

WWF In Your House FAQ/Move List

by Goh_Billy

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WWF In Your House - FAQ Version 2.0
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===== 1. Legend =====

| | | |
|-------------|------------------|----------|
| f - Forward | HP - Heavy Punch | + - And |
| b - Back | LP - Light Punch | / - Or |
| u - Up | HK - Heavy Kick | , - Then |
| d - Down | LK - Light Kick | |
| | BLK - Block | |
| | R - Run (LP+LK) | |
| | Any - Any button | |

qcb - quarter circle back (d, db, b)

* - when performing a Super Combo, press this button, then immediately move onto the next button and tap rapidly

===== 2. System =====

2.1 Terms

Grapples - Grapples are performed by pressing f, f, HP. You can also grab an opponent off the floor by standing near their head and pressing HP. It is here you are able to perform super combos, grapple attacks, and strings. You can be reversed out of a grapple if the opponent beats you to the grappling attack.

Run - LK+LP allows you to run. You have access to some new attacks while running such as dropkicks or clotheslines, depending on your character. To stop running press b. To switch and run the other direction press b+LK+LP.

Push - Performed by holding BLK and pressing LP, it gives your character space from the opponent. Pushing CAN do damage...but it's a very small amount. Oddly enough, you cannot win the round from a push as no matter how many times you try to execute it when the opponent is on the edge of losing, it will no longer produce any damage.

Irish Whip - Performed by pressing b, b, HP. It sends your opponent bouncing off the ropes and they are unable to recover for a short period of time. If you are irish whipped, rapidly push the buttons to fill the recovery meter. Once filled you will be able to freely move again. If you irish whip the opponent outside the ring into the barrier or the ring itself, they will run into it and take damage. Two quick consecutive irish whips into the barrier or ring grounds the opponent.

Hiptoss - A throw activated outside a grapple. Universally performed with b, b, LP. Can also be performed simply by the command b + LP/HP when the opponent is running at you.

Turnbuckle - To climb the turnbuckle Press Up and Toward the turnbuckle to climb it. Only the top two turnbuckles can be used. After you are on the turnbuckle you can press an attack button to leap off (The attack is unblockable). Guide your character with the joystick. You can be kicked off the turnbuckle, and may sometimes be knocked to the outside of the ring. To get off the turnbuckle without attacking simply press d.

Super Combos - As you perform attacks and land hits, a meter fills under your life bar. Once this meter is filled you have access to a super combo. To perform a Super Combo you must first grapple your opponent. Then you must enter the initiating command. All initiators begin with f, f and then an attack button (Each specific character's commands are shown in the character section). You then proceed to each corresponding button listed to enter in a combo. Once the combo is ended, your combo meter empties and you must build it again in order to perform another Super Combo. The best way to get combos to work is to tap the button multiple times until the combo sequence is complete, then go onto the next button in the combo branch. Only when labeled with a * symbol do you press the button once, and quickly proceed to the next command.

High Risk Attacks - A high risk attack deals two times the damage. Bouncing off the ropes and performing a running attack will cause it to become a high risk attack.

Recovery - Sometimes after a hit you will stay down and a recovery meter will appear. Tap the buttons rapidly to fill the meter and get back up. This recovery meter also appears when you are irished whipped.

Reversal - When your opponent has you in a Head Grapple, you are able to reverse with your own maneuver. You have to enter the command for a reversal before your opponent activates their own maneuver. Unlike the previous game, only a few grapple techniques will work as reversals. In fact, certain button combinations and moves will only work if used as a reversal. These

are noted as such in the move list details.

Second Wind - This allows your character to get up from a pin set within a deciding round. That is, a round where one pin fall was already lost, and the next pinfall would decide the match. To perform a second wind you must first have a full combo meter. You must mash the keys rapidly, and if successful, your character will break the pin. You do not, however, gain all your life meter back. In fact, one attack and you'll end up on the ground ready to be pinned again.

Super Pin - After knocking out your opponent in the deciding round, press the button to pin your opponent and immediately enter in the Super Pin combination.

2.2 Universal Moves

| | |
|------------------------|--|
| Grapple | f, f, HP |
| Head Grab | HP near floored opponent痴 head |
| Run | LP + LK |
| Push | Hold BLK, LP |
| Irish Whip | b, b, HP |
| Roll | Hold u or d when on the ground |
| Exit Ring Horizontally | Hold left on west ropes or hold right on east ropes (Opponent must be outside of the ring) |
| Exit Ring Vertically | Hold u on north ropes or hold d on south ropes (Opponent must be outside of the ring) |
| Climb Turnbuckle | ub/uf (d to climb down) |
| Hiptoss | b, b, LP |
| Hiptoss Counter | b + LP/HP when opponent is running |

=====

3. Characters

=====

* 3.1 Shawn Michaels *

Profile

| | |
|-------------------------------|----------------------------------|
| Height: 6'1" | Quote: Kickin' it with the Kliq. |
| Weight: 227 lbs. | Signature Move: Super Kick |
| Origin: San Antonio, TX | |
| Explodes: Hats and Sunglasses | |

| | |
|-----------------|----------------------------|
| Power: +++ | 1 Player Color: White trim |
| Speed: +++++ | 2 Player Color: Gold trim |
| Agility: +++++ | 3 Player Color: Blue trim |
| Recovery: +++++ | 4 Player Color: ? |

Regular Moves

| | | |
|-------|----|----------------------------|
| Punch | LP | will knock opponent out of |
|-------|----|----------------------------|

ring if their back is to
the ropes

Quick Elbow LP close
Sonic Punch HP
Crushing Elbow HP close

will knock opponent out of
ring if their back is to
the ropes

Gut Kick LK
Knee LK close
Super Kick HK

Running Moves

Arm Drag Takedown R, HP
Flying Back Elbow R, LK
Crucifix Bomb R, HK

Opponent Running

Arm Drag Takedown b + LP/HP

with back against ropes
maneuver will toss
opponent to the outside

Crucifix Bomb HK

Opponent Down

Axe Handle Smash LP/HP
Stomp LK/HK
Hard Stomp R, HP/HK, tap
HK for more
stomps

Turnbuckle

Body Splash LP/HP/BLK
Foot Stomp LK/HK

Opponent On Turnbuckle

Homing Sonic Punch HP

Homing Super Kick HK
Homing Flying Back Elbow R, LK/HK
Homing Flying Back Elbow 2 Charge HK for 3
seconds, release
Homing Hat Attack f, f, LP

Opponent Jumping From Turnbuckle

Homing Sonic Punch HP
Homing Super Kick LK/HK

Special Moves

DDT Charge LP for 3
seconds, release
Hat Attack f, f, LP
Arm Drag Takedown b, b, LP with back against ropes
maneuver will toss
opponent to the outside;
move will only activate
when you are relatively
close to your opponent
Flex Aura d, f, LP
Flying Headscissors f, f, LK
Flying Back Elbow Charge HK for 3
seconds, release
Crucifix Bomb f, f, HK
Power Grab HP+HK
Slam In Front Any can toss opponent over
the ropes
Slam Behind b + Any can toss opponent over
the ropes
Backbreaker d + HP

Grapple Moves

Knee LP/LK
Headbutt F + HP
Kick Fury Hold f, tap
LK rapidly
Flying Back Elbow HK anytime
during the
Kick Fury
Knee Fury Hold f, tap
HK rapidly
Flying Back Elbow d, f, LP
Crucifix Bomb f, f, HP can be used as a reversal
DDT b, b, HP can be used as a reversal
Belly To Back Suplex d, d, HP
Flying Headscissors f, f, LK
Headbutt f, f, HK
Headbutts tap HK rapidly

Combos

Initiators

.....
Punch Start: F, F, LP

Combo Branches

.....
LK, HK, HP - Knee, Super Kick, Arm Drag
Takedown (16 hits)
LK, HK, LP - Knee, Super Kick, Crucifix Bomb
(16 hits)
LK, HK, LK - Knee, Super Kick, Flying
Headscissors (16 hits)
LK, HP*, HP - Knee, Body Toss (15 hits)
LK, LP - Knee, DDT (12 hits)
HP - Crucifix Bomb (8 hits)
HK - Flying Back Elbow (7 hits)

Kick Start: F, F, LK

LP, HK, HP - Elbows, Super Kick, Arm Drag

Opponent Down

| | | |
|---------------|---------------|--|
| Driving Punch | LP/HP | |
| Stomp | LK/HK | |
| Hard Stomp | R, HK, tap HK | |
| | for more | |
| | stomps | |

Turnbuckle

| | | |
|------------|----------|--|
| Moonsault | LP/BLK | |
| Vader Bomb | LK/HK/HP | |

Opponent On Turnbuckle

| | | |
|-------------------------|----------|--|
| Homing Inferno Punch | HP | |
| Homing Sliding Gut Kick | HK | |
| Homing Flying Gut Check | R, LK/HK | |
| Homing Air Dash | b, b, LK | |

can follow with another
Homing Air Dash, a
Massive Roar, or many
of Vader's basic
attacks

Opponent Jumping From Turnbuckle

| | | |
|----------|-------|--|
| Uppercut | HP | |
| Backstep | LK/HK | |

Special Moves

| | | |
|-----------------|-------------------------------------|--|
| Mastodon Charge | Charge LP for 3 seconds, release | |
|-----------------|-------------------------------------|--|

| | | |
|-----------------|----------|--|
| Mask Attack | f, f, LP | |
| Scoop Powerslam | b, b, LP | |

with back against ropes
maneuver will toss
opponent to the outside;
move will only activate
when you are relatively
close to your opponent

| | | |
|-----------------------|----------|--|
| Dragon Suplex | b, f, LP | |
| Chokeslam | u, u, HP | |
| Brainbuster | u, d, HP | |
| Belly To Belly Suplex | b, b, LK | |
| Massive Roar | d, b, HK | |
| Power Grab | HP+HK | |
| Slam In Front | Any | |

can toss opponent over
the ropes

| | | |
|-------------|---------|--|
| Slam Behind | b + Any | |
|-------------|---------|--|

can toss opponent over
the ropes

Grapple Moves

| | | |
|-----------------------|----------|---------------------------|
| Quick Kick | LK | |
| Uppercut | d + HP | |
| Power Bomb | f, f, HP | can be used as a reversal |
| Belly To Belly Suplex | b, b, LK | |
| Brainbuster | u, d, HP | reversal ONLY |

Combos

| | |
|------------|----------------|
| Initiators | Combo Branches |
| | |

| | |
|----------------------|---|
| Knee Start: F, F, LK | LP, HP, HK*, LP - Inferno Punch, Power Bomb, Scoop Powerslam (19 hits) |
| | LP, HP, LP/LK - Inferno Punch, Power Bomb, Dragon Suplex (16 hits) |
| | LP, LK/HK - Inferno Punch, Dragon Suplex (12 hits) |
| | HP - Belly To Belly Suplex (7 hits) |
| | HK - Uppercut (7 hits) |

| | |
|----------------------|--|
| Kick Start: F, F, HK | HP, LK, LP, HP/LK/HK - Punches, Gut Check, Mask Attack, Dragon Suplex (17 hits) |
| | HP, LK, HK - Punches, Gut Check, Chokeslam (17 hits) |
| | HP, LK, HP - Punches, Gut Check, Belly To Belly Suplex (17 hits) |
| | HP, LP - Punches, Uppercut (14 hits) |
| | HP, HK - Punches, Dragon Suplex (14 hits) |
| | LP - Belly To Belly Suplex (6 hits) |
| | LK - Massive Roar (5 hits) |

Super Pin

| | |
|------------|----------------------|
| Butt Smash | d, u, LK, LK, LK, LK |
|------------|----------------------|

* 3.3 Bret Hart *

Profile

| | |
|----------------------------------|---|
| Height: 6'1" | Quote: I am the best there is, the best |
| Weight: 234 lbs. | there was, and the best there |
| Origin: Calgary, Alberta, Canada | ever will be. |
| Explodes: Sunglasses and Belts | Signature Move: Sharpshooter |

| | |
|-----------------|----------------------------------|
| Power: +++ | 1 Player Color: Pink pants |
| Speed: ++++ | 2 Player Color: Black pants |
| Agility: +++++ | 3 Player Color: Light Gray pants |
| Recovery: +++++ | 4 Player Color: ? |

Regular Moves

| | | |
|-----------------|--------------|---|
| Punch | LP | will knock opponent out of ring if their back is to the ropes |
| Headbutt | LP/HP close | |
| Pink Punch | HP | will knock opponent out of ring if their back is to the ropes |
| Uppercut | d + HP close | |
| Gut Kick | LK | |
| Knee | LK/HK close | |
| Flying Gut Kick | HK | |

Running Moves

| | |
|---------------|----------|
| Crucifix Bomb | R, LP/HP |
| Dropkick | R, LK/HK |

Opponent Running

| | | |
|--------------|-----------|--|
| Quick Suplex | b + LP/HP | with back against ropes maneuver will toss opponent to the outside |
|--------------|-----------|--|

Opponent Down

| | | |
|--------------------|--------------------------------------|------------------------|
| Driving Punch | LP/HP | |
| Stomp | LK/HK | |
| Driving Elbow Drop | R, HP/HK | |
| Sharpshooter | HP near opponent's feet | tap HP for longer hold |
| Sharpshooter 2 | f, b, HK near opponent's feet | tap HP for longer hold |
| Quick Head Grapple | f, b, HK in front of opponent's head | |

Turnbuckle

| | |
|--------------------|-----|
| Driving Elbow Drop | Any |
|--------------------|-----|

Opponent On Turnbuckle

| | |
|--------------------|----------|
| Homing Pink Punch | HP |
| Homing Belt Strike | d, f, LP |
| Homing Dropkick | R, LK/HK |

Opponent Jumping From Turnbuckle

| | |
|--------------------|-------|
| Homing Sonic Punch | HP |
| Homing Super Kick | LK/HK |

Special Moves

| | | |
|---------------|-------------------------------------|---|
| Eye Rake | Charge LP for 3 seconds, release | |
| Quick Suplex | b, b, LP | with back against ropes maneuver will toss opponent to the outside; move will only activate when you are relatively close to your opponent |
| Atomic Drop | d, d, LP | |
| Belt Strike | d, f, LP | |
| Crucifix Bomb | Charge HP for 3 seconds, release | |
| Powerslam | d, f, HP | |
| Glasses Flash | Charge HK for 3 seconds, release | |
| Power Grab | HP+HK | |
| Slam In Front | Any | can toss opponent over the ropes |
| Slam Behind | b + Any | can toss opponent over the ropes |
| Backbreaker | d + HP | |

Grapple Moves

| | | |
|----------------------|---------------------------|---------------------------|
| Knee | LP/LK | |
| Knee Fury | Hold f, tap LK rapidly | |
| Punch | f + LP | |
| Uppercut | d + HP | |
| Inverted Atomic Drop | f, f, HP | can be used as a reversal |
| Crucifix Bomb | d, d, HK | can be used as a reversal |

Combos

Initiators

.....

Combo Branches

.....

| | |
|-----------------------|--|
| Punch Start: F, F, LP | HP, HK, LK - Eye Rake, Belt Strike, Crucifix Bomb (15 hits) HP, LP*, LK - Eye Rake, Quick Suplex (14 hits) HP, LK - Eye Rake, Knee (10 hits) HK - Dropkick (8 hits) LK - Knee (7 hits) |
| Kick Start: F, F, LK | HP, HK, LK - Headbutts, Belt Strike, Crucifix Bomb (17 hits) HP, LP*, LK - Headbutts, Quick Suplex (16 hits) HP, LK - Headbutts, Knee (12 hits) LP - Dropkick (8 hits) HK - Knee (7 hits) |

Super Pin

| | |
|-----------|--------------------|
| Belt Drop | d, u, HP, d, u, HP |
|-----------|--------------------|

Opponent On Turnbuckle

Homing Giant Card Attack f, f, HK
Homing Dropkick R, LK/HK

Opponent Jumping From Turnbuckle

Power Grab LP/LK/HK
Slam In Front Any can toss opponent over
the ropes
Slam Behind b + Any can toss opponent over
the ropes
Backbreaker d + HP

Special Moves

Scepter Smash Charge LP for 3
seconds, release
Suplex b, b, LP with back against ropes
maneuver will toss
opponent to the outside;
move will only activate
when you are relatively
close to your opponent
Northern Lights Suplex b, f, HP
Card Cannon d, f, LK
Giant Card Attack f, f, HK, tap LK
for more hits
Power Grab HP+HK
Slam In Front Any can toss opponent over
the ropes
Slam Behind b + Any can toss opponent over
the ropes
Backbreaker d + HP

Grapple Moves

Knee LP/LK
Knee Launch d + HP
Butterfly Suplex d, d, LP can be used as a reversal;
with back against ropes
maneuver will toss
opponent to the outside
Suplex d, d, LK
Side Belly To Belly Suplex d, b, LK
Northern Lights Suplex f, f, HK can be used as a reversal

Combos

Initiators Combo Branches
.....
Punch Start: F, F, HP HK, LK, LP, HK - Headbutts, Punt Kick, Giant
Card Attack, Knee Launch (21 hits)
HK, LK, HK - Headbutts, Punt Kick, Northern

Opponent Running

| | | |
|-----------------|-----------|--|
| Scoop Powerslam | b + LP/HP | with back against ropes maneuver will toss opponent to the outside |
|-----------------|-----------|--|

Opponent Down

| | |
|------------------|-------|
| Axe Handle Smash | LP/HP |
| Stomp | LK/HK |
| Elbow Drop | R, HP |
| Hard Stomp | R, HK |

Turnbuckle

| | |
|------------|-----------|
| Elbow Drop | LP/HP/BLK |
| Dropkick | LK/HK |

Opponent On Turnbuckle

| | |
|-----------------|----------|
| Homing Dropkick | R, LK/HK |
|-----------------|----------|

Opponent Jumping From Turnbuckle

| | |
|-----------|-------|
| Uppercut | HP |
| High Knee | LK/HK |

Special Moves

| | | |
|-----------------|-------------------------------------|---|
| Jawbreaker | Charge LP for 3 seconds, release | |
| Scoop Powerslam | b, b, LP | with back against ropes maneuver will toss opponent to the outside; move will only activate when you are relatively close to your opponent |
| Dragon Suplex | d, d, LP | |
| Speedbag Punch | Charge HP for 3 seconds, release | |
| Tremor | d, d, HP | |
| Vertical Suplex | f, f, HK | |
| Giant Strike | u, u, HK | |
| Power Grab | HP+HK | |
| Slam In Front | Any | can toss opponent over the ropes |
| Slam Behind | b + Any | can toss opponent over the ropes |
| Backbreaker | d + HP | |

Grapple Moves

| | | |
|--------------------|----------|---------------------------|
| Uppercut | LP/HP | |
| Knee | LK/HK | |
| Sidewalk Slam | u, d, LK | |
| Vertical Suplex | f, f, HK | |
| Pearl River Plunge | b, b, HK | can be used as a reversal |
| Vertical Suplex 2 | f, f, LP | reversal ONLY |

Combos

Initiators

.....

Combo Branches

.....

Punch Start: F, F, LP

HP, LK, HK, LP - Boxing Glove, Knees, Kicks,
Jawbreaker (23 hits)
HP, LK, HK, LK - Boxing Glove, Knees, Kicks,
Sidewalk Slam (23 hits)
HP, LK, HK, HP - Boxing Glove, Knees, Kicks,
Giant Strike (23 hits)
HP, LK, HP - Boxing Glove, Knees, Giant Strike
(17 hits)
HP, LK, LP - Boxing Glove, Knees, Jawbreaker
(17 hits)
HP, LP - Boxing Glove, Speedbag Punch (17 hits)
HP, HK - Boxing Glove, Scoop Powerslam (13 hits)
LK - Knee (8 hits)
HK - Pearl River Plunge (8 hits)

Knee Start: F, F, LK

LP, LK, HK*, HP - Headbutts, Kicks, Boxing
Glove, Giant Strike (24 hits)
LP, LK, HP - Headbutts, Kicks, Vertical Suplex
(17 hits)
LP, LK, LP - Headbutts, Kicks, Pearl River
Plunge (16 hits)
LP, HK - Headbutts, Sidewalk Slam (10 hits)
LP, HP - Headbutts, Uppercut (10 hits)
HK - Sidewalk Slam (6 hits)
HP - Uppercut (6 hits)

Super Pin

Axe Handle Demolish

d, u, LP, HP, HK, LK

* 3.6 British Bulldog *

Profile

| | |
|---------------------------------------|---|
| Height: 6'0" | Quote: It's U.K., U.K.! Not U.S.A., U.S.A.! |
| Weight: 253 lbs. | Signature Move: Running Powerslam |
| Origin: Manchester, England | |
| Explodes: Union Jacks and Dog Collars | |

| | |
|---------------|----------------------------------|
| Power: +++++ | 1 Player Color: Blue pants |
| Speed: ++++ | 2 Player Color: Light Gray pants |
| Agility: ++++ | 3 Player Color: Red pants |
| Recovery: +++ | 4 Player Color: ? |

Regular Moves

| | | |
|-----------------|--------------|---|
| Punch | LP | will knock opponent out of ring if their back is to the ropes |
| Headbutt | LP/HP close | |
| Dog Bite | HP | |
| Uppercut | d + HP close | |
| Front Kick | LK | |
| Knee | LK/HK close | |
| Flying Big Boot | HK | |

Running Moves

| | | |
|-------------|----------|-------------------------------------|
| Clothesline | R, LP/HP | will continue to run after maneuver |
| Dropkick | R, LK/HK | |

Opponent Running

| | | |
|-------------------|-----------|--|
| Japanese Arm Drag | b + LP/HP | with back against ropes maneuver will toss opponent to the outside |
|-------------------|-----------|--|

Opponent Down

| | | |
|------------------|----------------------------------|--|
| Driving Punch | LP/HP | |
| Stomp | LK/HK | |
| Double Knee Drop | R, HP/HK | |
| Falling Headbutt | Charge HK for 3 seconds, release | |

Turnbuckle

| | | |
|------------------|-----------|--|
| Double Knee Drop | LP/BLK | |
| Missile Dropkick | LK/HP/BLK | |

Opponent On Turnbuckle

N/A

Opponent Jumping From Turnbuckle

| | | |
|----------|----|--|
| Uppercut | HP | |
|----------|----|--|

Special Moves

| | | |
|-------------------|----------------------------------|-------------------------|
| Clothesline | Charge LP for 3 seconds, release | |
| Japanese Arm Drag | b, b, LP | with back against ropes |

maneuver will toss
opponent to the outside;
move will only activate
when you are relatively
close to your opponent

| | | |
|----------------------|-------------------------------------|-------------------------------------|
| Leash Whip | d, b, LP | |
| Union Jack Spin | d, b, HP | dizzies opponent |
| Belly To Back Suplex | f, f, LK | |
| Atomic Drop | b, b, LK | |
| Dropkick | Charge HK for 3 seconds, release | |
| Running Powerslam | f, f, HK | |
| Choke Chain | b, b, HK | |
| Power Grab | HP+HK | |
| Slam In Front | Any | can toss opponent over the ropes |
| Slam Behind | b + Any | can toss opponent over the ropes |
| Backbreaker | d + HP | |

Grapple Moves

| | | |
|------------------|---------------|---|
| Punch | LP/HP | will knock opponent out of ring if their back is to the ropes |
| Punch Fury | Hold f, LP/HP | |
| Knee | LK/HK | |
| Double Knee | Hold f, LK | |
| Headbutt Fury | Hold f, HK | |
| Butterfly Suplex | f, f, HP | |
| Vertical Suplex | d, d, HK | can be used as a reversal |

Combos

Initiators

.....

Combo Branches

.....

| | |
|--------------------------|---|
| Punch Start: F, F, LP | HK, LK, LP - Kicks, Knees, Butterfly Suplex (23 hits) |
| | HK, LK, HP - Kicks, Knees, Japanese Arm Drag (23 hits) |
| | HK, LK, HK - Kicks, Knees, Dropkick (19 hits) |
| | LK, HK - Knees, Atomic Drop (17 hits) |
| | HK, LP - Kicks, Dropkick (14 hits) |
| | HK, HP - Kicks, Atomic Drop (14 hits) |
| | LK, HP - Knees, Vertical Suplex (14 hits) |
| | LK, LP - Knees, Running Powerslam (13 hits) |
| | HP - Uppercut (9 hits) |
| Headbutt Start: F, F, HP | LP, HK, LP - Punches, Knees, Butterfly Suplex (22 hits) |
| | LP, HK, HP - Punches, Knees, Japanese Arm Drag (22 hits) |
| | HK, LK, LP - Kicks, Knees, Butterfly Suplex (20 hits) |
| | HK, LK, HP - Kicks, Knees, Japanese Arm Drag (20 hits) |
| | LP, HK, HK - Punches, Knees, Dropkick (18 hits) |

| | | |
|---------------|----------|--|
| Driving Punch | LP/HP | |
| Stomp | LK/HK | |
| Leg Drop | R, HP/HK | |

Turnbuckle

| | | |
|----------|-----|--|
| Leg Drop | Any | |
|----------|-----|--|

Opponent On Turnbuckle

| | | |
|----------------------|----------|--|
| Homing Tombstone Hit | f, f, HK | |
| Homing Dropkick | R, LK/HK | |

Opponent Jumping From Turnbuckle

| | | |
|---------------|---------|-------------------------------------|
| Power Grab | LK/HK | |
| Slam In Front | Any | can toss opponent over the ropes |
| Slam Behind | b + Any | can toss opponent over the ropes |
| Backbreaker | d + HP | |

Special Moves

| | | |
|-------------------|-------------------------------------|---|
| Urn Smash | Charge LP for 3 seconds, release | |
| Arm Drag | b, b, LP | with back against ropes maneuver will toss opponent to the outside; move will only activate when you are relatively close to your opponent |
| Sliding Chokeslam | d, f, LP | |
| Suplex | b, f, HP | with back against ropes maneuver will toss opponent to the outside |
| Demon Blast | d, f, LK | |
| Cursed Touch | d, b, LK | dizzies opponent |
| Tombstone Hit | f, f, HK, tap LK for more hits | |
| Bat Attack | d, b, HK | |
| Power Grab | HP+HK | |
| Slam In Front | Any | can toss opponent over the ropes |
| Slam Behind | b + Any | can toss opponent over the ropes |
| Backbreaker | d + HP | |

Grapple Moves

| | | |
|----------|----------|---|
| Knee | LP/LK | |
| Uppercut | d + HP | |
| Suplex | f, f, HP | |
| Arm Drag | d, d, LK | can be used as a reversal; with back against ropes |

step away

Snap Kick LK
Knee LK/HK close
Gold Punt HK

Running Moves

Flying Clothesline R, LP/HP
Butt Bump R, LK/HK

Opponent Running

Japanese Arm Drag b + LP/HP with back against ropes
maneuver will toss
opponent to the outside

Opponent Down

Driving Punch LP/HP
Stomp LK/HK
Diving Punch R, HK

Turnbuckle

Diving Punch LP/HP/BLK
Splash LK/HK

Opponent On Turnbuckle

Homing Reel Punch HP
Homing Butt Bump R, LK/HK

Opponent Jumping From Turnbuckle

Uppercut HP

Special Moves

Gold Dust Charge LP for 3 stuns opponent
seconds, release
Cut f, f, LP
Japanese Arm Drag b, b, LP with back against ropes
maneuver will toss
opponent to the outside;
move will only activate
when you are relatively
close to your opponent

Scoop Powerslam b, f, LP
Kiss Of Death d, f, LK
Power Grab HP+HK
Slam In Front Any can toss opponent over
the ropes
Slam Behind b + Any can toss opponent over

the ropes

Backbreaker d + HP

Grapple Moves

| | | |
|----------------|----------|---------------------------|
| Face Slap | Any | |
| Jawbreaker | b, b, LP | can be used as a reversal |
| Suplex | f, f, HP | with back against ropes |
| | | maneuver will toss |
| | | opponent to the outside |
| Curtain Call | d, d, HK | |
| Curtain Call 2 | f, f, HK | reversal ONLY |

Combos

Initiators Combo Branches

.....

.....

| | |
|----------------------|--|
| Kick Start: F, F, LK | HK, HP*, LP - Cut, Backbreaker (14 hits) |
| | HK, LP - Cut, Suplex (12 hits) |
| | HK, LK - Cut, Reel Punch (12 hits) |
| | HP - Reel Punch (9 hits) |
| | LK - Knee (8 hits) |

| | |
|----------------------|--|
| Slap Start: F, F, HK | LK, HP*, LP - Kicks, Backbreaker (16 hits) |
| | LK, LP - Kicks, Suplex (14 hits) |
| | LK, HK - Kicks, Reel Punch (14 hits) |
| | HP - Reel Punch (7 hits) |
| | LP - Knee (6 hits) |

Super Pin

Goldust Statue d, u, HK, d, u, HK

* 3.9 The Ultimate Warrior *

Profile

| | |
|-------------------------------------|---|
| Height: 6'2" | Quote: Feel the power of the Ultimate |
| Weight: 260 lbs. | Warrior! |
| Origin: Parts Unknown | Signature Move: Flying Shoulderblock, Big |
| Explodes: Warrior Symbols and Cacti | Splash combination |

| | |
|----------------|--------------------------------|
| Power: +++++ | 1 Player Color: Blue costume |
| Speed: +++++ | 2 Player Color: Yellow costume |
| Agility: ++ | 3 Player Color: Purple costume |
| Recovery: ++++ | 4 Player Color: ? |

Regular Moves

| | | |
|------------|----|----------------------------|
| Wild Swing | LP | will knock opponent out of |
| | | ring if their back is to |

the ropes

Headbutt LP/HP close
Clubbing Fist HP

will knock opponent out of
ring if their back is to
the ropes

Uppercut d + HP about a
step away
Kick LK
Knee LK/HK close
Snap Kick HK

Running Moves

Flying Clothesline R, LP/HP
Flying Shoulder Block R, LK/HK

Opponent Running

Powerslam b + LP/HP

with back against ropes
maneuver will toss
opponent to the outside

Opponent Down

Axe Handle Smash LP/HP
Stomp LK/HK
Hard Stomp R, HK

Turnbuckle

Flying Clothesline LP/HP/BLK
Hard Stomp LK/HK

Opponent On Turnbuckle

N/A

Opponent Jumping From Turnbuckle

Uppercut HP
High Knee LK/HK

Special Moves

Short Arm Clothesline Charge LP for 3
seconds, release

Powerslam b, b, LP

with back against ropes
maneuver will toss
opponent to the outside;
move will only activate
when you are relatively
close to your opponent

Gorilla Press Slam d, d, LP

| | | |
|-------------------|-------------------------------------|-------------------------------------|
| Lightning Bolt | u, d, LP | |
| Lightning Punches | Charge HP for 3 seconds, release | |
| Tassle Whip | u, d, HP | |
| Body Slam | f, f, HK | |
| Backbreaker | d, d, HK | |
| Power Grab | HP+HK | |
| Slam In Front | Any | can toss opponent over the ropes |
| Slam Behind | b + Any | can toss opponent over the ropes |
| Backbreaker | d + HP | |

Grapple Moves

| | | |
|---------------------|----------|---------------|
| Uppercut | LP/HP | |
| Knee | LK/HK | |
| Side Salto Suplex | f, f, LP | |
| Gorilla Press Slam | d, d, LP | |
| Side Salto Suplex 2 | f, f, HP | reversal ONLY |
| Body Slam | f, f, HK | reversal ONLY |

Combos

Initiators

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Combo Branches

.....

| | |
|-----------------------|--|
| Punch Start: F, F, HP | HK, LK, LP*, HP - Kicks, Wild Swing, Tassle Whip (25 hits) |
| | HK, LK, HK - Kicks, Wild Swing, Body Slam (17 hits) |
| | HK, LK, HP - Kicks, Wild Swing, Backbreaker (17 hits) |
| | HK, LP*, LK - Kicks, Powerslam (14 hits) |
| | LP - Uppercut (8 hits) |
| | LK - Knee (7 hits) |

| | |
|----------------------|--|
| Kick Start: F, F, LK | LP*, HP - Tassle Whip (14 hits) |
| | HK, HP*, LK - Lightning Punches, Powerslam (12 hits) |
| | HK, LK - Lightning Punches, Body Slam (10 hits) |
| | HK, LP - Lightning Punches, Knee (9 hits) |

Super Pin

| | |
|-----------|----------------------|
| Electrify | d, u, LP, LP, LP, LK |
|-----------|----------------------|

 * 3.10 Hunter Hearst Helmsley *

Profile

| | |
|------------------|------------------------------|
| Height: 6'4" | Quote: Arrogance is truth. |
| Weight: 246 lbs. | Signature Move: The Pedigree |

Origin: Greenwich, CT

Explodes: White Gloves and Bow Ties

| | | |
|-----------|-------|---------------------------------|
| Power: | +++ | 1 Player Color: Light Gray trim |
| Speed: | +++++ | 2 Player Color: Brown trim |
| Agility: | +++++ | 3 Player Color: Red trim |
| Recovery: | ++++ | 4 Player Color: ? |

Regular Moves

| | | |
|-----------------|--------------|---|
| Punch/Chop | LP | will knock opponent out of ring if their back is to the ropes |
| Jawing Elbow | LP/HP close | |
| Cane Strike | HP | will knock opponent out of ring if their back is to the ropes |
| Uppercut | d + HP close | |
| Kick | LK | |
| Knee | LK/HK close | |
| Flying Gut Kick | HK | |

Running Moves

| | |
|--------------------|----------|
| Cross Body | R, LP/HP |
| Spinning Heel Kick | R, LK/HK |

Opponent Running

| | | |
|---------|-----------|--|
| Hiptoss | b + LP/HP | with back against ropes maneuver will toss opponent to the outside |
|---------|-----------|--|

Opponent Down

| | |
|--------------|--|
| Driving Fist | LP/HP |
| Stomp | LK/HK |
| Hard Stomp | R, HP/HK tap HP/HK for more stomps |

Turnbuckle

| | |
|------------------|-----------|
| Senton Bomb | LP/HP/BLK |
| Missile Dropkick | LK/HK |

Opponent On Turnbuckle

| | |
|---------------------------|----------|
| Homing Cane Strike | HP |
| Homing Spinning Heel Kick | R, LK/HK |

Opponent Jumping From Turnbuckle

Uppercut HP
Hop Kick LK/HK

Special Moves

Bulldog f, f, LP
Hiptoss b, b, LP with back against ropes
maneuver will toss
opponent to the outside;
move will only activate
when you are relatively
close to your opponent

Arm Breaker u, d, LP
Cane Swing f, f, LK
Vertical Suplex b, b, LK
Cane Trip d, d, LK
Cane Block qcb + BLK
Power Grab HP+HK
Slam In Front Any can toss opponent over
the ropes
Slam Behind b + Any can toss opponent over
the ropes
Backbreaker d + HP

Grapple Moves

Knee LP
Knee 2 d + HP
The Pedigree f, f, HP can be used as a reversal
Butterfly Suplex b, b, HP reversal ONLY

Combos

Initiators
.....

Combo Branches
.....

Punch Start: F, F, LP
HP, LK, HK, LP*, LK - Elbows, Arm Breaker, Knees
Hiptoss (20 hits)
HP, LK, HK, HP - Elbows, Arm Breaker, Knees,
Cane Swing (18 hits)
HP, LK, HK, LK - Elbows, Arm Breaker, Knees,
Cane Trip (18 hits)
HP, LK, HP*, LK - Elbows, Arm Breaker, Hiptoss
(15 hits)
HP, LK, LP - Elbows, Arm Breaker, Uppercut
(13 hits)
HP, HK - Elbows, Spinning Heel Kick (10 hits)
HP, LP - Elbows, Uppercut (10 hits)
LK - Uppercut (6 hits)
HK - Cane Swing (6 hits)

Kick Start: F, F, HK
LK, HK, LP*, LK - Cane Strike, Knees, Hiptoss
(16 hits)
LK, HK, HP - Cane Strike, Knees, Cane Swing
(14 hits)
LK, HK, LK - Cane Strike, Knees, Cane Trip

(14 hits)
LK, HP - Cane Strike, Uppercut (9 hits)
LK, LP - Cane Strike, Cane Swing (9 hits)
HP - Uppercut (6 hits)
LP - Spinning Heel Kick (6 hits)

Super Pin

Perfume Suction d, u, HP, HP, HP, HP

=====
4. Codes
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Enter these codes during the pause screen:

Auto Super Pin: Press, Down, Down, Down, Down, L1
Disable CPU player movement: Left, Left, Up, Down, R2
Unlimited Super Combos: R1, L2, R2, L2, Right
Humans take minor damage: Up, Down, L2, Right, Left
Maximum damage: Up, Up, L1, L2, Down
Minimum damage: Down, Up, L2, Left, Right
No damage: R2, L1, R2, L2, R1

=====
5. Conclusion
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5.1 What's Missing/Needed

- Any missing moves
- The fourth colors used by Player 4
- Possibly a way to manually choose colors
- The motion to Taunt
- Correction on some of the Super Pin motions, some appear to work while others do not. The characters that I need checked are Bret Hart, British Bulldog, Undertaker, Goldust, and Ultimate Warrior.
- Corrections and general cleaning up

If you have anything at all to add or correct on this FAQ, please email me at billy_kane_32@hotmail.com

5.2 Credits

- Acclaim
- Gamefaqs
- And me for writing this FAQ

