZZY MOVES

(Dizzy Punch) Tornado Punch: Punch
(Dizzy Kick) Shuffle Sidekick: Kick
(On Turnbuckle,Opp. Standing) Tennessee Jawjacker (Trademark): Block+Tie-up

42. WILD BILL

Ally: C.W. Anderson

READY

(Ready) Sitdown Slam: Left,Right,Up,Tie-up
(Ready) Running Powerbomb: Left,Right,Up,Punch
(Ready) Running Powerslam: Up,Down,Kick
(Ready) Superkick: Left,Up,Kick
(Ready) Reverse Tiger Suplex: Left,Right,Kick
(Ready) Japanese Arm Drag: Left,Right,Punch
(Ready) Leg Drag: Left,Down,Kick

TIE-UP

(Tie-up) Big Head Punch: Left,Tie-up
(Tie-up) European Uppercut: Left,Punch
(Tie-up) Side Slam: Left,Kick
(Tie-up) Piledriver (Trademark): Left,Right,Punch
(Behind) Dragon Suplex: Left,Tie-up
(Behind) German Suplex: Left,Punch
(Behind) Reverse DDT: Left,Kick

AFTER WHIP

(Versus Running) TIME BOMB (Finisher): Kick
(Corner) Turnpost Slam: Up,Up,Punch
(Corner) Choke with Boot: Up,Up,Kick

GROUND

(Ground Moves,at Head) Camel Clutch: Left,Right,Down,Punch
(Ground Moves,at Side) Knee Drop: Up,Down,Tie-up

(Ground Moves,at Feet) Fist to Groin: Up,Down,Kick

DIZZY MOVES

(Dizzy Punch) Thrust to Throat: Punch

(Dizzy Kick) Boot to Face: Kick

(On Turnbuckle,Opp. Standing) Clothesline: Punch+Tie-up

43. YOSHIHIRO TAJIRI

Nicknames: Japanese Buzzsaw

From: Yokohama, Japan

For some reason, Joey Styles calls the Hanging Brainbuster, the Hanging Neckbreaker. Odd!

READY

(Ready) Superkick: Left,Down,Tie-up

(Ready) Pump Kick: Up,Down,Punch

(Ready) Enziguri: Left,Up,Punch

(Ready) Double Face Kick (Trademark): Left,Up,Kick

(Ready) Reverse Tiger Suplex: Left,Down,Kick

(Ready) Hurricanrana: Left,Right,Punch

(Ready) Japanese Arm Drag: Up,Down,Kick

TIE-UP

(Tie-up) HANGING BRAINBUSTER(Finisher): Left,Right,Punch

(Tie-up) Double Underhook Suplex: Left,Kick

(Tie-up) Reversal DDT: Up,Down,Kick

(Tie-up) Roundhouse Kicks: Left,Tie-up

(Behind) Victory Roll: Left,Kick

(Behind) Dragon Suplex: Up,Down,Punch

(Behind) German Suplex: Left,Tie-up

(Behind) Octopus Hold: Left,Punch

AFTER WHIP

(Corner)Hurricanrana: Up,Down,Kick

(Corner)Four Kick Combo: Left,Right,Kick

(Corner)Baseball Slide: Up,Up,Tie-up

GROUND

(Ground Moves,at Head) Stranglehold Gamma: Up,Down,Up,Tie-up

(Ground Moves,at Side) Double Stomp: Up,Down,Tie-up

DIZZY MOVES

(Dizzy Punch) Inside Forearm: Punch

(Dizzy Kick) Tajiri Spinkick: Kick

44. ARMS MASTER

Move Set based on: Stone Cold Steve Austin from the WWF Attitude game

READY

(Ready) ACE CRUSHER (Finisher): Up,Down,Up,Tie-up

(Ready) Sidewalk Slam: Left,Up,Kick

(Ready) Samoan Drop: Left,Down,Tie-up

(Ready) Snapmare: Left,Down,Punch

(Ready) DDT: Up,Down,Punch

(Ready) Shoulderbreaker: Left,Right,Tie-up
(Ready) Drop Toe Hold: Left,Down,Kick
(Running Attacker) Vertical Body Press (Trademark): Tie-up

TIE-UP

(Tie-up) Piledriver: Left,Right,Punch
(Tie-up) Inverted Atomic Drop: Left,Punch
(Tie-up) Neckbreaker: Left,Kick
(Tie-up) Samoan Drop: Left,Tie-up
(Behind) Reverse DDT : Left,Tie-up
(Behind) Roll Up Pin: Left,Kick
(Behind) Sleeper Hold: Left,Punch

AFTER WHIP

(Versus Running) Power Slam: Tie-up

GROUND

(Ground Moves,at Side) Mount Punches: Left,Down,Tie-up
(Ground Moves,at Head) Stepover Facelock: Left,Up,Punch
(Ground Moves,at Feet) Texas Cloverleaf: Left,Down,Kick
(On Turnbuckle,Opp. Ground) Driving Elbow: Punch+Tie-up

DIZZY MOVES

(Dizzy Punch) Haymaker: Punch
(Dizzy Kick) Mafia Kick: Kick

45. BRUNO SANTORO

READY

(Ready) Chin Crusher: Left,Up,Punch
(Ready) Running Knee Hit: Left,Up,Kick
(Ready) Bearhug: Left,Right,Kick
(Ready) Gutwrench Powerbomb: Left,Up,Tie-Up
(Ready) Samoan Drop: Left,Down,Punch
(Ready) Small Package: Up,Down,Kick
(Ready) GORILLA PRESS SLAM (Finisher): Left,Right,Down,Tie-Up

TIE UP

(Tie-Up) Piledriver: Up,Down,Punch
(Tie-Up) Samoan Drop: Left,Tie-Up
(Tie-Up) DDT: Left,Punch
(Tie-Up) Armbar: Left,Kick
(Behind) Bulldog: Left,Tie Up
(Behind) Russian Leg Sweep: Left,Punch
(Behind) Low Blow: Left,Kick

IRISH WHIP

(Corner) Overhead Press: Up,Up,Tie-Up
(Versus Running) Power Slam: Tie-Up

GROUND

(Ground Moves, at Side) Leg Drop: Up,Up,Tie Up
(Ground Moves, at Head) Camel Clutch: Up,Down,Up,Punch
(Ground Moves, at Feet) Inverted STF: Left,Up,Kick
(On TB, Opp. Ground) Turnaround Moonsault (Trademark): Kick+Block

DIZZY MOVES

(Dizzy Punch) Thrust to Throat: Punch
(Dizzy Kick) Front Jump Kick: Kick

46. CHARLIE BRUZESE

Move Set based on: Road Dogg move set from "WWF Attitude" game

READY

(Ready) Spinal Tap: Up,Down,Punch
(Ready) DDT: Left,Right,Tie-up
(Ready) Drop Toe Hold: Left,Right,Kick
(Ready) Sidewalk Slam: Left,Down,Kick
(Ready) Neckbreaker: Left,Right,Punch
(Ready) Knee to Face: Up,Down,Tie-up
(Running Attacker) Dropkick: Kick
(Running Attacker) Flying Head Scissors: Tie-up

TIE Up

(Tie Up) Piledriver: Up,Down,Tie-up
(Tie Up) Neckbreaker: Left,Kick
(Tie Up) Vertical Suplex: Left,Punch
(Tie Up) Side Backbreaker: Left,Tie-up
(Behind) Russian Leg Sweep: Left,Punch
(Behind) Roll Up Pin: Left,Kick
(Behind) PUMPHANDLE SLAM (Finisher): Left,Right,Kick
(Corner) Swinging Bulldog: Up,Down,Kick

GROUND MOVES

(Ground Moves,at Head) Flipover Neck Whip: Up,Down,Punch
(Ground Moves,at Side) Twitching Kneedrop(Trademark): Left,Right,Tie-up
(Ground Moves,at Feet) Texas Cloverleaf: Left,Right,Left,Kick

DIZZY MOVES, OPPONENT STANDING

(On TB, Opp. Standing) Dropkick: Kick+Block
(Dizzy Punch) Three Point Charge: Punch
(Dizzy Kick) Drop Kick: Kick

47. EXCEL

READY

(Ready) IMPLANT DDT (Finisher): Up,Down,Tie-up
(Ready) Falling Reverse DDT (Trademark): Up,Down,Kick
(Ready) Running Knee Hit: Up,Down,Punch
(Ready) Reverse Tiger Suplex: Left,Down,Kick
(Ready) DDT: Left,Up,Punch
(Ready) Single Arm DDT: Left,Right,Punch
(Running Attacker) Vertical Body Press: Kick

TIE UP

(Tie-Up) Powerbomb: Left,Right,Tie Up
(Tie-Up) Piledriver: Left,Right,Punch
(Tie-Up) Three Knee Combo: Left,Right,Kick
(Tie-Up) Bearhug Slam: Left,Tie Up
(Tie-Up) Neckbreaker: Left,Punch
(Tie-Up) T-Bone Suplex: Left,Kick
(Behind) Full Nelson Slam: Up,Down,Punch
(Behind) Sleeping Neckbreaker: Left,Right,Kick

IRISH WHIP

(Versus Running) Power Slam: Tie Up
(Corner) Four Kick Combo: Up,Up,Punch

GROUND

(Ground Moves, Running) Quick Leg Drop: Kick
(Ground Moves, at Side) Mount Punches: Left,Up,Tie-up
(Ground Moves, at Feet) Cloverleaf: Left,Up,Kick

DIZZY MOVES

(Dizzy Punch) Boxer Jab Combo: Punch
(Dizzy Kick) Mafia Kick: Kick

48. HARRY SLASH

Move Set based on: Sable move set from "WWF Attitude" game

READY

(Ready) Hairgrab Takeover: Left,Right,Kick
(Ready) Snapmare: Left,Down,Punch
(Ready) Hurricanrana: Up,Down,Tie Up
(Ready) Flying Head Scissors: Left,Right,Punch
(Ready) Drop Toe Hold: Up,Down,Kick
(Running Attacker) Dropkick: Kick

TIE UP

(Tie-Up) Bulldog: Left,Tie Up
(Tie-Up) Three Knee Combo: Left,Punch
(Tie-Up) Leg Stretch: Left,Kick
(Tie-Up) POWERBOMB (Finisher): Left,Up,Kick
(Behind) Bulldog: Left,Tie Up
(Behind) Russian Leg Sweep: Left,Punch
(Behind) Victory Roll: Left,Kick

IRISH WHIP

(Versus Running) High Leg Clothesline: Kick
(Corner) Hurricanrana (Trademark): Up,Down,Kick
(Corner,Running) Monkey Flip: Kick

GROUND

(Ground Moves, at Side) Standing Splash: Left,Right,Tie-Up
(Ground Moves, at Head) Leglock Chokehold: Left,Right,Punch
(Ground Moves, at Feet) Leg Grapevine: Left,Right,Kick
(On TB, Opponent Ground) Splash: Block+Tie-Up

DIZZY MOVES

(Dizzy Punch) Inside Forearm: Punch
(Dizzy Kick) Crescent Kick: Kick
(On TB, Opponent Standing) Body Press: Punch+Kick

49. MACK DADDY

Move Set based on: Droz move set from "WWF Attitude" game

Finally, a guy who Bill Alfonso can call "daddy" without getting looked at weird.

READY

(Ready) Seated Crucifix Powerbomb: Left,Right,Left,Punch
(Ready) Fallaway Slam: Up,Down,Tie-up
(Ready) Gorilla Press Slam: Left,Right,Left,Tie-up
(Ready) Neckbreaker: Left,Up,Punch
(Ready) Double Underhook Suplex (Trademark): Left,Down,Tie-up
(Running Attacker) Flying Back Elbow: Tie-up

TIE UP

(Tie Up) Powerbomb: Left,Down,Kick
(Tie Up) Front Suplex: Left,Tie-up
(Tie Up) Shoulderbreaker: Left,Punch
(Tie Up) Armbar: Left,Kick
(Tie Up) PINNING POWERBOMB (Finisher): Left,Right,Punch
(Behind) Neckbreaker: Left,Punch
(Behind) Roll Up Pin: Left,Kick

IRISH WHIP

(Versus Running) Powerslam: Tie-up
(Corner) Overhead Press: Up,Up,Punch
(Corner) Charging Shoulder: Up,Up,Kick

GROUND MOVES

(Ground Moves,at Head) Scissored Armbar: Up,Down,Punch
(Ground Moves,at Legs) Legsplitter: Left,Right,Kick
(Ground Moves,at Legs) Surfboard: Up,Down,Kick

DIZZY MOVES

(Dizzy Punch) Three Point Charge: Punch
(Dizzy Punch) Drop Kick: Kick

50. MAD GOAT

One of the neat things about the Mad Goat is that he says, 'son of a bitch,' a lot

READY

(Ready) Bareback: Left,Right,Down,Punch
(Ready) Pump Kick: Left,Right,Tie Up
(Ready) Sitdown Slam: Up,Down,Punch
(Ready) Deep Impact: Left,Right,Up,Punch
(Ready) Snap Suplex: Left,Right,Kick
(Ready) DDT: Left,Right,Punch
(Running Attacker) Flying Back Elbow: Kick

TIE UP

(Tie-Up) Atomic Drop: Left,Kick
(Tie-Up) Bulldog: Left,Tie-Up
(Tie-Up) Front Suplex: Left,Punch
(Behind) Headbutt: Left,Tie Up
(Behind) Sleeper Hold: Left,Punch
(Behind) Roll Up Pin: Left,Kick

IRISH WHIP

(Versus Running) Boot to Face: Tie Up
(Versus Running) SINGLE ARM SLAM (Finisher): Kick
(Corner) Beatdown Powerbomb (Trademark): Up,Down,Kick
(Corner, Running) Monkey Flip: Kick

GROUND

(Ground Moves, at Side) Axhandle Smash: Left, Right, Tie-Up
(Ground Moves, at Head) Chicken Choke: Left, Right, Down, Tie-Up
(Ground Moves, at Feet) Fist to Groin: Left, Right, Kick

DIZZY MOVES

(Dizzy Punch) Clothesline: Punch
(Dizzy Kick) Back Heel Kick: Kick

51. NURSE RATCHETT

Move Set based on: Al Snow move set from "WWF Attitude" game

If you hold R2 at the 'wrestler select' screen you can get the unmasked nurse.

READY

(Ready) Leg Scissor Stomp: Up, Down, Punch
(Ready) Reverse Tiger Suplex: Left, Right, Kick
(Ready) Frontface DDT: Up, Down, Tie Up
(Ready) Double Underhook Suplex: Left, Down, Punch
(Ready) Armdrag: Up, Down, Kick

TIE UP

(Tie-Up) SIDE NECK BUSTER (Finisher): Left, Up, Punch
(Tie-Up) Underhook Headbutts (Trademark): Left, Tie-Up
(Tie-Up) Piledriver: Up, Down, Up, Tie-Up
(Tie-Up) Double Underhook Suplex: Left, Punch
(Tie-Up) Side Slam: Left, Kick
(Behind) Rolling German Suplex: Left, Up, Kick
(Behind) Reverse DDT: Left, Punch
(Behind) Roll Up Pin: Left, Kick

IRISH WHIP

(Versus Running) High Leg: Kick
(Corner) Top Rope Arm Wrench: Up, Up, Punch
(Corner, Running) Monkey Flip: Kick

GROUND

(Ground Moves, at Head) Crossface Punch: Up, Down, Punch
(Ground Moves, at Feet) STF: Up, Down, Kick
(On TB, Opp. Ground) Moonsault: Block

DIZZY MOVES

(Dizzy Punch) Big Windup: Punch
(Dizzy Kick) Dropkick: Kick
(On TB, Opp. Standing) Sky Twister Press: Block

52. RON BUFFONE

Move Set based on: Goldust move set from "WWF Attitude" game

READY

(Ready) Shoulderbreaker: Left, Right, Kick
(Ready) Sidewalk Slam: Left, Right, Kick
(Ready) Front Backbreaker: Up, Down, Tie-up
(Ready) Chin Crusher: Left, Down, Punch

(Ready) Shortarm Clothesline: Up,Down,Punch

(Ready) Leg Scissor Stomp: Up,Down,Kick

TIE UP

(Tie Up) Bulldog: Left,Tie-up

(Tie Up) Inverted Atomic Drop: Left,Punch

(Tie Up) Neckbreaker: Left,Kick

(Behind) Bulldog: Left,Tie-up

(Behind) Roll Up Pin: Left,Kick

(Behind) Sleeper Hold: Left,Punch

(Behind) SST (Finisher): Left,Up,Tie-up

IRISH WHIP

(Versus Running) Spinebuster: Tie-up

(Corner) Kick to Groin(Trademark): Left,Right,Punch

(Corner, Running) Running Butt Bump: Kick

GROUND MOVES

(Ground Moves,at Head) Stump Puller: Left,Down,Punch

(Ground Moves,at Side) Spinning Splash: Left,Down,Tie-up

(Ground Moves,at Feet) Headbutt to groin: Left,Right,Kick

(On TB, Opp. Ground) Butt Drop: Kick+Block

DIZZY MOVES

(Dizzy Punch) Hit To Groin: Punch

(Dizzy Kick) Mafia Kick: Kick

(On TB, Opp. Standing) Flying Butt Bump: Tie-up+Block

53. SOUND GUY RANDY

Move Set based on: Big Vito of WCW

The Sound Guy has the best crowd chant in this game: "Randy rocks!"

READY

(Ready) Running Powerbomb: Left,Right,Kick

(Ready) Superkick: Left,Right,Punch

(Ready) SWINGING DDT (Finisher): Left,Right,Down,Punch

(Ready) Gorilla Press Slam: Up,Down,Up,Punch

(Ready) Japanese Arm Drag: Left,Up,Kick

(Ready) Shortarm Clothesline: Up,Down,Kick

(Running Attacker) Spinning Heel Kick: Kick

TIE UP

(Tie-Up) Hanging Vertical Suplex: Left,Tie-Up

(Tie-Up) Big Head Punch: Left,Punch

(Tie-Up) Shoulder Breaker: Left,Kick

(Behind) Sleeping Neckbreaker: Left,Tie-Up

(Behind) Russian Leg Sweep: Left,Punch

(Behind) Roll Up Pin: Left,Kick

IRISH WHIP

(Versus Running) Power Slam: Tie-Up

(Versus Running) Tilt a Whirl Slam: Kick

GROUND

(Ground Moves,at Side) Knee Drop: Up,Down,Tie-Up

(Ground Moves,at Feet) Elevated Crab: Left,Right,Down,Punch

CAW Taunt Guide

If you are looking for a certain wrestler's taunt, here is a guide to it.
There are still a lot of leftover taunts from previous Acclaim games.

ECW

Bill Alfonso-Down the Middle
Mike Awesome-Double Flexxy
Axl Rotten-Arms Up Axl
Balls Mahoney-C Mere Punk
Big Sal-FBI
Chris Chetti-Too Pretty
Steve Corino-Not in the Face
Justin Credible-Just Incredible
Super Crazy-Crazy Up
C.W. Anderson-Thumb Across Throat
Cyrus-Tap Head
Dawn Marie-Hootchie Dance
Danny Doring-Ta Da Lookie Me
Tommy Dreamer-ECW
Tony Devito-The Bird
Francine-Wiggle Wiggle
Little Guido-FBI
Joel Gertner-Pout
Jason-Two Arm Side Flex
Jazz-Shimmy Dance
New Jack-Gangsta X
Judge Jeff Jones-Not in my Ring
Little Spike Dudley-Get Through Me First
Jerry Lynn-The Bird
Beulah McGillicutty-ECW
Nova-That All you Got
Raven-ECW
Rhino-Pump You Up
Tommy Rich-FBI Kick
Roadkill-Chicken Choke
Rob Van Dam-RVD
Sabu-Sky Point
The Sheik-Searching the Skies
Simon Diamond-The Thinker
Tracy Smothers-FBI Dance
Angel-Come to Angel
Louie Spicolli-Louie Up
Lance Storm-Impact Player
Joey Styles-Bang
Yoshihiro Tajiri-Kick and Look
Taz-Get Through Me First
Jack Victory-Big V
Wild Bill-Rub Hands

WWF Warzone

Cactus Jack-Bang
British Bulldog-Toughguy

WWF Attitude

Al Snow/Head-A Little Shake
Al Snow/Head-Say What
"B.A." Billy Gunn- Kiss it
Big Bossman-Get Through Me First
Bradshaw-Egging you on
Bradshaw-Goin' Down
Brian Christopher-Laugh it Up
Chyna-Generic Hands on Hips Pose-Excuse Me
D'lo Brown-What about That
Dr. Death-Warming Up
Droz/Faarooq-Working
Edge and Christian-Watch and Wait
Gangrel-Feed Me
Godfather-Bring It to me
Goldust-Pure Money
jacqueline/sable-Hey Hey
Jeff Jarrett-Now I'm Mad
Jerry "The King" Lawler-You are Excused
Kane-The Machine
Ken Shamrock-Snap
Kurrigan (Oddities Arm Wave)-See the Show
Kurrigan (Dance)-Go Homeboy
Mankind-Mr Mr
"Marvelous" Marc Mero-Boxer
Mark Henry-Toughguy
Mosh-Twist it Up
Owen Hart-Look at Me
Paul Bearer-Jiggle
"Road Dogg" Jesse James -Rattle and Roll
Sgt. Slaughter-Hand Moving and Talking-Get some
Sgt. Slaughter-Hand Moving and Talking-You're not Worthy
Shawn Michaels-Blowing You Off
Steve Blackman-As you Wish
Stone Cold Steve Austin-I said so
The Rock-Come Get Some
Taka Michinoku-Chop Chop
Taka Michinoku-Here I am
Thrasher-Mixing it Up
Triple H-Are you Ready
Triple H Crotch Chop from Get Ready Speech-Get Ready
The Undertaker-RIP
Val Venis-Hello Hello
X-Pac (DX Chop)-Down Here

Generic Taunts

Kamala-Belly Slaps
Ric Flair-No No No
Raise Right Arm-Arm Up Lean
Kneel on one leg-Hooova
Raise Right Arm-Arm Up
Generic Taunt hands on hips and shake head "there biatch"-Hands on Hips
Chyna "Get up"-Flap Flap
Generic Referee's Count Motion-Three Count
Generic Women's "Take That" Taunt-Cut It Out
Generic Hand Pointing to Self-Check Me Out
Generic Hands Up as if doing the 3D sign-Here's to Spike
Generic Horseshoe Shape Muscle Pose-Arms Out Flex
Generic Jumping for Joy-Lets Go Ski

- ECW - ECW - ECW - ECW - ECW - ECW - ECW - ECW - ECW - ECW - ECW - ECW - ECW - ECW -

Finishing Move CAW Translator

Know what move you need to give your CAW but don't know the name? This is the guide to most of your answers.

Al Snow: Snow Plow - Side Neckbuster (Tie-up)
Albert: Bicycle Kick - Pump Kick (Ready)
The Artist (Formerly Known as Prince Iaukea): Paizley Park - Reverse Suplex (Behind)
Beaver Cleavage: Beaver Cleaver - Reverse Suplex (Behind)
Big Vito: Paizon Plant - Swinging DDT (Ready)
Big Valbowski/Val Venis: Money Shot - Swivel Splash (On TB, Opp. Ground)
Billy (Gunn): Famouser - Rocker Dropper (Ready)
Billy (Gunn): Jackhammer - Hanging Powerslam (Tie-up)
Booker T: Book End - Single Arm Slam (Ready)
Booker T: Scissors Kick - Axe Kick (Ready)
Booker T: Houston Hangover/Harlem Hangover - Somersault Leg Drop (On TB, Opp. Ground)
Bossman: Bossman Slam - One Arm Slam (Versus Running)
Buh Buh Ray Dudley: Buh Buh Cutter - Front Face DDT (Ready)
Bull Buchanon: Scissors Kick - Axe Kick (Ready)
Chris Jericho: Walls of Jericho - Elevated Crab (Ground,at Feet)
Chris Jericho: Walls of Jericho - Sicilian Crab/Boston Crab (Ground,at Feet)
Chris Jericho: Flashback - Sleeping Neckbreaker (Behind)
Christian: Unprettier (Generic) - Sicilian Drop (Ready)
Christian: Falling Reverse DDT (Ready)
Crash Holly: Crash Course - Kryptonite Krunch (Tie-up)
Crash Holly: Swinging Bulldog (Corner)
Crowbar: Mind Bender - Night Driver (Ready)
Curt Hennig/Mr. Perfect: Hennig Plex/Perfect Plex - Old School Plex (Tie-up/Ready)
Dan Severn: Bow and Arrow Submission - Long Bow Backbreaker
Dean Malenko: Texas Cloverleaf - Texas Cloverleaf (Ground,at Feet)
Dean Malenko: Texas Cloverleaf - Cloverleaf (Ground,at Feet)
Diamond Dallas Page: Diamond Cutter - Front Face DDT (Ready)
Diamond Dallas Page: Diamond Cutter (from Fireman Carry) - Fallen Angel
D'lo Brown: Sky High - Ball Breaker (Ready/Versus Running)
D'lo Brown: Lo Down - Frog Splash (On TB, Opp. Ground)
Dr. Death: Dr. Bomb - Sitout Powerbomb (Ready/Tie-up)
D-Von Dudley: Saving Grace - Reverse Brainbuster (Behind)
Edge: Edge-ecution - Implant DDT (Ready)
Edge: Downward Spiral - Novacaine (Ready)
Edge: Edge-Tie-up-matic - Corino Driver (Behind)
Faarooq: Dominator - Front Face Gutwrench (Ready)
Godfather: Ho Train - Train (Corner)
Godfather: Pimp Drop/Death Valley Driver - Death Valley Driver (Ready)
Goldberg: Jackhammer - Hanging Powerslam (Tie-up)
Goldust: Shattered Dreams - Kick to Groin (Corner)
Goldust: Curtain Call - SST (Behind)
Grandmaster Sexay: Hip Hop Drop - Tennessee Jam (On TB, Opp. Ground)

Hardcore Holly: Front Brainbuster (Tie-up)
Hugh Morrus: No Laughing Matter - Moonsault (On TB, Opp. Ground)
Jeff Jarrett: The Stroke - Front Russian Leg Sweep (Behind)
Johnny "The Bull" Stamboli: Fuhget About It - Bareback (Ready)
Justin Credible: That's Incredible (2001) - Swinging DDT
Juventud Guerrera: Juvi Driver - Sitdown Slam (Ready)
Kick-Kwick: Hat Rack Crack - Night Driver (Ready)
Kane: Tombstone - That's Incredible (Ready)
Kanyon: Flatliner - Novacaine (Ready)
Konnar: Tequila Sunrise - Toehold Half Crab (Ground,at Head)
Lance Storm: Canadian Maple Leaf - Single Leg Crab (Ground,at Feet)
Lash LeRoux: Whiplash - Amityville Horror (Tie-up)
Mankind: Mandible Claw - Chicken Choke (Tie-up/Ground,at Head)
Marc Mero: TKO - Fallen Angel (Ready)
Meat/Shawn Stasiak: Meat Grinder - Reverse DDT (Behind)
Mr. Perfect: Perfect Plex - Old School Plex (Ready/Tie-up)
Mikey Whipwreck: Whippersnapper - Ace Crusher (Ready/Tie-up)
Mosh (Headbanger): Mosh Pit - La Sillia (On TB, Opp. Standing)
Norman Smiley: Norman Conquest - Crossface Chickenwing (Behind)
Owen Hart: Sharpshooter - Deathlock (Ground,at Feet)
Owen Hart: (UFC type submission taught by Dan "The Beast" Severn) Beast Choker (Behind)
Perry Saturn: Rings of Saturn (2002) - Stranglehold Gamma (Ground,at Head)
Rikishi: Rikishi Driver - Inverted Piledriver (Tie-up)
Rikishi: Bonzai Drop - Bada Bing (Corner)
Rob Van Dam: Split Legged Moonsault - Hollywood Star Press (On TB, Opp. Ground)
The Rock: Rock Bottom - Single Arm Slam (Ready)
The Rock: People's Elbow - Twitching Elbow (Ground,Running)
The Rock: Sharpshooter - Deathlock (Ground,at Feet)
Scott Hall: Razor's Edge - Crucifix Powerbomb (Ready)
Steve Blackman: Triangle Choke - Scissored Arm Bar (Ground,at Head)
Steve Blackman: Bicycle Kick - Pump Kick (Ready)
Steven Richards: Steven Kick - Superkick (Ready)
Stone Cold Steve Austin: Stone Cold Stunner - Ace Crusher (Ready)
Sting: Scorpion Death Drop - Reverse DDT (Behind)
Sting: Scorpion Deathlock - Deathlock (Ground,at Feet)
Taka Michinoku: Michinoku Driver - Sitdown Slam (Ready)
Triple H: Pedigree - 2x Arm Facebuster (Ready)
Triple H: Facebuster - Knee to Face (Ready)
Undertaker: Old School - Arm Wrench (Corner)
Undertaker: Takin' Care of Business - Reverse Chinlock (Ground,at Head)
Undertaker: Tombstone - That's Incredible (Ready)
Vader: Vader Bomb - Celestial Splash (On TB, Opp. Ground)
Vampiro: Nail in the Coffin 1 - Sitdown Slam (Ready)
Vampiro: Nail in the Coffin 2 - Nutcracker Suite (Ready)
X-pac: X-Factor - Jazz Stinger (Ready)

- ECW - ECW - ECW - ECW - ECW - ECW - ECW - ECW - ECW - ECW - ECW - ECW - ECW -

CUSTOM CAW ACCESSORIES GUIDE

Ahmed Johnson: Lower/Knee Pads: Double
Billy Kidman (WCW): Lower/Knee Pads: Wall

FAKE FREQUENTLY ASKED QUESTIONS

Q. How do I tag my partner (in a tag team match)?

A. Change your focus to your partner until you're facing your partner then press "Tie-up" to tag your partner in.

Q. Every time I do a top rope move, Joey Styles (commentator) repeats the name of the move I just did. Is there a glitch in my game?

A. I think the game developers did this intentionally to add emphasis on how spectacular or hellacious the move is...kinda like how Jim Ross repeats the name of certain moves to add to the feeling of excitement and/or shock to matches.

Q. Why is Taz and other former ECW stars in the game?

A. Taz was under contract at the time Acclaim was making the game.

Q. What's so important about the percentages of moves when choosing moves in CAW mode?

A. Nothing really.

- ECW - ECW - ECW - ECW - ECW - ECW - ECW - ECW - ECW - ECW - ECW - ECW - ECW -

CREDITS

-Prima for much of the information about the systems by which the game is run such as Tie-up meters, Reversals, etc.

-charjer0 for the bulk of the hidden wrestlers' movelists

-Myself

- ECW - ECW - ECW - ECW - ECW - ECW - ECW - ECW - ECW - ECW - ECW - ECW - ECW -

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