

- | 5. Happy Puppy (<http://www.happypuppy.com>)
- |
- | 6. Game Revolution (<http://www.game-revolution.com>)
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- | 7. Gaming Planet (<http://www.gamingplanet.com>)
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- | 8. PlayStation Pit (<http://www.psxpit.com>)
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- | 9. X Cheater (<http://www.xcheater.com>)
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- | 10. Phat Games (<http://www.phatgames.com>)
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- | 11. The Cheat Empire (<http://home.planetinternet.be/~twuyts>)
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- | 12. <http://www.psxcodez.com>
- |
- | 13. <http://www.hype.se>
- |
- | 14. <http://www.supercheats.com>
- |
- | 15. <http://www.psxgamer.com>
- |
- | 16. Game Castle (<http://gamecastle.virtualave.net/main.html>)

| If ANY other site has a copy of this FAQ, it is an illegal copy. So, if you
| happen to see this at another site, please notify me immediately.
|

=====
CREDITS
=====

-THQ for making such a wonderful game.
-Sony for publishing the game
-Game FAQs for posting this guide (hopefully)
-Me, for writing this guide.
-Al Amaloo, and VG Strategies, for posting this guide (hopefully)
-To all the great writers at GameFAQs
-The usual suspects (you know who you are)
-Red Phoenix (red_phoenix_1@hotmail.com) for making the best Smackdown! guide
on
the net, and letting me use it for this guide! A lot of appreciation goes out
for that! I got the following things from him: Move lists for Chris Jericho,
Christian, Chyna, Edge, Faarooq, Gangrel, Kane, Ken Shamrock, Mankind, Mark
Henry, Matt Hardy, ³Mr. Ass² Billy Gunn, Paul Bearer, Road Dogg, The Rock,
Shane
McMahon, Steve Blackman, Stone Cold Steve Austin, The Undertaker, Val Venis,
and
Vince McMahon. I also got the Game Modes and Tips section from him. And
finally,
I got his copyright info, since he uses the same sites that I use :)
-Double H: hhuie1@uic.edu: for letting me use the Smackdown Preseason Mode
Guide for my guide. Much appreciation!
-andy591: andy591@hotmail.com for letting me use his Create a Wrestler guide
for
my guide. Much appreciation!

-Author: Andy Yang (Ragnarok) E-Mail: Quasar10@yahoo.com: for letting me use his game shark codes guide for my guide. Much appreciation!
- Sephiroth X (danman42@hotmail.com) For the pre season mode guide, well the 2nd one.

This guide would be nothing without Red Phoenix, Double H, andy591, Sepiphorth X and Quasar10, so they are definitely awesome people!

=====

UPDATE COUNTER

=====

Wrestlers Move Lists Done: 36
Wrestlers Move Lists to Go: 0
Sections Done: 10
Sections to Go: 0
Percentage Done: 100

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=====
I. Introduction
=====

Hello, and thanks for reading my guide to one of my favorite wrestling games, WWF Smackdown. I wrote a lot of character guides for this game, but I decided I needed a challenge, so I decided to write this complete move list to WWF Smackdown. Well, if you have any comments please email me, otherwise enjoy the guide!

This guide is yet not complete, but I am slowly going to be working on it in the weeks ahead. I have finally decided to sit down and finish this guide, which means it will be undergoing a lot of changes in the future. A new format and lots of new move lists being added are just some of my plans for the future.

It is almost finished now, although I have not completed it as of yet. Make sure to check the revision history for the latest updates, as well as my useless babbling about stuff that does not really matter.

-----DaLadiesMan
(King of the WWF Smackdown character guides)

=====
REVISION HISTORY
=====

Final (January 3, 2001): Well, I added the final two move lists, so the guide is done. I might go back later and fix the line break errors, but with such a huge guide, I am not guaranteeing anything.

v0.9 (January 1, 2001): I added 2 more move lists, Matt Hardy and Mr. Ass Billy Gunn, so I only need to get 2 more done to finish this guide up.

v0.8 (December 16, 2000): I have decided to finish updating this guide and make it final, since I am almost done with it. I got Steve Blackman's move list up, which means I only need four more to go before this guide is done. Expect them done within the next few days if I get motivated enough.

v0.75 (October 27, 2000): Well it is my first update to this guide in twelve days so I figured I would make it count. I changed around the format of a lot

of
the move lists to make them easier to read, all I have to do now is add Red Phoenix's format to every move list in order to complete the format change. Look
for me to get that done in the next update, which will probably focus on just that. I also fixed a LOT of errors and updated some wrestler biographies. Finally, I got done Mankind and Mark Henry's move lists and biographies. This means I have 31 wrestler move lists done and only 5 more to go. I have now completed about 88 percent of the guide. I have included a counter on the top of
the guide now to keep track of how much I have done. That concludes this update.

v0.7 (October 15, 2000): I am back for yet another update. I actually got more done with this than I expected. I got done another preseason mode and added a secrets section. I also got another character's move list done, this time it was
the Road Dogg's move list that I got done. This means I have gotten done 29 wrestlers move lists and only have 7 more to go. I am a lot further with this than I would have ever dreamed, and I wish I could update this every day. I may update this guide tomorrow but I do not know. For now, I am about 85 percent done with the guide. I also formatted the top part of the guide and the table of
contents so it doesn't look as messed up as it did before.

v0.65 (October 11, 2000): Well folks, I am back for another update. I don't know
when I will do my next update, but here I am with this update. I got three guides up, thanks to various writers. Thanks to the three writers who allowed me
to use their guides in mine. I got game shark codes, create a wrestler, and pre season mode guides up now. I will work on some of the move lists tomorrow probably, and will probably update this guide again in a few days. For now, I need to do some schoolwork. I was going to do Shane McMahon's character guide now but then I realized that I needed to do this project. I may still do his move list later, though... OK, I spoke too soon. I ended up getting Shane-O-Mac's move list done before I went to do schoolwork. So now I have completed 28 wrestlers move lists, and only have 8 more to go. Yay! It appears that I am getting closer and closer to finishing this guide... Oh yeah, I also updated the
introduction and added new information to the top of this guide.

v0.6 (October 9, 2000): I am off today so I figured I would come in and do an early morning update to this guide. It is only 11:30 AM, so I still do have time
to do another update later if I wanted to. Anyways, I got a total of 27 wrestlers move lists up now. I has 23, but I added the move lists for Gangrel, Kane, Ken Shamrock, and Paul Bearer. I now only have 9 more move lists to put up, so I should be done with this guide sometime within the next few days. I do not really want to do a create a wrestler guide from scratch, so I will probably
ask one of the authors of a CAW guide if they will let me use theirs in my guide. Otherwise this guide will probably not feature a create-a-wrestler guide.
I still need to finish this guide as soon as possible, as I have already completed my Parasite Eve guide, and it is safe to say I am getting the job done
so far.

v0.55 (October 8, 2000): I am back for yet another update. Know how I said I

was

going to watch football? Well, I was going to, then I realized that the only game on right now is absolutely stupid. I do not want to watch it, so I figured I really needed to update this guide again, so I did. I am now getting closer to

finishing this guide, as I now have a total of 23 wrestlers move lists up. I had

19, but I added the move lists for Christian, Chyna, Edge, and Faarooq. As you may have seen, I have done this in a rather odd way, as all of the wrestlers in the middle when it comes to alphabetical order are not finished yet. But all of the ones from A-F and T-Z are finished. It's just the G-S that I need to work on. Strange, huh? Well, I will probably be back later tonight around midnight, or tomorrow afternoon to update this guide some more. I may want to add about 10

move lists tomorrow, mainly because I need to finish this guide as soon as I possibly can.

v0.5 (October 8, 2000): I am back for another update. I got the Chris Jericho move list done finally, which means I am now done with 19 move lists. I am getting closer to my final goal. I also decided to update the entire format of this guide. It is not finished yet, but I am slowly getting towards updating the

entire format completely, which includes the outdated format I used to use for my move lists. Wish me luck. I updated the finishers move guide and King of the Ring guides, as well. It is only 11:00 in the morning, but today is NFL football

day, which means I will probably not update this guide at all for the rest of the day. I am off tomorrow though, so I will update some more tomorrow. It will probably be a pretty major update, as tomorrow will be the last time I have a good chance to update this guide. I also started working on my Smackdown 2 guide

today, which means I need to finish this guide as quickly as I possibly can, so when Smackdown 2 does come out, I can concentrate on that guide, as opposed to this guide.

v0.45 (October 7, 2000): I am back for another update, with some good news. Yesterday I said that I would probably be forced to lose my internet access. Well, I am now on borrowed time, as the internet here will be shut down on November 18th. So, I will be done with this guide before then. Now onto the update for today. I may work on this guide some more later but this is what I got done so far today. Thanks to Red Phoenix, I was able to get done 3 more wrestlers move lists. He gave me permission to use move lists from his guide in mine, so I decided to use them. I got done the move lists for Val Venis, Undertaker, and Vince McMahon. I also forgot to mention I had Tori's move list done. So the total wrestlers move lists now equals 18. I also added copyright information and a game mode/tips section, both thanks to Red Phoenix. I updated Test's move list, as well. Well, this is the update for now. I do have to mention something. The move lists will look weird, because some of them are done

in my format, and some are done in Red Phoenix's format. I may go back one day and make them all look the same, but for now they will look different.

V 0.4 (October 6, 2000): After a one day break, I am back. Some bad news, I am probably going to be losing my home internet access soon. So unless I find a way to send this guide from somewhere else, this may be the last posted update for a while. However, I will still update this guide, and when I get my access back I will post the final version. Now what did I update here today? Well, I added the

move lists to the Big Show and Bradshaw. I am slowly getting done those move lists. I also added the updated finishers descriptions for all of the wrestlers move lists I currently have done. Total wrestlers move lists now done totals 14.

V 0.35 (October 4, 2000): Thought I had forgot about this guide, eh? Sorry for the lack of updates, but I am back and ready to finish this guide. The format is still not perfect, but I am working on it. I added line art to separate the wrestlers names on the move list, I think it looks a lot better than I did before. I also updated the entire top part of the guide, you can see the added line art, new format to the information section, and the fact that the table of contents now lists every wrestler under the move list. This is simply because I want to keep track of how many wrestlers I have finished, so far I have completed the move lists for 12 wrestlers. There were 11 before, but I did the move list for Big Boss Man today. I still may add more to the guide later, but rest assured I am going to complete this guide before the end of the year, with an all new format and more!

V 0.3 (May 28, 2000): Updated Smackdown review, added King of the Ring Guide. I may put off on updating this guide, since I am rather bored and overwhelmed with the concept of manking a huge guide. I may come back to work on it later, but for now I will take a little break from it. When I get some more experience in FAQ writing, I will come back and work on this guide some more. Wish me luck!

V 0.2 (May 27, 2000): Added finishing move guide, am now working on some wrestlers move lists. Guide will be complete by end of summer. I hope. If it is not done by summer, it will be done one day. I promise. Really. :-)

V 0.1 (April 18, 2000): First version of the guide, with several characters done. I got 10 wrestlers done, and still need to add the rest of them. Also, the format could be improved, so I will work on the format at a later update. I know this is probably never going to be the best WWF Smackdown! Guide on the internet, but I am at least going to attempt to make a decent guide.

=====
II. My Smackdown Review
=====

I may update this review soon enough, as it has a lot of spelling errors, and hell, it can definitely be worked on..

Well... wasn't this game hyped enough? Every time I read a magazine I heard about this new WWF game coming out for Playstation, and quite frankly I was excited. How could I not be? I am a huge WWF fan, and the game seemed so cool, what with the nice graphics and the best dang storyline mode ever. So when the fateful day (March 2nd) finally came, I was the first one in line at Target to buy it. When I got home and finally got to play the game I so anxiously awaited, I was excited about how cool the game seemed. It had a ton of modes, and the charcater enterance videos were worth the game to me right there. But I did notice after a while that the game had its flaws. The game featured a ton of modes, but the gameplay during matches wan't all there. I much preferred the gameplay in Wrestlemania 2000, because the special finishing moves were easier to pull off. Overall, WWF Smackdown! is everything that I expected, but I couldn't help but feel a little

dissapointed.

Graphics (8.9/10): The graphics in WWF Smackdown! are very good, especially for a wrestling game. They are definetly the best graphics I've ever seen in a Playstation wrestling game, bar none. The charcater models are superb, almost all of the wrestlers look exactly like they do on tv, with the exception of Test, who looks like his hair is all braided and stuff. Its too sad since Test is my favorite WWF wrestler, but thats life. All the other charcater models are really good though, ranging from the demonic Undertaker to the Big Red Machine Kane. The ring models are quite good as well, and I prefer the graphics to Attitude because the game does not use motion capture charcater models. This makes the gameplay move much quicker, and makes the collision detection much better. Now the punches actually look like they hit the guy instead of missing. Finally, the charcater enterances are unreal. They have them down to a T. X-Pac does his little jump, Kane raises his arm in the air and the fire shoots off, the Big Show raises his hand... its all good. Plus the charcater entrance videos are the authentic ones, and most of them are the newer ones (like the new Chyna one). Definetly worth the price of admission right there. Overall the graphics are very well done.

Music/Sound (8.3/10): The music and sound are top notch which is to be expected from a CD-based console like the Playstation. The charcater enterances feature authentic theme music, which is absolutely awesome. Everything from "'No Chance'" (Vince and Shane's Music) to "'Red Power'" (Kane's music) is done perfectly. The gameplay is a different story, the music is good but there's only about 4 of the 6 tracks that I actually like. The game features no commentary whatsoever, which I actually happen to like, mainly because the commentary in all of the other wrestling games, were, shall we say, lackluster. Especially in Thunder, I still remember "'He kicked out'" Anyways, like I was saying, there's no commentary, and the music is good. There are no crowd chants but all of the other sound effects are very well done and sound very good. I like the music, the sound effects are good. The only music I really didn't like was the music that plays in story scenes. Just not my cup of tea. Overall though the music and sound effects are top notch

Gameplay/Control (9.4/10): The gameplay in Smackdown! is rivaled only by WWF Wrestlemania 2000 in the fact that the moves are very easy to pull off. The collision detection is right on and the gameplay moves much faster than any other wrestling game ever seen on Playstation. The game features over 30 WWF wrestlers, but a lot of the wrestlers featured in WWF Wrestlemania 2000 are not in WWF Smackdown! The reason for all of the wrestlers from Wrestlemania 2000 not being in WWF Smackdown! is very simple and understandable: the programmers simply did not have enough space to include everyone's entrance videos, so they simply left them out instead of jsut having them enter without a video. This is also the reason that there is no commentary, there wasn't enough space to include commentary due to all the space the charcater movies took up.

The gameplay in this game had an unique feature that was so very heralded, and thats the unqiue story mode. It seemed so cool, until I played it. First off, there's only one show a month. What's up with that? Also, the matches seem a little mixed up and some of the matches seem very poorly thought out (like Road Dogg vs Vince McMahon, wtf?) Also, the story scenes are nothing more than "'So and So seems focused for their match tonight against So and So'" As a matter of fact, in my story mode, I keep on getting the women's matches to be Chyna vs Tori vs Debra for some reason, and the only story scenes Im

getting are ''You know, I wonder what the Dudleyz are talking about'' Even though I am Test and feuding with Billy Gunn, I shouldn;t have to worry about what the Dudley Boyz are talking about. The story mode is cool, but a little on the weird side.

The create a wrestler mode is absolute filth compared to the create a wrestler mode found in other wrestling games. First off, you can only choose from a pre-selected wrestlers body. What's up with that? Also, the create a wrestler is very confusing, I just gave up after a while because there was so much options. The only thing better in Attitude than Smackdown!, in my opinion, is the create a wrestler mode. The create a wrestler mode in Attitude was a lot more user-friendly and it didn't use pre selected bodies and heads and stuff. Oh well, a game can't be perfect, right? The create a wrestler mode is terrible.

So how does this game compare to other wrestling titles? Well, in my opinion its the third best wrestling game ever made. Only Wrestlemania 2000 and WWF European Rampage for the Amiga are more fun to play, in my opinion. This game I expected to be so cool turned out to be very cool, but not quite what I expected. It absolutely kills Attitude, Warzone, and In Your House, but I enjoy WWF Wrestlemania 2000 a lot more. Oh well, this game is very good and is a recommended purchase anyways.

Replay Value (High): Im still playing it, trying to put every belt on the wrestlers I picked. Its taking a while, but it will be cool when I get the Hardcore Belt on Hardcore Holly, the women's belt on Tori, the IC belt on Jericho, the WWF title on Test, and the Tag Titles on Kane and Undertaker. I havent completed my goal yet, but I will be very happy when all of those wrestlers have the selected belts on them at the same time.

Challenge (Medium): The only challenge really is winning all the belts, trying to create a wrestler, and trying to pick up a weapon/doing your finishing move.

Overall (9.3/10): WWF Smackdown! is a very good game, but it was far from what I expected. The create a wrestler was terrible and the story mode was not as good as what I expected. Still, it is the best wrestling game on Playstation, and the charcater enterance videos are worth the 40 bucks you have to shell out, in my opinion.

=====
III. List of Wrestlers In the Game
=====

Al Snow
Big Boss Man
Big Show
Bradshaw
Buh Buh Ray Dudley
Chris Jericho
Christian
Chyna
Debra
D'Lo Brown
D-Von Dudley
Edge
Faarooq
Gangrel*

Godfather
Hardcore Holly
Jeff Hardy
Kane
Ken Shamrock
Mankind
Mark Henry
Matt Hardy
"Mr. Ass" Billy Gunn
Paul Bearer
Road Dogg
The Rock
Shane McMahon
Steve Blackman
Stone Cold Steve Austin
Test
Tori
Triple H
The Undertaker
Val Venis
Vince McMahon
X-Pac

*Gangrel is trademark of White Wolf, Inc. All rights reserved.

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IV. Move List
=====

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Basic Move List
=====

Facing the Opponent

Irish Whip to Ropes	Circle
Front Grapples	Up and Circle
	Right and Circle
	Down and Circle
	Left and Circle
Striking Attacks	X
	Up and X
	Right and X
	Down and X
	Left and X

Facing a Groggy opponent

Stronger Grapples	Up and Circle
	Right and Circle
	Down and Circle
	Left and Circle

Behind the Opponent

Irish Whip to Ropes
Rear Grapples

Circle
Up and Circle
Right and Circle
Down and Circle
Left and Circle

Rope Attacks

Knock Over/through Ropes
Dive through Ropes
Jump over Ropes

X
Directional Button and X
Directional Button and X

Opponent on Mat

Raise Opponent-Front
Raise Opponent-Behind
Pin Opponent
Ground Striking Attacks

Circle
Circle and Circle
Down and Circle
X
Up and X
Right and X
Down and X
Left and X

UPPER BODY

Ground Moves

Up and Circle
Right and Circle
Left and Circle

LOWER BODY

Ground Moves

Up and Circle
Right and Circle
Left and Circle

Top Rope attacks

OPPONENT STANDING

Aerial Attacks

X
Left or Right and X
Up or Down and X

OPPONENT ON MAT

Aerial Attacks

X
Left or Right and X
Up or Down and X

Turnbuckle Moves

FACING OPPONENT

Irish Whip to Ropes
Turnbuckle Moves

Circle
Left and Circle
Right and Circle
Up and Circle
Down and Circle

BEHIND OPPONENT

Irish Whip to Ropes
Turnbuckle Moves

Circle
Left and Circle
Right and Circle
Up and Circle
Down and Circle

OPPONENT SITTING IN LOWER TURNBUCKLE

Irish Whip to Ropes
Turnbuckle Moves

Circle
Left and Circle
Right and Circle
Up and Circle
Down and Circle

Running Attack

Triangle, X or Circle

Running Attacks

FACING OPPONENT

Running Moves

Circle
Left and Circle
Right and Circle
Up and Circle
Down and Circle

Running Attacks

X
Left and X
Right and X
Up and X
Down and X

BEHIND OPPONENT

Running Moves

- Circle
- Left and Circle
- Right and Circle
- Up and Circle
- Down and Circle

 Running Counter Attack (Opponent Running)

Counter Attacks

- Circle
- Left and Circle
- Right and Circle
- Up and Circle
- Down and Circle

 Finishing Moves

- | | |
|------------------------|----|
| Facing Groggy opponent | L1 |
| Behind Groggy Opponent | L1 |
| Opponent in Turnbuckle | L1 |
| Opponent on Mat | L1 |
| On Top Rope | L1 |

NOTE: Some finishing moves require your opponent to be standing or laying on the mat. For others, he needs to be in the turnbuckle, or you need to climb the top rope. When the Smackdown! Meter appears, press the L1 Button to execute your superstar's finisher.

 Special Referee Moves

- | | |
|----------------|----------------------------|
| Count Out | L2 (press for every count) |
| Referee Taunts | Directional Button and L2 |

=====
 Wrestlers and their Finishers
 =====

NAME: Al Snow
 FINISHER: Snow Plow

NAME: Big Boss Man
 FINISHER: Boss Man Slam

NAME: Big Show
 FINISHER: Showstoppa Chokeslam

NAME: Bradshaw
 FINISHER: Clothesline from Hell

NAME: Buh Buh Ray Dudley
FINISHER: Jackknife Powerbomb

NAME: Chris Jericho
FINISHER: Double Powerbomb

NAME: Christian
FINISHER: Impaler

NAME: Chyna
FINISHER: Pedigree

NAME: Debra
FINISHER: DDT

NAME: D'Lo Brown
FINISHER: The Lo Down

NAME: D-Von Dudley
FINISHER: Jackknife powerbomb

NAME: Edge
FINISHER: Downward Spiral

NAME: Faarooq
FINISHER: Dominator

NAME: Gangrel*
FINISHER: Inverted DDT

NAME: Godfather
FINISHER: Pimp Drop

NAME: Hardcore Holly
FINISHER: Falcon Arrow

NAME: Jeff Hardy
FINISHER: Senton Bomb

NAME: Kane
FINISHER: Tombstone Piledriver

NAME: Ken Shamrock
FINISHER: Shamrock Ankle Lock

NAME: Mankind
FINISHER: Mandible Claw

NAME: Mark Henry
FINISHER: bearhug

NAME: Matt Hardy
FINISHER: Northern Lights Suplex

NAME: "Mr. Ass" Billy Gunn
FINISHER: Fame-Asser

NAME: Paul Bearer
FINISHER: DDT

NAME: Road Dogg
FINISHER: Pumphandle Slam

NAME: The Rock
FINISHER: The People's Elbow

NAME: Shane McMahon
FINISHER: test Diving Elbow

NAME: Steve Blackman
FINISHER: Fisherman Suplex

NAME: Stone Cold Steve Austin
FINISHER: Stone Cold Stunner

NAME: Test
FINISHER: Diving Powerbomb

NAME: Tori
FINISHER: Tori Suplex

NAME: Triple H
FINISHER: Pedigree

NAME: The Undertaker
FINISHER: Tombstone Piledriver

NAME: Val Venis
FINISHER: Money Shot

NAME: Vince McMahon
FINISHER: Mac Stunner

NAME: X-Pac
FINISHER: X-Factor

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IV. Complete Move List for Every Wrestler
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=====
Wrestler Stats: Al Snow
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Real Name: Al Snow
Height: 6'0"
Weight: 234 lbs.
From: Lima, Ohio
Finishing Move: Snow Plow

Career Highlights: Hardcore Champ, Tag Champ (w/Mankind)

Favorite Quote: "What does everybody want?"

=====

Wrestler Bio: Al Snow

=====

(bio from Prima Games)

Right after, "Do you smell what the Rock is cookin?" the question World Wrestling Federation fans most like to hear has to be, "What does everybody want?" The answer of course, is Al Snow's inanimate sidekick, HEAD.

There is no doubt that Al Snow and HEAD are a wildly entertaining duo, as many of their "conversations" have to be considered Federation classics, but the most disturbing thing about HEAD is that most people focus on it so much that they take the person behind it for granted.

Lost in the shuffle of the euphoria that HEAD provides is the fact that Al Snow is one of the most talented Superstars on the roster. With Snow Plows, Hurracaranas off the barricade, and enough hardcore ability to fill a killer whale, Al Snow is an amazing athlete to watch.

And let's not forget that Al Snow is definitely not right in the, well, head (as if carrying around a mannequin did not tell you this already). He has got no problem with fighting in a dress, beating himself over the noggin with a chair, or dragging his opponent outside to fight in a blizzard.

No matter what the conditions are- a Hardcore match, a comedy routine, or a spin on the psychologist's couch - Al Snow is definitely a good person to have on your side.

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My Two Cents: AL SNOW

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What does everyone want? Al Snow! Al Snow has got to be one of the most popular superstars in the World Wrestling Federation, as well as being one of my most favorite. The addition of Steve Blackman and a formation of a team called "Head Cheese" has only added to Al Snow's popularity.

=====

Key

=====

O	circle
T	triangle
X	Button X
S	square

Moves: If a move was to be performed by pushing left then circle, it would appear as Left, O on the move list here.

=====
Moves
=====

Facing the Opponent

Irish Whip to Ropes	O
Scissors Sweep	Down, O
Scoop Slam	Left, O
Suplex	Up, O
Shoulder Breaker	Right, O
Snap Jab	X
Shuffle Side Kick	Down, X
Toe Kick	Left, X
Boss Man Uppercut	Up, X
Chop	Right, X

Facing the Groggy Opponent

Jack Knife Powerbomb	Down, O
DDT	Left, O
Piledriver	Up, O
Huracanarana	Right, O

Behind the Opponent

Irish Whip to Ropes	O
Diving Reverse DDT	Down, O
Back Drop	Left, O
Reverse Brainbuster	Up, O
Bulldog	Right, O

Opponent on Mat

Upper Body

Raise Opponent	O
Mahistrol Cradle	Up, O
Mounted Punch	Right, O
Mounted Punch	Left, O
Angry Stomp	X
Elbow Drop	Left, X
Elbow Drop	Right, X
Leg Drop	Down, X
Leg Drop	Up, X

Lower Body

Raise Opponent	O
Kick to Leg	Up, O
Knee Stomp	Right, O
Texas Cloverleaf	Left, O

Turnbuckle Moves

Facing Opponent

Irish Whip to Ropes	O
Choke	Left, O or Right, O
Frankensteiner	Down, O or Up, O

Behind Opponent

Irish Whips to Rope	O
Super Back Drop	Left, O or Right, O
Super Backdrop #2	Up, O or Down, O

Opponent Sitting in Lower Turnbuckle

Raise Opponent	O
Choke	Left, O or Right, O
Choke #2	Up, O or Right, O
Clothesline	Triangle, X

Turnbuckle Attacks

Opponent Standing

Double Axe Handle	X
Double Axe Handle	Left, X or Right, X
Double Axe Handle	Down, X or Up, X

Opponent on Mat

Elbow Drop	X
Diving Moonsault	Left, X or Right, X
Diving Moonsault	Down, X or Up, X

Running Attacks

Push Up and the direction you wish to run in. You will run off the turnbuckle. As you approach the opponent, do a button combo listed here to do a move.

Facing Opponents

Neckbreaker	O
Spear	Left, O or Right, O
Spear	Down, O or Up, O
Clothesline	X
Shoulder Block	Left, X or Right, X
Shoulder Block	Down, X or Up, X

Behind Opponent

School Boy #1	X
School Boy #2	Left, X or Right, X
School Boy #3	Down, X or Up, X

Running Counterattacks-Opponent Running

Use this when your opponent is running off the turnbuckle towards you.

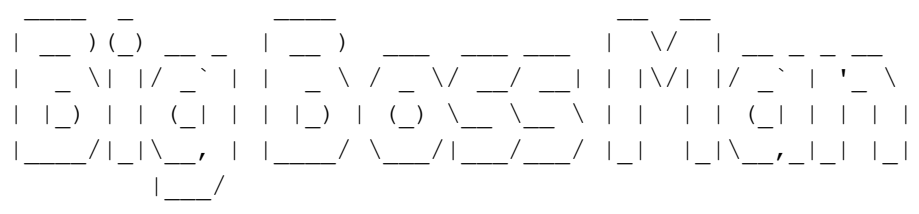
Monkey Toss	O
Shoulder Back Toss	Left, O or Right, O
Shoulder Back Toss	Up, O or Down, O

=====
Finisher
=====

(press L1 when Smackdown meter appears)

Snow Plow: One of the best (and best named) finishers in the World Wrestling Federation today.

Finishing Move Name: Snow Plow
Position to Do the Move: In Front
My Rating of the Move (1-10): 9
Description of the Move: Al Snow goes for a vertical suplex then crushes the opponent with a facebuster. One of my favorite finishing moves in the game, the Snow Plow is really quite a dangerous move.



=====
Wrestler Stats: Big Boss Man

=====
Real Name: Ray Traylor
Height: 6'6"
Weight: 355 lbs.
From: Cobb Country, Georgia
Finishing Move: Boss Man Slam
Career Highlights: Tag Team Champion (4 times), Hardcore Champion (4 times)
Favorite Quote: "You are gonna serve hard time!"
=====

=====
Wrestler Bio: Big Boss Man
=====

(bio from Prima Games)

If you want to trace the evolution of the World Wrestling Federation over the past 15 years, there is perhaps no better subject to analyze than the Big Boss Man. During his first run with the World Wrestling Federation, a much heftier Big Boss Man relied heavily on his gimmick (a "good" cop looking to put away the "bad guys") to get over with the fans.

When he returned to the World Wrestling Federation, a physically fit Big Boss Man knew it was going to take more than a gimmick to make it this time. Slimmed down, toned up, and much more agile, the Georgia native showed aspects of his ability that no one had ever seen before. The most obvious of these were his "hardcore talents". When competing for, and winning, the World Wrestling Federation Hardcore Championship, the Big Boss Man took part in some of the most incredible matches the division had ever seen. With a number of healthy title reigns, the Boss Man has become one of the most successful World Wrestling Federation Hardcore Champions the World Wrestling Federation has ever seen.

Outside of the ring, the Boss Man displayed many new abilities as well. Developing into the consummate entertainer, the Big Boss Man had you laughing out loud as he cooked Al Snow's dog Pepper, but had you seething with anger during his run as Mr. McMahon's "head of security".

We do not know about you, but we are looking to make friends quick with anyone who is over 300 pounds, loves to get hardcore, and always carries around a nightstick.

=====
My Two Cents: Big Boss Man
=====

The Big Boss Man has always been an enigma in my eyes. On one hand, I respect his ability as a veteran and proven World Wrestling Federation superstar. On the other hand, I think his time has run up. Regardless, he gave many years to the World Wrestling Federation, and if the WWF has a hall of fame, they should put him in it one day.

=====
Key
=====

O circle

T triangle
X Button X
S square

Moves: If a move was to be performed by pushing left then circle, it would appear as Left, O on the move list here.

=====
Moves
=====

Facing the Opponent

Irish Whip to Ropes	O
Manhattan Drop	Down, O
Headlock and Punch	Left, O
Eye Rake	Up, O
Side Buster	Right, O
Toe Kick	X
Boss Man Uppercut	Down, X
Chop	Left, X
Double Axe Handle	Up, X
Austin Punches	Right, X

Facing the Groggy Opponent

Jack Knife Powerbomb	Down, O
Rib Breaker	Left, O
Stomach Breaker	Up, O
Pendulum Backbreaker	Right, O

Behind the Opponent

Irish Whip to Ropes	O
Atomic Drop	Down, O
Back Drop	Left, O
Sleeper Hold	Up, O
Diving Reverse DDT	Right, O

Opponent on Mat

Upper Body

Raise Opponent	O
Sleeper Hold	Up, O
Reverse Chinlock	Right, O
Camel Clutch	Left, O
Angry Stomp	X
Elbow Drop	Left, X

Angry Stomp	Right, X
Elbow Stomp	Down, X
Elbow Drop	Up, X

Lower Body

Raise Opponent	O
Kick to Leg	Up, O
Toss	Right, O
Kick to Groin	Left, O

Turnbuckle Moves

Facing Opponent

Irish Whip to Ropes	O
Mudhole Stomping	Left, O or Right, O
Foot Choke	Down, O or Up, O

Behind Opponent

Irish Whips to Rope	O
Super Back Drop	Left, O or Right, O
Super Backdrop #2	Up, O or Down, O

Opponent Sitting in Lower Turnbuckle

Raise Opponent	O
Choke	Left, O or Right, O
Choke #2	Up, O or Right, O
Shoulder Block	Triangle, X

Turnbuckle Attacks

Opponent Standing

Double Axe Handle	X
Double Axe Handle	Left, X or Right, X
Double Axe Handle	Down, X or Up, X

Opponent on Mat

Elbow Drop	X
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Elbow Drop Left, X or Right, X
Elbow Drop Down, X or Up, X

Running Attacks

Push Up and the direction you wish to run in. You will run off the turnbuckle. As you approach the opponent, do a button combo listed here to do a move.

Facing Opponents

Neckbreaker O
Neckbreaker Left, O or Right, O
Neckbreaker Down, O or Up, O
Clothesline X
Back Elbow Attack Left, X or Right, X
Back Elbow Attack Down, X or Up, X

Behind Opponent

Bulldog #1 X
Bulldog #2 Left, X or Right, X
Bulldog #3 Down, X or Up, X

Running Counterattacks-Opponent Running

Use this when your opponent is running off the turnbuckle towards you.

Monkey Toss O
Big Boss Man Sidewalk Slam Left, O or Right, O
Big Boss Man Sidewalk Slam Up, O or Down, O

=====
Finisher
=====

(press L1 when Smackdown meter appears)

Big Boss Man Sidewalk Slam: I actually do not really like this move too much, it is just your average sidewalk slam. I do not condone the usage of a sidewalk slam as a finishing maneuver.

Finishing Move Name: Boss Man Slam
Position to Do the Move: In Front
My Rating of the Move (1-10): 3
Description of the Move: This finishing move is pretty stupid, in my opinion. I have seen the Big Show do the same exact move a lot harder, and use it as a setup. The Boss Man uses his as a finisher. I could probably kick out of this move.

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=====
Wrestler Stats: Big Show
=====

Real Name: Paul Wight

Height: 7'4"

Weight: 500 lbs.

From: Tampa, Florida

Finishing Move: Showstopper Choke Slam

Career Highlights: Tag Champ, WWF Champ

Favorite Quote: "It's Showtime!"²

=====
Wrestler Bio: Big Show
=====

(bio from Prima Games)

Although being 7'4 and 500 pounds has many advantages (dunking a basketball without leaving the ground, never losing your lunch to a school bully), it also has a downside. Other than having a difficult time finding a loner ball at the bowling alley, the problem with being so huge is that you have to figure out a way to make all of your appearances especially your first one as intimidating as your size.

Armed with the knowledge of how strong first impressions can be, World Wrestling

Federation officials and the Big Show have spent many a night trying to figure out the best way to introduce him to the fans when he finally debuted in the Federation a little less than a year ago. And then bang! What better way to burst onto the screen, then to burst onto the screen?

So all the Big Show did on his first night was break through the canvas, pull himself up through the ring, and throw a Stone Cold Steve Austin fastball right through the steel cage. Big Show did not stop there; in the coming months he lifted the entire ring because he was having one of those days, choke slammed the Undertaker straight to hell, and flipped a car that nearly ended Hardcore Holly's days as a super heavyweight. And did we mention that he won the World Wrestling Federation Tag Team Title and World Wrestling Federation Championship?

If the Big Show's first year as a World Wrestling Federation Superstar is any indication of how the rest of his career will go, it appears he is going to lift a lot of really heavy things... and win even more WWF gold in the process!

=====
My Two Cents: Big Show
=====

Big Show came back and shocked the world when he turned on the Undertaker and helped Shane out. It kind of made sense, but I am sick of tired of all of the heel and babyface turns that the Big Show is doing. It really takes away from his overall character, because one month he is in an emotional feud with Big Boss Man about his father dying and Boss Man not caring, and the next month he is feuding with the Rock. Now he has completely disappeared from the WWF. Hopefully when he comes back the WWF will keep him with one character. I am very sick of seeing him switch characters.

=====
Move List
=====

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Key
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O circle
T triangle
X Button X
S square

Moves: If a move was to be performed by pushing left then circle, it would appear as Left, O on the move list here.

=====
Moves
=====

Facing the Opponent

Irish Whip to Ropes	O
Choke Toss	Down, O
Hard Scoop Slam	Left, O
Pendulum Backbreaker	Up, O
Side Buster	Right, O
Chop	X
Clothesline	Down, X
Big Boot	Left, X
Double Axe Handle	Up, X
Body Punch	Right, X

Facing the Groggy Opponent

Jackknife Powerbomb	Down, O
Strong Head Butt	Left, O
Body Press Drop	Up, O
Bearhug	Right, O

Behind the Opponent

Irish Whip to Ropes	O
Atomic Drop	Down, O
Full Nelson Slam	Left, O
Sleeper Hold	Up, O
Turn Facing Front	Right, O

Opponent on Mat

Upper Body

Raise Opponent	O
Camel Clutch	Up, O
Darkness Choke	Right, O
Mounted Punch	Left, O
Angry Stomp	X
Elbow Drop	Left, X
Angry Stomp	Right, X
Elbow Drop	Down, X
Angry Stomp	Up, X

Lower Body

Raise Opponent	O
Boston Crab	Up, O
Kick to Leg	Right, O
Knee Stomp	Left, O

Turnbuckle Moves

Facing Opponent

Irish Whip to Ropes	O
Choke	Left, O or Right, O
Mudhole Stomping	Down, O or Up, O

Behind Opponent

Irish Whips to Rope	O
Super Back Drop	Left, O or Right, O
Super Backdrop #2	Up, O or Down, O

Opponent Sitting in Lower Turnbuckle

Raise Opponent	O
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Foot Choke	Left, O or Right, O
Foot Choke	Up, O or Right, O
Shoulder Block	Triangle, X

Turnbuckle Attacks

Opponent Standing

Double Axe Handle	X
Front Dropkick	Left, X or Right, X
Front Dropkick	Down, X or Up, X

Opponent on Mat

Elbow Drop	X
Elbow Drop	Left, X or Right, X
Elbow Drop	Down, X or Up, X

Running Attacks

Push Up and the direction you wish to run in. You will run off the turnbuckle. As you approach the opponent, do a button combo listed here to do a move.

Facing Opponents

Neckbreaker	O
Neckbreaker	Left, O or Right, O
Neckbreaker	Down, O or Up, O
Shoulder Block	X
Drop Kick	Left, X or Right, X
Drop Kick	Down, X or Up, X

Behind Opponent

School Boy #1	X
School Boy #2	Left, X or Right, X
School Boy #3	Down, X or Up, X

Running Counterattacks-Opponent Running

Use this when your opponent is running off the turnbuckle towards you.

And the reason for this is simple.

Alongside Faarooq, Bradshaw spent a lot of time hanging out at bars and picking fights with random strangers. He was finally given a forum where he could take advantage of his above-average ability to cut a promo. Put in a setting that was familiar to him (and one that always wins fan support) the bar Bradshaw only had to be himself. Given that opportunity, there was no doubt the fans would start taking notice.

After a couple of brutal pub scenes, the fans started to watch for Bradshaw with anticipation. How many bar patrons could he possibly beat up in one night? Then, when he stepped into the ring, there was a newfound interest could he dominate a fellow Superstar as easily as he did the drunken locals?

As much fun as it is to watch, we all know that drunken locals are much, much, much easier to fight than a World Wrestling Federation Superstar.

=====
My Two Cents: Bradshaw
=====

Bradshaw, along with Faarooq, is quickly becoming one of my favorite characters in the World Wrestling Federation. I especially remember one Sunday Night Heat when they had a contest to see who could bounce the members of Kaientai the highest. It was funny, because Kaientai had bounced a check on the Acoyltes, so the Acoyltes wanted to return the favor. Bradshaw's constant reminder of beer being accepted as a form of payment was also hilarious.

=====
Move List
=====

=====
Key
=====

- O circle
- T triangle
- X Button X
- S square

Moves: If a move was to be performed by pushing left then circle, it would appear as Left, O on the move list here.

=====
Moves
=====

Facing the Opponent

Irish Whip to Ropes	O
Fall Away Slam	Down, O
Hard Scoop Slam	Left, O
Eye Rake	Up, O
Side Buster	Right, O
Chop	X
Clothesline	Down, X
Toe Kick	Left, X
Double Axe Handle	Up, X
Snap Jab	Right, X

Facing the Groggy Opponent

Jackknife Powerbomb	Down, O
Pendulum Back Breaker	Left, O
Rib Breaker	Up, O
DDT	Right, O

Behind the Opponent

Irish Whip to Ropes	O
Pump Handle Drop	Down, O
Back Drop	Left, O
Full Nelson Slam	Up, O
Bulldog	Right, O

Opponent on Mat

Upper Body

Raise Opponent	O
Knee Smash	Up, O
Camel Clutch	Right, O
Mounted Punch	Left, O
Angry Stomp	X
Elbow Drop	Left, X
Angry Stomp	Right, X
Elbow Drop	Down, X
Angry Stomp	Up, X

Lower Body

Raise Opponent	O
Boston Crab	Up, O
Leg Lock	Right, O
Knee Stomp	Left, O

Turnbuckle Moves

Facing Opponent

Irish Whip to Ropes	O
Shoulder Thrusts	Left, O or Right, O
Superplex	Down, O or Up, O

Behind Opponent

Irish Whips to Rope	O
Super Back Drop	Left, O or Right, O
Super Backdrop #2	Up, O or Down, O

Opponent Sitting in Lower Turnbuckle

Raise Opponent	O
Foot Choke	Left, O or Right, O
Foot Choke	Up, O or Right, O
Power Clothesline	Triangle, X

Turnbuckle Attacks

Opponent Standing

Double Axe Handle	X
Flying Clothesline	Left, X or Right, X
Flying Clothesline	Down, X or Up, X

Opponent on Mat

Elbow Drop	X
Knee Drop	Left, X or Right, X
Knee Drop	Down, X or Up, X

Running Attacks

Push Up and the direction you wish to run in. You will run off the turnbuckle. As you approach the opponent, do a button combo listed here to do a move.

=====
Real Name: I dunno
Height: 6'4"
Weight: 275 lbs.
From: Dudleyville
Finishing Move: Dudley Death Drop
Career Highlights: Tag Champ
Favorite Quote: "We are the D..D...D..Dudley Boyz!"

=====
Wrestler Bio: Buh Buh Ray Dudley
=====

(bio from Prima Games)

Just about everyone went to school with that one kid who had the unfortunate distinction of being "the kid who talks funny". Regardless of the speech impediments this poor child from, life was very difficult. Not only because of the problem, but also because this kid was usually small, shy, and weak. There was always a bully ready to point out this kid's shortcomings...as if everyone didn't already notice them.

Rather than waste the day hiding in the corner, Buh Buh Ray probably spent most of his time beating the crap out of anyone stupid enough to pick on him. Maybe it was thanx to having to constantly teach the schoolyard bully that you should not mess with the kid with the speech impediment that Buh Buh Ray became one of the toughest competitors in all of sports entertainment.

While competing in another promotion, Buh Buh Ray Dudley solidified his love of extreme fighting and getting a rise out of the crowd with some shocking tactics.

Now that he's a superstar in the World Wrestling Federation, Buh Buh has got to take those talents and prove he belongs in the big time!

=====
My Two Cents: Buh Buh Ray Dudley
=====

Let's go Dudleyz!! I must admit I did not like the whole Dudleyz thing when they first came to the WWF but now they are one of my favorite tag teams! I really liked them as heels, but they are still pretty cool as bad ass babyfaces, which is what they have become as of late. Which is pretty neat, because they are way over as babyfaces, especially when Buh Buh Ray tells D¹Von to ³get the table!²

=====
Key
=====

O	circle
T	triangle
X	Button X
S	square

Moves: If a move was to be performed by pushing left then circle, it would appear as Left, O on the move list here.

=====
Moves
=====

Facing the Opponent

Irish Whip to Ropes	O
Eye Rake	Down, O
Scoop Slam	Left, O
Manhattan Drop	Up, O
Belly to Black Flip	Right, O
Body Punch	X
Clothesline	Down, X
Toe Kick	Left, X
Double Axe Handle	Up, X
Overhand Punch	Right, X

Facing the Groggy Opponent

Piledriver	Down, O
DDT	Left, O
Body Press Slam	Up, O
Bearhug	Right, O

Behind the Opponent

Irish Whip to Ropes	O
Back Side Slam	Down, O
Bulldog	Left, O
Pumphandle Slam	Up, O
Back Drop	Right, O

Opponent on Mat

Upper Body

Raise Opponent	O
Sleeper Hold	Up, O
Knee Smash	Right, O
Mounted Punch	Left, O
Angry Stomp	X
Angry Stomp	Left, X
Angry Stomp	Right, X
Elbow Drop	Down, X
Elbow Drop	Up, X

Lower Body

Raise Opponent	O
Toss	Up, O
Leg Lock	Right, O
Knee Stomp	Left, O

Turnbuckle Moves

Facing Opponent

Irish Whip to Ropes	O
Choke	Left, O or Right, O
Super Plex	Down, O or Up, O

Behind Opponent

Irish Whips to Rope	O
Super Back Drop	Left, O or Right, O
Super Backdrop #2	Up, O or Down, O

Opponent Sitting in Lower Turnbuckle

Raise Opponent	O
Choke	Left, O or Right, O
Choke #2	Up, O or Right, O
Clothesline	Triangle, X

Turnbuckle Attacks

Opponent Standing

Front Dropkick	X
Double Axe Handle	Left, X or Right, X
Double Axe Handle	Down, X or Up, X

Opponent on Mat

Elbow Drop	X
Elbow Drop	Left, X or Right, X
Elbow Drop	Down, X or Up, X

Running Attacks

Push Up and the direction you wish to run in. You will run off the turnbuckle. As you approach the opponent, do a button combo listed here to do a move.

Facing Opponents

Neckbreaker	O
Neckbreaker	Left, O or Right, O
Neckbreaker	Down, O or Up, O
Clothesline	X
Shoulder Block	Left, X or Right, X
Shoulder Block	Down, X or Up, X

Behind Opponent

Bulldog #1	X
Bulldog #2	Left, X or Right, X
Bulldog #3	Down, X or Up, X

Running Counterattacks-Opponent Running

Use this when your opponent is running off the turnbuckle towards you.

Monkey Toss	O
Whirl Sideslam	Left, O or Right, O
Whirl Sideslam	Up, O or Down, O

=====
Finisher
=====

(press L1 when Smackdown meter appears)

Jackknife Powerbomb: Yeah, the same exact one that every other big man uses

Finishing Move Name: Jackknife Powerbomb

Position to Do the Move: In Front

My Rating of the Move (1-10): 5

Description of the Move: No, the 3D is not in the game, and yes, the Jackknife Powerbomb is the same move that Kevin Nash uses. The finisher is okay, but I would have loved to see the true Dudley Boyz finisher.

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Wrestler Stats: Chris Jericho

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Real Name: Chris Irvine

Height: 5'11"

Weight: 225 lbs.

From: Toronto, Ontario, Canada

Finishing Move: Walls of Jericho

Career Highlights: Intercontinental Champion x3, European Champion, WWF
Champion

Favorite Quote: "It will never, e..e..e..ever be the same agayne!"

=====

Wrestler Bio: Chris Jericho

=====

(bio from Prima Games)

On August 9, 1999, Chris Jericho made one of the most anticipated debuts in the history of the World Wrestling Federation. After showing his face to an audience

watching around the world and receiving a rambunctious ovation from the fans who

were live in Chicago, Jericho rambled on and on about how he was the hero the World Wrestling Federation so desperately needed. He had no doubt in his mind ³Y2J² was ready to save the day!

The only problem was that the World Wrestling Federation definitely did not need

³Y2J¹'s² help! If Jericho were a baseball player, he would hit the ³game-winning²

home run when his team was up by six runs. If he were a businessman, he would take over a billion-dollar company and promise to bring it back to prosperity.

Perhaps the most amazing thing about ³Y2J¹'s² unnecessary call-to-action campaign

is that he has the full support of all the Jerichoholics around the world. They know that even though he does not need to be playing the role of ³superhero², the ³Ayatollah of Rock and Roll-a² delivers every time he appears on Federation television or in front of a live audience. If he does not deliver with his unparalleled technical ability or high-flying aerial maneuvers, he delivers with outstanding skills on the microphone.

There are not many Superstars who can talk as much smack as Chris Jericho and have the ability to back it up when the time comes. No matter what his goals for

the future are, there is no denying that Chris Jericho truly is a Superstar for the millenium!

=====

My Two Cents: Chris Jericho

=====

Chris Jericho has quickly won the heart of millions of World Wrestling Federation fans, but I am not buying into all the hype. The only thing I like about him is the fact that he is one of the most entertaining people I have ever

seen when it comes to wrestling matches. His last man standing match with Triple H at Fully Loaded is a prime example of this. I do not like his constant boring microphone work, however.

Striking Moves

Snap Jab- X
Spinning Back Kick- Up + X
Chop- Right + X
Standing Clothesline- Down + X
Middle Kick- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Reverse Suplex- Up + O
Jumping Arm Breaker- Right + O
DDT- Down + O
Snapmare- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Reverse Brainbuster- Up + O
School Boy (Pin)- Right + O
Reverse Pin- Down + O
Diving Reverse DDT- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Fisherman's Suplex- Up + O
Small Package- Right + O
Jackknife Powerbomb- Down + O
Double Arm Backbreaker- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Angry Stomp- Up + X
Austin Elbow Drop- Right + X
Angry Stomp- Down + X
Austin Elbow Drop- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Reverse Chin Lock- Up + O
Knee Smash- Right + O

Pin- Down + O
Mounted Punches- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Overhead Toss- Up + O
Kick To Leg- Right + O
Pin- Down + O
Walls of Jericho- Left + O **Trademark**

While Running

Neckbreaker- O
Rolling Clutch Pin- Left or Right + O
Rolling Clutch Pin- Up or Down + O
Back Elbow Attack- X
Shoulder Block- Left or Right + X
Shoulder Block- Up or Down + X
Face Crusher - Behind- O
Face Crusher - Behind- Left or Right + O
Face Crusher - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Shoulder Back Toss- Left or Right + O
Shoulder Back Toss- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
Mudhole Stomping- Left or Right + O
Superplex- Up or Down + O
Help up Opponent - Lower- O
Foot Choke - Lower- Left or Right + O
Foot Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Missile Dropkick- X
Spin Wheel Kick- Left or Right + X
Spin Wheel Kick- Up or Down + X

On TB (Opponent on Mat)

Diving Headbutt- X
Diving Headbutt- Left or Right + X
Diving Headbutt- Up or Down + X

=====
Finishing Move
=====

Double Powerbomb - While Facing a Standing and Groggy Opponent- L1

Finishing Move Name: Double Powerbomb

Posistion to Do the Move: In Front

My Rating of the Move (1-10): 8

Description of the Move: Again, the Walls of Jericho would have been a cool addition to the game, but it is really no huge loss because Jericho uses this move a lot too (though not as much as he used to)

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=====
Wrestler Stats: Christian
=====

Real Name: e-mail me if you have his real name (I think it's Jason Reso)

Height: 6'10"

Weight: 215 lbs.

From: Toronto, Ontario, Canada

Finishing Move: Crucifix

Career Highlights: Light Heavyweight Champ, Tag Champ (w/Edge) x2

Favorite Quote: "It totally reeks of awesomeness!"²

=====
Wrestler Bio: Christian
=====

(bio from Prima Games)

It is easy to forget that Christian has been in the World Wrestling Federation for almost two years now. And that mysterious aura is only part of what makes him such an amazing superstar.

He was brought in as the third member of the Brood, and some worried that Christian would get stuck in the shadows because Edge and Gangrel (the other two members of the original Brood) had their own unique qualities that made them stand out to Federation fans and officials. However, it does not take long for Christian to win over legions of his own fans with his astounding athleticism and silent power.

When problems arose between the other members of the Brood, sides had to be chosen. It did not take long for Christian to side with his brother, Edge. The young duo decided to be less focused on forcing their Gothic lifestyle on the fans and more focused on success in the ring.

Now dedicated to the tag team scene, Christian quickly established himself as one of the most talented Superstars on the roster. His performance in the unforgettable No Mercy Ladder Match solidified his future as a major player in the World Wrestling Federation.

Although it seems that singles success is imminent, it would be nice to see Christian join Edge in achieving their childhood dream winning the World Wrestling Federation Tag Team Titles together!

=====
My Two Cents: Christian
=====

When I first saw that Edge was teaming with Christian, I was kind of pissed, to say the least. Edge was my favorite wrestler, and it saddened me to see him saddled with a less than talented performer that was just holding him down. However, I really like Christian's new attitude, and Edge and Christian has quickly become one of my favorite tag teams in the World Wrestling Federation.

Striking Moves

Austin Punches- X
Drop Kick- Up + X
Chop- Right + X
Standing Clothesline- Down + X
Toe Kick- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Suplex- Up + O
Side Buster- Right + O
Arm Wrench- Down + O
Scoop Slam- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Sleeper Hold- Up + O
German Suplex Pin- Right + O
Reverse Pin- Down + O
Diving Reverse DDT- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Northern Lights Suplex- Up + O **Trademark**
Sambo Suplex- Right + O
Stomach Crusher- Down + O
DDT- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O

Raise Opponent - Behind- O + O
Angry Stomp- X
Leg Drop- Up + X
Angry Stomp- Right + X
Leg Drop- Down + O
Angry Stomp- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Knee Smash- Up + O
Mounted Punches- Right + O
Pin- Down + O
Reverse Chin Lock- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Overhead Toss- Up + O
Kick To Leg- Right + O
Leg Hook Pin- Down + O
Knee Stomp- Left + O

While Running

Neckbreaker- O
Spear- Left or Right + O
Spear- Up or Down + O
Back Elbow Attack- X
Clothesline- Left or Right + X
Clothesline- Up or Down + X
School Boy (Pin) - Behind- O
School Boy (Pin) - Behind- Left or Right + O
School Boy (Pin) - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Shoulder Back Toss- Left or Right + O
Shoulder Back Toss- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
Mudhole Stomping- Left or Right + O
Foot Choke- Up or Down + O
Help up Opponent - Lower- O
Foot Choke - Lower- Left or Right + O
Foot Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X
Front Dropkick- Left or Right + X
Front Dropkick- Up or Down + X

On TB (Opponent on Mat)

Elbow Drop- X
Knee Drop- Left or Right + X
Knee Drop- Up or Down + X

=====
Finishing Move
=====

Impaler - While Facing the Back of a Standing and Groggy Opponent- L1

Finishing Move Name: Impaler
Position to Do the Move: From Behind
My Rating of the Move (1-10): 9
Description of the Move: I love this move, although it doesn't look like it hurts that much. Basically, Christian flips the opponent around then slams him to the ground with a facebuster. It really looks cool, and is one of my favorite finishing moves.

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=====
Wrestler Stats: Chyna
=====

Real Name: Joanie something
Height: ??
Weight: ??
From: Killer Kowalski's Training School
Carrer Highlights: IC Champ x2, 1st woman to enter KOTR and Royal Rumble
Finishing Move: Pedigree (jst like HHH)

=====
Wrestler Bio: Chyna
=====

(Biography from Prima Games)

In one of the world's most toughest professions, Chyna stands out as a revolutionary. The first woman to have ever participated in the Royal Rumble and

the King of the Ring Tournament, she more than holds her own against the World Wrestling Federation's most brutish competitors, whether in the ring or watching the back of Triple H. Trained by the legendary Killer Kolawski, taught by a grueling life on the road, she ranks as a virtual equal to any athlete in sports entertainment today.

The Grand Canyon, Mount Everest, the Great Barrier Reef, and Chyna. An object earns the title 'wonder of the world' because it is something that cannot be duplicated, a sight so awesome that one is often left powerless in its presence.

When Chyna first entered the World Wrestling Federation, most people could not believe what they were seeing. How could she be so intimidating? Some, very foolishly, cast her off as nothing more than that an intimidating sight and they were very quickly proven wrong.

Thanks to her incredible physique and technical skill, it is so hard to forget that Chyna is a female. But we have to keep that in mind to fully appreciate what she has been able to accomplish so far in her World Wrestling Federation career. She was the first woman to qualify for the Royal Rumble, the first woman

to qualify for King of the Ring tournament, the first female to ever hold a major World Wrestling Federation championship, and a major player in De Generation X and the Corporation. Forget about this man/woman stuff anybody would consider themselves lucky to enjoy a career as successful as Chyna's!!!!!!

What is so great about Chyna is that instead of just complaining about being branded as 'just a woman', the Ninth wonder of the World went out and forced everyone to take notice. Destroying any obstacle thrown in her way, Chyna proved

to everyone that they had better reevaluate their view on 'the battle of the sexes' because if they do not, one day the battle of the sexes will battle the hell right out of them.

'Just a woman? Try me Triple H.' 6 days before Summerslam, and I had finally realized that Chyna had outgrown the shadow of HHH. A former IC champion, and a former #1 contender to the WWF title, Chyna has definitely had a storybook career. Could the WWF title be in the future? For now, she is just hanging out with Chris Jericho and Too Cool.

=====
My Two Cents: Chyna
=====

'Just a woman? Try me Triple H.' 6 days before Summerslam, and I had finally realized that Chyna had outgrown the shadow of HHH. A former IC champion, and a former #1 contender to the WWF title, Chyna has definitely had a storybook career. Could the WWF title be in the future? For now, she is just hanging out with Chris Jericho and Too Cool. Now she is with Latino Heat, in one of the more interesting angles currently on television.

Striking Moves

Austin Punches- X
Double Axe Handle- Up + X

Toe Kick- Right + X
Standing Clothesline- Down + X
Chop- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Eye Rake- Up + O
Snap Mare- Right + O
Club To Neck- Down + O
Snap Mare- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Low Blow- Up + O **Trademark**
Turn Facing Front- Right + O
Low Blow- Down + O **Trademark**
Turn Facing Front- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Stomach Crusher- Up + O
Rib Breaker- Right + O
Piledriver- Down + O
Arm Wrench- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Elbow Drop- Up + X
Angry Stomp- Right + X
Elbow Drop- Down + X
Angry Stomp- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Camel Clutch- Up + O
Mounted Punches- Right + O
Pin- Down + O
Mounted Punches- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Knee Stomp- Up + O
Kick To Groin- Right + O
Leg Hook Pin- Down + O

Kick To Groin- Left + O

While Running

Spear- O
Spear- Left or Right + O
Spear- Up or Down + O
Shoulder Block- X
Big Thump- Left or Right + X
Big Thump- Up or Down + X
School Boy (Pin) - Behind- O
School Boy (Pin) - Behind- Left or Right + O
School Boy (Pin) - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Powerslam- Left or Right + O
Powerslam- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
Shoulder Thrusts- Left or Right + O
Choke- Up or Down + O
Help up Opponent - Lower- O
Foot Choke - Lower- Left or Right + O
Foot Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X
Double Axe Handle- Left or Right + X
Double Axe Handle- Up or Down + X

On TB (Opponent on Mat)

Elbow Drop- X
Elbow Drop- Left or Right + X
Elbow Drop- Up or Down + X

=====
Finishing Move
=====

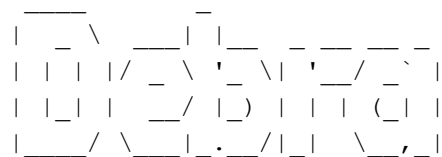
The Pedigree - While Facing a Standing and Groggy Opponent- L1

Finishing Move Name: Pedigree

Position to Do the Move: In Front

My Rating of the Move (1-10): 9

Description of the Move: Well, she doesn't use this move on TV anymore, but the Pedigree is still my favorite finishing move in the WWF, even if I do prefer the HHH version more.



=====
Wrestler Stats: Debra
=====

Real Name: Debra McMichael
Height: ????
Weight: ????
From: Austin, Texas
Finishing Move: DDT
Career Highlights: Women's Champ
Favorite Quote: ????

=====
Wrestler Bio: Debra
=====

(bio from Prima Games)

When the time comes to look back on Debra's career in the World Wrestling Federation, there is no doubt that we will point to Rock Bottom (the December 1998 Pay per View) as a monumental event. That was the night she figured out what was going to send her straight to the top, and fast. As Debra started to pay up on a bet and take off her clothes, the sold-out arena crowd went ballistic.

During these intense moments, the thousands of males in attendance were on their feet and ready to obey Debra's every whim. And if the fans were hypnotized by her incomparable figure, why wouldn't the rest of the male-dominated World Wrestling Federation be?

Although Debra never completed the action that night, she learned a valuable lesson: showing off her body would get her exactly what she was after - everything.

The most ingenious part of Debra's master strategy was that she tried her hardest to never appear to be more than a body. You never heard her utter anything such as "I want people to see past my looks and find out who I really am", or "behind my exterior is a fascinating and intelligent woman." She never uttered such statements.

The fact of the matter is that Debra is really, really hot and most guys would hand her the world and more even if she wore only oversized T-Shirts and sweat pants.

But aren't we all extremely lucky and happy that Debra does not want to take that chance?

=====
My Two Cents: Debra
=====

King: Puppies!

JR: Puppies!

Me: Puppies!

King: Puppies!

Me: Puppies!

=====
Move List
=====

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Key
=====

O circle
T triangle
X Button X
S square

Moves: If a move was to be performed by pushing left then circle, it would appear as Left, O on the move list here.

=====
Moves
=====

Facing the Opponent

Irish Whip to Ropes	O
Club to Neck	Down, O
Snapmare	Left, O
Arm Wrench	Up, O
Snapmare	Right, O
Slap	X
Middle Kick	Down, X
Toe Kick	Left, X
Double Axe Handle	Up, X
Chop	Right, X

Facing the Groggy Opponent

Suplex	Down, 0
Snapmare	Left, 0
Arm Wrench	Up, 0
Snapmare	Right, 0

 Behind the Opponent

Irish Whip to Ropes	0
Reverse Pin	Down, 0
Turn to Face	Left, 0
Reverse Pin	Up, 0
Turn to face	Right, 0

 Opponent on Mat

 Upper Body

Raise Opponent	0
Sleeper Hold	Up, 0
Knee Smash	Right, 0
Knee Smash	Left, 0
Angry Stomp	X
Angry Stomp	Left, X
Angry Stomp	Right, X
Angry Atomp	Down, X
Angry Stomp	Up, X

 Lower Body

Raise Opponent	0
Knee Stomp	Up, 0
Leg Lock	Right, 0
Leg Lock	Left, 0

 Turnbuckle Moves

 Facing Opponent

Irish Whip to Ropes	O
Choke	Left, O or Right, O
Shoulder Thrusts	Down, O or Up, O

 Behind Opponent

Irish Whip to Rope	O
School Boy	Left, O or Right, O
School Boy	Up, O or Down, O

 Opponent Sitting in Lower Turnbuckle

Raise Opponent	O
Choke	Left, O or Right, O
Choke #2	Up, O or Right, O
Shoulder Block	Triangle, X

 Turnbuckle Attacks

 Opponent Standing

Double Axe Handle	X
Double Axe Handle	Left, X or Right, X
Double Axe Handle	Down, X or Up, X

 Opponent on Mat

Knee Drop	X
Knee Drop	Left, X or Right, X
Knee Drop	Down, X or Up, X

 Running Attacks

Push Up and the direction you wish to run in. You will run off the turnbuckle. As you approach the opponent, do a button combo listed here to do a move.

Facing Opponents

Neckbreaker	O
Neckbreaker	Left, O or Right, O
Neckbreaker	Down, O or Up, O
Shoulder Block	X
Shoulder Block	Left, X or Right, X
Shoulder Block	Down, X or Up, X

Behind Opponent

Bulldog #1	X
Bulldog #2	Left, X or Right, X
Bulldog #3	Down, X or Up, X

Running Counterattacks-Opponent Running

Use this when your opponent is running off the turnbuckle towards you.

Monkey Toss	O
Shoulder Back Toss	Left, O or Right, O
Shoulder Back Toss	Up, O or Down, O

=====
Finisher
=====

(press L1 when Smackdown meter appears)

DDT: well it's a DDT.

Finishing Move Name: DDT

Posistion to Do the Move: In Front

My Rating of the Move (1-10): 2

Description of the Move: Okay, this finishing move really sucks, and I have seen about 20 wrestlers use this move before. And furthermore, Debra is weaker than the other wrestlers. So this move wouldn't really hurt at all.

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=====
Wrestler Stats: D-Lo Brown
=====

Real Name: A.C. O'Connor

Height: 6'3"
Weight: 268 lbs.
From: Chicago, Illonis
Finishing Move: Lo Down
Career Highlights: Tag Champ, Euro Champ, IC Champ
Favorite Quote: "You Better Recognize!"

=====
Wrestler Bio: D'Lo Brown
=====

(bio from Prima Games)

If you ask any World Wrestling fan or official to name the five Superstars who will have the biggest impact in the next few years, there is no doubt that D'Lo Brown would appear on each of those lists. An intelligent and articulate young man, D'Lo possesses the athletic ability that most people dream about.

With the Sky High and Lo Down, D'Lo gets the action going above the canvas... but he is more than willing to show off his technical prowess and grind it out on the mat. You can liken his overall abilities to the "bobble head" that he has made famous on his walks down to the ring. You are never sure where it is going to go next, and you are transfixed at the mere sight of it.

A former certified public accountant, there is little question that D'Lo has the brains to propel himself to the next level. Using the precise preparation tactics that C.P.A.'s are famous for, D Lo never enters a contest without a detailed strategy.

Everyone knows what D'Lo achieved while serving as the European champion, but what remains to be seen is whether or not he can put all his tools and talents together to become as dominating a Superstar as everyone expects.

=====
My Two Cents: D-Lo Brown
=====

D-Lo is the real deal. Hopefully he will become a huge babyface star and win some WWF gold in the near future! But now it appears that he will be a heel for now on, because right now he is feuding with his former tag team partner, the Godfather. I am glad of this too because I was not a huge fan of Dlo Brown and Godfather being a tag team in the first place. Now, I am mad at the World Wrestling Federation again, because they have stuck him with yet another loser tag team. Called Lo Down, DLO Brown and Chaz is the epitome of all that tag team wrestling should not be. I do not care if they were childhood friends or what not, Chaz sucks. I have never been a big fan of Chaz and never will be, even if he does come out to the coolest theme music in the World Wrestling Federation today. Yes, I do think Dlo Has the coolest theme music. I think for now on the World Wrestling Federation writers will keep him heel, which would be cool as long as he gets pushed as a potential WWF world title contender, because he has a lot of talent and should have a bright future in the World Wrestling Federation, more so than teaming with his loser childhood friend. He has the

coolest entrance, the coolest entrance theme, the coolest finishing move (well, one of the coolest) and the biggest feud he has been in yet has been with Jeff Jarrett over two belts? Please. The World Wrestling Federation needs to wake up and push this guy before he strolls over to WCW. And that is true!

=====
Move List
=====

=====
Key
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O circle
T triangle
X Button X
S square

Moves: If a move was to be performed by pushing left then circle, it would appear as Left, O on the move list here.

=====
Moves
=====

Facing the Opponent

Irish Whip to Ropes	O
Piledriver	Down, O
Hard Scoop Slam	Left, O
Suplex	Up, O
Side Buster	Right, O
Snap Jab	X
Jumping Calf Kick	Down, X
Austin Punches	Left, X
Double Axe Handle	Up, X
Shuffle Side Kick	Right, X

Facing the Groggy Opponent

Running Powerbomb	Down, O
Whirl Side Slam	Left, O
Sky High	Up, O
Pendulum Backbreaker	Right, O

Behind the Opponent

Irish Whip to Ropes	O
Atomic Drop	Down, O
Back Drop	Left, O
Sleeper Hold	Up, O
School Boy	Right, O

Opponent on Mat

Upper Body

Raise Opponent	O
Knee Smash	Up, O
Mounted Punch	Right, O
Sleeper Hold	Left, O
Angry Stomp	X
Angry Stomp	Left, X
Angry Stomp	Right, X
D'lo Leg Drop	Down, X
D'lo Leg Drop	Up, X

Lower Body

Raise Opponent	O
Leg Lock	Up, O
Kick to Leg	Right, O
D'Lo Texas Cloverleaf	Left, O

Turnbuckle Moves

Facing Opponent

Irish Whip to Ropes	O
Frankensteiner	Left, O or Right, O
Shouler Thrust	Down, O or Up, O

Behind Opponent

Irish Whips to Rope	O
Super Back Drop	Left, O or Right, O
Super Backdrop #2	Up, O or Down, O

Opponent Sitting in Lower Turnbuckle

Raise Opponent	O
Foot Choke	Left, O or Right, O
Foot Choke	Up, O or Right, O
Shoulder Block	Triangle, X

Turnbuckle Attacks

Opponent Standing

Spinning Wheel Kick	X
Front Dropkick	Left, X or Right, X
Front Dropkick	Down, X or Up, X

Opponent on Mat

Twisted Body Attack	X
Knee Drop	Left, X or Right, X
Knee Drop	Down, X or Up, X

Running Attacks

Push Up and the direction you wish to run in. You will run off the turnbuckle. As you approach the opponent, do a button combo listed here to do a move.

Facing Opponents

Neckbreaker Drop	O
Rolling Clutch Pin	Left, O or Right, O
Rolling Clutch Pin	Down, O or Up, O
Dropkick	X
Clothesline	Left, X or Right, X
Clothesline	Down, X or Up, X

Behind Opponent

School Boy #1	X
School Boy #2	Left, X or Right, X
School Boy #3	Down, X or Up, X

Running Counterattacks-Opponent Running

Use this when your opponent is running off the turnbuckle towards you.

Monkey Toss	O
Whirl Sideslam	Left, O or Right, O
Whirl Sideslam	Up, O or Down, O

=====
Finisher
=====

(press L1 when Smackdown meter appears)

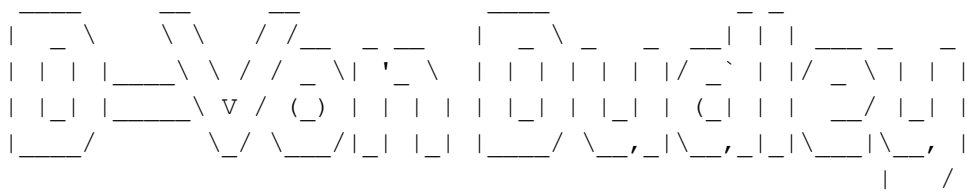
Lo Down: he does a cool looking frog splash off the top rope

Finishing Move Name: Lo Down

Posistion to Do the Move: Top Rope

My Rating of the Move (1-10): 7

Description of the Move: Okay, this finishing move on television looks really cool. But in the game something seems missing due to the lack of animation. It just moves too fast for my liking, just like all the other "off the top rope" moves in the game.



=====
Wrestler Stats: D-Von Dudley
=====

Real Name: I dunno

Height: 6'2"

Weight: 240 lbs.

From: Dudleyville

Finishing Move: Dudley Death Drop

Career Highlights: Tag Champ

Favorite Quote: "Thou shalt not mess with the Dudleyz!"

=====
Wrestler Bio: DVon Dudley
=====

(bio from Prima Games)

Throughout the entire sports-entertainment world, the Dudley Boyz have a reputation for being two of the toughest competitors. And D-Von does more than his fair share to keep the hype!

Before arriving in the World Wrestling Federation, the Dudley Boyz honed their skills in the extreme arena. Known for a stiff offense and even stiffer language, the Dudley Boyz earned a lot of respects from their peers at the time.

However, they had to prove themselves in the "big time". Having to leave some of their old tactics behind. D-Von and Buh Buh Ray brought their unique style of sports entertainment over to the World Wrestling Federation and quickly earned the respect they had in other arenas. Although there is nothing funny about them, D-Von is quick to dispel any laughter that his tag team partner may have

stirred up among the fans.

After Buh Buh is able to get out whatever it is he is trying to say, D-Von is quick to jump in and take the hard line with their opponents.

D-Von wants everyone to know that "Thou shalt not mess with the Dudleyz!"

=====
My Two Cents: D-Von Dudley
=====

Let's go Dudleyz!! I must admit I did not like the whole Dudleyz thing when they first came to the WWF but now they are one of my favorite tag teams! I really liked them as heels, but they are still pretty cool as bad ass babyfaces, which is what they have become as of late. Which is pretty neat, because they are way over as babyfaces, especially when Buh Buh Ray tells D¹Von to "get the table!"²

=====
Move List
=====

=====
Key
=====

- O circle
- T triangle
- X Button X
- S square

Moves: If a move was to be performed by pushing left then circle, it would appear as Left, O on the move list here.

=====
Moves
=====

Facing the Opponent

- | | |
|---------------------|----------|
| Irish Whip to Ropes | O |
| DDT | Down, O |
| Snapmore | Left, O |
| Suplex | Up, O |
| Club to Neck | Right, O |
| Austin Punches | X |
| Suffle Side Kick | Down, X |
| Chop | Left, X |
| Double Axe Handle | Up, X |
| Toe Kick | Right, X |

Facing the Groggy Opponent

Piledriver Down, O
Fall Away Slam Left, O
Manhattan Drop Up, O
Pendulum Backbreaker Right, O

Behind the Opponent

Irish Whip to Ropes O
Atomic Drop Down, O
Back Drop Left, O
Diving Reverse DDT Up, O
Bulldog Right, O

Opponent on Mat

Upper Body

Raise Opponent O
Camel Clutch Up, O
Knee Smash Right, O
Mounted Punch Left, O
Angry Stomp X
Angry Stomp Left, X
Angry Stomp Right, X
Elbow Drop Down, X
Elbow Drop Up, X

Lower Body

Raise Opponent O
Toss Up, O
Kick to Leg Right, O
Knee Stomp Left, O

Turnbuckle Moves

Facing Opponent

Irish Whip to Ropes O
Foot Choke Left, O or Right, O
Super Plex Down, O or Up, O

Behind Opponent

Irish Whips to Rope	O
Super Back Drop	Left, O or Right, O
Super Backdrop #2	Up, O or Down, O

Opponent Sitting in Lower Turnbuckle

Raise Opponent	O
Choke	Left, O or Right, O
Choke #2	Up, O or Right, O
Clothesline	Triangle, X

Turnbuckle Attacks

Opponent Standing

Double Axe Handle	X
Double Axe Handle	Left, X or Right, X
Double Axe Handle	Down, X or Up, X

Opponent on Mat

Elbow Drop	X
Diving Headbutt	Left, X or Right, X
Diving Headbutt	Down, X or Up, X

Running Attacks

Push Up and the direction you wish to run in. You will run off the turnbuckle. As you approach the opponent, do a button combo listed here to do a move.

Facing Opponents

Neckbreaker	O
Neckbreaker	Left, O or Right, O
Neckbreaker	Down, O or Up, O
Clothesline	X
Diving Shoulder	Left, X or Right, X
Diving Shoulder	Down, X or Up, X

Behind Opponent

School Boy #1	X
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School Boy #2
School Boy #3

Left, X or Right, X
Down, X or Up, X

Running Counterattacks-Opponent Running

Use this when your opponent is running off the turnbuckle towards you.

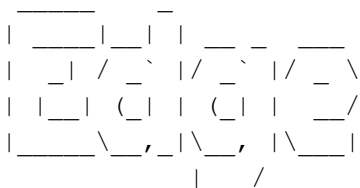
Monkey Toss O
Whirl Sideslam Left, O or Right, O
Whirl Sideslam Up, O or Down, O

=====
Finisher
=====

(press L1 when Smackdown meter appears)

Jackknife Powerbomb: Yeah, the same exact one that every other big man uses.

Finishing Move Name: Jackknife Powerbomb
Posistion to Do the Move: In Front
My Rating of the Move (1-10): 5
Description of the Move: No, the 3D is not in the game, and yes, the Jackknife Powerbomb is the same move that Kevin Nash uses. The finisher is okay, but I would have loved to see the true Dudley Boyz finisher.



=====
Wrestler Stats: Edge
=====

Real Name: e-mail me if you have his real name
Height: 6'4"²
Weight: 240 lbs.
From: Toronto, Ontario, Canada
Finishing Move: Downward Spiral and Spear
Career Highlights: Intercontinental Champ, Tag Champ (w/Christian) x2
Favorite Quote: "It totally reeks of awesomeness!"²

=====
Wrestler Bio: Edge
=====

(bio from Prima Games)

What is not working in Edge's favor these days? The young Superstar is beloved by every type of World Wrestling Federation fan, and his ability in the ring is recognized as among the best.

One of the most amazing things about Edge is his broad appeal. At sold-out arenas all over the world, women scream for his long blond locks and larger-

than-life smile. They are drawn in by his strong presence that demands attention, even though he never asks for it.

Men are into edge because of his coolness factor. The sunglasses, long trench coat, great theme song, and uncanny entrance all add to this. Plus, Edge has a dark side to him that is sadistic and uncontrollable. It is an aspect of human nature that many men have, but few are brave (or insane) enough to ever let surface. Men everywhere can live that side of their souls vicariously through Edge.

During a number of singles matches over the past few months, and especially while competing in the Terri Invitational at No Mercy, Edge had the opportunity to display the skill in the ring that has most Federation officials salivating at the thought of his future in the industry.

With a wave of momentum like this, is there anyone or anything that can stop Edge from reaching the top?

=====
My Two Cents: Edge
=====

When I first saw that Edge was teaming with Christian, I was kind of pissed, to say the least. Edge was my favorite wrestler, and it saddened me to see him saddled with a less than talented performer that was just holding him down. However, I really like Edge and Christian's new attitude, and Edge and Christian has quickly become one of my favorite tag teams in the World Wrestling Federation.

Striking Moves

Snap Jab- X
Shuffle Side Kick- Up + X
Elbow Smash- Right + X
Drop Kick- Down + X
Chop- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Reverse Suplex- Up + O
Scoop Slam- Right + O
Scissors Sweep- Down + O
Snap Mare- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Electric Chair Drop- Up + O **Trademark**
Face Crusher- Right + O
Full Nelson Slam- Down + O
Back Side Slam- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Stomach Crusher- Up + O
Rib Breaker- Right + O
DDT- Down + O
Spinning Back Drop- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Leg Drop- Up + X
Angry Stomp- Right + X
Leg Drop- Down + X
Angry Stomp- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Knee Smash- Up + O
Short Arm Scissors- Right + O
Pin- Down + O
Mounted Punches- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Overhead Toss- Up + O
Knee Stomp- Right + O
Pin w/ Bridge- Down + O
Leg Lock- Left + O

While Running

Spear- O
Spear- Left or Right + O
Spear- Up or Down + O
Spinning Wheel Kick- X
Drop Kick- Left or Right + X
Drop Kick- Up or Down + X
Face Crusher - Behind- O
School Boy (Pin) - Behind- Left or Right + O
School Boy (Pin) - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Shoulder Back Toss- Left or Right + O
Shoulder Back Toss- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
Shoulder Thrusts- Up or Down + O
Frankensteiner- Up or Down + O
Help up Opponent - Lower- O
Choke - Lower- Left or Right + O
Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Missile Drop Kick- X
Diving Spear- Left or Right + X
Diving Spear- Up or Down + X

On TB (Opponent on Mat)

Knee Drop- X
Knee Drop- Left or Right + X
Knee Drop- Up or Down + X

Finishing Move

Downward Spiral - While Facing a Standing and Groggy Opponent- L1

Finishing Move Name: Downward Spiral

Position to Do the Move: In Front

My Rating of the Move (1-10): 3

Description of the Move: Edge used to be my favorite wrestler, the thing I hated

most about him was this stupid finisher. Thankfully he uses the spear as a finishing move now. I think the Downward Spiral hurts Edge more than it hurts the opponent.

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Wrestler Stats: Faarooq

Real Name: Ron Simmonds
Height: 6'7"
Weight: 270 lbs.
From: Tallahassee, Florida

Finishing Move: Dominator
Career Highlights: Tag Champ, WCW Champ
Favorite Quote: "We need beer money!"²

=====
Wrestler Bio: Faarooq
=====

(bio from Prima Games)

Most finishing maneuvers in the World Wrestling Federation are given names that reflect their characters¹ personality. The names must also be intimidating and catchy. The Pedigree, The Rock Bottom, and the Showstopper Chokeslam all meet these criteria. But there is perhaps no name throughout the industry more fitting than Faarooq's ³Dominator².

³Dominator² the move describes Faarooq's modified powerbomb that drops his opponent face first on the canvas. ³Dominator² the man describes the Superstar performing the move.

Ever since being an all-American stud at Florida State, Ron Simmons has been used to dominating his environment and the competition that surrounds it. When Ron made the transition to sports-entertainment, he found that dominating opponents in the squared circle came just as naturally to him as destroying them on the gridiron.

There is no doubt that Faarooq achieved a great deal of success in the early days of his career, but as a member of the Acoytles, he has really elevated his game to an all-time high.

Emerging out of the Ministry of Darkness, Faarooq and Bradshaw have both made the most of the opportunity that the Acolytes have provided. Spending his time on screen much the same way he spends his time off it (drinking beer and kicking ass), Faarooq is not only enjoying his latest achievements in the ring, but he is having a great time doing it!

=====
My Two Cents: Faarooq
=====

Faarooq, along with Bradshaw, is quickly becoming one of my favorite characters in the World Wrestling Federation. I especially remember one Sunday Night Heat when they had a contest to see who could bounce the members of Kaientai the highest. It was funny, because Kaientai had bounced a check on the Acoyltes, so the Acoytles wanted to return the favor. Bradshaw's constant reminder of beer being accepted as a form of payment was also hilarious.

Striking Moves

Austin Punches- X
Double Axe Handle- Up + X
Chop- Right + X
Standing Clothesline- Down + X
Toe Kick- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Rib Breaker- Up + O
DDT- Right + O
Bearhug Front Slam- Down + O
Hard Scoop Slam- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Full Nelson Slam- Up + O
Abdominal Stretch- Right + O
Atomic Drop- Down + O
Back Drop- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Body Press Slam- Up + O
Spine Buster- Right + O **Trademark**
Jackknife Powerbomb- Down + O
Rib Breaker- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Elbow Drop- Up + X
Angry Stomp- Right + X
Elbow Drop- Down + X
Angry Stomp- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Camel Clutch- Up + O
Sleeper Hold- Right + O
Pin- Down + O
Mounted Punches- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Boston Crab- Up + O
Kick To Groin- Right + O
Leg Hook Pin- Down + O
Knee Stomp- Left + O

While Running

Neckbreaker- O
Spear- Left or Right + O
Spear- Up or Down + O
Clothesline- X
Diving Shoulder- Left or Right + X
Diving Shoulder- Up or Down + X
Bulldog - Lower- O
Bulldog - Lower- Left or Right + O
Bulldog - Lower- Up or Down + O

Opponent Running

Powerslam- O
Spine Buster- Left or Right + O **Trademark**
Spine Buster- Up or Down + O **Trademark**

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
Shoulder Thrusts- Left or Right + O
Choke- Up or Down + O
Help up Opponent - Lower- O
Foot Choke - Lower- Left or Right + O
Foot Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X
Flying Clothesline- Left or Right + X
Flying Clothesline- Up or Right + X

On TB (Opponent on Mat)

Diving Headbutt- X
Knee Drop- Left or Right + X
Knee Drop- Up or Down + X

=====
Finishing Move
=====

Dominator- While Facing a Standing and Groggy Opponent- L1

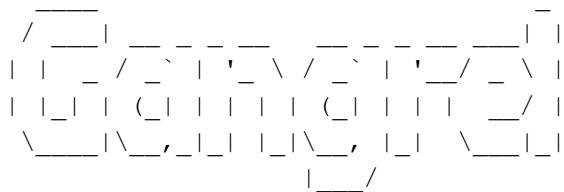
Finishing Move Name: Dominator

Position to Do the Move: In Front

My Rating of the Move (1-10): 8

Description of the Move: Faarooq is one nasty son of a gun. And this move looks like it could seriously kill some one. Faarooq picks up the opponent then slams

him to the ground HARD. One of my favorite finishers in WWF Smackdown.



=====
Wrestler Stats: Gangrel
=====

Real Name: David Heath
Height: 6'0²
Weight: 234 lbs.
From: Texas
Finishing Move: Impaler
Career Highlights: I believe he was hardcore champion once
Favorite Quote: "Come over to the dark side!"²

=====
Wrestler Bio: Gangrel
=====

(bio from Prima Games)

Show me a man who rises through a ring of fire on his way to the ring, has fangs instead of teeth, and spits out a mysterious, red viscous liquid, before his matches, and I will show you someone with a long future as a World Wrestling Federation Superstar!

Gangrel encompasses all that the World Wrestling Federation has come to stand for over the past couple of years. He has an entrance unlike any other, and you are just as excited to see Gangrel make his way to the ring as you are to see him finish his opponent off with a devastating Impaler DDT.

Capitalizing on the ³Goth² culture that is all the rage with young adults across the country, Gangrel is the consummate showman who has attracted a varied fan base. Teenage girls dressed all in black, guys who like it hardcore, and grandmas who like to remain young at heart have their own reasons for being on Gangrel's side.

Already logging time with Edge, Christian, and the Hardy Boyz, Gangrel has associated with some of the best young talent the World Wrestling Federation has to offer. If it was his backstage wisdom that helped propel these four Superstars along, you would have to believe it will not be long before Gangrel has a couple of pals rising up through the stage with him again.

=====
My Two Cents: Gangrel
=====

I have never really been the world's biggest fan of Gangrel (to say the least), but I will admit that he does have some wrestling talent. It has been a shame that he has been kept off television a lot lately. Because he would really fit

in well with the World Wrestling Federation as it stands now. I hope he returns soon to cause more chaos, maybe with a few friends (Tazz and Raven?)

Striking Moves

Chop- X
Shuffle Side Kick- Up + X
Body Punch- Right + X
Standing Clothesline- Down + X
Toe Kick- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Eye Rake- Up + O
DDT- Right + O
Manhattan Drop- Down + O
Gangrel Suplex- Left + O **Trademark**

Grappling (Rear)

Irish Whip into the Ropes- O
Sleeper Hold- Up + O
Diving Reverse DDT- Right + O
Pumphandle Slam- Down + O
Back Drop- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Manhattan Drop- Right + O
Piledriver- Down + O
Gangrel Suplex- Left + O **Trademark**

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Elbow Drop- Up + X
Double Knee Drop- Right + X
Elbow Drop- Down + X
Double Knee Drop- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Knee Smash- Up + O
Mounted Punches- Right + O
Pin- Down + O
Sleeper Hold- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Kick To Groin- Up + O
Overhead Toss- Right + O
Leg Hook Pin- Down + O
Knee Stomp- Left + O

While Running

Neckbreaker- O
Neckbreaker Drop- Left or Right + O
Neckbreaker Drop- Up or Down + O
Back Elbow Attack- X
Clothesline- Left or Right + X
Clothesline- Up or Down + X
School Boy (Pin) - Behind- O
School Boy (Pin) - Behind- Left or Right + O
School Boy (Pin) - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Powerslam- Left or Right + O
Powerslam- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
Mudhole Stomping- Left or Right + O
Tornado DDT- Up or Down + O
Help up Opponent - Lower- O
Choke - Lower- Left or Right + O
Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X
Flying Clothesline- Left or Right + X
Flying Clothesline- Up or Down + X

On TB (Opponent on Mat)

Elbow Drop- X
Knee Drop- Left or Right + X

Knee Drop- Up or Down + X

=====
Finishing Move
=====

Inverted DDT - While Facing a Standing and Groggy Opponent- L1

Finishing Move Name: Inverted DDT

Posistion to Do the Move: In Front

My Rating of the Move (1-10): 6

Description of the Move: I really don't like these DDTs that they change a tad bit then make it seem like a whole new move. But Gangrel's version of the DDT is okay, but still, it is a DDT.

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=====
Wrestler Stats: Godfather
=====

Real Name: Charles Wright

Height: 6'6"

Weight: 320 lbs.

From: Red Light District

Finishing Move: Pimp Drop

Career Highlights: IC Champ

Favorite Quote: "It's time once again for everybody to come aboard the HOOOOOO Train!"

=====
Wrestler Bio: Godfather
=====

(bio from Prima Games)

Although it isn't easy, he knows he ain't the only one up in this joint!

We're fairly certain that the Godfather isn't saying that there are business competitors of his out in the audience, but that he's confident that there are other people present who enjoy having a good time in the company of some fine lookin' hos!

The most amazing thing about the Godfather is that he's able to concentrate during his matches. Knowing that there are a handful of hotties outside of the ring waiting to jump on him the minute the match ends, it's a wonder the Godfather doesn't look to finish all his matches in less time than it would take a 18-year old to.... Well, let's just say we're surprised he does not try to finish as fast as he can.

We do not know about you, but the Ho Train sounds like something we want to get hit with as much as possible. With the 330-pound Godfather as the conductor, however, it does not sound as much fun as it should be.

From the outside looking in, it appears that the Godfather is always having a good time, but it might be smart to stay out of his way if you can. After all, he can not relieve all his tensions with the hos!

My Two Cents: Godfather

Papa Shango. A weird voodoo guy that used to come to the ring with skulls attached to his outfit and stuff.

Kama Mustafa. A member of the Nation of Domination who shaved his head and was known for beating people senselessly.

Godfather. Pimpin aint easy. Take a ride on the ho train.

It's easy to say that Charles Wight has had a lot of gimmick changes over the years. I liked all of his previous gimmicks, but the Godfather gimmick is by far the best.

=====
Move List
=====

=====
Key
=====

O	circle
T	triangle
X	Button X
S	square

Moves: If a move was to be performed by pushing left then circle, it would appear as Left, O on the move list here.

=====
Moves
=====

Facing the Opponent

Irish Whip to Ropes	O
Manhattan Project	Down, O
Hard Scoop Slam	Left, O
Club to Neck	Up, O
Suplex	Right, O
Austin Punches	X
Shuffle Side Kick	Down, X
Chop	Left, X
Clothesline	Up, X
Overhand Punch	Right, X

Facing the Groggy Opponent

Piledriver	Down, O
Pendulum Backbreaker	Left, O
Headlock and Punch	Up, O
Fallaway Slam	Right, O

Behind the Opponent

Irish Whip to Ropes	O
Atomic Drop	Down, O
Russian Leg Sweep	Left, O
Diving Reverse DDT	Up, O
Bulldog	Right, O

Opponent on Mat

Upper Body

Raise Opponent	O
Short Arm Scissors	Up, O
Sleeper Hold	Right, O
Camel Clutch	Left, O
Angry Stomp	X
Elbow Drop	Left, X
Elbow Drop	Right, X
Leg Drop	Down, X
Leg Drop	Up, X

Lower Body

Raise Opponent	O
Leg Lock	Up, O
Kick to Leg	Right, O
Knee Stomp	Left, O

Turnbuckle Moves

Facing Opponent

Irish Whip to Ropes	O
Shoulder Thrusts	Left, O or Right, O
10 Punch	Down, O or Up, O

Behind Opponent

Irish Whips to Rope	O
Super Back Drop	Left, O or Right, O
Super Backdrop #2	Up, O or Down, O

Opponent Sitting in Lower Turnbuckle

Raise Opponent	O
Foot Choke	Left, O or Right, O
Foot Choke #2	Up, O or Right, O
Ho Train Attack	Triangle, X

Turnbuckle Attacks

Opponent Standing

Double Axe Handle	X
Shoulder Block	Left, X or Right, X
Shoulder Block	Down, X or Up, X

Opponent on Mat

Elbow Drop	X
Elbow Drop	Left, X or Right, X
Elbow Drop	Down, X or Up, X

Running Attacks

Push Up and the direction you wish to run in. You will run off the turnbuckle. As you approach the opponent, do a button combo listed here to do a move.

Facing Opponents

Neckbreaker	O
Rolling Clutch Pin	Left, O or Right, O
Rolling Clutch Pin	Down, O or Up, O
Diving Shoulder	X
Ho Train Attack	Left, X or Right, X
Ho Train Attack	Down, X or Up, X

Behind Opponent

School Boy #1	X
School Boy #2	Left, X or Right, X

 Running Counterattacks-Opponent Running

Use this when your opponent is running off the turnbuckle towards you.

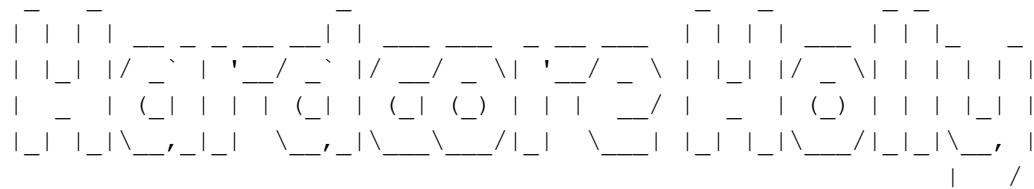
- Monkey Toss O
- Samoan Drop Left, O or Right, O
- Samoan Drop Up, O or Down, O

=====
 Finisher
 =====

(press L1 when Smackdown meter appears)

Pimp Drop: One of the best (and best named) finishers in the World Wrestling Federation today.

Finishing Move Name: Pimp Drop
 Position to Do the Move: In Front
 My Rating of the Move (1-10): 9
 Description of the Move: Come get on the ho train with this fantastic finishing move! Godfather picks his opponent up and throws his opponent around his shoulders. Then he twirls the opponent around and slams him to the ground hard! I love this move!



=====
 Wrestler Stats: Hardcore Holly
 =====

Real Name: Bob Holly
 Height: 6'6"
 Weight: well over 400 pounds
 From: Mobile, Alabama
 Finishing Move: Falcon Arrow
 Career Highlights: Tag Champ, Hardcore Champ
 Favorite Quote: "Hey....Big Shot!"

=====
 Wrestler Bio: Hardcore Holly
 =====

(bio from Prima Games)

For years Bob Holly struggled to find his niche in the World Wrestling Federation. Handed unsuccessful gimmicks and less than stellar storylines, the

Alabama native was locked in a mid carder's prison - mediocrity.

This would not have bothered a lesser man, but Holly knew that he was capable of bigger and better things. So when the time came to put up or shut up, he decided to throw out the rule book and earn his respect the hard way - in the Hardcore Division!

Using anger as his fuel, Holly put on some of the most astonishing contests the division had ever seen. After earning everyone's respect with an unbelievable victory over Al Snow in the Mississippi River, Hardcore Holly was ready to move up the Federation ladder. And what better way to do this than aim for the top and work your way down?

Showing an incredible tolerance for punishment, Hardcore made a weekly habit of strutting to the ring and callin out any big shot who met his minimum weight and height requirements. These strict rules usually left out everyone except superstars such as Kane, The Big Show, The Undertaker, Viscera, and other similar.

He might not have always beaten those giants, but Hardcore Holly certainly learned some valuable lessons. Now, whenever this super Heavyweight steps in the ring, his opponents and fans all know that you'd better be a big show if you want to measure up to Hardcore Holly.

=====
My Two Cents: Hardcore Holly
=====

Let's go Holllys!! I must admit I did not like the whole Holllys thing when they first came to the WWF but now they are one of my favorite tag teams! They are not a tag team anymore, so I think Hardcore Holly deserves a push. I mean, he has now been an employee of the WWF for a long time! Just push the damn guy already!

=====
Move List
=====

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Key
=====

- O circle
- T triangle
- X Button X
- S square

Moves: If a move was to be performed by pushing left then circle, it would appear as Left, O on the move list here.

=====
Moves
=====

Facing the Opponent

Irish Whip to Ropes	O
Club to Neck	Down, O
Snapmare	Left, O
Arm Wrench	Up, O
Scoop Slam	Right, O
Austin Punches	X
Clothesline	Down, X
Chop	Left, X
Double Axe Handle	Up, X
Toe Kick	Right, X

Facing the Groggy Opponent

Jackknife Powerbomb	Down, O
DDT	Left, O
Piledriver	Up, O
Manhattan Drop	Right, O

Behind the Opponent

Irish Whip to Ropes	O
Atomic Drop	Down, O
Back Drop	Left, O
Diving Reverse DDT	Up, O
Bulldog	Right, O

Opponent on Mat

Upper Body

Raise Opponent	O
Sleeper Hold	Up, O
Knee Smash	Right, O
Mounted Punch	Left, O
Angry Stomp	X
Angry Stomp	Left, X
Angry Stomp	Right, X
Double Knee Drop	Down, X
Double Knee Drop	Up, X

Lower Body

Raise Opponent	O
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Toss	Up, 0
Kick to Leg	Right, 0
Knee Stomp	Left, 0

Turnbuckle Moves

Facing Opponent

Irish Whip to Ropes	0
Frankensteiner	Left, 0 or Right, 0
Shoulder Thrusts	Down, 0 or Up, 0

Behind Opponent

Irish Whip to Rope	0
Super Back Drop	Left, 0 or Right, 0
Super Backdrop #2	Up, 0 or Down, 0

Opponent Sitting in Lower Turnbuckle

Raise Opponent	0
Choke	Left, 0 or Right, 0
Choke #2	Up, 0 or Right, 0
Shoulder Block	Triangle, X

Turnbuckle Attacks

Opponent Standing

Front Dropkick	X
Double Axe Handle	Left, X or Right, X
Double Axe Handle	Down, X or Up, X

Opponent on Mat

Elbow Drop	X
Knee Drop	Left, X or Right, X
Knee Drop	Down, X or Up, X

Running Attacks

Push Up and the direction you wish to run in. You will run off the turnbuckle. As you approach the opponent, do a button combo listed here to do a move.

Facing Opponents

Neckbreaker	O
Spear	Left, O or Right, O
Spear	Down, O or Up, O
Dropkick	X
Shoulder Block	Left, X or Right, X
Shoulder Block	Down, X or Up, X

Behind Opponent

Bulldog #1	X
Bulldog #2	Left, X or Right, X
Bulldog #3	Down, X or Up, X

Running Counterattacks-Opponent Running

Use this when your opponent is running off the turnbuckle towards you.

Monkey Toss	O
Powerslam	Left, O or Right, O
Powerslam	Up, O or Down, O

=====
Finisher
=====

(press L1 when Smackdown meter appears)

Falcon Arrow: an okay finisher, its like a jackhammer

Finishing Move Name: Falcon Arrow
Posistion to Do the Move: In Front
My Rating of the Move (1-10): 9
Description of the Move: Another fantastic finishing move from an underrated wrestler. Now called the Holycaust, Holly picks up the opponent into a vertical suplex, then slams him to the ground with a huge facebuster!

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=====
Wrestler Stats: Jeff Hardy
=====

Height: 6'1

Weight: 222 lbs.

From: Cameron, North Carolina

Finishing Move: Senton (or Swanton) bomb

Career Highlights: Him and Matt defeated Acoyltes to win Tag Titles

=====
Wrestler Bio: Jeff Hardy
=====

(bio from Prima Games)

When Michael Jordan dominated the basketball court, one sight became very familiar in arenas throughout the country. Every time "his Airness" got the ball in his hands, tens of thousands of fans got their cameras ready. There was a very good chance that they were about to witness history. You never knew what to expect from number 23, and you always had to be ready to capture the moment forever.

The thinking also applies to Jeff Hardy when he is in competetion. Will it be a "Senton Bomb" from the top rope or some other indescribable flying manuver? It doesn't matter which he chooses, you'd better have that camera in front of your face and your finger on the button.

Some days it seems that Jeff is more of an "aerial artist" then he is a "grappler". Attempting - and pulling off - moves that 99% of the athletes in the business don't even dream about, the younger Hardy is always ready to leace a crowd with their jaws on the floor.

Of all he is able to pull off in and around the squared circle, the scariest thing about Jeff Hardy is how far he might be able to go in his career as a World Wrestling Federation Superstar. Barely old enough to legally consume alcohol, Jeff has already worn Federation gold and competed in one of the best matches in WWF History.

=====
My Two Cents: Jeff Hardy
=====

No Mercy, October 1999. Hardy Boyz vs Edge and Christian. Ladder match for the #1 contendership to the World Wrestling Federation Tag Team Championships. And let me tell you, that one was one heck of a match. Anyways, Jeff Hardy has always been one of my favorite tag team wrestling specialists. So I used him a lot in Smackdown. After putting the WWF title as well as the tag team titles on him, I noticed that he played a lot in Smackdown as he was in real life. Therefore, I recommend using him, if not for the deadly senton (or swanton) bomb.

=====
Move List
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=====
Key
=====

O circle
T triangle
X Button X
S square

Moves: If a move was to be performed by pushing left then circle, it would appear as Left, O on the move list here.

=====
Moves
=====

Facing the Opponent

Irish Whip to Ropes	O
Arm Wrench	Down, O
Snapmore	Left, O
Suplex	Up, O
Scoop Slam	Right, O
Chop	X
Dropkick	Down, X
Snap Job	Left, X
Shuffle Side Kick	Up, X
Austin Punches	Right, X

Facing the Groggy Opponent

Knee Smash	Down, O
DDT	Left, O
Huracanrana	Up, O
Gangrel Suplex	Right, O

Behind the Opponent

Irish Whip to Ropes	O
Diving Reverse DDT	Down, O
Back Drop	Left, O
Back Side Slam	Up, O
German Suplex Slam	Right, O

Opponent on Mat

Upper Body

Raise Opponent	O
Knee Smash	Up, O
Sleeper Hold	Right, O
Mounted Punch	Left, O
Angry Stomp	X
Double Knee Drop	Left, X
Double Knee Drop	Right, X
Flip Smash	Down, X
Flip Smash	Up, X

Lower Body

Raise Opponent	O
Toss	Up, O
Kick to Leg	Right, O
Knee Stomp	Left, O

Turnbuckle Moves

Facing Opponent

Irish Whip to Ropes	O
Shoulder Thrusts	Left, O or Right, O
Frankensteiner	Down, O or Up, O

Behind Opponent

Irish Whips to Rope	O
Super Back Drop	Left, O or Right, O
Super Backdrop #2	Up, O or Down, O

Opponent Sitting in Lower Turnbuckle

Raise Opponent	O
Foot Choke	Left, O or Right, O
Foot Choke #2	Up, O or Right, O
Spinning Wheel Kick	Triangle, X

Turnbuckle Attacks

Opponent Standing

 Double Axe Handle X
 Missile Dropkick Left, X or Right, X
 Missile Dropkick Down, X or Up, X

 Opponent on Mat

Twisting Knee Drop X
 Diving Moonsault Left, X or Right, X
 The 450 Down, X or Up, X

 Running Attacks

Push Up and the direction you wish to run in. You will run off the turnbuckle. As you approach the opponent, do a button combo listed here to do a move.

 Facing Opponents

Neckbreaker O
 Spear Left, O or Right, O
 Spear Down, O or Up, O
 Spinning Wheel Kick X
 Back Elbow Attack Left, X or Right, X
 Back Elbow Attack Down, X or Up, X

 Behind Opponent

School Boy #1 X
 School Boy #2 Left, X or Right, X
 School Boy #3 Down, X or Up, X

 Running Counterattacks-Opponent Running

Use this when your opponent is running off the turnbuckle towards you.

Monkey Toss O
 Powerslam Left, O or Right, O
 Powerslam #2 Up, O or Down, O

=====
 Finisher
 =====

Senton Bomb (just go on top of ropes when your opponent is on the mat and when you smackdown meter is filled and press L1. Badda Bing Badda Boo)

Finishing Move Name: Senton Bomb
 Posistion to Do the Move: Off the Top Rope

My Rating of the Move (1-10): 9

Description of the Move: The Senton Bomb is my second favorite finisher (behind the Pedigree) on the real television WWF, but it just doesn't look as good on WWF Smackdown. Still, you got to love the athleticism that Jeff Hardy shows while doing this incredible move off the top rope.

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=====
Wrestler Stats: Kane
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Real Name: Glen Jacobs
Height: 7'0"
Weight: 326 lbs.
From: The Depths of Hell (aka Tennessee)
Finishing Move: Tombstone Piledriver or Chokeslam
Career Highlights: World Wrestling Federation Champ, Tag Champ x5
Favorite Quote: "You may think you are that damn good, well I am that damn bad!"

=====
Wrestler Bio: Kane
=====

(bio from Prima Games)

It's no wonder that when Kane entered the World Wrestling Federation, he did so in such an angry manner. If your brother tried to kill you when you were a kid, and the only person you interacted with in the last 20 years was Paul Bearer (who turned out to be your father), odds are you would be ready to tear through a steel cage, too.

Although Kane's arrival was no surprise Paul Bearer had been promising it for weeks the world was left speechless at the first sight of him. Not only was he a monstrous, fearsome sight, but also behind the mask hid the pain of two decades of psychological torture.

Since Kane was unleashed on the world, his emotional growth has been immeasurable. If you are able to ignore his unbelievable size, you will realize that he is much like a young child going through the early stages of development. Learning as he goes, the Big Red Machine has been taught many hard lessons since allowing himself to become vulnerable to human emotions.

But don't be fooled. Kane may be learning the value of interpersonal relationships with friends and loved ones, but he has already mastered the art of interpersonal annihilation. The owner of an incredible physique, Kane also has the ability to incorporate high-flying maneuvers into his offense an unexpected component to his dominating power.

=====
My Two Cents: Kane

=====
Kane is one of my favorite wrestlers in the World Wrestling Federation right now, even if he does have a rather odd character at the moment. The WWF writers decided to turn him heel, which I was all happy for. But since he choke slammed the Undertaker through the ring a month or two back, he has really done nothing to establish himself as a top heel. Some would say his biggest feud since then has been with another top heel, Chris Benoit. So, I hope that if Kane does remain heel, he does more to ensure himself as being remembered as a heel.

Striking Moves

Body Punch- X
Kane Throat Thrust- Up + X
Big Boot- Right + X
Standing Clothesline- Down + X
Chop- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Lifting Choke Hold- Up + O
Side Buster- Right + O
Stomach Crusher- Down + O
Hard Scoop Slam- Left + O

Grappling (Rear)

Full Nelson Slam- Up + O
Back Drop- Right + O
Diving Reverse DDT- Down + O
Reverse Brainbuster- Left + O

Grappling (Groggy)

Whip Opponent into the Ropes- O
Spine Buster- Up + O
Manhattan Drop- Right + O
Tombstone Piledriver- Down + O **Trademark**
Pendulum Backbreaker- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Elbow Drop- Up + X
Angry Stomp- Right + X
Elbow Drop- Down + X
Angry Stomp- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O

Raise Opponent - Behind- O + O
Sleeper Hold- Up + O
Camel Clutch- Right + O
Darkness Pin- Down + O
Darkness Choke- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Knee Stomp- Up + O
Kick To Leg- Right + O
Leg Hook Pin- Down + O
Kick To Leg- Left + O

While Running

Neckbreaker Drop- O
Neckbreaker- Left or Right + O
Neckbreaker- Up or Down + O
Clothesline- X
Shoulder Block- Left or Right + X
Shoulder Block- Up or Down + X
Bulldog - Behind- O
Bulldog - Behind- Left or Right + O
Bulldog - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Powerslam- Left or Right + O
Powerslam- Up or Down + O

Opponent in TB (Front)

Whip Opponent into Opposite Turnbuckle- O
Choke- Left or Right + O
Mudhole Stomping- Up or Down + O
Help up Opponent - Lower- O
Foot Choke - Lower- Left or Right + O
Foot Choke - Lower- Up or Right + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X
Flying Clothesline- Left or Right + X
Flying Clothesline- Up or Down + X

On TB (Opponent on Mat)

Elbow Drop- X
Elbow Drop- Left or Right + X
Elbow Drop- Up or Down + X

Finishing Move

Chokeslam - While Facing a Standing and Groggy Opponent- L1

Finishing Move Name: Chokeslam
Posistion to Do the Move: In Front
My Rating of the Move (1-10): 4
Description of the Move: Yes, that is it, the Chokeslam. Not the "Fiery Tombs of Doom" Chokeslam, just the chokeslam. And where's the Tombstone Piledriver? Im disappointed, THQ!

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=====
Wrestler Stats: Ken Shamrock
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Real Name: Ken Shamrock
Height: 6'1"²
Weight: 235 lbs.
From: Sacramento, CA
Finishing Move: Anklelock Submission
Career Highlights: Intercontinental Champion, Tag Team Champion, 1998 King of the Ring
Favorite Quote: "I'm in the zone!"²
=====

=====
Wrestler Bio: Ken Shamrock
=====

(bio from Prima Games)

ABC Television does not call you the "World's Most Dangerous Man" for nothing. You have to do a little something to earn that distinction. We think that becoming the Ultimate Fighting Champion (UFC) by defeating some of the toughest men in the world counts as a "little something".

To become a champion in the UFC, it takes more than strength and mental awareness. You also need intensity, an unrelenting desire to be the best, and a lack of concern for your own personal safety. As you might have guessed, Shamrock possesses all those qualities and more which helped make him a smooth transition into becoming a World Wrestling Federation Superstar.

In a very short time, Shamrock developed his game from a bad-ass into a bad-ass who could also entertain us outside the ring, one who could compete in a match tied up in a straightjacket, yet play the role of Mr. McMahon's personal enforcer. Kenny won over just as many fans with his consistent 'snapping' (where he would tear the area surrounding the ring and maybe even suplex a handful of World Wrestling Federation officials if we were lucky!) as he did with his memorable victory at the 1998 King of the Ring tournament.

One of the greatest things about Ken Shamrock is that there isn't only one fighting arena that he feels comfortable in... he feels right at home in all of them! An octagon, an iron circle, the catering room, the dressing room, and oh yeah, even the ring.

=====
My Two Cents: Ken Shamrock
=====

Ken Shamrock has always been one of my favorite wrestlers in the World Wrestling Federation, mainly because he kicks so much ass on a consistent basis. I especially likes it when he snaps, because then his true ass kicking skills come out to play. Some would say his King of the Ring 1998 win was a fluke, but I think not. I cannot wait until Ken Shamrock returns to the World Wrestling Federation, so he can kick more ass!

Striking Moves

Low Kick- X
Body Punch- Up + X
Back Elbow Smash- Right + X
Standing Clothesline- Down + X
Middle Kick- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Dragon Screw- Up + O
Huracanrana- Right + O
Belly To Back Flip- Down + O
Club To Neck- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Sleeper Hold- Up + O
Back Side Slam- Right + O
German Suplex Pin- Down + O
Back Drop- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Flipping Arm Bar- Up + O

Fisherman's Suplex- Right + O
Rolling Leg Lock- Down + O
Knee Strikes- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Knee Drop- Up + X
Angry Stomp- Right + X
Knee drop- Down + X
Angry Stomp- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Arm Bar- Up + O
Knee Smash- Right + O
Pin- Down + O
Mounted Punches- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Knee Stomp- Up + O
Kick To Leg- Right + O
Leg Hook Pin- Down + O
Ankle Lock- Left + O **Trademark**

While Running

Spear- O
Spear- Left or Right + O
Spear- Up or Down + O
Back Elbow Attack- O
Spinning Wheel Kick- Left or Right + X
Spinning Wheel Kick- Up or Down + X
School Boy (Pin) - Behind- O
School Boy (Pin) - Behind- Left or Right + O
School Boy (Pin) - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Hurricane- Left or Right + O
Hurricane- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
Shoulder Thrusts- Left or Right + O

Superplex- Up or Down + O
 Help up Opponent - Lower- O
 Foot Choke - Lower- Left or Right + O
 Foot Choke - Lower- Up or Down + O
 While Running - While Running- /\, X, or O

 Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
 Super Back Drop- Left or Right + O
 Super Back Drop- Up or Down + O

 On TB (Opponent Standing)

Double Axe Handle- X
 Double Axe Handle- Left or Right + X
 Double Axe Handle- Up or Down + X

 On TB (Opponent on Mat)

Elbow Drop- X
 Elbow Drop- Left or Right + X
 Elbow Drop- Up or Down + X

=====

Finishing Move
 =====
 Shamrock Ankle Lock - While Facing a Standing and Groggy Opponent- Ll

Finishing Move Name: Shamrock Anklelock
 Position to Do the Move: In Front
 My Rating of the Move (1-10): 8
 Description of the Move: If I am not mistaken, this is one of only two submission finishers in the entire game. And I would not want to be put in this move by Shamrock, that is for sure!

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Wrestler Stats: Mankind
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Real Name: Mick Foley
 Height: 6'3
 Weight: 287 lbs.
 From: Long Island, New York
 Finishing Move: Mandible Claw
 Career Highlights: World Wrestling Federation Champion, Tag Champion w/5 other
 wrestlers, Hardcore Champion
 Favorite Quote: ³And that is final!², ³Have a nice day!²

=====

Wrestler Bio: Mankind

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(bio from Prima Games)

Take a walk over to your World Wrestling Federation Home Video Library and take out a tape from two years ago. Look at Mankind. Listen to what he says.

Observes

how he acts. Compare him to the Mankind you see now. Notice the differences.

Mick Foley has allowed his Mankind character to come full circle. Once a disturbed psychopath with a love for self-mutilation, Mankind now has become a lot of "fun". Dressed in his usual sweatpants, mask, shirt, and tie, Mankind is armed with an arsenal of hilarious one-liners every time he shows his face. His ever-present cotton sidekick, Mr. Socko, has quickly become one of the most popular inanimate objects to ever appear on television.

But do not get too comfortable with Mankind. Do not ever forget who he is. Although he makes it appear that his top talent these days may be as a comedic entertainer, Mankind will not hesitate to take a steel chair to his opponent's skull, get hardcore, and kick it old-school style. Windowpanes, 2x4's, thumbtacks, Mankind does not care... he will use them all! The ring? That will never be able to hold his extreme style!

To say Mankind is unique is perhaps the greatest understatement you could utter.

How many people do you know who spend one day falling off a steel cage or taking multiple chair shots to the head, only to wake up the next morning (with a bad headache) to find out his autobiography has hit number one on the New York Times bestseller list?

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My Two Cents: Mankind

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Mankind has always been very respected by me, mainly because of his admirable work ethic and his ability to entertain the fans. One of the things I have respected most about him over the years is the fact that he is always willing to put his body on the line to keep the fans entertained and happy. This is definitely an admirable quality, however one would say that it severely made his life less happier since he retired. He is still on WWF television, however, this time serving as commissioner for the World Wrestling Federation.

Striking Moves

- Austin Punches- X
- Body Punches- Up + X
- Chop- Right + X
- Standing Clothesline- Down + X
- Toe Kick- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Eye Rake- Up + O
Scoop Slam- Right + O
Manhattan Drop- Down + O
DDT- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Diving Reverse DDT- Up + O
Back Drop- Right + O
School Boy Pin- Down + O
Face Crusher- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Pulling Piledriver- Up + O
Hard Scoop Slam- Right + O
Jackknife Powerbomb- Down + O
Double Arm DDT- Left + O **Trademark**

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Elbow Drop- Up + X
Leg Drop- Right + X
Elbow Drop- Down + X
Leg Drop- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Mounted Punches- Up + O
Sleeper Hold- Right + O
Pin- Down + O
Camel Clutch- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Leg Lock- Up + O
Overhead Toss- Right + O
Leg Hook Pin- Down + O
Knee Stomp- Left + O

While Running

Raise Opponent - Front- O

Raise Opponent - Behind- O + O
Neckbreaker- O
Neckbreaker- Left or Right + O
Neckbreaker- Up or Down + O
Clothesline- X
Shoulder Block- Left or Right + X
Shoulder Block- Up or Down + X
Face Crusher - Behind- O
School Boy (Pin) - Behind- Left or Right + O
School Boy (Pin) - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Powerslam- Left or Right + O
Powerslam- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
10 Punch- Left or Right + O
Mudhole Stomping- Up or Down + O
Help up Opponent - Lower- O
Choke - Lower- Left or Right + O
Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X
Front Dropkick- Left or Right + X
Front Dropkick- Up or Down + X

On TB (Opponent on Mat)

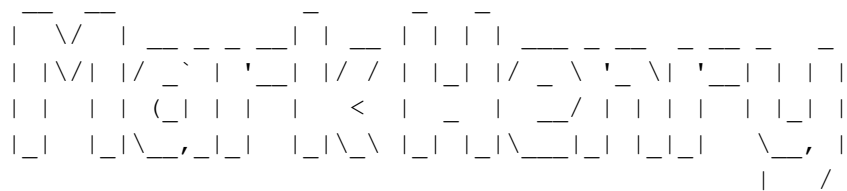
Knee Drop- X
Knee Drop- Left or Right + X
Knee Drop- Up or Down + X

=====
Finishing Move
=====

Mandible Claw - While Facing a Standing and Groggy Opponent- L1

Finishing Move Name: Mandible Claw
Position to Do the Move: In Front
My Rating of the Move (1-10): 6
Description of the Move: Yes, this move is cool, but he doesn't put Socko on his

hand before doing the move, so the Mandible Claw loses some of its mystique.



=====
Wrestler Stats: Mark Henry
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Height: 6'1
Weight: 380 lbs.
From: Silsby, Texas
Finishing Move: Bearhug
Career Highlights: European Champion

=====
Wrestler Bio: Mark Henry
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(bio from Prima Games)

Some people think that Mark Henry has a serious issue he needs help with, yet others feel that the only problem is that there is only so much of him to go around!

A former Olympian, ³Sexual Chocolate² 's love for physical intimacy is as great as his need for competition. Claiming that he thinks about women and sex ³all the time², Henry's desires have caused him a number of problems in the past. A session of intense physical torture at the hands of Terri and a lifetime of emotional trauma thanks to Chyna have been consequences of Mark's overactive libido.

Whether it's the squared circle or the love arena, one thing is for certain ³Sexual Chocolate² got game! A big man with a baby face and impeccable smile, Henry's poetic artistry has been known to win over a few of the ladies. Between the ropes, Mark relies on the power that earned him a successful showing as power lifter in the 1996 Summer Olympics as a means to dominate his opponents.

Although Mark Henry captures the Tag Team Titles with D¹Lo Brown on a number of occasions, and even enjoyed a run as the European Champion, many World Wrestling Federation insiders feel ³Sexual Chocolate² has not even come close to tapping his enormous potential.

=====
My Two Cents: Mark Henry
=====

I have never really been a fan of Mark Henry since he left the Nation of Domination, although I will admit that he does have a lot of talent, most of which has not been seen yet by most World Wrestling Federation fans. The World Wrestling Federation has sent him to Ohio Valley Wrestling, which is probably the best thing for his struggling career right now. The angle with Mae Young got

old the second it started, and I do not like his current gimmick, so I hope he will come back with a new attitude, sort of like the one he possessed with the Nation of Domination.

Striking Moves

Chop- X
Double Axe Handle- Up + X
Overhand Punch- Right + X
Standing Clothesline- Down + X
Toe Kick- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Club To Neck- Up + O
Side Buster- Right + O
Arm Wrench- Down + O
Hard Scoop Slam- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Full Nelson Slam- Up + O
Atomic Drop- Right + O
Back Side Slam- Down + O
Back Drop- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Body Press Slam- Up + O ****Trademark****
Side Buster- Right + O
Front Body Press Drop- Down + O
Pendulum Backbreaker- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Angry Stomp- Up + X
Angry Stomp- Right + X
Angry Stomp- Down + X
Angry Stomp- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Sleeper Hold- Up + O
Knee Smash- Right + O
Pin- Down + O

Camel Clutch- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Boston Crab- Up + O
Overhead Toss- Right + O
Leg Hook Pin- Down + O
Leg Lock- Left + O

While Running

Neckbreaker- O
Neckbreaker- Left or Right + O
Neckbreaker- Up or Down + O
Shoulder Block- X
Clothesline- Left or Right + X
Clothesline- Up or Down + X
Bulldog - Behind- O
Bulldog - Behind- Left or Right + O
Bulldog - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Powerslam- Left or Right + O
Powerslam- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
Choke- Left or Right + O
Shoulder Thrusts- Up or Down + O
Help up Opponent - Lower- O
Choke - Lower- Left or Right + O
Choke - Lower- Up or Down +
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X
Double Axe Handle- Left or Right + X
Double Axe Handle- Up or Down + X

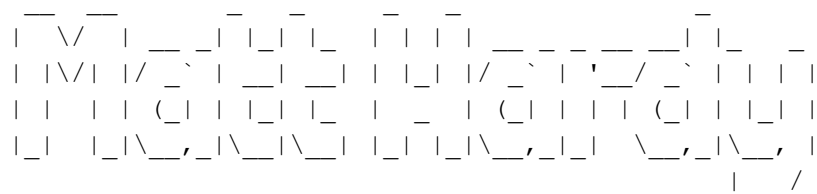
On TB (Opponent on Mat)

Elbow Drop- X
 Elbow Drop- Left or Right + X
 Elbow Drop- Up or Down + X

=====
 Finishing Move
 =====

Bearhug- While Facing a Standing and Groggy Opponent- L1

Finishing Move Name: Bearhug
 Posistion to Do the Move: In Front
 My Rating of the Move (1-10): 3
 Description of the Move: I really don't like Mark Henry, and this finishing move is a dud too. All he really does is picks up the opponent and hugs them. And trust me, it hurts!



=====
 Wrestler Stats: Matt Hardy
 =====

Real Name: Matt Hardy
 Height: 6'1
 Weight: 227 lbs.
 From: Cameron, North Carolina
 Finishing Move: Twist of Fate
 Career Highlights: Tag Team Champion
 Favorite Quote: ³Fear is only a four letter word!²

=====
 Wrestler Bio: Matt Hardy
 =====

(bio from Prima Games)

Can you really refer to a Superstar that who is not even in his mid 20's as the veteran leader of his team? Ninety-seven percent of the time, the answer to this question is a resounding no, but when you are talking about Matt Hardy we all know what the answer is.

Growing up in North Carolina and awed by the allure of the big time, Matt was driven to land in the World Wrestling Federation. Alongside his talented younger brother, Jeff Hardy, Matt was able to achieve his initial goal, but he could not have imagined how far he would take it.

After only a few short months, they were veterans in the World Wrestling Federation, and Matt guided the brothers to a lifelong dream capturing the Tag Team Titles in their home state! When they were younger, the Hardy Boyz spent

day

after day role playing this scenario, and in July of 1999 it came to fruition.

As the elder statesman for the most athletic tag team to come along in years, Matt Hardy has been forced to grow up at a much quicker pace than your average World Wrestling Federation rookie. When they are in the ring, Matt and Jeff share the responsibility of amazing the crowd, but behind the curtain, Matt takes control. And what a great job he has done.

The result of an honorable upbringing and tireless practice, Matt Hardy is on the fast track to the top!

=====
My Two Cents: Matt Hardy
=====

No Mercy, October 1999. Hardy Boyz vs Edge and Christian. Ladder match for the #1 contendership to the World Wrestling Federation Tag Team Championships. And let me tell you, that one was one heck of a match. Anyways, Matt Hardy has always been one of my favorite tag team wrestling specialists. So I used him a lot in Smackdown. After putting the WWF title as well as the tag team titles on him, I noticed that he played a lot in Smackdown as he was in real life. Therefore, I recommend using him, if not for the deadly leg drop/splash combo.

Striking Moves

Snap Jab- X
Rolling Wheel Kick- Up + X
Chop- Right + X
Drop Kick- Down + X
Back Elbow Smash- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Suplex- Up + O
Scissors Sweep- Right + O
Arm Wrench- Down + O
Scoop Slam- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Sleeper Hold- Up + O
German Suplex Pin- Right + O
Diving Reverse DDT- Down + O
Back Drop- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Stomach Crusher- Up + O
DDT- Right + O
Rib Breaker- Down + O
Falling Neckbreaker- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Austin Elbow Drop- Up + X
Angry Stomp- Right + X
Leg Drop- Down + X
Elbow Drop- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Knee Smash- Up + O
Reverse Chin Lock- Right + O
Pin- Down + O
Mounted Punches- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Pin w/ Bridge- Up + O
Leg Lock- Right + O
Leg Hook Pin- Down + O
Knee Stomp- Left + O

While Running

Neckbreaker Drop- O
Neckbreaker- Left or Right + O
Neckbreaker- Up or Down + O
Diving Forearm Smash- X
Power Clothesline- Left or Right + X
Power Clothesline- Up or Down + X
Bulldog - Behind- O
Bulldog - Behind- Left or Right + O
Bulldog - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Samoan Drop- Left or Right + O
Samoan drop- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
Mudhole Stomping- Left or Right + O
Tornado DDT- Up or Down + O
Help up Opponent - Lower- O
Foot Choke - Lower- Left or Right + O
Foot Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X
Spinning Wheel Kick- Left or Right + X
Spinning Wheel Kick- Up or Down + X

On TB (Opponent on Mat)

Senton Bomb- X
Diving Moonsault- Left or Right + X
Diving Moonsault- Up or Down + X

Finishing Move

Northern Lights Suplex - While Facing a Standing and Groggy Opponent- L1

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Wrestler Stats: ³Mr. Ass² Billy Gunn

=====

Real Name: Monty Sopp
Height: 6'4
Weight: 270 lbs.
From: Austin, Texas
Finishing Move: Fame-Asser
Career Highlights: Tag Team Champion, Hardcore Champion, IC Champion, 1999 King of the Ring
Favorite Quote: ³You can kiss my royal ass!²

=====

Wrestler Bio: ³Mr. Ass² Billy Gunn

=====

(bio from Prima Games)

It has been said time and again that Bad Ass Billy Gunn may be the best all around athlete the World Wrestling Federation has ever seen. His imposing physique adds an enormous amount of power to an offensive repertoire, which thanks to his athleticism is as diverse as they come.

A problem that Mr. Ass has run into has to do with his natural athletic ability.

It is not always his most dominating feature. Equipped with an ego large enough to fill most of the contiguous 48 states, Mr. Ass never has a difficult time finding enemies. The problem is not that he is good, the problem is that he knows he is good and loves to talk about it!

As a member of the New Age Outlaws, Mr. Ass was part of the most successful tag team the Federation had ever seen. Not only have he and the Road Dogg won the World Wrestling Federation Tag Team titles on numerous occasions, but they also share a special chemistry that has made them one of the most entertaining and beloved duos in history. And let us not forget Mr. Ass¹ contribution to D-Generation X, the most influential and controversial group in history.

When the time came for Mr. Ass to separate from his partner and fellow De Generates, singles success was not hard to come by. The 1999 King of the Ring also enjoyed a run as the Hardcore Champion and several near misses at the Intercontinental Title.

In the ring and out of it, Bad Ass Billy Gunn is one superstar who has done it all and succeeded!

=====
My Two Cents: ³Mr. Ass² Billy Gunn
=====

I still remember when Billy Gunn was nothing more than a guy who had to remember one line in what is my opinion, one of the most overrated tag teams ever. Then, Vince Russo suddenly got a brain freeze and decided to push this guy to the moon with little buildup. The result was Billy Gunn winning the King of the Ring, over more deserving guys like X-Pac, Kane, or even Road Dogg. Four months later, he was back trying to remember his one line. And now he is back after injury and has a new gimmick, thanks to the Right to Censor. I do not like Billy Gunn right now, hope he turns cool soon.

Striking Moves

Snap Jab- X
Drop Kick- Up + X
Chop- Right + X
Double Axe Handle- Down + X
Toe Kick- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Brainbuster (Jackhammer)- Up + O **Trademark**
Club To Neck- Right + O

Arm Wrench- Down + O
Headlock and Punch- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Back Drop- Up + O
Russian Leg Sweep- Right + O
Atomic Drop- Down + O
Bulldog- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Body Press Slam- Up + O
DDT- Right + O
Piledriver- Down + O
Falling Neckbreaker- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Austin Elbow Drop- Up + X
Knee Drop- Right + X
Austin Elbow Drop- Down + X
Knee Drop- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Camel Clutch- Up + O
Rear Chin Lock- Right + O
Pin- Down + O
Mounted Punches- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Kick To Leg- Up + O
Overhead Toss- Right + O
Leg Hook Pin- Down + O
Leg Lock- Left + O

While Running

Rolling Clutch Pin- O
Neckbreaker- Left or Right + O
Neckbreaker- Up or Right + O
Back Elbow Attack- X
Drop Kick- Left or Right + X

Drop Kick- Up or Down + X
Bulldog - Behind- O
School Boy (Pin) - Behind- Left or Right + O
School Boy (Pin) - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Powerslam- Left or Right + O
Powerslam- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
Shoulder Thrusts- Left or Right + O
Tornado DDT- Up or Down + O
Help up Opponent - Lower- O
Foot Choke - Lower- Left or Right + O
Foot Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X
Diving Fame Asser- Left or Right + X
Diving Fame Asser- Up or Down + X

On TB (Opponent on Mat)

Knee Drop- X
Elbow Drop- Left or Right + X
Elbow Drop- Up or Down + X

Finishing Move

Fame Asser - While Facing a Standing and Groggy Opponent- L1

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Height: ??????
Weight: ??????
From: The Dark Side
Carrer Highlights: Jenny Craig
Finishing Move: Pulling Piledriver

=====
Wrestler Bio: Paul Bearer
=====

(Biography from Prima Games)

Paul Bearer, the rotund manager of the Undertaker, first made his macabre presence felt in World Wrestling Federation in 1990. As the manager of the Undertaker, he was the guiding force behind the Man from the Dark Side when he captured his first World Wrestling Federation Championship in 1991 and has helped make the Ministry of Darkness the most demonic force in sports entertainment- 8 years later! In 1997, Bearer turned his back on the Phenom- and attempted to destroy him with Mankind, and later, the Undertaker's own brother, Kane. In another bizarre twist in this macabre family tale, it was soon revealed that the 'Big Red Machine' was the manager's son! However, their father/son relationship would quickly deteriorate, leading Bearer to abandon Kane for the Corporate Ministry!

Throughout his illustrious career with the Undertaker, Paul Bearer served as the perfect compliment to the Phenom.

Tall, muscular, silent, and mysterious, the Lord of Darkness has dominated much of the Federation roster for the past few years. And usually in his corner was the short, overweight, boisterous Paul Bearer. Equipped with a voice that could shatter a windshield, Bearer never seemed to keep quiet. That would not have been so bad, but it also meant that we had to look at his rather large and disturbing face. But weird as they may be, there is no doubt that some of Bearer's facial expressions rank right up there with the best of them!

As the co-mastermind behind many of the Undertaker's vicious schemes, Bearer was in the forefront of the World Wrestling Federation for some time. But when the Undertaker was forced to step away for a short time, Bearer went with him.

But now the duo is back... and what a changed man Paul Bearer is! Of course his intentions are still pure evil, but he has shed a considerable amount of weight, so the nickname 'Fat Man' cannot be thrown his way again!

=====
My 2 Cents: Paul Bearer
=====

Paul Bearer is a big fat guy who I hardly ever used in Wrestlemania 2000 or WWF Smackdown. In TV, Paul Bearer has reformed with Kane. But he has never wrestled on TV, and one look at him and you can probably figure out why that is true. Currently, he is off television, and I hear that when he returns he will not side with either Kane or Undertaker. Only time will tell, however. He is still not back on television, even though Kane and the Undertaker back. He may come

back to side with Tazz, Raven, Gangrel, and/or Kane.

Striking Moves

Chop- X
Double Axe Handle- Up + X
Austin Punches- Right + X
Body Punch- Down + X
Toe Kick- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Eye Rake- Up + O
Club To Neck- Right + O
Arm Wrench- Down + O
Snap Mare- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Reverse Pin- Up + O
Turn Facing Front- Right + O
Reverse Pin- Down + O
Turn Facing Front- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Scoop Slam- Up + O
Club To Neck- Right + O
Arm Wrench- Down + O
Snap Mare- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Angry Stomp- Up + X
Angry Stomp- Right + X
Angry Stomp- Down + X
Angry Stomp- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Sleeper Hold- Up + O
Knee Smash- Right + O
Pin- Down + O
Knee Smash- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Overhead Toss- Up + O
Leg Lock- Right + O
Leg Hook Pin- Down + O
Leg Lock- Left + O

While Running

Neckbreaker- O
Neckbreaker- Left or Right + O
Neckbreaker- Up or Down + O
Shoulder Block- X
Shoulder Block- Left or Right + X
Shoulder Block- Up or Down + X
Bulldog - Behind- O
Bulldog - Behind- Left or Right + O
Bulldog - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Powerslam- Left or Right + O
Powerslam- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
Choke- Left or Right + O
Shoulder Thrusts- Up or Down + O
Help up Opponent - Lower- O
Choke - Lower- Left or Right + O
Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X
Double Axe Handle- Left or Right + X
Double Axe Handle- Up or Down + X

On TB (Opponent on Mat)

Elbow Drop- X
Elbow Drop- Left or Right + X

=====
Finishing Move
=====

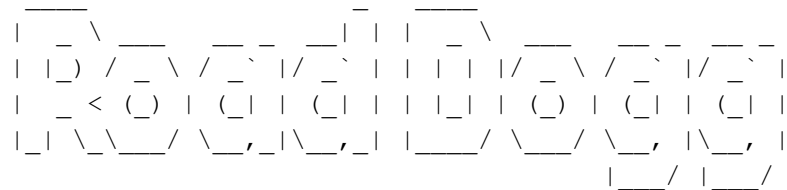
DDT - While Facing a Standing and Groggy Opponent- L1

Finishing Move Name: DDT

Posistion to Do the Move: In Front

My Rating of the Move (1-10): 2

Description of the Move: Yeah, like this move really hurts. Like I said before, it is just a DDT. So what is the point of the move itself? I mean, I hate the DDT as a finisher.



=====
Wrestler Stats: Road Dogg
=====

Real Name: James Armstrong

Height: 6'2"

Weight: 236 lbs.

From: Nashville, Tennessee

Finishing Move: Pumhandle Slam

Career Highlights: Tag Team Champion, Hardcore Champion, Intercontinental Champion

Favorite Quote: "Oh, you didn't know? Your ass better callllllll somebody!"

=====
Wrestler Bio: Road Dogg
=====

(bio from Prima Games)

There is a very slight chance that in 50 years you might somehow forget the Road Dogg's face. But there is absolutely no chance you will ever forget his voice!

If you have ever been to a World Wrestling Federation live event or watched one of the programs (we are assuming you have), then we are certain you will agree that the Road Dogg's trademark entrance is one of the most entertaining parts of the show. With his unforgettable voice and enough charisma to win the Presidency of the United States, the D-O-Double G always gets the crowd up on its feet and singing along with him.

Of course, these fun and games would all be meaningless if the Road Dogg couldn't back up his showmanship with a bit of brawling. An accomplished hardcore competitor, Road Dogg is all business once he steps in the ring. With numerous Tag Team title reigns, an Intercontinental Title reign, a Hardcore Title reign, and starring in some of the Federation's most memorable vignettes, the Road Dogg had solidified his place as one of the most accomplished all-

around Superstars to ever compete in the World Wrestling Federation.

=====
My Two Cents: Road Dogg
=====

The Road Dogg has always been one of my favorite wrestlers to watch in the World Wrestling Federation. He has an explosive personality, and his wrestling talents are decent enough to make him an entertaining wrestler. And being entertaining is important in this day and age of the World Wrestling Federation. He was stuck in a tag team with X-Pac that went nowhere, and now hopefully he will be back up to par now that the tag team has broken up.

Striking Moves

Shake Jab- X
Shake, Rattle, & Roll - Must Connect five times- X (Rapidly) **Trademark**
Clothesline- Up + X
Chop- Right + X
Body Punch- Down + X
Snap Jab- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Stomach Crusher- Up + O
Double Arm Suplex- Right + O
Jumping Arm Breaker- Down + O
Snapmare- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Sleeper Hold- Up + O
Face Crusher- Right + O
School Boy (Pin)- Down + O
Back Drop- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Jackknife Powerbomb- Up + O
Fallaway Slam- Right + O
Piledriver- Down + O
DDT- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X

Angry Stomp- Up + X
Shaky Knee Drop- Right + X
Angry Stomp- Down + X
Shaky Knee Drop- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Knee Smash- Up + O
Sleeper Hold- Right + O
Pin- Down + O
Mounted Punches- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Leg Lock- Up + O
Kick To Leg- Right + O
Leg Hook Pin- Down + O
Knee Stomp- Left + O

While Running

Rolling Clutch Pin- O
Neckbreaker Drop- Left or Right + O
Neckbreaker Drop- Up or Down + O
Clothesline- X
Back Elbow Attack- Left or Right + X
Back Elbow Attack- Up or Down + X
Face Crusher - Behind- O
School Boy (Pin) - Behind- Left or Right + O
School Boy (Pin) - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Powerslam- Left or Right + O
Powerslam- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
10 Punch- Left or Right + O
Mudhole Stomping- Up or Down + O
Help up Opponent - Lower- O
Foot Choke - Lower- Left or Right + O
Foot Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O

Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X
Missile Dropkick- Left or Right + X
Missile Dropkick- Up or Down + X

On TB (Opponent on Mat)

Knee Drop- X
Knee Drop- Left or Right + X
Knee Drop- Up or Down + X

=====
Finishing Move
=====

Pumphandle Drop - While Facing the Back of a Standing and Groggy Opponent- L1

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=====
Wrestler Stats: The Rock
=====

Real Name: Duane Johnson
Height: 6'5"
Weight: 275 lbs.
From: Miami, Florida
Finishing Move: People's Elbow
Career Highlights: World Wrestling Federation Champion, Intercontinental
Champion, Tag Team Champion
Favorite Quote: "It Doesn't Matter!"

=====
Wrestler Bio: The Rock
=====

(bio from Prima Games)

You will not see anyone like The Rock ever again. You may think that it is too bold a statement, but it just seems highly unlikely that a Superstar will be able to reach the levels of in-ring success and out-of-ring popularity that The Rock has attained.

The Royal Rumble certainly plays an important part in The People's History. In 1998, The Rock was the last man Stone Cold Steve Austin eliminated to win the Rumble. Despite the loss, The People's Champion's performance impressed a lot of people. It was not only because he came within inches of winning The Royal Rumble, but also because he finished defeating Ken Shamrock in an Intercontinental Championship match minutes

before the start of the main event! The following year, The Rock (World Wrestling Federation Champion at the time) assisted Vince McMahon in his winning of the Royal Rumble and earned the hatred of Stone Cold Steve Austin. In the 2000 event, The Rock was not the champion, but he was obsessed with winning and knew he could start his quest that night. The People's Champion put on an amazing performance at the Royal Rumble and won by defeating the immovable Big Show!

He is simply electrifying.

Combining immense amounts of athleticism and charisma, The People's Champion has the ability to stir thousands of fans into a crazed frenzy with just one word or the raise of an eyebrow.

³The Great One² is the personification of ³cool². Good looking, well dressed, and intelligent, The Rock always seems to come out on top. It is no wonder that everyone walks around wanting to be like The Rock. And now with WWF Smackdown at your wise, you can turn on your Playstation.. hit the proper buttons.. choose The Rock as the Superstar you will play with.. listen for his music (If ya¹ Smelllala²).. but before you lock up with your competition.. take a good look at that controller you are about to play with.. memorize where the buttons are.. get a good feel for it.. take out your little handkerchief.. shine it up real nice, turn that sunbitch sideways and stick it straight up your opponent's candy ass!

Does that line sound familiar to you? It doesn't matter if it sounds familiar to you! Just plug in WWF Smackdown, choose The Rock, and watch the millions and millions of The Rock's fans cheer you on to the World Wrestling Federation Championship!

If ya smell what The Rock is cookin¹!

=====
My Two Cents: The Rock
=====

I think The Rock needs to turn heel for him to make any real impact now, since I am getting bored of his constant promos. I think a heel Rock would be good for the WWF.

Striking Moves

- The Rock Punches- X
- Double Axe Handle- Up + X
- Elbow Smash- Right + X
- Clothesline- Down + X
- Toe Kick- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Eye Rake- Up + O
Club To Neck- Right + O
DDT- Down + O
Scoop Slam- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Sleeper Hold- Up + O
Russian Leg Sweep- Right + O
Atomic Drop- Down + O
Back Drop- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Suplex- Up + O
Jump Swinging DDT- Right + O
Manhattan Drop- Down + O
Rock Bottom- Left + O **Trademark**

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Angry Stomp- Up + X
Rock Stomp- Right + X
Angry Stomp- Down + X
Rock Stomp- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Mounted Punches- Up + O
Knee Smash- Right + O
Pin- Down + O
Sleeper Hold- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Overhead Toss- Up + O
Leg Lock- Right + O
Leg Hook Pin- Down + O
Kick To Leg- Left + O

While Running

Neckbreaker- O
Neckbreaker- Left or Right + O

Neckbreaker- Up or Down + O
Clothesline- X
Shoulder Block- Left or Right + X
Shoulder Block- Up or Down + X
School Boy (Pin)- O
School Boy (Pin)- Left or Right + O
School Boy (Pin)- Up or Down + O

Opponent Running

Monkey Toss- O
Samoan Drop- Left or Right + O
Samoan Drop- Up or Down + O

Opponent in TB (Front)

Shoulder Thrusts- Left or Right + O
Superplex- Up or Down + O
Help up Opponent - Lower- O
Foot Choke - Lower- Left or Right + O
Foot Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X
Double Axe Handle- Left or Right + X
Double Axe Handle- Up or Down + X

On TB (Opponent on Mat)

Knee Drop- X
Knee Drop- Left or Right + X
Knee Drop- Up or Down + X

=====
Finishing Move
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People's Elbow - While Standing at the Head of a Downed Opponent- Ll

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Wrestler Stats: Shane McMahon

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Real Name: Shane McMahon
Height: 6'2"
Weight: 230 lbs.
From: Greenwich, Connecticut
Finishing Move: Bronco Buster, Flying Elbow off top rope
Career Highlights: European Champion
Favorite Quote: ³That's Shane-O-Mac's way of life!²

=====
Wrestler Bio: Shane McMahon
=====

(bio from Prima Games)

Can you really blame Shane-O-Mac for being a little arrogant? Growing up in Greenwich, Connecticut, as the son of Vince McMahon certainly lends itself to the belief that you are better than everyone else. Could you imagine being a good-looking teenage boy, driving around in a 100,000 dollar sports car while all the girls chased you? Neither can we. OK, enough about that. We are starting to get jealous.

Within months of appearing on World Wrestling Federation programming, there was no doubt that Shane had the confidence, intelligence, and cold-heartedness of his father, but the question was, could he put it all together?

The answer to that was a very big yes. With one leap off the top rope onto the Spanish announcer's table, Shane McMahon proved that he had inherited more than that ³wind-tunnel tested hairdo² from his father. Taking his cue from Vince's amazing performances at Royal Rumble and Saint Valentine's Day Massacre, Shane earned the respect he yearned for that day when he left concerns in the ring and came crashing down on Test outside of it.

With the ability to compete in the most thrilling of matches, a killer wardrobe, and a million-dollar smile with the charisma to match, I have the feeling that Shane McMahon is going to be around for a long time. Actually, seeing how he is the owner, I have the feeling he is going to be around for a long time, even if he did not have all of that going for him. But he does, so we do not have to have that feeling.

=====
My Two Cents: Shane McMahon
=====

With the ability to compete in the most thrilling of matches, a killer wardrobe, and a million-dollar smile with the charisma to match, I have the feeling that Shane McMahon is going to be around for a long time. Actually, seeing how he is the owner, I have the feeling he is going to be around for a long time, even if he did not have all of that going for him. But he does, so we do not have to have that feeling. Shane McMahon is one of the best wrestlers in the WWF, and should be treated as such. I wish he would wrestle more, as he could outwrestle a lot of the wrestlers currently in the World Wrestling Federation.

Striking Moves

Snap Jab- X

Double Axe Handle- Up + X

Chop- Right + X

Body Punch- Down + X

Toe Kick- Left + X

Grappling (Front)

Irish Whip into the Ropes- O

Scoop Slam- Up + O

Club To Neck- Right + O

Suplex- Down + O

Eye Rake- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O

School Boy (Pin)- Up + O

Turn Facing Front- Right + O

School Boy (Pin)- Down + O

Turn Facing Front- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O

Hard Scoop Slam- Up + O

Hard Scoop Slam- Right + O

DDT- Down + O **Trademark**

Snap Mare- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O

Raise Opponent - Behind- O + O

Angry Stomp- X

Angry Stomp- Up + X

Angry Stomp- Right + X

Angry Stomp- Down + X

Angry Stomp- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O

Raise Opponent - Behind- O + O

Sleeper Hold- Up + O

Knee Smash- Right + O

Pin- Down + O

Knee Smash- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Knee Stomp- Up + O
Leg Lock- Right + O
Leg Hook Pin- Down + O
Leg Lock- Left + O

While Running

Neckbreaker- O
Neckbreaker- Left or Right + O
Neckbreaker- Up or Down + O
Back Elbow Attack- X
Bronco Buster- Left or Right + O
Bronco Buster- Up or Down + O
Bulldog - Behind- O
Bulldog - Behind- Left or Right + O
Bulldog - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Powerslam- Left or Right + O
Powerslam- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
Mudhole Stomping- Left or Right + O
Shoulder Thrusts- Up or Down + O
Help up Opponent - Lower- O
Foot Choke - Lower- Left or Right + O
Foot Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X
Double Axe Handle- Left or Right + X
Double Axe Handle- Up or Down + X

On TB (Opponent on Mat)

Elbow Drop- X
Dragon Attack- Left or Right + X
Dragon Attack- Up or Down + X

=====

I have never really been a huge fan of Steve Blackman, but I do admire his work ethic and his will to win. And he has always been a great and very entertaining competitor!

Striking Moves

Low Kick- X
Shuffle Sidekick- Up + X
Chop- Right + X
Drop Kick- Down + X
Toe Kick- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Eye Rake- Up + O
Scissors Sweep- Right + O
DDT- Down + O
Knee Kicks- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Atomic Drop- Up + O
German Suplex Pin- Right + O
Diving Reverse DDT- Down + O
Back Drop- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Shoulder Breaker- Up + O
Dragon Screw- Right + O
Piledriver- Down + O
Knee Strikes- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Angry Stomp- Up + X
Angry Stomp- Right + X
Angry Stomp- Down + X
Angry Stomp- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Knee Smash- Up + O
Sleeper Hold- Right + O

Pin- Down + 0
Arm Bar- Left + 0

Opponent on Mat (Near Feet)

Raise Opponent - Front- 0
Raise Opponent - Behind- 0 + 0
Kick To Leg- Up + 0
Knee Stomp- Right + 0
Pin w/ Bridge- Down + 0
Knee Stomp- Left + 0

While Running

Spear- 0
Spear- Left or Right + 0
Spear- Up or Down + 0
Karate Kick- X **Trademark**
Diving Shoulder- Left or Right + X
Diving Shoulder- Up or Down + X
School Boy (Pin) - Behind- 0
School Boy (Pin) - Behind- Left or Right + 0
School Boy (Pin) - Behind- Up or Down + 0

Opponent Running

Monkey Toss- 0
Powerslam- Left or Right + 0
Powerslam- Up or Down + 0

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- 0
Foot Choke- Left or Right + 0
Mudhole Stomping- Up or Down + 0
Help up Opponent - Lower- 0
Choke - Lower- Left or Right + 0
Choke - Lower- Up or Down + 0
Shoulder Block - While Running- /\, X, or 0

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- 0
Super Back Drop- Left or Right + 0
Super Back Drop- Up or Down + 0

On TB (Opponent Standing)

Double Axe Handle- X
Front Dropkick- Left or Right + X
Front Dropkick- Up or Down + X

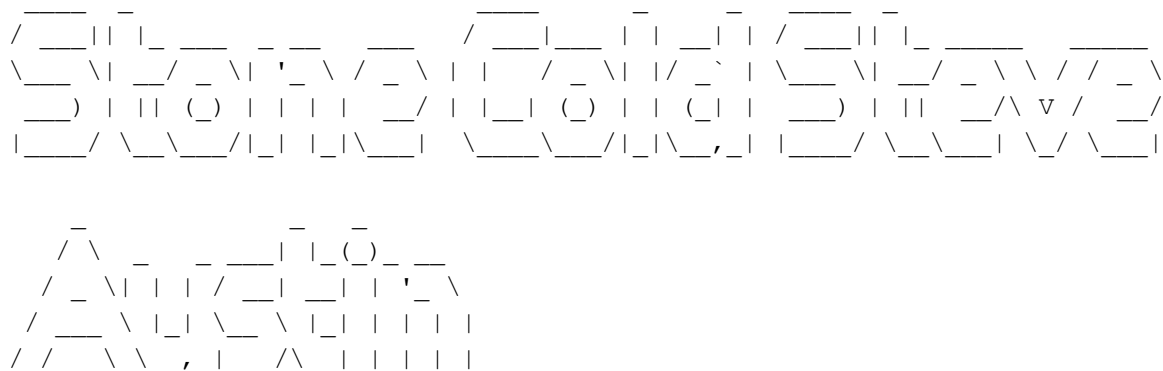
On TB (Opponent on Mat)

Elbow Drop- X
Knee Drop- Left or Right + X
Knee Drop- Up or Down + X

=====
Finishing Move
=====

Fisherman's Suplex - While Facing a Standing and Groggy Opponent- L1

Finishing Move Name: Fisherman's Suplex
Position to Do the Move: In Front
My Rating of the Move (1-10): 3
Description of the Move: Yeah, like this finishing move REALLY looks like it hurts. And the move looks really bad in the game too. I would have preferred the "whack the opponent with a kendo stick" finisher better.



=====
Wrestler Stats: Stone Cold Steve Austin
=====

Real Name: Steve Williams
Height: 6'2"
Weight: 252 lbs.
From: Victoria, TX
Finishing Move: Stone Cold Stunner
Career Highlights: Federation Champion, Intercontinental Champion, Tag Team Champion, 1996 King of Ring Winner, 1998 Royal Rumble Winner
Favorite Quote: "And that's the bottom line!"

=====
Wrestler Bio: Stone Cold Steve Austin
=====

(bio from Prima Games)

If you take a step back and look at Stone Cold Steve Austin, you will realize why he is one of the most popular Superstars to ever compete in the World Wrestling Federation. When The Rattlesnake isn't busy stomping a mudhole in one of his peers, he is usually drinking beer, flipping someone off, or getting in the boss' face - and if you are really lucky, he will be doing all three at the same time!

For Austin, the Royal Rumble has served as an extremely important event

over the years - especially in 1998 and 1999. With professed Stone Cold fan "Iron" Mike Tyson watching from an executive suite, Austin outlasted all his peers and finally eliminated The Rock to earn the win and the trip to Wrestlemania. He eventually defeated Shawn Michaels to win his first World Wrestling Federation Championship at the March pay per view. The following year, The Rock got a measure of revenge on Stone Cold when he helped Vince McMahon accomplish one of the biggest upsets in Federation history. While Austin had his attention fixed on The People's Champion, who was outside the ring, McMahon attacked Austin from behind and threw him over the rope to win the 30-Superstar competition!

If you take a step back and look at Stone Cold Steve Austin, you will realize why he is one of the most popular Superstars to ever compete in the World Wrestling Federation. When the Rattlesnake is not busy stomping a mudhole in one of his peers, he is usually drinking beer, flipping someone off, or getting in the boss¹ face and if you are real lucky, he will be doing all three at the same time!

Anyone who has ever worked a day in their lives has fantasized about beating the arrogance out of their boss with a steel chair, calling him a jackass, or dumping a beer over his wind-tunnel-tested hairdo.

What makes Stone Cold Steve Austin the man he is, is that he does not fantasize about doing these things (hell, the word fantasize has never even passed his lips, probably) he just does them. Many times, older men look at their younger, single counterparts and say ³Go out and have fun, I love vicariously through you.²

This is how the typical Federation fans views Stone Cold. They think, ³First, I am going to destroy my adversary of the day (work). Then I am going to grab the evil leader behind all my problems (my boss), and annihilate him with uncontrolled fury. When it is all over and I am standing on top a victorious man, I will celebrate with multiple beers as the world cheers me on.²

What we would not give to live one day in the life of Stone Cold Steve Austin.

=====
My Two Cents: Stone Cold Steve Austin
=====

If he learns to stay away from Steph, he will continue to be one of my favorite wrestlers.

Striking Moves

Austin Punches- X
Overhand Punch- Up + X
Toe Kick- Right + X
Clothesline- Down + X
Snap Jab- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Eye Rake- Up + O

Suplex- Right + O
Side Buster- Down + O
Scoop Slam- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Sleeper Hold- Up + O
Turn Facing Front- Right + O
Bulldog- Down + O
Back Drop- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Piledriver- Up + O
DDT- Right + O
Side Buster- Down + O
Stunner- Left + O **Trademark**

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Angry Stomp- Up + X
Austin Elbow Drop- Right + X
Angry Stomp- Down + X
Austin Elbow Drop- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Sleeper Hold- Up + O
Mounted Punches- Right + O
Pin- Down + O
Mounted Punches- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Overhead Toss- Up + O
Leg Lock- Right + O
Leg Hook Pin- Down + O
Kick To Groin- Left + O

While Running

Press and Knuckle- O
Press and Knuckle- Left or Right + O
Press and Knuckle- Up or Down + O
Power Clothesline- X

Power Clothesline- Left or Right + X
Shoulder Block- Up or Down + X
Bulldog - Behind- O
Bulldog - Behind- Left or Right + O
Bulldog - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Shoulder Back Toss- Left or Right + O
Shoulder Back Toss- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
Shoulder Thrusts- Left or Right + O
Boot Choke- Up or Down + O
Help up Opponent - Lower- O
Foot Choke - Lower- Left or Right + O
Foot Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

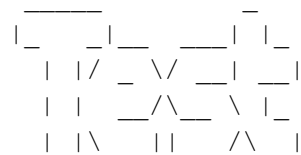
Double Axe Handle- X
Double Axe Handle- Left or Right + X
Double Axe Handle- Up or Down + X

On TB (Opponent on Mat)

Driving Elbow- X
Driving Elbow- Left or Right + X
Driving Elbow- Up or Down + X

=====
Finishing Move
=====

Stone Cold Stunner - While Facing a Standing and Groggy Opponent- L1



=====
Wrestler Stats: Test
=====

Height: 6'2

Weight: 278 lbs.

From: Toronto, Ontario, Canada

Finishing Move: Pumphandle Slam

Career Highlights: beat Big Boss Man to win hardcore Title

=====
Wrestler Bio: Test
=====

It's hard to believe that Test is still a newcomer to the World Wrestling Federation. In the short time that Test has been with us, he's served as a prominent member of the Corporation and had the romance of the millenium with his almost-bride, Stephanie McMahon.

During the course of a few months, Test has had to overcome more obstacles than one can imagine in his bid for Stephanie's love. Shane McMahon, the Mean Street Posse, and the British Bulldog all stood in the young couple's way at one point during their courtship, but Test found a way to defeat them all. In doing so, the young Canadian impressed legions of Federation fans (especially the ladies) and officials as well.

Showing a tremendous amount of skill in the ring and natural talent as an entertainer outside of it, Test gave everyone associated with the WWF another reason to be excited about the future.

When Stephanie turned her back on him, it might have sent his world crashing down, but it certainly did not finish him off. The young Canadian with a tremendous amount of athletic ability and impressive physique has a very long future in the World Wrestling Federation!

A few months after breaking his nose in an attack by DX, Test returned and soon found him a new woman: Trish Stratus. Test has since teamed with Prince Albert to form a tag team T and A. Test's stock is only increasing in value.

=====
Rumor Killers
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-Test was never a bodyguard for Motley Crue

-Test and Stephanie McMahon never went out.

-Test is going out with Tori.

=====
My 2 Cents: Test
=====

Test is my favorite wrestler in the World Wrestling Federation. He became that while he was in the storyline with Stephanie McMahon. Stephanie and Test have both gone heel, but Steph did it with HHH and Test did it with Trish Stratus and Prince Albert. This now leads to an interesting situation, as Test really hates Stephanie's guts after she betrayed him. Therefore, the WWF writers (geniuses that they are) now make Test into a whipped guy that follows Trish's commands. Man, test was this close to being a superstar too!

=====
Move List
=====

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Key
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O circle
T triangle
X Button X
S square

Moves: If a move was to be performed by pushing left then circle, it would appear as Left, O on the move list here.

=====
Moves
=====

Facing the Opponent

Irish Whip to Ropes	O
Falling Neckbreaker	Down, O
Side Buster	Left, O
Stomach Crusher	Up, O
Suplex	Right, O
Chop	X
Big Boot	Down, X
Toe Kick	Left, X
Clothesline	Up, X
Austin Punches	Right, X

Facing the Groggy Opponent

Falling Power Slam	Down, O
Falling Neckbreaker	Left, O
Test Neck Breaker	Up, O
Small Package	Right, O

Behind the Opponent

Irish Whip to Ropes	O
Full Nelson Slam	Down, O
Pump Handle Slam	Left, O
Sleeper Hold	Up, O
Pumphandle Drop	Right, O

Opponent on Mat

Upper Body

Raise Opponent	O
Camel Clutch	Up, O
Mounted Punch	Right, O
Mounted Punch #2	Left, O
Angry Stomp	X
Angry Stomp #2	Left, X
Angry Stomp #3	Right, X
Elbow Drop	Down, X
Elbow Drop #2	Up, X

Lower Body

Raise Opponent	O
Leg Lock	Up, O
Kick to Leg	Right, O
Boston Crab	Left, O

Turnbuckle Moves

Facing Opponent

Irish Whip to Ropes	O
10 Punch	Left, O or Right, O
Mudhole Stomping	Down, O or Up, O

Behind Opponent

Irish Whips to Rope	O
Super Backdrop	Left, O or Right, O
Super Backdrop #2	Up, O or Down, O

Opponent Sitting in Lower Turnbuckle

Raise Opponent	O
Foot Choke	Left, O or Right, O
Foot Choke #2	Up, O or Right, O
Power Clothesline	Triangle, X

Turnbuckle Attacks

Opponent Standing

Double Axe Handle	X
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Flying Clothesline Left, X or Right, X
Flying Clothesline #2 Down, X or Up, X

Opponent on Mat

Test Diving Elbow X
Knee Drop Left, X or Right, X
Knee Drop #2 Down, X or Up, X

Running Attacks

Push Up and the direction you wish to run in. You will run off the turnbuckle. As you approach the opponent, do a button combo listed here to do a move.

Facing Opponents

Neckbreaker O
Neckbreaker Drop Left, O or Right, O
Neckbreaker Drop #2 Down, O or Up, O
Power Clothesline X
Yakuza Kick Left, X or Right, X
Yakuza Kick #2 Down, X or Up, X

Behind Opponent

Bulldog #1 X
Bulldog #2 Left, X or Right, X
Bulldog #3 Down, X or Up, X

Running Counterattacks-Opponent Running

Use this when your opponent is running off the turnbuckle towards you.

Shoulder Back Toss O
Powerslam Left, O or Right, O
Powerslam #2 Up, O or Down, O

=====
Finisher
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Pumphandle Slam (well its just a normal move function in this game, meaning you don't have to have the Smackdown meter full to execute it.) Also, the Test Elbow Drop he sometimes uses in the game is featured as well, but again it is just a regular move.

Finishing Move Name: Diving Powerbomb
Posistion to Do the Move: In Front

My Rating of the Move (1-10): 4

Description of the Move: Like I have mentioned already, I would have much rather seen the Pumphandle Slam or Test Elbow then this wussy powerbomb finisher. And yes, I know the Pumphandle Slam and Test Diving Elbow are in the game as regular moves! But I would rather them be finishing moves! That is all.

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=====
Wrestler Stats: Tori
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Real Name: ???
Height: ???
Weight: ???
From: De generation X
Finishing Move: Tori Suplex
Career Highlights: Women's Champ
Favorite Quote: ???

=====
Wrestler Bio: Tori
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(bio from Prima Games)

Enigmatic. Appealing. Mysterious. Powerful.

Sometimes looks can be deceiving. Although Tori is one of the more tantalizing sights the World Wrestling Federation has to offer, you should never feel 100 percent secure in her presence.

Tori entered the World Wrestling Federation as a result of her extreme admiration for one of its Superstars. Proving that she could do anything to earn attention from the object of her desire, Tori never tired of her constant efforts.

Later on down the road, Tori was locked in a number of legendary battles with Ivory over the World Wrestling Federation's Women's Championship. "Evening gown" matches, hardcore rules, whatever the stipulation, she was always up for the occasion.

Then came her interesting relationship with "The Big Red Machine", aka Kane (Undertaker's brother)

Throughout all her turns in the road, Tori has displayed one quality that has

remained consistent - she is willing to do whatever it takes to achieve her goals. With her enticing physical appeal and an intelligence to match, Tori ususally finds a way to get what she wants.

=====
My Two Cents: Tori
=====

I really did not know Tori as a wrestler too well until she got put into the X-Pac/Kane angle. At first, I did not like her that much but once she joined DX she became one of my favorite females in the WWF> I like to use her in WWF Smackdown as well.

=====
Move List
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Key
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O circle
T triangle
X Button X
S square

Moves: If a move was to be performed by pushing left then circle, it would appear as Left, O on the move list here.

=====
Moves
=====

Facing the Opponent

Irish Whip to Ropes	O
Club to Neck	Down, O
Snapmare	Left, O
Scoop Slam	Up, O
Snapmare	Right, O
Middle Kick	X
Dropkick	Down, X
Slap	Left, X
Double Axe Handle	Up, X
Back Elbow Smash	Right, X

Facing the Groggy Opponent

DDT	Down, O
Suplex	Left, O
Small Package	Up, O
Suplex	Right, O

Behind the Opponent

Irish Whip to Ropes	O
Reverse Pin	Down, O
Turn to Face	Left, O
Reverse Pin	Up, O
Turn to face	Right, O

Opponent on Mat

Upper Body

Raise Opponent	O
Sleeper Hold	Up, O
Knee Smash	Right, O
Knee Smash	Left, O
Angry Stomp	X
Angry Stomp	Left, X
Angry Stomp	Right, X
Angry Atomp	Down, X
Angry Stomp	Up, X

Lower Body

Raise Opponent	O
Toss	Up, O
Leg Lock	Right, O
Leg Lock	Left, O

Turnbuckle Moves

Facing Opponent

Irish Whip to Ropes	O
Choke	Left, O or Right, O
Shoulder Thrusts	Down, O or Up, O

Behind Opponent

Irish Whip to Rope O
School Boy Left, O or Right, O
School Boy Up, O or Down, O

Opponent Sitting in Lower Turnbuckle

Raise Opponent O
Choke Left, O or Right, O
Choke #2 Up, O or Right, O
Shoulder Block Triangle, X

Turnbuckle Attacks

Opponent Standing

Missile Dropkick X
Double Axe Handle Left, X or Right, X
Double Axe Handle Down, X or Up, X

Opponent on Mat

Elbow Drop X
Knee Drop Left, X or Right, X
Knee Drop Down, X or Up, X

Running Attacks

Push Up and the direction you wish to run in. You will run off the turnbuckle. As you approach the opponent, do a button combo listed here to do a move.

Facing Opponents

Neckbreaker O
Rolling Clutch Pin Left, O or Right, O
Rolling Clutch Pin Down, O or Up, O
Dropkick X
Shoulder Block Left, X or Right, X
Shoulder Block Down, X or Up, X

Behind Opponent

Bulldog #1 X
Bulldog #2 Left, X or Right, X
Bulldog #3 Down, X or Up, X

Running Counterattacks-Opponent Running

Use this when your opponent is running off the turnbuckle towards you.

Monkey Toss O
Shoulder Back Toss Left, O or Right, O
Shoulder Back Toss Up, O or Down, O

=====
Finisher
=====

(press L1 when Smackdown meter appears)

Tori Suplex: sort of like a regular suplex

Finishing Move Name: Tori Suplex
Position to Do the Move: In Front
My Rating of the Move (1-10): 7
Description of the Move: Oh my gosh, a women's finisher that actually is decent? Tori's version of the suplex is actually the best version of the suplex in WWF Smackdown.

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=====
Wrestler Stats: Triple H
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Real Name: Jean Paul Levesque
Height: 6'4"
Weight: 246 lbs.
From: Greenwich Connecticut
Finishing Move: Pedigree
Career Highlights: 3 time WWF Champ, 2 time IC Champ, 2 time Euro champ, 1997 King of the Ring, enters WM2000 as WWF Champ.

=====
Wrestler Bio: Triple H
=====

(bio from Prima Games)

Perhaps when utilizing the Create a Superstar feature in WWF Smackdown!, you should use Triple H as the mold. He embodies all that a World Wrestling Federation Superstar of this era should be.

He is in peak physical condition and dedicates himself to the Gym so he remains that way. His technical ability is up there with the best of them, but if a match calls for him to brawl in the back with garbage cans and broomsticks- bring it on.

As far as his ability to entertain the crowd is concerned, one minute he'll have you rolling on the floor in a fit of hysteria because he just led an attack on a cross-town live event. The next minute you'll be throwing things at the television hoping that somehow, one of them will get through and hit him because he just got done insulting you before he screwed your favorite Superstar out of a win. He's intelligent, articulate, witty, and armed with an immeasurable amount of charisma.

And let's not forget the cool factor. With the rest of DeGeneration X by his side, Triple H lives life in the World Wrestling Federation as a rock star who isn't going to let any set of rules run his game. Life on the edge is what it's all about for Triple H and his de-generate pals.

=====
My Two Cents: Triple H
=====

Triple H has been a very strange wrestler, in my opinion. First, he was a spoiled brat from Greenwich, Connecticut. Now he's the World Wrestling Federation champion. Featuring quickness, speed, agility, and overall ood mic skills, Triple H has evolved from the man I loved to hate to one of the most beloved superstars in the World Wrestling Federation. I have liked him more and more ever since he reformed DX, and now that he has the love of my life by his side, there is no stopping Triple H.

=====
Move List
=====

=====
Key
=====

- O circle
- T triangle
- X Button X
- S square

Moves: If a move was to be performed by pushing left then circle, it would appear as Left, O on the move list here.

=====
Moves
=====

Facing the Opponent

Irish Whip to Ropes	O
Knee Smash	Down, O
Scoop Slam	Left, O
Eye Rake	Up, O
Arm Wrench	Right, O
Snap Job	X
Clothesline	Down, X
Toe Kick	Left, X
Elbow Smash	Up, X
Chop	Right, X

Facing the Groggy Opponent

Rib Breaker	Down, O
Jumping Arm Breaker	Left, O
Reverse Suplex	Up, O
Manhattan Drop	Right, O

Behind the Opponent

Irish Whip to Ropes	O
Diving Reverse DDT	Down, O
Back Drop	Left, O
Dragon Sleeper	Up, O
Turn to Face	Right, O

Opponent on Mat

Upper Body

Raise Opponent	O
Reverse Chin Lock	Up, O
Knee Smash	Right, O
Mounted Punch	Left, O
Angry Stomp	X
Double Knee Drop	Left, X
Double Knee Drop	Right, X
Angry Stomp	Down, X
Angry Stomp	Up, X

Lower Body

Raise Opponent	O
Figure Four Leglock	Up, O

Kick to Leg Right, O
Knee Stomp Left, O

Turnbuckle Moves

Facing Opponent

Irish Whip to Ropes O
Shoulder Thrusts Left, O or Right, O
Superplex Down, O or Up, O

Behind Opponent

Irish Whips to Rope O
Super Back Drop Left, O or Right, O
Super Backdrop #2 Up, O or Down, O

Opponent Sitting in Lower Turnbuckle

Raise Opponent O
Foot Choke Left, O or Right, O
Foot Choke #2 Up, O or Right, O
Jumping Knee Attack Triangle, X

Turnbuckle Attacks

Opponent Standing

Double Axe Handle X
Flying Clothesline Left, X or Right, X
Flying Clothesline Down, X or Up, X

Opponent on Mat

Knee Drop X
Knee Drop Left, X or Right, X
Knee Drop Down, X or Up, X

Running Attacks

Push Up and the direction you wish to run in. You will run off the turnbuckle. As you approach the opponent, do a button combo listed here to do a move.

Height: 6'10"

Weight: 328 lbs.

From: Death Valley

Finishing Move: Tombstone Piledriver

Career Highlights: World Wrestling Federation Champ (x3), Tag Champ (w/Kane, Big

Show, Austin)

Favorite Quote: "Your ass is grass, and I'm smoking it!"

=====

Wrestler Bio: Undertaker

=====

(bio from Prima Games)

What is it about the Undertaker that has kept him on top of the World Wrestling Federation for more than a decade? He is dark, mysterious, and evil, yet millions of fans around the world continue to be dedicated 'creatures of the night' after all this time. In an age where everything seems to move at the speed of light, not only has the Undertaker remained, he has thrived throughout his illustrious career as a sports entertainer.

From the early days of the urn and Paul Bearer to the more recent Corporate Ministry, the Undertaker has remained one of the most entertaining superstars on

the roster. With an entrance that few can rival, a commanding aura that surrounds his silence, and the maneuverability of a superstar half his size, the

Undertaker is the perfect mixture of entertainment and athleticism. Who would imagine a man taller than 6 foot 10 inches walking on the top rope as if he were

the highwire act in the travelling circus?

Let us not forget about power. Whether it is a 'tombstone piledriver' or a hellacious choke slam, the Undertaker has more than one way to ensure that his opponent will 'rest in peace'.

=====

My Two Cents: Undertaker

=====

The Undertaker has always been one of my favorite wrestlers, from the days of the urn and Paul Bearer, to the more recent tag team destruction with the Big Show. However, he has kind of fallen out of my good graces since returning to the World Wrestling Federation. Do not get me wrong, I was very happy to see him return, as everyone else was, but his gimmick is rather stupid to me. I

hope he goes back to the old Undertaker soon, because I am already tired of the American Bad Ass gimmick.

Striking Moves

Throat Thrust- X

Double Axe Handle- Up + X

Body Punch- Right + X

Back Elbow Smash- Down + X

Toe Kick- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Club To Neck- Up + O
Hard Scoop Slam- Right + O
Shoulder Breaker- Down + O
DDT- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Sleeper Hold- Up + O
Atomic Drop- Right + O
Pumphandle Slam- Down + O
Diving Reverse DDT- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Choke Slam- Up + O ****Trademark****
Rib Breaker- Right + O
Jackknife Powerbomb- Down + O
DDT- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Elbow Drop- Up + X
Knee Drop- Right + X
Leg Drop- Down + X
Knee Drop- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Mounted Punches- Up + O
Sleeper Hold- Right + O
Darkness Pin- Down + O
Darkness Choke- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Kick To Leg- Up + O
Knee Stomp- Right + O
Leg Hook Pin- Down + O
Knee Stomp- Left + O

While Running

Neckbreaker- O
Running DDT- Left or Right + O
Running DDT- Up or Down + O
Flying Lariat- X
Diving Shoulder- Left or Right + X
Diving Shoulder- Up or Down + X
Bulldog - Behind- O
Bulldog - Behind- Left or Right + O
Bulldog - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Shoulder Back Toss- Left or Right + O
Shoulder Back Toss- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
Walk On The Ropes- Left or Right + O
Choke- Up or Down + O
Pick up Opponent - Lower- O
Choke - Lower- Left or Right + O
Choke - Lower- Up or Right + O
Shoulder Block - While Runing- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X
Flying Clothesline- Left or Right + X
Flying Clothesline- Up or Down

On TB (Opponent on Mat)

Knee Drop- X
Knee Drop- Left or Right + X
Knee Drop- Up or Down + X

=====
Finishing Move
=====

Tombstone Piledriver - Facing a Standing & Groggy Opponent- L1

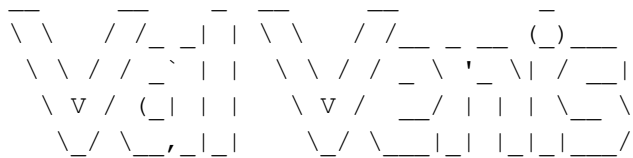
Finishing Move Name: Tombstone Piledriver

Posistion to Do the Move: In Front

My Rating of the Move (1-10): 9

Description of the Move: I love this move too, and I hope the Undertaker will

use this move again now that he is back on television! At least the move is in the game, because Kane doesn't use it.



=====

Wrestler Stats: Val Venis

=====

Real Name: Sean Morely
Height: 6'4"
Weight: 245 lbs.
From: Las Vegas, Nevada
Finishing Move: Money Shot
Career Highlights: Intercontinental Champion, European Champion
Favorite Quote: "There is nothing wrong with selective censorship!"²

=====

Wrestler Bio: Val Venis

=====

(bio from Prima Games)

Anyone who owns a copy of WWF Smackdown will have no problem keeping the game going all night long... but Val Venis does not have to plug anything in to keep his game of Smackdown going all night long!

This is the essence of Val Venis. Armed with the virility of a mid-size army, the Big Valbowski is ready to take on all comers. If sexual conquests were a race, Val would be competing in the 40 yard dash.

Perhaps the most amazing thing about Val Venis though, is that he is always getting the best looking ladies, despite the fact that he treats them like dirt!

The Big Valbowski has never hidden his lack of respect toward the fairer sex, yet they still cannot seem to get enough of him. Val has had trysts with just about every hottie that has ever appeared in the World Wrestling Federation and, as if following a formula, he gets rid of them when he has had enough. And as soon as he unloads one, another one is right along the corner!

Despite all of this extracurricular activity, Val Venis always has more than enough energy for the squared circle. A skilled athlete, Val also has the power and toughness to brawl it out with the best of them!

=====

My Two Cents: Val Venis

=====

I have always thought Val Venis was better at portraying the role as a babyface, although he has always done better in his career as a heel. His biggest feud to date was a feud with Mankind, in which he portrayed the Socko-hating heel that refused to read Mankind's book. He ended up beating Mankind in which is his biggest victory to date. Before long, he was a face again, and he toiled in

mediocrty. He then became a heel, got Trish Stratus, became Intercontinental Champion, dumped Trish Stratus, then joined the biggest heel group since the Corporate Ministry, The Right to Censor.

Striking Moves

Chop- X
Double Axe Handle- Up + X
Elbow Smash- Right + X
Standing Clothesline- Down + X
Austin Punches- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Eye Rake- Up + O
Scissors Sweep- Right + O
Arm Wrench- Down + O
DDT- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Octopus Stretch- Up + O
German Suplex Piin- Right + O
Atomic Drop- Down + O
Russian Leg Sweep- Left + O ****Trademark****

Grappling (Groggy)

Irish Whip into the Ropes- O
Stomach Crusher- Up + O
Spine Buster- Right + O
Fisherman's Suplex- Down + O
Double Arm Suplex- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Elbow Drop- Up + X
Angry Stomp- Right + X
Elbow Drop- Down + X
Angry Stomp- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Sleeper Hold- Up + O
Reverse Chin Lock- Right + O
Pin- Down + O

Mounted Punches- Left + X

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Kick To Groin- Up + O
Kick To Leg- Right + O
Pin with Bridge- Down + O
Leg Lock- Left + O

While Running

Neckbreaker Drop- O
Neckbreaker- Left or Right + O
Neckbreaker- Up or Down + O
Back Elbow Smash- X
Shoulder Block- Left or Right + X
Shoulder Block- Up or Down + X
School Boy (Pin) - Behind- O
School Boy (Pin) - Behind- Left or Right + O
School Boy (Pin) - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Pulling Walk Slam- Left or Right + O
Pulling Walk Slam- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
Superplex- Left or Right + O
Mudhole Stomping- Up or Down + O
Help up Opponent - Lower- O
Foot Choke - Lower- Left or Right + O
Foot Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X
Double Axe Handle- Left or Right + X
Double Axe Handle- Up or Down + X

On TB (Opponent on Mat)

victory, a fall from the top of the steel cage, a win (along with Shane McMahon) over Stone Cold Steve Austin in a handicap ladder match, and an unforgettable war with Triple H. Every time Mr. McMahon steps in the ring you can be certain that he will give his all to ensure that you are entertained.

The only question that remains is, where has Mr. McMahon kicked more butt... in the office or the ring?

=====
My Two Cents: Vince McMahon
=====

Besides the Big Show, I do not think that a single wrestler or character has undergone more character changes than Vince McMahon. He sometimes play a babyface owner pushed around by unruly wrestlers, like Triple H, who do stuff like marry his daughter. However, he is best well known for his role as a manical owner that does his best to make sure things go the way he wants. His feud with Austin will forever go down as a turning point in the World Wrestling Federation, as the feud made the World Wrestling Federation what it is today. He always gives his all in the ring too, just to make sure that the fans are entertained, and I admire that.

Striking Moves

Middle Kick- X
Double Axe Handle- Up + X
Toe Kick- Right + X
Double Axe Handle- Down + X
Chop- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Club To Neck- Up + O
Eye Rake- Right + O
Arm Wrench- Down + O
Eye Rake- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Turn Facing Front- Up + O
Turn Facing Front- Right + O
Turn Facing Front- Down + O
Turn Facing Front- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Club To Neck- Up + O
Piledriver- Right + O
Arm Wrench- Down + O
Side Buster- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Angry Stomp- Up + X
Angry Stomp- Right + X
Angry Stomp- Down + X
Angry Stomp- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Sleeper Hold- Up + O
Knee Smash- Right + O
Pin- Down + O
Knee Smash- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Knee Stomp- Up + O
Kick To Leg- Right + O
Leg Hook Pin- Down + O
Leg Lock- Left + O

While Running

Neckbreaker- O
Neckbreaker- Left or Right + O
Neckbreaker- Up or Down + O
Shoulder Block- X
Shoulder Block- Left or Right + X
Shoulder Block- Up or Down + X
Bulldog - Behind- O
Bulldog - Behind- Left or Right + O
Bulldog - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Shoulder Back Toss- Left or Right + O
Shoulder Back Toss- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
Choke- Left or Right + O
Mudhole Stomping- Up or Down + O
Help up Opponent - Lower- O
Choke - Lower- Left or Right + O

Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X
Double Axe Handle- Left or Right + X
Double Axe Handle- Up or Down + X

On TB (Opponent on Mat)

Knee Drop- X
Elbow Drop- Left or Right + X
Elbow Drop- Up or Down + X

=====

Finishing Move

=====

Stunner - While Facing a Standing and Groggy Opponent- L1

Finishing Move Name: Stunner
Position to Do the Move: In Front
My Rating of the Move (1-10):
Description of the Move: Basically a one handed Stone Cold Stunner. I guess Vince uses this move because of the big rivalry that Stone Cold and Mr McMahon have had on WWF television.

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/_/_ \ | | _,_|_ |

=====

Wrestler Stats: X-Pac

=====

Real Name: Sean Waltman
Height: 6'0"
Weight: 212 lbs.
From: Minneapolis, Minnesota
Finishing Move: X-Factor
Career Highlights: European Champ, Tag Champ (w/Kane)
Favorite Quote: "Your ass is grass, and I'm smoking it!"

=====

Wrestler Bio: X-Pac

=====

(bio from wwf.com)

Don't blink. If you do during an X-Pac match, you might miss something spectacular. At just over 200 pounds, X-Pac is almost always giving up several pounds to his opponent. He makes up for that with lightning-fast quickness. You can only beat him if you can catch him. His two-time reign as European Champion proves that few superstars can.

When X-Pac (formerly the 1-2-3 Kid) made his return to the Federation on March 30, 1998, no longer was he the fresh-faced, innocent-looking kid of years past. This rebel now sports a beard and dark glasses and is one of the members of D-Generation X. He's loud, obnoxious, and not afraid to rip into someone at a moment's notice.

=====
My Two Cents: X-Pac
=====

X-Pac was in the World Wrestling Federation several years ago as the 1-2-3 kid, and I had a lot of respect for him. Then he suddenly disappeared from the World Wrestling Federation and went to World Championship Wrestling, as Syxx. When he came back to the World Wrestling Federation, he added a new look and lots of charisma, becoming a member of De Generation X as X-Pac. With lots of speed and agility, he has a bright future.

=====
Move List
=====

=====
Key
=====

O circle
T triangle
X Button X
S square

Moves: If a move was to be performed by pushing left then circle, it would appear as Left, O on the move list here.

=====
Moves
=====

Facing the Opponent

Irish Whip to Ropes	O
Headlock and Punch	Down, O
Snapmore	Left, O
Eye Rake	Up, O
DDT	Right, O
Middle Kick	X
Spinning to Face X-Pac	Down, X
Snap Jab	Left, X
Spinning Wheel Kick	Up, X

Spinning Kick Right, X

Facing the Groggy Opponent

Piledriver Down, O
Spinning Back Drop Left, O
Hurricane Hurracanrana Up, O
Fisherman Suplex Right, O

Behind the Opponent

Irish Whip to Ropes O
Reverse Pin Down, O
Back Drop Left, O
School Boy Up, O
Turn to Face Right, O

Opponent on Mat

Upper Body

Raise Opponent O
Knee Smash Up, O
Sleeper Hold Right, O
Mounted Punch Left, O
Angry Stomp X
Angry Stomp Left, X
Angry Stomp Right, X
Leg Drop Down, X
Leg Drop Up, X

Lower Body

Raise Opponent O
Kick to Leg Up, O
Kick to Groin Right, O
Knee Stomp Left, O

Turnbuckle Moves

Facing Opponent

Irish Whip to Ropes O
10 Punch Left, O or Right, O
Mudhole Stomping Down, O or Up, O

Behind Opponent

Irish Whips to Rope	O
Super Back Drop	Left, O or Right, O
Super Backdrop #2	Up, O or Down, O

Opponent Sitting in Lower Turnbuckle

Raise Opponent	O
Foot Choke	Left, O or Right, O
Foot Choke #2	Up, O or Right, O
Bronco Buster	Triangle, X

Turnbuckle Attacks

Opponent Standing

Double Axe Handle	X
Spinning Wheel Kick	Left, X or Right, X
Spinning Wheel Kick	Down, X or Up, X

Opponent on Mat

Knee Drop	X
Knee Drop	Left, X or Right, X
Knee Drop	Down, X or Up, X

Running Attacks

Push Up and the direction you wish to run in. You will run off the turnbuckle. As you approach the opponent, do a button combo listed here to do a move.

Facing Opponents

Neckbreaker	O
Neckbreaker	Left, O or Right, O
Neckbreaker	Down, O or Up, O
Flying Lariat	X
Bronco Buster	Left, X or Right, X
Bronco Buster	Down, X or Up, X

Behind Opponent

School Boy #1	X
School Boy #2	Left, X or Right, X
School Boy #3	Down, X or Up, X

Running Counterattacks-Opponent Running

Use this when your opponent is running off the turnbuckle towards you.

Monkey Toss	O
Pulling Walk Slam	Left, O or Right, O
Pulling Walk Slam	Up, O or Down, O

=====
Finisher
=====

(press L1 when Smackdown meter appears)

X-Factor: One of the best (and best named) finishers in the World Wrestling Federation today.

Finishing Move Name: X-Factor

Posistion to Do the Move: In Front

My Rating of the Move (1-10): 10

Description of the Move: The second, and final, finisher that gets a 10/10 from me, mainly because I love the look and strength of the move.

=====
V. CREATE A WRESTLER AND FINISHERS GUIDE
=====

=====
CREATE A WRESTLER
=====

=====
WWF SMACKDOWN! by Andrew Tso
Playstation Create a wrestler Guide
Last updated: 09/25/00

UPDATES

=====

05/07/00- A BUTTLOAD OF CAWS FOR YOU TODAY! Check them out at the bottom!

05/10/00- I am such a bum. I got everything mixed up. Sorry about the CAWs, because you will have to edit the CAW's appearance. I got mixed up, because I mixed up the CAW numbers! And the CAWs are MUCH easier to make because I added a description for the clothes and faces!

ALSO: ANDY591 WANTS YOU TO CHECK HIS KAIENTAI DOUBLE TEAM MOVE IN THE COOL MOVES SECTION! It really looks like the real double team!

05/11/00- Those damn Dudleys with their dirty flying headbutt to groin!
Go to the COOL MOVES section to do this! Thanks to Grandmaster APA and
now my FAQ does not lack INTENSITY, INTEGRITY and INTELEGENCE! Thank you
Grandmasta!

05/17/00- *GASP!* What is this? A BUTTLOAD OF COOL MOVES FOR YOUR
PLEASURE! YAY! Thank you VERY VERY VERY VERY VERY MUCH GRANDMASTA APA!

05/22/00- CAWS CAWS CAWS! Alot of CAWs for you!

05/30/00- Alright, it's been a while since I updated. Boy, I'm tired!
Well, I'm still slacking off and haven't read any mail for a few days
(sorry for the people who sent me something, I will read them ASAP), so
this is what I'm going to do. I have alot of untested CAWs from Andrew
McBride (thanks man!). There are too many CAWs, so I decided to send
them to you if you ask me to. And if you want, you can test them for me
and I would give you credit for helping out! :)
I'm off for 1 week, but I will try to make an update on Sunday! Come and
check my FAQ on Monday. Bye!

06/03/00- There, like I promised but just a few days late. And frediel
also got a buttload (and I mean BUTTLOAD) of CAWs for you! Email me and
I will send them! Got some neat cool moves in the cool moves section so
check it out! I also have a nice "pimpin" Chris Jericho for you!

08/01/00- I'm back! Sorry for not replying to some mail but I was just
on a little break. I got alot of new stuff for you so check out the CAWS
section for a CAW of "Goodfather" and more! Also a cool move is added in
the cool moves section!

09/25/00- I don't think you people understand my purpose of the Hardy
Boyz Leg Drop. The point of it was that I wanted to do the leg drop in a
singles match. You guys are telling me how to do the "real" one, well I
do know. I made the cool move so that you actually LAND on the person's
back, not fly forward to hit someone else. Let me explain:

"Real"

Hit something else and not the person who was on his knees

"Fake"

Hit someone while they are on their knees so you can do a leg drop on
them.

"Real"

You do a flying leg splash

"Fake"

You LAND on them creating the illusion that you are about to jump on
him, jump then do a leg drop.

So I hope you understand. Please do not send me anymore mail regarding
this. I have stopped updating, but expect my next FAQ for Smackdown! 2

```

/-----\
|          |
| CONTROL BOX |
|          |
|-----|
|CONTROLS IN THE CAS MODE |
|=====|
|          |

```

```

|X- Select |
|Triangle- Go back |
|Left/Right- Toggle through selections |
|L2/R2- Turn your created wrestler |
|L1/R1- Get to another section |
|_____ |

```

INTRO

=====

Hello everyone, I'm andy591. This is my second FAQ! This is a create a superstar guide which shows you all the costumes in the game, and all the ability level you need to be able to do a certain move!

Press Ctrl+F on your Internet Explorer browser to search for the feaure. (Example: Type "Fishsticks" and find sentences or headings with the word, "Fishsticks".)

From here, you choose. Choose NO SECRETS UNLOCKED if you didn't get all the outfits yet. And choose ALL SECRETS UNLOCKED if you have gotten EVERY outfit there is in the game. Press Ctrl+f and type in the feature name!

SECRETS UNLOCKED

Table of contents

Feature Letter

```

| Head | A | -Complete!
| Upper | B | -Complete!
| Lower | C | -Complete!
|_____ |

```

NO SECRETS UNLOCKED

This only works if you have all the outfits unlocked.

Feature Letter

```

| Head | D | *Complete!
| Upper | E | *Complete!
| Lower | F | *Coming soon!
|_____ |

```

OTHER

Feature Letter

```

| Moves/Ability | G | *Complete!
| Entrances | H | *Coming soon!
| Special notes | I | *New notes
| Creations | J | *Coming soon!
| FAQ | K | *Ask me questions!
|_____ |

```

COOL MOVES (they work, too!)

These are the moves currently available:

- ```

|1. FAKE 3D: Looks cool! |
|2. FAKE 3D: A nicer one! |
|3. FAKE 3D: I prefer this one |
|4. Hardy Leg Drop |
|5. Double People's Elbow |

```

- |6. Whip and spear |
- |7. THE WORM |
- |8. Kaientai's doubleteam |
- |9. Dudley Boyz Headbutt To Groin|
- |10. Electric Chair Fameasser |
- |11. Hip Hop Drop |
- |12. Head Cheese Leg Drop |
- |13. One on Two ass-beating |
- |14. Hardy Boyz DoubleGround move|
- |15. The Stinky Face (weird name)|
- |16. Good Worm! |
- |17. Reverse doomsday device |
- | \_\_\_\_\_ |

=====  
SECRETS UNLOCKED  
=====

Here is a list of things in the APPEARANCE option if you have every outfit unlocked:

\_\_\_\_\_  
A. HEAD

- 00. Stone Cold Steve Austin
- 01. Undertaker
- 02. The Rock
- 03. The Big Show
- 04. Mankind
- 05. Ken Shamrock
- 06. Triple H
- 07. Kane
- 08. Val Venis
- 09. The Big Boss Man
- 10. X-Pac
- 11. Vince McMahon
- 12. "Badd Ass" Billy Gunn
- 13. "Road Dogg" Jesse James
- 14. Hardcore Holly
- 15. Test
- 16. Al Snow
- 17. Gangrel
- 18. Christian
- 19. Edge
- 20. Chyna
- 21. Tori
- 22. The Godfather
- 23. Debra
- 24. D-Lo Brown
- 25. Mark Henry
- 26. Matt Hardy
- 27. Jeff Hardy
- 28. Chris Jericho
- 29. Buh Buh Ray Dudley
- 30. Shane McMahon
- 31. Paul Bearer
- 32. Steve Blackman
- 33. Farooq
- 34. Bradshaw
- 35. D-Von Dudley



36. Mideon
37. Unknown(I did this with Gameshark and I got the Rock's face)
38. Unknown(I did this with Gameshark and I got the Rock's face)
39. Prince Albert
40. Gerald Brisco
41. Pat Patterson
42. Ivory
43. Jacqueline
44. Stephanie McMahon
45. Stone Cold Steve Austin w/ headband
46. The Rock w/ sunglasses
47. Viscera
48. Stevie Richards
49. Earl Hebner (I think)
50. Stephanie McMahon w/ different hair
51. Old man with big grey hair and sunglasses
52. Star mask
53. Girl with wacky hair and lips (Godfather's ho)
54. A Japanese girl/boy? (Godfather's ho)
55. A metal helmet
56. Japanese samurai helmet
57. THQ robot
58. Japanese samurai (Japanese-style hair)
59. T-Rex
60. Knight's helmet
61. The Blue Meanie!
62. Man w/ red mask and hair
63. Yellow mask with blue design
64. A Power Ranger mask?
65. Blue mask w/ eye, nose, and mouth revealed
66. Rey Mysterio mask w/ star on forehead
67. Goalie mask
68. Unknown(I did this with Gameshark and I got the Rock's face)
69. Glacier w/ grey hair (Sub-Zero look alike)
70. Man w/ blond buzzcut
71. Clown w/ blond buzzcut
72. Man w/ blond buzzcut and goatee
73. Man w/ blond buzzcut and sunglasses
74. Old man w/ goatee
75. Old clown w/ goatee
76. Old man w/ shower cap and fake eye?
77. Small man w/ yellow goatee
78. Scary robot
79. Unknown(I did this with Gameshark and I got the Rock's face)

(note: upper costumes with "C" beside them mean "chest", which means that it isn't a costume)

---

#### B. UPPER

00. Stone Cold Steve Austin
01. The Undertaker
02. The Rock (C w/ tattoo)
03. Big Show (C)
04. Mankind
05. Ken Shamrock (C w/ gloves)
06. Triple H (C w/ elbowpads)
07. Kane
08. Val Venis (C)
09. The Big Bossman

10. X-Pac
11. Vince McMahon (black suit)
12. "Badd Ass" Billy Gunn (C w/ necklace)
13. "Road Dogg" Jesse James
14. Hardcore Holly (C w/elbow pad and wristbands)
15. Test (C w/ black wristbands)
16. Al Snow
17. Gangrel
18. Christian
19. Edge (C w/ elbow pads)
20. Chyna
21. Tori
22. The Godfather
23. Debra
24. Dlo Brown (plain black tank top)
25. Mark Jenry
26. Matt Hardy
27. Jeff Hardy
28. Chris Jericho(C w/ wrist bands)
29. Buh Buh Ray Dudley
30. Shane McMahon (what you usually see him wear)
31. Paul Bearer
32. Steve Blackman (C w/ white wristbands)
33. Farooq (C w/ symbols)
34. Bradshaw (C w/ different symbols)
35. D-Von Dudley
36. Mideon
37. Prince Albert? (black tank top)
38. Unknown(I did this with Gameshark and I got the Rock's body)
39. Hairy body (C)
40. Red "buckle-up" shirt
41. WWF shirt
42. One side tanktop (Andre the Giant)
43. Black T-Shirt
44. Woman's light green suit
45. Stone Cold's Gym T-Shirt
46. The Rock's workout shirt (black shirt with stripes)
47. Viscera
48. Army colored shirt
49. Referee male
50. Referee female
51. Big red business suit with yellow tie
52. Kurt Angle? (blue tanktop with red and white stripes)
53. THQ tanktop (I want one!)
54. Women's blue tanktop
55. Black tanktop (unsure)
56. One side tanktop (unsure)
57. White shirt
58. Ripped tanktop (Chris Jericho wears before matches sometimes)
59. Old black and white Degeneration X t-shirt
60. Black tanktop (unsure)
61. White shirt 1 (seems wet)
62. White shirt 2 (it has a big stomach)
63. Blue shirt
64. Red shirt
65. Stone Cold Steve Austin jacket
66. Blue tanktop (attached to neck)
67. Red bikini
68. White armor chest plate
69. Samurai gear 1

70. THQ robot
71. Samurai gear 2
72. Colorful shirt
73. Sumo shirt
74. Tattoos all over body (C)
75. Hairy (C)
76. Skinny (C)
77. Colorful shirt 2
78. Stevie Richards (dark blue top)
79. Christian's old shirt (Gangrel's but without necklace. Bet you didn't notice, huh?)
80. Referee male 2
81. Paul Bearer 2 (green tie)

---

C. LOWER

00. Stone Cold Steve Austin
01. Undertaker (black pants)
02. The Rock
03. The Big Show
04. Mankind
05. Ken Shamrock
06. Triple H
07. Kane
08. Val Venis
09. The Big Bossman
10. X-Pac
11. Vince McMahon (grey pants)
12. "Badd Ass" Billy Gunn
13. "Road Dogg" Jesse James
14. Hardcore Holly
15. Test
16. Al Snow
17. Gangrel (dark blue pants)
18. Christian
19. Edge
20. Chyna
21. Tori (silver pants)
22. The Godfather (green jeans)
23. Debra (short skirt w/ high heels)
24. D-lo Brown
25. Mark Henry
26. Matt Hardy
27. Jeff Hardy
28. Chris Jericho
29. Buh Buh Ray Dudley
30. Shane McMahon (black pants)
31. Paul Bearer's baggy black pants (well baggy if you're skinny)
32. "Headcheese" Steve Blackman (black pants w/ red shoes)
33. Farooq
34. Bradshaw
35. D-Von Dudley
36. Mideon? (black pants)
37. Unknown(I did this with Gameshark and I got the Rock's tights)
38. Flame pants
39. Samurai pants
40. Black pants
41. Grey pants w/ red shoes
42. Pink flames?

43. Red short skirt
44. Light green short skirt
45. Jeans w/ running shoes
46. Black pants 2
47. USA short skirt
48. Army pants
49. Black pants 3 (w/ black shoes)
50. Black tights w/ green boots
51. Baggy greyish pants (is supposed to go with a red shirt)
52. Red shorts w/ red kneepads and black boots
53. Blue skirt
54. Blue shorts w/ blue kneepads and black boots
55. Green samurai pants
56. Japanese style
57. Japanese style 2
58. Jeans
59. Black short skirt
60. Dark blue pants
61. White pants
62. Red pants
63. Red pants 2
64. Big white pants
65. Black and grey pants
66. Cowboy pants (REALLY NICE!)
67. Cowboy pants 2
68. Clown pants w/ pink slippers
69. Polkadot long skirt
70. White long skirt
71. Black long skirt
72. Pink long skirt
73. Japanese style 3 (w/ Japanese wooden slippers)
74. Green shorts
75. Light blue shorts
76. Red shorts
77. Pink tights
78. Samurai pants 2
79. Samurai pants 3
80. Red and white pants (looks cool!)
81. Japanese style 4
82. Dragon design
83. Karate pants
84. Blue tights w/ tattoos (Perry Saturn shorts)
85. White tights w/ tattoos
86. Orange short jeans
87. Blue tights w/ white boots
88. Blue short jeans
89. Army shorts
90. Black and white striped shorts
91. Big Yokozuna style pants
92. Christian's old pants (fire pants)
93. Triple H's old pants
94. Funaki shorts (blue and white striped)
95. Baggy black pants
96. Armor pants

\_\_\_\_\_  
D. HEAD

00. Stone Cold Steve Austin
01. Undertaker
02. The Rock
03. The Big Show
04. Mankind
05. Ken Shamrock
06. Triple H
07. Kane
08. Val Venis
09. The Big Boss Man
10. X-Pac
11. Vince McMahon
12. "Badd Ass" Billy Gunn
13. "Road Dogg" Jesse James
14. Hardcore Holly
15. Test
16. Al Snow
17. Gangrel
18. Christian
19. Edge
20. Chyna
21. Tori
22. The Godfather
23. Debra
24. D-Lo Brown
25. Mark Henry
26. Matt Hardy
27. Jeff Hardy
28. Chris Jericho
29. Buh Buh Ray Dudley
30. Shane McMahon
31. Paul Bearer
32. Steve Blackman
33. Farooq
34. Bradshaw
35. D-Von Dudley
36. Earl Hebner
37. Stephanie McMahon with different hair
38. Old man with big grey hair and sunglasses
39. Star mask
40. Girl with wacky hair and lips (Godfather's ho)
41. A Japanese girl/boy? (Godfather's ho)
42. A metal helmet
43. Japanese samurai helmet
44. THQ robot
45. Japanese samurai (Japanese-style hair)
46. T-Rex
47. Knight's helmet
48. Man w/ red mask and hair
49. Yellow mask with blue design
50. A Power Ranger mask?
51. Blue mask w/ eye, nose, and mouth revealed
52. Rey Mysterio mask w/ star on forehead
53. Goalie mask

54. Glacier w/ grey hair (Sub-Zero look alike)
55. Man w/ blond buzzcut
56. Clown w/ blond buzzcut
57. Man w/ blond buzzcut and goatee
58. Man w/ blond buzzcut and sunglasses
59. Old man w/ goatee
60. Old clown w/ goatee
61. Old man w/ shower cap and fake eye?
62. Small man w/ yellow goatee
63. Scary robot

---

B. UPPER

(note: upper costumes with "C" beside them mean "chest", which means that it isn't a costume)

00. Stone Cold Steve Austin
01. The Undertaker
02. The Rock (C w/ tattoo)
03. Big Show (C)
04. Mankind
05. Ken Shamrock (C w/ gloves)
06. Triple H (C w/ elbowpads)
07. Kane
08. Val Venis (C)
09. The Big Bossman
10. X-Pac
11. Vince McMahon (black suit)
12. "Badd Ass" Billy Gunn (C w/ necklace)
13. "Road Dogg" Jesse James
14. Hardcore Holly (C w/elbow pad and wristbands)
15. Test (C w/ black wristbands)
16. Al Snow
17. Gangrel
18. Christian
19. Edge (C w/ elbow pads)
20. Chyna
21. Tori
22. The Godfather
23. Debra
24. Dlo Brown (plain black tank top)
25. Mark Jenry
26. Matt Hardy
27. Jeff Hardy
28. Chris Jericho(C w/ wrist bands)
29. Buh Buh Ray Dudley
30. Shane McMahon (what you usually see him wear)
31. Paul Bearer
32. Steve Blackman (C w/ white wristbands)
33. Farooq (C w/ symbols)
34. Bradshaw (C w/ different symbols)
35. D-Von Dudley
36. Prince Albert? (black tank top)
37. Red "buckle-up" shirt
38. WWF shirt
39. One side tanktop (Andre the Giant)
40. Black T-Shirt
41. Army colored shirt
42. Referee male
43. Referee female

44. Big red business suit with yellow tie
45. Kurt Angle? (blue tanktop with red and white stripes)
46. THQ tanktop (I want one!)
47. Women's blue tanktop
48. Black tanktop 2
49. One side tanktop 2
50. White shirt
51. Ripped tanktop (Chris Jericho wears before matches sometimes)
52. Old black and white Degeneration X t-shirt
53. Black tanktop 3
54. White shirt 1 (seems wet)
55. White shirt 2 (it has a big stomach)
56. Blue shirt
57. Red shirt
58. Stone Cold Steve Austin jacket
59. Blue tanktop (attached to neck)
60. Red bikini
61. White armor chest plate
62. Samurai gear 1
63. THQ robot
64. Samurai gear 2
65. Colorful shirt
66. Sumo shirt
67. Tattoos all over body (C)
68. Hairy (C)
69. Skinny (C)
70. Colorful shirt 2
71. Stevie Richards (dark blue top)
72. Christian's old shirt (Gangrel's but without necklace. Bet you didn't notice, huh?)
73. Referee male 2
74. Paul Bearer 2 (green tie)
75. Armor plate

---

F. LOWER

\*Coming soon!

=====

OTHER

=====

G. MOVES

This section tells you what moves you can have if you boost one of your abilities in a certain skill level. Press ctrl+f and type in the name of the move you want.

Example: I want know what skill level I have to be at to do a powerbomb. I press ctrl+f and type in POWERBOMB. It's that easy!

---

POWER

Skill Level: 1

Moves you get:

01. Elbow drop
02. Scoop slam
03. Hard scoop slam
04. Side buster

05. Atomic drop

Skill Level: 2

06. Reverse brainbuster

07. DDT

Skill Level: 3

8. Stomach crusher

9. Pendulum backbreaker

10. Bearhug

11. Test driving elbow

12. Rib breaker (similiar to backbreaker)

13. Fall away slam

14. Pulling piledriver (a piledriver where the enemie's head lands slowly)

15. Pump handle drop (Test's fav. move)

16. Piledriver

17. Diving elbow

Skill Level: 4

18. Dominator (Farooq's finisher)

19. Choke toss

20. Test neckbreaker

21. Diving powerbomb

22. Bearhug front slam (Kurrgans finisher)

23. Inverted DDT

24. Falling powerslam

25. Body press slam

26. Torture rack

27. Double powerbomb (2 powerbombs and a pin)

28. Body press drop FW (throw your enemy)

29. Body press drop

30. Pimpdrop

31. Stunner

32. Running powerbomb

33. Pumphandle slam

34. Jackknife powerbomb

Skill Level: 5

35. Strong lariat

36. Tombstone piledriver

37. Full nelson slam

38. Chokeslam

39. Show stopper

40. Stone Cold stunner

---

SPEED

Skill Level: 1

01. Snapmare

02. Back drop

Skill Level: 2

03. Double arm suplex

04. Falcon arrow

05. Dicing reverse DDT

Skill Level: 3

06. Belly to back flip



07. Fisherman suplex
08. Gangrel suplex
09. Tori suplex
10. Brainbuster
11. Reverse suplex
12. German suplex pin

Skill Level: 4

13. Northern-light suplex
14. X-Factor
15. Sky high
16. Michinoku driver (Yes, Taka!)
17. Downward spiral
18. Huracanrana
19. Electric chair drop (behind enemy, facedrop)
20. Jump swinging DDT (Layin' The Smackdown!)
21. Twisting knee drop
22. Dragon suplex pin
23. Impaler

Skill Level: 5

24. Spinning back drop
25. Tiger suplex pin
26. Senton bomb
27. The people's elbow

---

#### TECHNICAL

Skill Level: 1

01. Suplex

Skill Level: 2

02. Arm wrench
03. Jumping arm breaker
04. Shin breaker
05. Shoulder breaker
06. Hip toss
07. Falling neckbreaker (the old Austin 3:16)
08. Russian leg sweep
09. Back side slam
10. Abdominal stretch

Skill Level: 3

11. Dragon screw
12. Dragon sleeper

Skill Level: 4

13. Dragon attack
14. Doublearm backbreaker
15. Snowplow
16. Rolling leg lock
17. Sambo suplex (nice move!)
18. The 450
19. Diving moonsault
20. Octopus stretch

Skill Level: 5

21. Shamrock Anklelock
22. The Pedigree

23. The Rock Bottom
24. Fame Asser
25. Flipping arm bar
26. The Money Shot
27. The 'Lo Down

---

#### ROUGHNECK

Skill Level: 1

01. Knee drop
02. Eye rake
03. Club to neck
04. Sleeper hold

Skill Level: 2

05. Headlock and punch
06. Strong head butt

Skill Level: 3

07. Diving headbutt (Off the top rope)
08. Lifting chokehold
09. Manhattan drop

Skill Level: 4

10. Double arm DDT
11. Knee strike

Skill Level: 5

12. Mandible claw
13. Low blow
14. Reverse death valley (Prince Albert's neat move!)

THAT'S ALL THE MOVES! Of course, there are more (running moves and such, I will add them soon)

=====  
H. ENTRANCES  
=====

=====  
I. SPECIAL NOTES:  
=====

\*Funaki's shorts are in the game. Check for the last few shorts if you didn't get all outfits. Look for # 94 if you have ALL the outfits.  
\*Taka's moves are in the game. His Michinoku Driver and his face dropkick is in there too!

=====  
J. CREATIONS (APPEARANCE)  
=====

Creations! Yes! Creations! Numbers marked with an "X" is the proper number (head: 32/72) for NO SECRETS UNLOCKED. The ones without the X marked is for the people who have ALL SECRETS UNLOCKED. Some here are kinda crappy, so don't email me about how much they suck.  
The "\*" indicates the rating. If they have 3 \*\*\*, that means I gave them 3/5 points. If there is a name beside the creation, it is the person who made the CAW.

---

CHRIS BENOIT\*\*\*

Head: 8 (X: 8) (Val Venis)

Upper: 14 (X: 14) (Hardcore Holly)

Lower: 24 (X: 24) (D-Lo Brown)

Height: 60%

Weight: 25%

Skin: 2

Finisher: Diving Headbutt

Favourite: German Suplex

---

RIKISHI PHATU\*\*

Head: 15 (X: 15) (Test)

Upper: 28 (X: 28) (Chris Jericho)

Lower: 71 (X: ??) (long black skirt)

Height: 40%

Weight: 65%

Skin: 3

---

"NEW" TEST\*\*\*\*

Head: 15 (X: 15) (Test, of course!)

Upper: 18 (X: 18) (Christian)

Lower: 32 (X: 32) (Steve Blackman)

Height: 80%

Weight: 45%

Skin: 2

Finisher: Test Driving Elbow

Favourite move: Pump Handle Slam (He does that move alot)

---

TAZZ\*\*\*\*\*

Head: 74 (X: 59) (Old man w/ goatee) Trust me it looks like him when you change the skin color!

Upper: 37 (X: 48) (Black tanktop)

Lower: 3 (X: 3) (Big Show)

Height: 0%

Weight: 65%

Skin: 3

Weapon: Anything you want, but the iron pipe fits him

Finisher: Octopus stretch (the closest Tazzmission)

Favourite move: Not too sure, I chose belly-to-belly suplex

---

COOL ROCK\*\*\* By KDawg665

Head: 2 (X: 2) (The Rock)

Upper: 72 (X: 65) (Colorful shirt)

Lower: 64 (X: Just any white khakis)

Height: 75%

Weight: 30%

Skin: 2

Finisher: The Rock Bottom (This is a cooler finisher!)

Favourite move: Jump Swinging DDT (Layin' The Smackdown)

---

SLASH\*\*\*\*\* (my own wrestler ;)

Head: 70 (X: 55) (Man w/ buzzcut)

Upper: 5 (X: 5) (Ken Shamrock)

Lower: 49 (Black Adidas-style tearaways)

Height: 70%  
Weight: 25%  
Skin: 2  
Finisher: Reverse Death Valley (Hell's Drop)  
Favourite move: Double Power Bomb (It's over, folks!)

---

RAVEN\*\*\* (Ron Carico)  
Head: 6 (X: 6) (Triple H)  
Upper: 36 (Unlock Mideon's clothes)  
Lower: 88 (Short jeans)  
Height: 10%  
Weight: 50%  
Skin: 1  
Finisher: Evenflow DDT (Inverted DDT)  
Favourite move: Drop toehold

---

KIDMAN\*\*\*\* (Ron Carico's roommate)  
Head: 26 (X: 26) (Matt Hardy)  
Upper: 24 (X: 24) (Black tanktop)  
Lower: 35 (X: 35) (Black pants)  
Height: 0%  
Weight: 25%  
Skin: 2  
Finisher: Shooting Star Press (450)  
Favourite move: Sky High

---

THE CAT\*\*\* (no not Miss Kitty:) (Ron Carico)  
Head: 0 (X: 0) (Stone Cold Steve Austin!)  
Upper: 15 (X: 15) (Test)  
Lower: 15 (X: 15 It really looks like him!) (Tiger shorts)  
Height: 0%  
Weight: 40%  
Skin: 3  
Favourite move: Karate Kick

---

AHMED JOHNSON\*\*\*\* (Ron Ririco)  
Head: 0 (X: 0) (Stone Cold Steve Austin)  
Upper: 0 (X: 0) (Stone Cold Steve Austin)  
Lower: 5 (X: 5) (Ken Shamrock)  
Height: 35%  
Weight: 50 %  
Skin: 4  
Finisher: Pearl River Plunge (Diving Powerbomb)  
Favourite move: Spinebuster

---

EARL HEBNER\*\*\*\* (Liam Paton)  
Head: 49 (Earl Hebner's face)  
Upper: 80 (Referee shirt)  
Lower: 01 (The Undertaker)  
Weight: 40%  
Height: 25%  
Skin: 2  
Finisher: The 3 Count (Rock Bottom)  
Favourite: The stunner  
And the abilities! Thank you for sending the ABILITIES, too!

| ABILITY    | Power | Speed | Tech | Rough |
|------------|-------|-------|------|-------|
| SKILL LV   | 4     | 1     | 5    | 1     |
| ATTACK LV  | 1     | 1     | 3    | 1     |
| DEFENSE LV | 1     | 1     | 2    | 1     |

---

RIKISHI PHATU \*\*\* (Andrew McBride)

Head: 46 (The Rock's sunglasses)

Upper: 32 (Steve Blackman)

Lower: 0 (Stone Cold Steve Austin)

Weight: 80%

Height: 30%

Skin: 3

Finisher: Pump Handle Slam (Rikishi Driver)

Favourite: Stinky Face (Thump, while running)

---

SCOTTY TOO HOTTY\*\*\*\* (Patrick Marques)

Head: 72 or 73 (Man with blond hair)

Upper: 6 (Triple H)

Lower: 26 (Matt Hardy)

---

GRANDMASTA SEXAY\*\* (Patrick Marques)

Head: 13 (Road Dogg Jesse James)

Upper: 64 (Stone Cold Steve Austin jacket)

Lower: 46 (Black pants)

---

MIKE AWESOME\*\*\*\* (D. Webb)

Head: 08 (Val Venis)

Upper: 08 (Val Venis)

Lower: 0 (Stone Cold Steve Austin)

Weight: You decide

Height: You decide

Skin: 2

Finisher: Awesome Splash (The Money Shot)

Favourite: Awesome Bomb (Jackknife Powerbomb)

---

PIMPIN' CHRIS JERICHO\*\*\*\* (Edwin Duran)

Head: 28 (Chris Jericho)

Upper: 22 (The Godfather)

Lower: 12 (Badd Ass Billy Gunn)

Weight: 40%

Height: 50%?

Skin: 2

Finisher: Double Powerbomb

---

THE GOODFATHER\*\*\* (Merlyn and Mike)

Head: 22 (Godfather)

Upper: 4 (Mankind)

Lower: 46 (black pants)

Weight: 30%-40%

Height: 30%-40%

Skin: 3

Finisher: Pimp drop

The following CAWs are made by Ginko. I didn't organize it though.

SID VICIOUS

Head:8-(Val Venis)

Upper:64-(Stone cold Steve Austin Jacket)

Lower:0-(Stone Cold Steve Austin)

Weight:You decide

Height:You decide

Skin:2

Finisher: Running Powerbomb

Favourite:Jackknife Powerbomb

KEVIN NASH

Head:15-(test)

Upper:60-(Black Tanktop)

Lower:1-(Undertaker)

Weight:You decide but not too fat!!!

Height:The Tallest

Skin:2

Finisher: Jackknife Powerbomb

Favourite: Big Boot

TAKA

Head:35-(D-Von Dudley!)TRUST ME IT LOOKS LIKE IF YOU CHANGE THE SKIN COLOR!

Upper:15-(Test)

Lower:94-(White and Blue Stripped)

Weight:You decide but a skinnier fits Taka

Skin:1

Finisher:Michinoku driver

Favourite:Hurracanrana

FUNAKI

Head:18-(Christain)

Upper:15-(Test)

Lower:94-(White and Blue Stripped)

Weight:You decide but a skinnier fits Funaki

Skin:1Finisher:Hurracanrana

Favourite:You decide

=====Those CAWs were by Ginko.

=====

K. FAQ

=====

Q: May I use your FAQ?

A: Of course! But you have to ask me and give me credit, mmkay?

Q: Mmkay. Can I trade CAWS with you?

A: Yes you may, but I must check if you got this from another FAQ or not, or I might get into trouble if I posted them here. Give me your CAWS, and I will post my creations too!

Q: When do you update?

A: At least twice a week!

Q: I'm getting impatient, when are the creations gonna be here?!?!?

A: Soon, maybe this week!

Q: Where were you?

A: Sorry everybody, I was really lazy and I had some projects assigned

from school! Everything should be fine now!

Q: Is there a cool move I can do that is not really considered a move?

A: Yes, kick someone in the groin IN THE CORNER. When he doesn't get up from his knees in 1 second, run to him (triangle) and when you're on top of him, press X. And what do you get? A flying Hardy leg drop!

NOTE: Anyone with a groin kick can do this move!

=====  
THANK YOU!  
=====

The following people are people who helped me with my CAW guide. Thank you:

Brandon Buie  
Jrg320  
Outlaw72  
Mischief Matt  
Tyaka420  
LilBoy3033  
MHeerm1

(Those names mentioned above were all the people who told me about Brisco's name. Thank you all!)

Ron Ririco for the buttload of CAWs  
KDawg665 for his cool creation of the Rock  
Grandmasta APA for the buttload of Cool Moves  
Liam Paton for the CAW  
D. Webb for his CAW  
Patrick Marques for his CAW  
Ginko for sending the cool CAWs  
Merlyn and Mike for sending their CAW  
Everyone else for the cool moves!

=====  
COOL MOVES  
=====

#### 1. FAKE 3D

Ok, make DVon do a regular suplex, and make Bubba run to D Von from behind when D Von has the enemy lifted up in the air. When you run to him, press O. Now don't flame me about how crappy this move is!

#### 2. FAKE 3D #2

This is one that you probably wouldn't do. You need 3 human players. Make one person on his knees. Choose someone else to run on top of him and press O instead of X (IT WORKS!). Then use the Bubba Ray to run to the one who is in the air and press O. It takes some time to time the jump!

#### 3. FAKE 3D (good one!)

Make a new wrestler. Give him the Somoan Drop. Then in a 2 on 1 match, do the somoan drop while Bubba Ray runs and press O.

#### 4. Hardy Leg Drop:

Choose someone with a KICK TO GROIN move. Do that move to someone when they're in the corner. Then when he's on his knees for at least 1 second, run to him and press X. Since you can't fly any further, you will drop on him! It sounds cheesy, but it is a cool move!

#### 5. The Double People's Elbow:

This is easy! Choose someone with a normal elbow drop (Mankind has one). Fight in a 2 on 1 match. Choose The Rock and someone with the elbow

drop. Now, when The Rock takes off his elbow pads, just do your taunt so it'll look cool! Run to the ropes, and then jump over the enemy on the ground (press L2 while running), when the Rock is about to drop, stop and do a normal elbow drop. Cheesy move, but funny!

#### 6. Whip and Spear

This is easy. Choose a person with a spear off the top rope (ie: Edge). Whip the person to the corner while your partner does the spear!

#### 7. This is funny! Make a wrestler with the following things:

"Stepping around" for the taunt

Falling Headbutt (not on the ropes)

Austin Elbow Drop or Dlo Leg Drop

-Step two:

First, set your opponent on the ground. Do your stepping around taunt. Do 3 falling headbutts and do either the Austin Elbow Drop or Dlo Leg Drop! I choose Dlo's leg drop because before the leg drop, he does this thing with his hands, and it looks like Scotty Too Hotty's!

#### 8. Kaientai's doubleteam

OH! You gotta love this one! Make Funaki and give him a camel clutch for one of his ground moves. Make Taka and give him a Senton Splash for one of HIS ground moves and his "Hold Hands in Prayer" taunt. This is the fun part:

Use Funaki and Taka in a 2 on 1. Make Funaki do his camel clutch and then make Taka go to the enemy's camel-clutched face! After you do your "Hold Hands in Prayer" taunt, do your senton splash and he will kick the enemy's face. IT LOOKS PRETTY DAMN COOL!

#### 9. The Dudley Boyz Double Headbutt (From Grandmaster APA)

Get your opponent on the ground near a turnbuckle with their feet facing it. Then have D-Von climb the turnbuckle and have another wrestler with the pin with the bridge go to the opponents feet and pin them with the bridge, then while he does this make D-Von do his diving headbutt. He should connect to the groin.

#### 10. Electric Chair Fameasser (From Grandmasta APA again!)

Fameasser in mid-air: Have a wrestler with the diving fameasser from the rope, stand on the turnbuckle on the bottom left of the screen, then with the opponent looking at the rope on the left hand side have a 3rd person who does the electric chair shock (i.e Edge) stand behind the opponent and do the electric chair shock and as they have them on their shoulders wait until he lifts him up to slam their face to the ground have the person on the turnbuckle do the diving fameasser, if done correctly then he will do a fameasser in mid air.

#### 11. Grandmasta Sexay's Hip Hop Drop/Head Banger's double stage dive! (from Grandmasta APA!)

Choose a person with a diving fameasser and the double powerbomb. Again have someone with the diving fameasser stand on the bottom-left turnbuckle, then have the victim near the person on the turnbuckle, butt facing the rope on the right (easier when he's groggy) and have the person with the double powerbomb do the double powerbomb. When he is about to do the second powerbomb have the person on the turnbuckle do the diving fameasser and it will look like the Hip Hop Drop/Stage dive!

#### 12. Head Cheese Leg Drop (again, by Grandmasta APA!)

Choose a person with a diving fameasser and another with a pendulum backbreaker.



Have someone with the diving fameasser get on the turnbuckle then have another person do the pendulum back breaker near to that turnbuckle and as the opponents back is about to connect with the knee have the other person do the diving fameasser. If done well it will look like the al snow leg drop to neck.

13. One on Two ass-beating (by me!)

This is crappy, but oh well. Whip someone into the ropes, facing you, NOT on the ground (the Bronco Buster position). Then quickly fling someone onto the person in the turnbuckle. Run after him so he will not have to time to run away and QUICKLY do a flying lariat! One of them will fall outside the ring!

14. Hardy Boyz DoubleGround move (MERLYNDS3)

Hey, I thought of a pretty good one. In a two on one match, have one person do Kick to Groin. Before he lands the kick, have the other person do something like D-Lo Leg Drop, or Shaky Knee Drop. They should both hit at the same time.

15. Rikishi's Stinky Face (MERLYNDS3)

I also find a wierd way to do stinky face. It doesn't do damage, but it is pretty funny. In a two on one match, (lets say my created Rikishi, and the rock are fighting stone cold.) When stone cold is in the bronco buster position, have the rock stand at the opposite turnbuckle. Then, my created Rikishi would stand in front of Stone Cold. It looks funny!

16. Good Worm! (Bayou Joe)

a good way to do a fake worm is to create a player and give him the following: Austin Elbow Drop, Taunt Edge, and Hold Up and Down Hands (Taunt). After beating a guy up for a while, go across the mat to where Scotty Too Hotty would start the worm after the steps and perform Taunt Edge. When you get to your opponent, perform Hold Up and Down Hands and then once done with that perform the Austin Elbow Drop. It looks pretty good.

17. Reverse Doomsday Device (HarryPotter0989)

This move is pretty cool. Make someone (preferibly Kane) with a flying clothesline from a top rope stand on a top rope. Make someone with an electric chair drop stand in front of Kane/your partner. Pick your opponent up from the ground, but don't make him face your partner. Do an electric chair drop from behind and right before he falls, make your partner do a flying clothesline.

Copyright stuff

=====  
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\* If you ask me nicely, I will certainly let you, BUT you can't do it without asking!

=====  
Finishing Move Guide  
=====

Hello, and welcome to another one of my wonderful WWF Smackdown guides!

This time, I have decided to do a finishing move guide for the game. In the game, I will explain how to do each finishing move in terms of where you must be in relation to your opponent, as well as my description of the move and my overall rating of the finishing move. This guide is all but finished now, but if you have any questions or comments please send them to the e-mail address above. Thanks, and enjoy my finishing move guide for WWF Smackdown!

=====  
Al Snow  
=====

Finishing Move Name: Snow Plow  
Posistion to Do the Move: In Front  
My Rating of the Move (1-10): 9  
Description of the Move: Al Snow goes for a vertical suplex then crushes the opponent with a facebuster. One of my favorite finishing moves in the game, the Snow Plow is really quite a dangerous move.

=====  
Big Boss Man  
=====

Finishing Move Name: Boss Man Slam  
Posistion to Do the Move: In Front  
My Rating of the Move (1-10): 3  
Description of the Move: This finishing move is pretty stupid, in my opinion. I have seen the Big Show do the same exact move a lot harder, and use it as a setup. The Boss Man uses his as a finisher. I could probably kick out of this move.

=====  
Big Show  
=====

Finishing Move Name: Show Stopper Chokeslam  
Posistion to Do the Move: In Front  
My Rating of the Move (1-10): 7  
Description of the Move: It is just another normal chokeslam basically, but the cool thing about this move is the fact that the Big Show actually pauses for a few seconds, choking the opponent and setting him up for the huge landing. Better than the average chokeslam.

=====  
Bradshaw  
=====

Finishing Move Name: Clothesline from Hell  
Posistion to Do the Move: In Front  
My Rating of the Move (1-10): 8  
Description of the Move: On TV this move is probably the one that looks like it hurts a lot most. In WWF Smackdown, the move really goes by too quickly to be noticed, but it does get the job done on the opponent.

=====  
Buh Buh Ray Dudley  
=====

Finishing Move Name: Jackknife Powerbomb  
Posistion to Do the Move: In Front  
My Rating of the Move (1-10): 5  
Description of the Move: No, the 3D is not in the game, and yes, the Jackknife Powerbomb is the same move that Kevin Nash uses. The finisher is okay, but I would have loved to see the true Dudley Boyz finisher.

=====  
Chris Jericho  
=====

Finishing Move Name: Double Powerbomb  
Posistion to Do the Move: In Front  
My Rating of the Move (1-10): 8  
Description of the Move: Again, the Walls of Jericho would have been a cool addition to the game, but it is really no huge loss because Jericho uses this move a lot too (though not as much as he used to)

=====  
Christian  
=====

Finishing Move Name: Impaler  
Posistion to Do the Move: From Behind  
My Rating of the Move (1-10): 9  
Description of the Move: I love this move, although it doesn't look like it hurts that much. Basically, Christian flips the opponent around then slams him to the ground with a facebuster. It really looks cool, and is one of my favorite finishing moves.

=====  
Chyna  
=====

Finishing Move Name: Pedigree  
Posistion to Do the Move: In Front  
My Rating of the Move (1-10): 9  
Description of the Move: Well, she doesn't use this move on TV anymore, but the Pedigree is still my favorite finishing move in the WWF, even if I do prefer the HHH version more.

=====  
Debra  
=====

Finishing Move Name: DDT  
Posistion to Do the Move: In Front  
My Rating of the Move (1-10): 2  
Description of the Move: Okay, this finishing move really sucks, and I have seen about 20 wrestlers use this move before. And furthermore, Debra is weaker than the other wrestlers. So this move wouldn't really hurt at all.

=====  
D'Lo Brown  
=====

Finishing Move Name: Lo Down  
Posistion to Do the Move: Top Rope  
My Rating of the Move (1-10): 7  
Description of the Move: Okay, this finishing move on television looks really cool. But in the game something seems missing due to the lack of animation. It just moves too fast for my liking, just like all the other "off the top rope" moves in the game.

=====  
D-Von Dudley  
=====

Finishing Move Name: Jackknife Powerbomb

Posistion to Do the Move: In Front

My Rating of the Move (1-10): 5

Description of the Move: No, the 3D is not in the game, and yes, the Jackknife Powerbomb is the same move that Kevin Nash uses. The finisher is okay, but I would have loved to see the true Dudley Boyz finisher.

=====  
Edge  
=====

Finishing Move Name: Downward Spiral

Posistion to Do the Move: In Front

My Rating of the Move (1-10): 3

Description of the Move: Edge used to be my favorite wrestler, the thing I hated most about him was this stupid finisher. Thankfully he uses the spear as a finishing move now. I think the Downward Spiral hurts Edge more than it hurts the opponent.

=====  
Faarooq  
=====

Finishing Move Name: Dominator

Posistion to Do the Move: In Front

My Rating of the Move (1-10): 8

Description of the Move: Faarooq is one nasty son of a gun. And this move looks like it could seriously kill some one. Faarooq picks up the opponent then slams him to the ground HARD. One of my favorite finishers in WWF Smackdown.

=====  
Gangrel\*  
=====

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Finishing Move Name: Inverted DDT

Posistion to Do the Move: In Front

My Rating of the Move (1-10): 6

Description of the Move: I really don't like these DDTs that they change a tad bit then make it seem like a whole new move. But Gangrel's version of the DDT is okay, but still, it is a DDT.

=====  
Godfather  
=====

Finishing Move Name: Pimp Drop

Posistion to Do the Move: In Front

My Rating of the Move (1-10): 9

Description of the Move: Come get on the ho train with this fantastic finishing move! Godfather picks his opponent up and throws his opponent around his shoulders. Then he twirls the opponent around and slams him to the ground hard! I love this move!

=====  
Hardcore Holly  
=====

Finishing Move Name: Falcon Arrow

Posistion to Do the Move: In Front

My Rating of the Move (1-10): 9

Description of the Move: Another fantastic finishing move from an underrated wrestler. Now called the Holycaust, Holly picks up the opponent into a vertical suplex, then slams him to the ground with a huge facebuster!

=====  
Jeff Hardy  
=====

Finishing Move Name: Senton Bomb  
Posistion to Do the Move: Off the Top Rope  
My Rating of the Move (1-10): 9  
Description of the Move: The Senton Bomb is my second favorite finisher (behind the Pedigree) on the real television WWF, but it just doesn't look as good on WWF Smackdown. Still, you got to love the athleticism that Jeff Hardy shows while doing this incredible move off the top rope.

=====  
Kane  
=====

Finishing Move Name: Chokeslam  
Posistion to Do the Move: In Front  
My Rating of the Move (1-10): 4  
Description of the Move: Yes, that is it, the Chokeslam. Not the "Fiery Tombs of Doom" Chokeslam, just the chokeslam. And where's the Tombstone Piledriver? Im disappointed, THQ!

=====  
Ken Shamrock  
=====

Finishing Move Name: Shamrock Anklelock  
Posistion to Do the Move: In Front  
My Rating of the Move (1-10): 8  
Description of the Move: If I am not mistaken, this is one of only two submission finishers in the entire game. And I would not want to be put in this move by Shamrock, that is for sure!

=====  
Mankind  
=====

Finishing Move Name: Mandible Claw  
Posistion to Do the Move: In Front  
My Rating of the Move (1-10): 6  
Description of the Move: Yes, this move is cool, but he doesn't put Socko on his hand before doing the move, so the Mandible Claw loses some of its mystique.

=====  
Mark Henry  
=====

Finishing Move Name: Bearhug  
Posistion to Do the Move: In Front  
My Rating of the Move (1-10): 3  
Description of the Move: I really don't like Mark Henry, and this finishing move is a dud too. All he really does is picks up the opponent and hugs them. And trust me, it hurts!

=====  
Matt Hardy  
=====

Finishing Move Name: Northern Lights Suplex  
Posistion to Do the Move: In Front  
My Rating of the Move (1-10): 5

Description of the Move: I have no problems with this finishing move, although THQ made another bad mistake by not including the twist of fate, which is one of the cooler finishing moves in the WWF today.

=====  
"Mr. Ass" Billy Gunn  
=====

Finishing Move Name: Fame Asser  
Position to Do the Move: In Front  
My Rating of the Move (1-10): 9  
Description of the Move: I love this move, even if it is just a glorified version of the Jaw Dropper. I like it when he points up in the air then does the move. One of my favorite moves in the game.

=====  
Paul Bearer  
=====

Finishing Move Name: DDT  
Position to Do the Move: In Front  
My Rating of the Move (1-10): 2  
Description of the Move: Yeah, like this move really hurts. Like I said before, it is just a DDT. So what is the point of the move itself? I mean, I hate the DDT as a finisher.

=====  
Road Dogg  
=====

Finishing Move Name: Pumphandle Slam  
Position to Do the Move: From Behind  
My Rating of the Move (1-10): 4  
Description of the Move: This move is okay, and I wish that Test would have had this as a finisher. Still, I don't like the move that much, although I do admit it is better than the "Shake Rattle and Roll"

=====  
The Rock  
=====

Finishing Move Name: The People's Elbow  
Position to Do the Move: On the Mat  
My Rating of the Move (1-10): 8  
Description of the Move: yeah, the move in WWF Smackdown does look pretty cool, but I definitely like the Rock Bottom as a finishing move better. Mainly because this is just a friggin elbow. But I will admit that it is pretty effective in this game, as it leads to the most knockouts.

=====  
Shane McMahon  
=====

Finishing Move Name: Diving Elbow  
Position to Do the Move: Off the Top Rope  
My Rating of the Move (1-10): 8  
Description of the Move: Yeah, a diving elbow off the top rope, and it actually looks somewhat realistic. Here's another move I wish Test would have had in this game.

Steve Blackman

=====  
Finishing Move Name: Fisherman's Suplex  
Posistion to Do the Move: In Front  
My Rating of the Move (1-10): 3  
Description of the Move: Yeah, like this finishing move REALLY looks like it hurts. And the move looks really bad in the game too. I would have preferred the  
"whack the opponent with a kendo stick" finisher better.

=====  
Stone Cold Steve Austin

=====  
Finishing Move Name: Stone Cold Stunner  
Posistion to Do the Move: In Front  
My Rating of the Move (1-10): 9  
Description of the Move: If you have never heard of or seen this move, what planet are you from? The second most recognizable finisher, only behind the People's Elbow.

=====  
Test

=====  
Finishing Move Name: Diving Powerbomb  
Posistion to Do the Move: In Front  
My Rating of the Move (1-10):  
Description of the Move: Like I have mentioned already, I would have much rather  
seen the Pumphandle Slam or Test Elbow then this wussy powerbomb finisher. The move borders on being okay, but I do not like the powerbomb as a finisher at all, and it is a shame that my favorite WWF superstar is stuck with it as his finisher in this game.

=====  
Tori

=====  
Finishing Move Name: Tori Suplex  
Posistion to Do the Move: In Front  
My Rating of the Move (1-10): 7  
Description of the Move: Oh my gosh, a women's finisher that actually is decent?  
Tori's version of the suplex is actually the best version of the suplex in WWF Smackdown.

=====  
Triple H

=====  
Finishing Move Name: Pedogree  
Posistion to Do the Move: In Front  
My Rating of the Move (1-10): 10  
Description of the Move: The best finisher in "The Game", Triple H stuns the opponent with this glorified facebuster. And the move looks really cool too, even if it doesn't have as much power as I would have liked to see.

=====  
The Undertaker

=====  
Finishing Move Name: Tombstone Piledriver  
Posistion to Do the Move: In Front  
My Rating of the Move (1-10): 9

Description of the Move: I love this move too, and I hope the Undertaker will use this move again now that he is back on television! At least the move is in the game, because Kane doesn't use it.

=====  
Val Venis  
=====

Finishing Move Name: The Money Shot  
Posistion to Do the Move: Off the Top Rope  
My Rating of the Move (1-10): 8  
Description of the Move: Another great off the top rope move that doesn't look great when translated to a video game. He uses a new version of the 360 powerbomb as his finisher now, and I hope it gets put into WWF Smackdown! 2, as it would probably translate into a video game much better than the money shot.

=====  
Vince McMahon  
=====

Finishing Move Name: Stunner  
Posistion to Do the Move: In Front  
My Rating of the Move (1-10): 7  
Description of the Move: Basically a one handed Stone Cold Stunner. I guess Vince uses this move because of the big rivalry that Stone Cold and Mr McMahon have had on WWF television. It does not seem to get as many knockouts as the Stone Cold Stunner, which is why it gets a lesser grade.

=====  
X-Pac  
=====

Finishing Move Name: X-Factor  
Posistion to Do the Move: In Front  
My Rating of the Move (1-10): 10  
Description of the Move: The second, and final, finisher that gets a 10/10 from me, mainly because I love the look and strength of the move. Some of you may be saying that it is unfair of me to give it a 10/10, but hey, I love the move, and it is pretty effective, so I am giving it the 10.

=====  
VI. SECRETS  
=====

GAME SHARK CODES

\*\*\*\*\*  
A. Move List Modifier  
Credit to: Some Person  
\*\*\*\*\*

Description: This code lets you change what moves you have in your movelist for your created character. You can, for example, put a Stone Cold Stunner or a Rock Bottom on your normal ready moves. There are 2 variations to this code. The first is the variation where you set the moves beforehand so when you create a character, the moves you hacked in, will already be inside the move slots for your new character. The second variation is for the Biography in the game.



This variation will only work when you have a pre-made character. After you hacked the moves in, you have to go into the Biography part of create a character and check out his moves.

Codes: These are the Move List Modifier codes (variation 2) for the all created superstars. Hopefull, I'll get Variation 1 very soon.  
[NOTE] \_HUGE\_ LIST!!

=====

Created Superstar - Slot #1

Ready Moves

80090080 ????  
80090082 ????  
80090084 ????  
80090086 ????

Ready Moves -Groggy

8009008A ????  
8009008C ????  
8009008E ????  
80090090 ????

Behind

8009009E ????  
800900A0 ????  
800900A2 ????  
800900A4 ????

Ground

800900AA ????  
800900AC ????  
800900AE ????

Running -Front

800900EC ????  
800900EE ????  
800900F0 ????

Running -Back

800900F8 ????  
800900FA ????  
800900FC ????

Running -Attack

800900F2 ????  
800900F4 ????  
800900F6 ????

Running -Counter

800900FE ????  
80090100 ????  
80090102 ????

Turnbuckle -Front

800900C8 ????  
800900CA ????

Turnbuckle -Back

800900CE ?????

800900D0 ?????

Turnbuckle -Lower

800900D4 ?????

800900D6 ?????

Aerial -Standing

800900DA ?????

800900DC ?????

800900DE ?????

Aerial -Down

800900E0 ?????

800900E2 ?????

800900E4 ?????

=====

Created Superstar - Slot #2

Ready Moves

8009019E ?????

800901A0 ?????

800901A2 ?????

800901A4 ?????

Ready Moves -Groggy

800901A8 ?????

800901AA ?????

800901AC ?????

800901AE ?????

Behind

800901BC ?????

800901BE ?????

800901C0 ?????

800901C2 ?????

Ground

800901C8 ?????

800901CA ?????

800901CC ?????

Running -Front

8009020A ?????

8009020C ?????

8009020E ?????

Running -Back

80090216 ?????

80090218 ?????

8009021A ?????

Running -Attack

80090210 ?????

80090212 ?????

80090214 ?????

Running -Counter

8009021C ????

8009021E ????

80090220 ????

Turnbuckle -Front

800901E6 ????

800901E8 ????

Turnbuckle -Back

800901EC ????

800901EE ????

Turnbuckle -Lower

800901F2 ????

800901F4 ????

Aerial -Standing

800901F8 ????

800901FA ????

800901FC ????

Aerial -Down

800901FE ????

80090200 ????

80090202 ????

=====

Created Superstar - Slot #3

Ready Moves

800902BC ????

800902BE ????

800902C0 ????

800902C2 ????

Ready Moves -Groggy

800902C6 ????

800902C8 ????

800902CA ????

800902CC ????

Behind

800902DA ????

800902DC ????

800902DE ????

800902E0 ????

Ground

800902E6 ????

800902E8 ????

800902EA ????

Running -Front

80090328 ????

8009032A ????

8009032C ????

Running -Back  
80090334 ????  
80090336 ????  
80090338 ????

Running -Attack  
8009032E ????  
80090330 ????  
80090332 ????

Running -Counter  
8009033A ????  
8009033C ????  
8009033E ????

Turnbuckle -Front  
80090304 ????  
80090306 ????

Turnbuckle -Back  
8009030A ????  
8009030C ????

Turnbuckle -Lower  
80090310 ????  
80090312 ????

Aerial -Standing  
80090316 ????  
80090318 ????  
8009031A ????

Aerial -Down  
8009031C ????  
8009031E ????  
80090320 ????

=====

Created Superstar - Slot #4

Ready Moves  
800903DA ????  
800903DC ????  
800903DE ????  
800903E0 ????

Ready Moves -Groggy  
800903E4 ????  
800903E6 ????  
800903E8 ????  
800903EA ????

Behind  
800903F8 ????  
800903FA ????  
800903FC ????  
800903FE ????

Ground

80090404 ????  
80090406 ????  
80090408 ????

Running -Front

80090446 ????  
80090448 ????  
8009044A ????

Running -Back

80090452 ????  
80090454 ????  
80090456 ????

Running -Attack

8009044C ????  
8009044E ????  
80090450 ????

Running -Counter

80090458 ????  
8009045A ????  
8009045C ????

Turnbuckle -Front

80090422 ????  
80090424 ????

Turnbuckle -Back

80090428 ????  
8009042A ????

Turnbuckle -Lower

8009042E ????  
80090430 ????

Aerial -Standing

80090434 ????  
80090436 ????  
80090438 ????

Aerial -Down

8009043A ????  
8009043C ????  
8009043E ????

?? = The slot where you can place a Value from the Move Value List.

Move Value List: These are the modifier values for the movelist.

Right now, I only have the Lv.4 and Lv.5 values as they are the most useful moves. To use these, just take a value like 13B1, and stick it onto a code in the ?? part, so for example, if you put 80090080 13B1, you would have the Dominator on your Ready Moves.

13B1 - Dominator  
13AE - Choke Toss  
13B4 - Test Neckbreaker  
13A3 - Diving Powerbomb  
13B7 - Bearhug Front Slam  
13B8 - Inverted DDT  
13B9 - Falling Powerslam  
13BC - Body Press Slam  
13C1 - Torture Rack  
13CC - Double Powerbomb  
13D9 - Body Press Drop FW  
13DA - Body Press Drop  
13A4 - Pimpdrop  
1388 - Stunner  
13AA - Running Powerbomb  
14BD - Pumphandle Slam  
1395 - Jackknife Powerbomb

Powerful Specials Lv.5

13EA - Strong Lariat  
138E - Tombstone Piledriver  
14B9 - Full Nelson Slam  
1389 - Chokeslam  
139B - Show Stopper  
139D - Stone Cold Stunner

Speedy Specials Lv.4

13CA - NorthernlightsSuplex  
138B - X-Factor  
13DB - Sky High  
13BE - Michinoku Driver  
13E8 - Downward Spiral  
1391 - Hurracanrana  
14BA - Electric Chair Drop  
1397 - Jump Swinging DDT  
0DE5 - Twisting Knee Drop  
14C4 - Dragon Suplex Pin  
14CC - Impaler

Speedy Specials Lv.5

13A8 - Spinning Back Drop  
14C5 - Tiger Suplex Pin  
0DE4 - Senton Bomb  
173E - The People's Elbow

Technical Specials Lv.4

0E1C - Dragon Attack  
13D6 - Double Arm Backbreaker  
13DE - Snowplow  
13BF - Rolling Leg Lock  
13CB - Sambo Suplex  
0DE7 - The 450  
0E1A - Diving Moonsault  
14C6 - Octopus Stretch

Technical Specials Lv.5

13D8 - Shamrock Anklelock  
138C - Pedigree

138D - The Rock Bottom  
138A - Fame Asser  
139A - Flipping Armbar  
ODE0 - The Money Shot  
ODE3 - The Lo<sup>1</sup> Down

Roughneck Specials Lv.4  
1398 - Double Arm DDT  
13C8 - Knee Strike

Roughneck Specials Lv.5  
138F - Mandible Claw  
14BE - Low Blow  
14D3 - Reverse Death Valley

=====

\*\*\*\*\*  
B. Characteristic Modifier  
  
Credit to: ~ID~ and Myself  
\*\*\*\*\*

Description: This code lets you change your characteristics after you have had them set at the end of the pre-season. For example, if you got your characteristics set as: Good Speaker, Acolytes+, and Wealth, you can change them to Sharp Tongue, Debra-, and Degeneration X- with this code. After you have hacked in the new characteristics, you can confirm them in the Biography mode. I have the codes for all 4 Created Character Slots and their accompanying values.

Codes: These are the characteristic modifier codes for all 4 Created Character slots.

Created Superstar - Slot #1

80090020 ??xx  
80090022 ????  
80090024 ????  
80090026 05??

Created Superstar - Slot #2

8009013E ??xx  
80090140 ????  
80090142 ????  
80090144 05??

Created Superstar - Slot #3

8009025C ??xx  
8009025E ????  
80090260 ????  
80090262 05??

Created Superstar - Slot #4

8009037A ??xx  
8009037C ????  
8009037E ????  
80090380 05??

?? = Characteristics Mod Value. With this, you can change your Created character's Characteristics after they have been set through the pre-season.

xx = Victory Music Mod Value. Please refer to Section C, The Victory Music Modifier Section

Ability Value List: These are the modifier values for the characteristics modifier code. The list is quite long, so be prepared with some scrolling. To use these, just stick a value like 02 + 55 into a slot. So, if you had 80090022 0255, your created character in slot #1 would have the Speed Attack and Injured Neck abilities.

00 - Power Attack  
01 - Technical Attack  
02 - Speed Attack  
03 - Rough Attack  
04 - Power Def.  
05 - Tech. Def.  
06 - Spd. Def.  
07 - Rough Def.  
08 - Pwr. Skill  
09 - Tech. Skill  
0A - Spd. Skill  
0B - Rough Skill  
0C - Single Match  
0D - Tag Match  
0E - 3-Way  
0F - 4-Way  
10 - Battle Royal  
11 - Falls Anywhere  
12 - Hardcore  
13 - Cage  
14 - Royal Rumble  
15 - Tournament  
16 - "I Quit"  
17 - WWF Title  
18 - Tag Title  
19 - IC Title  
1A - European  
1B - Women's Title  
1C - Hardcore Title  
1D - Handicap  
1E - S. Referee  
1F - Lucky  
20 - Favorite  
21 - Good Looks  
22 - Sexy



23 - Good Speaker  
24 - Somber  
25 - Pwr. Atk.+  
26 - Pwr. Atk.-  
27 - Tech. Atk.+  
28 - Tech Atk.-  
29 - Spd. Atk.+  
2A - Spd. Atk.-  
2B - Rough Atk.+  
2C - Rough Atk.-  
2D - Pwr. Def.+  
2E - Pwr. Def.-  
2F - Tech. Def.+  
30 - Tech. Def.-  
31 - Spd. Def.+  
32 - Spd. Def.-  
33 - Rough Def.+  
34 - Rough Def.-  
35 - Pwr. Skill +  
36 - Pwr. Skill -  
37 - Tech. Skill+  
38 - Tech. Skill-  
39 - Spd. Skill+  
3A - Spd. Skill-  
3B - Rough Skill+  
3C - Rough Skill-  
3D - Single Match+  
3E - Single Match-  
3F - Tag Match+  
40 - Tag Match-  
41 - 3-Way+  
42 - 3-Way-  
43 - 4-Way+  
44 - 4-Way-  
45 - Battle Royal+  
46 - Battle Royal-  
47 - Falls Anywhere+  
48 - Falls Anywhere-  
49 - Hardcore+  
4A - Hardcore-  
4B - Cage+  
4C - Cage-  
4D - "I Quit"+  
4E - "I Quit"-  
4F - Royal Rumble+  
50 - Royal Rumble-  
51 - Handicap+  
52 - Handicap-  
53 - S. Referee+  
54 - S. Referee-  
55 - Injured Neck  
56 - Weak Neck  
57 - Injured Waist  
58 - Weak Waist  
59 - Injured Elbow  
5A - Weak Elbow  
5B - Injured Knee  
5C - Weak Knee  
5D - Lucky Life  
5E - Unlucky

5F - Funny  
60 - Smart  
61 - Sensual  
62 - Lady  
63 - Noble  
64 - Don Juan  
65 - Femme Fatal  
66 - Sharp Tounge  
67 - Teriffic Speaker  
68 - Bad Speaker  
69 - Fashionable  
6A - Unfashionable  
6B - Good Health  
6C - Bad Health  
6D - Loner  
6E - Cooperative  
6F - Roughneck  
70 - Rowdy  
71 - Fair  
72 - Betrayer  
73 - Tenderhearted  
74 - Stone Cold+  
75 - The Rock+  
76 - Triple H+  
77 - Mankind+  
78 - Ken Shamrock+  
79 - Al Snow+  
7A - Hardcore Holly+  
7B - Big Show+  
7C - Kane+  
7D - The Undertaker+  
7E - Test+  
7F - X-Pac+  
80 - Road Dogg+  
81 - Degeneration X+  
82 - Mr. Ass+  
83 - Gangrel+  
84 - Edge+  
85 - Christian+  
86 - Big Bossman+  
87 - Val Venis+  
88 - Godfather+  
89 - Chyna+  
8A - Tori+  
8B - Vince McMahon+  
8C - McMahon Family+  
8D - D'Lo Brown+  
8E - Mark Henry+  
8F - Matt Hardy+  
90 - Jeff Hardy+  
91 - Hardy Boyz+  
92 - Chris Jericho+  
93 - Shane McMahon+  
94 - Paul Bearer+  
95 - Steve Blackman+  
96 - Faarooq+  
97 - Bradshaw+  
98 - Acolytes+  
99 - Buh Buh Ray+  
9A - D'Von+

9B - Dudley Boys+  
9C - Debra+  
9D - Stone Cold-  
9E - The Rock-  
9F - Triple H-  
A0 - Mankind-  
A1 - Ken Shamrock-  
A2 - Al Snow-  
A3 - Hardcore Holly-  
A4 - Big Show-  
A5 - Kane-  
A6 - The Undertaker-  
A7 - Test-  
A8 - X-Pac-  
A9 - Road Dogg-  
AA - Degeneration X-  
AB - Mr. Ass-  
AC - Gangrel-  
AD - Edge-  
AE - Christian-  
AF - Big Bossman-  
B0 - Val Venis-  
B1 - Godfather-  
B2 - Chyna-  
B3 - Tori-  
B4 - Vince McMahon-  
B5 - McMahon Family-  
B6 - D'Lo Brown-  
B7 - Mark Henry-  
B8 - Matt Hardy-  
B9 - Jeff Hardy-  
BA - Hardy Boyz-  
BB - Chris Jericho-  
BC - Shane McMahon-  
BD - Paul Bearer-  
BE - Steve Blackman-  
BF - Faarooq-  
C0 - Bradshaw-  
C1 - Acolytes-  
C2 - Buh Buh Ray-  
C3 - D'Von-  
C4 - Dudley Boys-  
C5 - Debra-  
C6 - Tournament+  
C7 - Title Match+  
C8 - Tag Title+  
C9 - IC Title+  
CA - European Title+  
CB - Women's Title+  
CC - Hardcore Title+  
CD - Wealth  
  
FF - Blank (No Data)

=====  
\*\*\*\*\*

### C. Victory Music Modifier

Credit to: ~ID~ and Myself

\*\*\*\*\*

Description: This code lets you modify the music that plays after you have won a match. Instead of the music that plays during your Titantron video, you can change it with this code. For example, during character creation, you have chosen D'Lo Brown's Titantron. Now, after you have won a match, D'Lo's music plays, but with this code, you can have it so that the Hardy Boyz's music plays instead of D'Lo's after you win.

Codes: There are the codes for all 4 created character slots.

Created Superstar - Slot #1

80090020 ??xx

Created Superstar - Slot #2

8009013E ??xx

Created Superstar - Slot #3

8009025C ??xx

Created Superstar - Slot #4

8009037A ??xx

xx = Victory Music Mod Value. Please refer to Section C, The Victory Music Modifier Section

?? = Characteristics Mod Value. Please refer to Section B.

Music Value List: These are the modifier values for the victory music modifier code. They play instead of the normal theme that should play. So, if you had 80090020 ??10, you would hear The Rock's theme after you win a match with the created superstar you entered the music modifier code with. You should refer back to section B to fill in an ability for ?? because you are forced to do it if you use this music code.

- 0E - Stone Cold Steve Austin
- 0F - The Undertaker & Paul Bearer
- 10 - The Rock
- 11 - Big Show Paul Wight
- 12 - Mankind
- 13 - Ken Shamrock
- 14 - Triple H
- 15 - Kane
- 16 - Val Venis

- 17 - Big Boss Man
- 18 - X-Pac
- 19 - No Chance In Hell
- 1A - Mr. Ass
- 1B - Road Dogg
- 1C - Hardcore Holly
- 1D - Test
- 1E - Al Snow
- 1F - Gangrel
- 20 - Christian
- 21 - Edge
- 22 - Chyna
- 23 - Tori
- 24 - The Godfather
- 25 - Debra
- 26 - D'Lo Brown
- 27 - Mark Henry
- 28 - Hardy Boyz
- 29 - Y2J Chris Jericho
- 2A - Steve Blackman
- 2B - Acolytes
- 2C - Dudley Boyz

=====

```

 D. Area Modifier

 Credit to: Myself

```

Description: This code lets you modify the area which you have a match at. Although, this code does not allow you to pin outside of the Ring area when there is a 4 player mode. Also, you are unable to go to other locations except your area where you put in the code for. Finally, this code will freeze the Royal Rumble when upon the entry of the 3rd-7th participant.

Codes: There is one code which you modify the values to select a stage.

Base Code: 8007ACAC 0???

??? = The Value that determines the area you wrestle at.

Area Value List: These are the modifier values for the area modifier code. [NOTE] 105 keeps you at the Ring area, but you can now have weapons in every single match except Steel Cage and Royal Ruble. 105 also makes the match move at a slower framerate when there are 4 people in the ring.

104 = Entrance Ramp Area

105 = Ringside (Weapons Anytime)  
106 = Corridor  
107 = Boiler Room  
108 = Kitchen  
109 = Parking Lot

=====

\*\*\*\*\*

E. Ranking Points Modifier

Credit to: shorty23345

\*\*\*\*\*

Description: This code lets you modify the amount of ranking points your created character has. Although the code only lasts while it is activated, and the points reset when the code is shut off, it is extremely useful if you just want to take that little cheap shot at the WWF Champ and take his belt when you're below the required rank.

Codes: There is currently only the code for the first created character.

Created Superstar - Slot #1

80090CA8 ????

???? = The Value that determines the number of ranking points you have.

There are really no values for this code. You can just stick in a HEX value between 0000 and FFFF, although the ranking points stop at 999. (HEX Value = 3E7)

=====

\*\*\*\*\*

F. Ranking Statistic Modifier

Credit to: Matthew Digilio

\*\*\*\*\*

Description: This code lets you modify the statistics in your ranking profile. You can change the amount of wins, losses, draws and the amount of matches you have wrestled. After you enter this code, you save and reset the game without the codes on. The next match you win or lose will change your ranking points. The points can vary from anywhere depending on what stats you picked (wins, losses, etc.) and if you win or lose the nextmatch.

Codes: There are codes for all 4 characters for wins, losses, draws, and the amount of matches wrestled.

Created Superstar - Slot #1

Wins - 80090C90 0???  
Losses - 80090C92 0???  
Draws - 80090C94 0???  
Matches - 80090C96 0???

Created Superstar - Slot #2

Wins - 80090CAC 0???  
Losses - 80090CAE 0???  
Draws - 80090CB0 0???  
Matches - 80090CB2 0???

Created Superstar - Slot #3

Wins - 80090CC8 0???  
Losses - 80090CCA 0???  
Draws - 80090CCC 0???  
Matches - 80090CCE 0???

Created Superstar - Slot #4

Wins - 80090CE4 0???  
Losses - 80090CE6 0???  
Draws - 80090CE8 0???  
Matches - 80090CEA 0???

??? = The Value that determines the number of each stat you have.

There are no set values for this code. You can just stick in a HEX value between 000 and 3E7. For example, if you put 3E7 for wins, you'll have 999 wins. 000 makes it so you have 0, so if you put 000 for losses and draws, you'll have 0 of each. Finally, you need to match the amount of wins, losses, and draws to put a number of matches wrestled in. So, if you had 475 wins and 25 losses, you need to put 1F4 to make the matches wrestled number, match the amount of matches you've wrestled. To convert a decimal number to HEX, such as 475 wins, if you have Windows 95/98/NT, go to the calculator program included. Go to view, pick Scientific. Now, enter 475 in the slot, and on the left, you should see "Hex, Dec, Oct, Bin." Select HEX, and the 475 should transform into the HEX value. You can do this with any value, but make sure you are matching you game stats to equal 999 matches wrestled if you are going that high.

=====

\*\*\*\*\*

Credit to: Various  
\*\*\*\*\*

=====  
1) INFINITE CREATION POINTS  
Credit: CMGSCCC  
=====

Description: This code does exactly what its name says. It gives you infinite creation points to start a created character with. The only problem with this code, is that it only works when you're creating a new character for the first time, but not when you're modifying your character's Ability Points in Season

Codes: There is only the code for any of your new created characters.

D00ED41A 0000  
100ED41A 00FF

There are no values for this code. Just a plain, simple code.

=====  
Continue Royal Rumble  
=====

Just wait until another wrestler comes into the ring with their name bar where your wrestler's name was located. Top left for player one. Top right for player two. Bottom left for player three. Bottom right for player four. And select. You will now control that wrestler.

Contributed By:garman90  
Verified By: Krazz  
Source: Self

=====  
Extra Weapons!  
=====

When you are in a Fall Anywhere match you can get more objects by whipping wrestlers into things. For example, in the parking lot, whip your opponent into the ambulance to get a stretcher. Whip someone into the fire extinguisher box on the wall to get the extinguisher. In the back room after the stage whip someone into the soda machine to get a soda/beer can out of it.

Contributed By:garman90  
Verified By:Krazz  
Source:Self

=====  
Go to New Arena Rooms  
=====

Approach the entrance to the ring area in the arena in a hardcore or falls anywhere match. Press circle to irish whip your opponent in to the entrance.



The  
two wrestlers will then move to the hallway. Repeat this process through  
doorways to move from room to room.

Contributed By:J-dog  
Verified By:Shady  
Source:Cheat CC

=====  
New Wrestlers  
=====

To unlock:

Steven Richards: Lose to Steve Blackman in July in pre-season mode on the  
normal  
difficulty setting.

The Blue Meanie: Lose to Chyna in July in pre-season mode on the normal  
difficulty setting.

Stephanie McMahon: Lose to Triple H at Wrestlemania in pre-season mode on the  
normal difficulty setting.

Contributed By:garman90  
Verified By:BlueJigga  
Source:Self

=====  
Season Mode Bonuses  
=====

Complete the following years on the season mode with any wrestler to unlock the  
following bonus.

|                       |
|-----------------------|
| # OF YEARS BONUS      |
| 1 IVORY               |
| 2 PRINCE ALBERT       |
| 3 JACQUALINE          |
| 4 VISCIRRA            |
| 5 80 ABILITY POINTS   |
| 6 MIDEON              |
| 7 JEROLD BRISCO       |
| 8 PAT PATTERSON       |
| 10 90 ABILITY POINTS  |
| 20 100 ABILITY POINTS |

Note: You must create the hidden wrestlers, they are not actual wrestlers that  
are pre programmed.

Contributed By:J-dog  
Verified By:Shady  
Source:Cheat CC

=====  
Unlock D-Generation X- Characteristic  
=====

To unlock DX-, follow this win/loss pattern in Pre-Season:

April: Win/Lose  
May: Lose  
June: Lose

July: Win/Lose  
Aug: Win  
Sept: Win/Lose  
Oct: Win/Lose  
Nov: Win  
Dec: Win/Lose  
Jan: Lose

In February, X-Pac will talk to you. Tell him to Shut Up. Later, The New Age Outlaws will attack you backstage. At the end of the card, 'D-Generation X-' should appear.

NOTE: Characteristics are unlocked at random. You may have to do this a few times for this to work. You should save at the start of February, so you can keep trying if this doesn't work.

Contributed By: MTRodaba2468  
Verified By: spidey rules  
Source: Self

=====  
Unlock Stephanie McMahon  
=====

First, go to Pre-Season mode, then lose every match including the Royal Rumble. Lose the fight after Royal Rumble, then at Wrestlemania you will be in the main event and tagged with Vince McMahon. During the show each McMahon will speak to you, agree to all of his sayings. Win the match with Vince McMahon and Stephanie McMahon will be available.

Contributed By: DTurner  
Verified By: DanFookes  
Source: Self

=====  
VII. KING OF THE RING GUIDE  
=====

To win the King of the Ring, you have to win three matches in a row. Think of it as a mini tournament. If you treat each match like a singles match and not one of three single matches, then you should do fine. Just don't get too overconfident because your wrestler does get tired, especially in the final round!

King of the Ring

Make your way through a bracket-style tournament to become the King of the Ring!

When you begin, all eight opponents are listed and will be controlled by the computer.

=====  
Q: Who would be the best wrestlers to use in the King of the Ring Mode in WWF Smackdown?  
=====

A: Well, there are a lot of wrestlers to choose from. But in the King of the Ring mode, you will want a wrestler that has a lot of speed and endurance. I would use a wrestler such as Jeff Hardy, Matt Hardy, Chris Jericho, X-Pac. Here

are the ten best wrestlers to choose from in the King of the Ring mode.

1. Chris Jericho: High speed and endurance. He is also lightning quick, and has high endurance and stamina. His moves are unparalleled and he has great technical ability. He will not tire out on you in the middle of the match, which makes him my top choice for King of the Ring.

2. X-Pac: Lightning quick moves, and his speed and endurance are second to none. He has all the attributes needed to advance far into the King of the Ring, and you can win the mode with him as your wrestler.

3. Billy Gunn: Yes, another DX guy, and hell he won King of the Ring before. He has been hailed as the best athlete in the World Wrestling Federation, and you need to be an athlete to win King of the Ring.

4. Rock: As much as I don't like to use him in the game, I have to admit he is good when it comes to the King of the Ring mode. The fact that he has high endurance and stamina definitely helps, as he can go through long matches over and over again. He will not tire out on you.

5. Jeff Hardy: He could go through 2 rounds without breaking a sweat. He has high stamina and endurance, and he is one of the best athletes in the game. I love using his swanton bomb, as that takes out your opponents if you get them down on the mat. The fact that he can make matches quick definitely helps.

6. Edge: Speed, endurance, and he has been through it all. I would choose him to be the King of the Ring mainly because he should have won it for real by now. Anyways, enough babbling. His finisher is rather disappointing, but has a high knockout rate. And he will not get tired easily.

7. Road Dogg: Oh you didn't know? Your ass better calllllll somebody! Seriously, Road Dogg is one of the better wrestlers to use in the King of the Ring mode. You may think it is rather surprising, but it is definitely the case. He has high endurance.

8. Stone Cold Steve Austin: Mainly because he can take a beating and still get up. Just think about it, what is one of the main attributes needed in the King of the Ring? The ability to take a beating. And he will not stay down for long, which means he will not get tired as easily.

9. Kane: Think about it. Who's not going to be intimidated by this guy? He may not be the quickest, or have the highest endurance, but the fact is he can make matches quick, and he can take a beating. I would definitely use this guy if you want to go through the King of the Ring as quickly as possible.

10. Godfather: He is great for a big guy. He has high speed and endurance, and since he is so large he can definitely take a beating. He has the ability to last through every round of the King of the Ring, without a shadow of a doubt in my mind.

=====  
Q: Who would be the worst wrestlers to use in the King of the Ring mode in WWE Smackdown?  
=====

A: Well, you don't want to use a big fat guy. Think Viscera in real life. Here

is a list of the 5 guys I wouldn't use in the King of the Ring mode

1. Mark Henry: Big, fat, ugly, and stupid. Not a good combination. The biggest problem with him is his lack of stamina. He will go maybe five good minutes in one match of the King of the Ring, then he will turn around and completely bomb the next match.

2. Paul Bearer: At least Mark Henry is a wrestler. This guy is not a wrestler at all, which means he is probably going to end up getting his butt kicked time and time again. I would only recommend using him if you really want a challenge, as it is next to impossible to win the King of the Ring with this guy. His stupid finisher definitely does not help.

3. Debra: Just because she uses the friggin DDT as a finisher. It is not the fact that she is a woman, because Tori has always come up big for me in the King of the Ring. It is just that she tires quickly and is often overmatched in big matches.

4. Bradshaw: Call it what you will, but I never win the King of the Ring with this guy, he always seems to get tired very quickly. I am a big fan of Bradshaw as a wrestler, but for some reason I find it quite difficult to win the King of the Ring with him.

5. Big Boss Man: Enjoy your fifteen minutes, Boss Man. They're running out. This guy is just plain old and stupid, and one of the worst wrestlers in the game. The fact that his top match, the hardcore match, is not in the King of the Ring, makes it even worse.

=====  
VII. Tips and Game Modes  
=====

\*\*\* This section was provided by Red Phoenix \*\*\*

-----  
Features  
-----

Game Modes and Matches

Season Mode

Do you have what it takes to take on the most gifted Superstars in sports-entertainment? From the People's Eyebrow to the Stunner, each Superstar will use every move at their disposal to stop your roody-poo, candy @\$# from getting ahead. So put on those elbow pads Jabroni, select SEASON or PRE-SEASON, and prepare to Layeth the SmackDown!ô

Season

Select either NEW GAME to begin at the start of the season, or CONTINUE to go back to your previously saved game. You can only use your created Superstars in the Season Mode after they've proven themselves in the Pre- Season Mode.

New Game

First determine which Superstar you will control. Four players can play through the same season together.

Press L1 or R1 to cycle through the list of talent. Your created characters will appear at the end of the list.

Use the Directional Buttons to highlight the character you want to control. Select CP and press the X Button

Now choose 1P, 2P, 3P, or 4P for a human controlled Superstar, or choose CP to give control to the computer.

You can exclude up to four Superstars from competing in the Season mode. Highlight the Superstar to remove and press the X Button.

Select RANDOM for WWF SmackDown! to decide which Superstars will not participate in your season.

Next, select DECISION and press the X Button. Now you can view the current WWF Superstar rankings, check out the current title holders, or begin a match.

Match - Begin the next match in your quest for the title.

Title Holder List - See who needs to be defeated for each belt.

Ranking List - Find out who the number- one contender is for the World Wrestling Federation Title. Select a Superstar and press the X Button to view individual season statistics.

Exit - Return to the Season Mode screen.

Multi-Player Season

By adding two or more created Superstars to a new season, you can create your own groups or allies. After selecting DECISION from the Season Mode screen, you will continue to the Group Menu.

Solo - Each created Superstar will begin the season on their own.

A Group of Two People - Two created Superstars will be allied will be allied with each other. Any other created characters will begin on their own.

A Group of Three People - Three created Superstars will join as a group. If a fourth created character is involved, he will begin the season alone.

A Group of Four People - All four created Superstars will begin as a solid unit, to romp through the Season Mode together.

Two Groups of Two People - The four created Superstars can split off and go through the Season Mode in pairs.

Note: You will have to battle your allies in certain matches, like the Royal Rumble where it's every man for himself.

Continue

Return to a previously saved Season. By selecting continue, your saved season will automatically load for you to resume where you left off.

## Pre-Season

In the Pre-Season mode, you can take your Superstar through a full year of matches in the World Wrestling Federation. Being victorious here has it's advantages - you will be awarded points to add to your Superstar's abilities. Having more abilities will unlock more moves to use in the ring. Try to win as many matches as you can - you can only enter this mode once per Created Superstar.

## Pause Menu

While laying the SmackDown!ô, press START at any time to Pause the action. While paused, you can access the following options.

Return to Game - Press the X Button to get back to the action!

Exit Game - End the current match and return to the Main Menu.

Entrance Movies - Choose between ON or OFF.

Moves Name - Toggle the display ON and OFF.

Camera Angle - Select ON to view the television style camera angles.

Player's Indicator - Select ON to view different colored icons beneath each Superstar. The icon will have a different colored arrow pointing towards the opponent you are focused on.

## Create A PPV

Create the ultimate Pay- Per- View event, building each card before playing through all six matches.

## Audience Ranking

The crowd ultimately decided who the most popular Superstar in the ring is, and the fate of those less fortunate. Check out which matches have tallied the loudest crowds in the Pay-Per-View events, and which matches have been the loudest overall. Use the Directional Buttons to highlight an option, then press the X Button to confirm.

## Create A PPV

Build each card of the Pay-Per-View event by selecting CREATE A P.P.V. from the Pay-Per-View menu.

## The Card

The Card is made up of a group of matches for a single event and shows the style of match, the combatants, and which title (if any) is on the line. SmackDown!ô gives you complete control to customize each match on a Pay-Per-View card.

Toggle Matches - Press L1 or R1 to select a different match in your event.

Mode - Press the X Button to change the type of match.

Select Superstar - Highlight a Superstar to change and press the X Button to select a replacement.

Player Control - From the Select Superstar area, press RIGHT on the Directional Buttons to highlight the Player/CPU controlled characters. Press the X Button to change control from Player to CPU.

Title - Select a belt to put on the line for the title shot.

Completion - Press the X Button and choose either MATCH or SKIP. By selecting SKIP, the match will be simulated, with the outcome of the match shown on the screen. Select MATCH to begin the Pay-Per-View event.

Title Holder List - View the current champions for each title.

#### Single Match

Go head to head against a CPU opponent or a friend in a Single Match. Select NO MANAGER to brawl without the aid of a valet, or WITH MANAGER to have an ally enter the ring with you.

#### Tag Match

Whether by yourself or with up to three friends, you can pit four opponents against each other in a No-Holds Barred Tag Team Match.

#### Handicap

Think you can take on more than one opponent at a time? Select HANDICAP to find out! Or, if you need a little help taking on the opposition, wrestle with one or two partners against a top-ranked opponent.

One on Two - Just you against two not-so-friendly opponents.

One on Three - An all-out bash as three Superstars try to take you to the mat!

#### Battle Royal

Participate in an all-out brawl against three other opponents, all trying to be the last man standing. Eliminate all the other opponents to win!

#### Royal Rumble

One of the greatest spectacles ever created, the Royal Rumble consists of up to 32 Superstars competing for the right to be called the best in sports-entertainment. The event begins with four in the ring. As an opponent is eliminated, a new Superstar enters the fray! The only way to be eliminated is to be thrown over the top rope!

#### King of the Ring

Make your way through a bracket-style tournament to become the King of the Ring!

When you begin, all eight opponents are listed and will be controlled by the computer.

#### Hardcore Match

Think you can handle the punishment? Each Hardcore Match is a free-for-all with no rules and plenty of weapons. You can even take the fight backstage by throwing your opponent up the ramp! Begin the fight backstage by choosing a new area on the Pre-Game Menu!

#### Anywhere Fall

Similar to the Hardcore Match, Anywhere Fall allows you to fight backstage by sending your opponent up the ramp. Perform a finishing move on the concrete for a KO, or try to pin your opponent after throwing a trash can at him!

#### Cage Match

There's no escape from the punishment in the Cage! The only way to win is to survive. The only way to survive is to climb out of the ring. If your opponent is climbing over the top, shake the cage and send him falling back to the mat! Make sure he's too tired to fight back, then start climbing for the top yourself.

### Survival Match

Anything goes in a Survival Match! A combination of the Handicap and Hardcore Matches, the Survival Match puts up to 4 opponents in the ring in a no-rules fight to the finish.

### Special Referee

The most unique game mode to make its way to the PlayStation. Special Referee allows you to assign a Superstar as a referee in your match. What makes it interesting is that the Referee will count fast or slow depending on who he likes or dislikes in the match. If you don't like the way the Ref is calling your match, bodyslam him to the mat! Up to three people can play in this mode, with the third person controlling the Ref. You will need a Multi Tap to control the Special Referee when three people are playing.

### I Quit

Try your luck in a contest of skill where the only way to win is to make your opponent give up! Take the fight up the ramp, or anywhere else, and pummel your opponent until you are able to put the finishing submission move on him.

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Tips  
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I always seem to get some mail from folks who can't seem to be able to win in particular match types. I definitely understand what they're going through. Some match types are certainly more difficult than others. So, I decided to shine a little more light into these areas to help out those who just can't quite seem to win a Hardcore Match or whatever match type you are faced with.

### Single Match

A Single match is the easiest of all the matches in SmackDown!ô. You're put together with one other opponent to fight without weapons to either a submission or pinfall combination to win the match.

At the set-up screen, you're given the choice of either "No Manager" or "Manager." I've been asked quite a bit which one is the best one to choose. Well, to be honest, it's a personal opinion. If you want the true WWF feel of the game, choose "Manager." Your opponent's manager will get involved in the match, which can really hurt your chances of winning at times, especially if your Difficulty Setting is on Hard, for example.

If you have a manager outside the ring, clothesline your opponent over the ropes in his direction for a little punishment.

If possible, don't let your opponent get many shots in. The faster you can get to a SmackDown!ô, the better chances are for you to do your finisher and win the match.

If you have to content with a persistent manager from the opponent, don't hesitate to perform your finisher on him, if possible at the moment.

Speaking of the manager, when he comes down the ramp to the ring area, engage your opponent (not the manager) in a continuous number of grappling maneuvers. When you are grappling, you are basically untouchable. Once the manager is outside the ring, you can carry out the match as normal.



One of the easiest ways to wear down your opponent is ground attacks. If have your wrestler's move combinations down, you can pull off a series of moves which can, and often do, make the opponent give up. Use either a Leg Lock or some kind of Arm Bar when you want him to submit, if you believe he's endured enough punishment.

Remember, there are no weapons in this match, so you must resort to the basics of good sound wrestling.

#### Tag Team Match

This is another basic match put into all wrestling games. You get a partner and you face two other folks. No weapons in this match, just like a Single Match.

The biggest tip I can give here is to pin your opponent as close to your own corner without getting a "Rope Break." If you don't, your opponent's partner will run in and break up the pinning combination. However, if you pin him in your own corner, your partner will often cut off the other partner and DDT him or something to delay his arrival to the pinning combination.

When the opponent is tagging out and the other guy is coming in, don't hesitate to use a Clothesline here. A favorite of mine is a Power Clothesline, while running at them. At times, I will knock both guys down at the same time, so they both don't come at me once the tag is made.

An obvious strategy would be to stay out of your opponent's corner. If you are too close to the fella on the apron, he'll sometimes punch you.

#### Handicap

A Handicap Match seems to be one of the most difficult matches to win.

This match requires you to be on the move a lot. If you do a hit- and- run attack, you could do well. You have to stay away from attacks as much as possible.

If you stand at one corner, while two guys are battling in the corner across from you, run at them and do a Power Clothesline, for example. Sometimes you can knock both of them down. If one of the guy has his back turned to you, run at him and do a Bulldog. This type of match will require you to perform a Finisher if you plan on winning. Using Finishers, however, increases the chances of a Knock Out. Knock Outs, I'm told, don't give you as many points as a pinfall in the rankings. If this is true, then don't use too many finishers!

I love doing Flying Clotheslines off the Top Rope in the corner closest to the action. You can often knock all the guys down with one move! The reason being they are all fighting and close together, allowing for someone to attack them from above.

#### Battle Royal

Believe it or not, but this is one of my favorite matches. You are put in a ring with three other Superstars and you must battle it out until one guy is remaining. There is NOT just one pin in this match, so each wrestler has to be pinned to win the match. Use the strategies from the Single Match for this match, because that's basically what this is.

Try to separate yourself from the others. Walk around the ring floor. Enjoy the show!

Don't use your Finisher until you really have to. Sometimes it isn't necessary because everyone has been beat up pretty well.

#### Royal Rumble

Ahh, the biggest spectacle in the industry. You are put into a ring with up to 32 guys, only 4 at a time. The whole object in this match is to knock everyone over the top rope, and have both feet touch the ground.

The most obvious tip would be to stay in the middle of the ring. If you get too close to the ropes, you can either get tied up in them and punch and kicked over the top rope, or you could get the Irish Whip and flip over the top.

If you're knocked down, don't be in a hurry to get up. Being on the mat doesn't leave you susceptible to being tossed over the ropes.

Use either a chop or a punch to knock the guys over a tied up wrestler. I've used Power Clotheslines, but they don't always work. Also, when you are about to knock a guy who is tied up in the ropes, make sure you are facing him correctly. If you're to the side of him, you will probably not knock him over, but rather knock him loose of the ropes and he'll be free to run around in the ring once again.

#### King of the Ring

Hmmm...not much to say here. It's just a tournament set up as Single Matches, so use the earlier tips for this.

#### Hardcore Match

This is a match for those of you who love weapons! Press R1 to pick up or drop a weapon and X to use the weapon.

There really isn't much to say for strategies for this type of match. The weapons can be blocked rather easily.

#### Falls Count Anywhere

This is a great match because it allows you to see all the backstage areas crafted by THQ, which were done pretty well. I am glad we didn't have the plain, pathetic walls of WCW Mayhem!

A few things you may want to know deal with the kitchen. If you throw your opponent into the stove, a flame will burst out; if you throw him into a sink, water will splash; if you throw him into the area with the plates, you will get a plate to fall to the ground, which can be used as a weapon; if you throw him into some boxes, a watermelon will fall down, which will be used as a weapon. Overall, the kitchen is a neat little place for hidden things to occur. There are other places with these kinds of things. The parking garage, for example, will net a fire extinguisher, when you slam him into the fire extinguisher hanging on the wall, plus a car's horn and lights will go off if you slam him into one.

Don't forget to use the weapons!

## Cage Match

This is a great match in theory. Pain is usually the first thing announcers will mention when referring to this match, although most of us know that on TV, some kind of interference is almost always going to happen.

Use your Finisher!

## Survival Match

If you want to win, break up every other pin!

As soon as someone beats up another guy, and the guy hits the mat, pound on him with some ground attacks. Knee Drops and Leg Locks will help boost your SmackDown!ô meter.

## Special Referee

This is the mode SmackDown!ô was advertised for. It is a first in the industry. I love this match in real life, especially, because the deck is often stacked against you.

Don't hit the damn referee! If you do, he will attack you during the match and may not count for you in the end.

If you and your opponent are both attacking the referee, make sure your opponent is the last one to hit the referee. The referee's AI lacks a long-term memory. The referee will go after the last attacker.

If you're the referee, don't count for the guy you don't like. You could also use your Finisher on him and cause him to lose!

I Quit

I love this match as well. You must grab a microphone and make him submit to win this match.

Use submission moves a lot in this match.

I recommend using your Finisher once or twice. I've won without using it, but it just speeds things along.

When you decide to go for the microphone, make sure he is thoroughly beaten. A minute and a half into the match usually isn't the best time to go for the mic!

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VIII. SMACKDOWN PRESEASON GUIDE  
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SMACKDOWN PRESEASON GUIDE

Double H: hhuie1@uic.edu

Version 1.2

Revised June 2, 2000

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ACKNOWLEDGEMENTS  
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- \* Thanks to Zeke III first for buying me the game and all the hours of playing. Kindred rule!
- \* Sherm for his wealth of wrestling knowledge
- \* Wil and Way for the hours we have played and the hours yet to come
- \* Can't forget the folks at [www.wrestline.com](http://www.wrestline.com) and [wrestling.ign.com](http://wrestling.ign.com)
- \* Sephiroth X for responding to my e-mail, which finally made me decide to send this FAQ in myself.
- \* To the guys at the EB at Chicago Ridge, heard you liked the FAQ. Thanks for the kind words.
- \* Rafael for the "Five Dollars! Get outta here!?!"
- \* Philip Peters for the kind words.
- \* Any one I forgot, forgive me and email me ASAP

E-MAILS  
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- \* Thanks to all who sent e-mails with questions and comments, especially to those noted below. I'll try to include vital information in updates especially it pertains to underdeveloped sections.

Any suggestions, ideas, additions, changes, etc. feel free to email me at the above address. As I mentioned above, I will now incorporate any vital information into future updates. Don't worry, I will give proper acknowledgements, but if you don't wish your information to be documented, please say so in your e-mail. Thanks.

UPDATES  
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- 6/02 Ragnarok's (Andy) and whomever assisted in documenting his codes, specifically for unlockable CHARACTER traits (see OBTAINING NEW CHARACTER TRAITS, Section IV.)
- 6/02 GroovMstaX's (Tyson) Royal Rumble notes on how to succeed without the use of cheating (see January's Royal Rumble)
- 6/02 Zer0X's observations regarding Title holders, and the "unknown" gender (see SEASON MODE)
- 6/02 Calendar's (Oliver) Addendum to the "Madcatz" question (see January's Royal Rumble)
- 6/02 Kjklinx's (Jordan) Observations on the Mahistrol Cradle (see PROFILE, Section V.)
- 6/02 Sting12086's Notes on Handicap Matches. (see Match #04, Match #25, Match #26, and Match #08)
- 6/02 NDW1007's (Nicholas) Observations on the Appearance/Injury CHARACTER

trait debate (see APPEARANCE, Section II.)

5/15 Added a few notes to the Tag Team sections under Preseason Scenarios (see Match #01, and Match #06)

5/15 Section on moves I forgot to add as I rushed Version 1.0 (see end of FAQ under Cool Extras)

5/15 Response to William Glover's "Madcatz" question (see January's Royal Rumble)

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Having logged hours upon hours on THQ's new game Smackdown, I can honestly say that it is the best wrestling game I have played to date. The reason... PRESEASON mode! I looked far and wide all over the internet for any in-depth FAQs about the Smackdown preseason mode, but often found little or no info whatsoever. Anything that I did find was mostly repeats of other sites/FAQs, so with the help of my friend Zeke, I have managed to figure out many of the scenarios that deal with the create-a-superstar Preseason mode. This FAQ will generally cover how to get the most out of creating a Preseason wrestler, and how to reach the top in Season Mode.

## I. BASIC OBSERVATIONS

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- A) Although the cheats and hints on how to unleash hidden wrestler appearances, etc. via completing a handful of Preseasons and the 20+ Seasons are not listed here, I suggest unlocking those goodies first before attempting to make a "final" version of your wrestler. Those tidbits of information may be found elsewhere on this and other sites. Overall the most important thing to unlock is the option to allot 100 points to your create-a-superstar from the start.
- B) The major observation regarding increasing the difficulty (other than facing opponents that truly fight back) is that a higher rank can be achieved at the end of Preseason mode if consistently played on a higher level. I have noticed that continually playing on "Easy" throughout Preseason and Season modes will often leave your create-a-superstar in the lower ranks (below #20), thus unable to compete for any major belt other than Tag Team and Women's champion. Provided that you win matches with the difficulty set at Hard/Difficult, you can break through the #20 ranking and climb to the top and one day surpass even Stone Cold himself. Sounds impossible at first, but after several seasons, it can be done.
- C) As far as saving your create-a-superstar, I suggest using two separate memory cards (you'll see why later). Use the first memory card to unlock "CHARACTER" traits through practicing/playing through endless preseason modes, and the other to store your final create-a-superstar(s). I prefer using two cards, but one will have to do if that's all you have.

## II. ACTUALLY CREATING A WRESTLER

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If you are only creating a "phoney" wrestler to run through Preasons for purposes of unlocking more "CHARACTER" traits, then the easiest thing to do is keep things set on default. Make four copies of your wrestler under the OPTIONS menu and run Preason after Preseason. If this is your intent scroll on down to section III.

## A) PROFILE

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- i) First of all you will have to create a PROFILE for your create-a-superstar. This menu option allows you to give your create-a-superstar a real name (let's say John Doe for the rest of this FAQ), a nickname (Bruiser) and other personal stuff to flesh out your wrestler. It is important to note that everything being entered under the PROFILE option can not be changed once your create-a-superstar is "completed", so choose carefully. Things like spelling should be double checked and others like entrance video, or favorite wrestler selections should be thought out carefully before a final decision is made.
- ii) When choosing an Entrance video, make sure you select one that fits your wrestler, or team of wrestlers. It makes no sense to create a big musclebound power dude and give him Debra's video (it just wouldn't make sense, unless it's the puppies that you want to see!). Or let's say you are planning on creating two wrestlers for a tag team combo, they can have individual videos, or better yet have similar videos like the Hardy's so that their entrances are the same. Remember once your create-a-superstar is "completed" the Entrance Videos may not be changed. For John Doe, I will just keep the default video of Stone Cold.
- iii) Favorite Wrestler is VERY important. This wrestler will be your friend throughout SEASON mode and come to your aid from time to time via a run-in appearance. Although it is highly unlikely that you will not make friends with other wrestlers throughout Preseason, your selection of a Favorite Wrestler is crucial, so choose wisely. (My opinion on a good suggestion would be any wrestler with a ground based finisher with the exclusion of "The Rock"... this will be explained later in the FAQ). Once again, for my wrestler, "Bruiser" I will use the default favorite wrestler, Stone Cold.

## B) APPEARANCE

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- i) APPEARANCE is the next thing you have to decide for your create-a-superstar. The main things you need to worry about is selecting a Head, Torso, and a pair of Legs for your wrestler. Pretty simple and self explanatory when you scroll through the many faces and body types. This part will depend on your personal preference. In the case of Bruiser, I will stick with the default Stone Cold appearance.
- ii) Whether certain body types affect your create-a-superstar's movement, speed, resistance to injury, etc. I am not sure. However, through my own gameplay, I have created "phoney" create-a-superstars with either Stone Cold's Legs, or Triple H's Legs and was more prone to unlock the "Knee Injury" CHARACTER trait. Since both sets of Legs wear a knee brace, this may be the reason why, but it could also have been a random occurrence. Just something to be aware of when selecting body parts.

UPDATE: As observed by NDW1007, possible confirmation of the above...  
After creating a superstar with Stone Cold's facial appearance, he managed to unlock the "Neck Injury" CHARACTER trait. Coincidence?  
Only time will tell.

- iii) After selecting body parts, then you are given an opportunity to adjust height and weight. Height ranges from about 6 feet tall to 7 feet plus. It is a shame though that shorter wrestlers can't be created for female

valets or like a luchadore cruiserweight. As far as weight, I assume the bulkier the wrestler, the slower he/she moves. Strength may also change with excessive size. One thing to note though, shorter wrestlers of course will have shorter arms, from my observations will affect the distance that you can grapple successfully.

- iv) Next you can select a skin tone. The only thing I noticed for this, is that certain uniforms may change color to compliment changes in skin tone.
- v) To finish off your create-a-superstar's APPEARANCE, you have to select a weapon for him/her. Your weapon of choice is what your wrestler begins a "Hardcore" match with in his/her hand. There are many to choose from, yet other objects do exist backstage and at ringside. Again a choice to be made based on personal preference, but a longer weapon like a bat or a kendo stick because it has reach. Short weapons like Paul Bearer's urn, "Head", or even Big Boss Man's nightstick often force your wrestler to move extra close to opponents just to score a hit.

### C) PERSONALITY

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- i) Aaaahhhh, this is where the real fun begins. Deciding on a PERSONALITY for your create-a-superstar is where you can select wrestling moves, finishers, and all the other little things not mentioned above.
- ii) First of all you must decide on a STYLE for your wrestler. Selecting a specific Style will affect how ABILITY points may be allotted as your wrestler gains experience throughout the Preseason (see #iv below).
  - 1) A wrestler with an "Average" style learns all types of moves at similar rates.
  - 2) A "Speed" style reminiscent of luchadores/cruiserweights like X-Pac allows a wrestler to learn "Speed" type moves easier, but at the expense of learning "Power" moves.
  - 3) A "Power" style reminiscent of brutes like Mark Henry allows a wrestler to learn "Power" type moves easier, but at the expense of learning "Speed" moves.
  - 4) A "Technical" style reminiscent of ex-WWF star, the "Excellence of Execution" himself, Bret "The Hitman" Hart, allows a wrestler to learn "Technical" type moves easier, but at the expense of learning "Roughneck" moves.
  - 5) A "Roughneck" style reminiscent of bruisers like Farooq, allows a wrestler to learn "Roughneck" type moves easier, but at the expense of learning "Technical" moves.
- iii) After selecting a wrestling Style, you may now opt to select your first "CHARACTER" trait. Of course you may be wondering, "What the heck is a CHARACTER trait?". Well simply put, a CHARACTER trait is an attribute that may either help or hinder the evolution and gameplay of your create-a-superstar. There are over 100 to choose from for your first Character trait, but it is not necessary that you select any. The game starts with a default amount of CHARACTER traits (about 20-30 to select from) with the remainder to be unlocked as you progress through Preseason after Preseason. Once a new CHARACTER trait is unlocked it will be available for use when creating new wrestlers. However, make

sure you "SAVE" the game options, because if you don't any new CHARACTER traits that were unlocked since the last "SAVE" will be lost.

- 1) While wrestling through Preseason, your create-a-superstar will obtain up to 6 Character traits to contribute to his/her distinctiveness (5 if you fill one of the slots during the create-a-superstar mode). They are obtained via interaction with opposing wrestlers backstage, or after winning or losing specific types of matches.
- 2) Again, you are not required to select a CHARACTER trait to begin with, but if this is for your "Final" create-a-superstars(s) that you want to save and use, then I suggest selecting one of the Skill/Attack/Defense pluses. If you are just creating a "phoney" wrestler to run through a phoney Preseason just to unlock more CHARACTER traits, then I suggest against selecting one so that you have the 6 possible slots to fill and unlock more goodies.
- 3) What I did was create a phoney wrestler, copy him to the other three slots and ran a Preseason for each, unlock a whole bunch of stuff, then "SAVE". Then I deleted the four phonies and repeated the process to unlock more CHARACTER traits and game options.
- 4) Are you still confused about CHARACTER traits? Well here are examples of some of the 100+ CHARACTER traits, both good and bad:
  - a) Tag Team+: This Character trait means that your wrestler is very good at Tag Team confrontations.
  - b) Chris Jericho+: Similar to your selection for "Favorite Wrestler" in your wrestler PROFILE, this means that the Ayatollah of Rock and Rollah is likely to run from back stage to aid you during a singles match.
  - c) Knee Injury: Unlike the two above, this is a negative attribute that most likely means that any of your opponent's attacks that affect the leg (Figure 4, Dragon Screw) are likely to force your wrestler to submit more easily.
  - d) Sexy: A physical trait that can work to your advantage. I believe Tori has this because once I saw a cut scene where she got referee Earl Hebner to overturn a Women's Title decision in her favor by strutting around him in a "Sexy" fashion.
  - e) Degeneration X-: A good Character trait to select if you want to start off the bat as an enemy of that group of degenerates. But better WRESTLER PLUS Character traits await you such as individuals (Jeff Hardy+) or tag teams (Acolytes+).
  - f) Cage Match-: Basically, you suck at Cage Matches, after Mankind beats you in the Wrestlemania Cage Match scenario. Hopefully you will beat him and earn the Cage MATCH PLUS instead.
  - g) Hardcore Title+: Not only are you good at Hardcore Matches, but you are at your best when competing for the



Hardcore Title itself. I will refer to these as TITLE PLUS.

h) Power Skill+: The best type of Character trait to select in my opinion. I will refer to these as ABILITY PLUS... Character traits like Power Skill+, or Speed Defense+ give your wrestler a head start in ABILITY levels/points (see iv. below). I would chose this for my John Doe wrestler.

5) So in order of importance (in my eyes) ABILITY PLUS, then TITLE PLUS, then MATCH PLUS, then WRESTLER PLUS, then any other leftovers like Good Mic Skills, Healthy, etc.

iv) After selecting (or not selecting) a CHARACTER trait, it's on to distributing points amongst your create-a-superstar's ABILITY sections.

1) There are 12 abilities a wrestler may improve upon. Basically three abilities under each of the four wrestling Styles. They are described as follows:

a) SKILL: This ability determines which wrestling moves a create-a-superstar is allowed to add to his/her repetoire. The more points allotted to a SKILL, the wider the variety of moves that a wrestler may acquire. Thus, if you have a high POWER SKILL, then you will have more Power moves from which to choose, like Clothesline, or finishers like the Stone Cold Stunner.

b) ATTACK: This ability determines how damaging your moves are as well as how quickly your Smackdown (Finisher) bar replenishes. It is also my assumption that wrestlers with a certain ATTACK level in their specific wrestling Style have a slightly higher attack strength than that of a wrestler with similar ATTACK level from a different wrestling Style. Confused? Let me re-explain. Let's say you create a high flyer whose Style is SPEED, and he/she has a level 5 SPEED ATTACK, when he uses a SPEED move like Dropkick, it will do slightly more damage than let's say a wrestler whose Style is TECHNICAL, who also has a level 5 SPEED ATTACK also doing a Dropkick. Whether this is true ornot is hard to tell. It certainly would make sense for complimentary Styles like SPEED vs. POWER, or TECHNICAL vs. ROUGHNECK.

c) DEFENSE: Finally the all important DEFENSE! How well your create-a-superstar is able to shake off the effects of moves, and/or not tap out for a submission hold.

2) To begin with, every create-a-wrestler knows the basics, thus each of the abilities is set at level one as a default. To increase these abilities, the wrestler is allotted 70 points (100 if you run through the 20+ Seasons in Season mode and unlock the extra 25 points) with which to distribute. Each ability is kept track of with a colored bar, and filling up a bar once will increase that particular ability one level. The bar "MUST BE COMPLETELY FILLED" for it to count, what this means is that a wrestler with a level 2 TECHNICAL ATTACK is no worse than another wrestler with a slightly more than level 2 (but not yet level 3) TECHNICAL ATTACK. So remember when allotting points, decide carefully.

3) How points are allotted depend upon what specific wrestling Style you selected earlier (see ii. under the PERSONALITY section). Remember however, NO ABILITY MAY EXCEED LEVEL 5.

a) A wrestler is PROFICIENT in abilities of his/her specific Style, DEFICIENT in abilities of his/her complimentary Style, and AVERAGE in abilities of the other two Styles. The following chart will explain:

| Style     | Proficient | Deficient | Average              |
|-----------|------------|-----------|----------------------|
| POWER     | POWER      | SPEED     | TECHNICAL, ROUGHNECK |
| SPEED     | SPEED      | POWER     | TECHNICAL, ROUGHNECK |
| TECHNICAL | TECHNICAL  | ROUGHNECK | POWER, SPEED         |
| ROUGHNECK | ROUGHNECK  | TECHNICAL | POWER, SPEED         |
| AVERAGE   | NONE       | NONE      | ALL                  |

b) PROFICIENT abilities increase at the following rate:

2 points for one level  
6 points for the second level  
12 points for the next level  
20 points for the final level

c) DEFICIENT abilities increase at the following rate:

10 points for one level  
18 points for the second level  
28 points for the next level  
40 points for the final level

d) AVERAGE abilities increase at the following rate:

6 points for one level  
12 points for the second level  
20 points for the next level  
30 points for the final level

4) The only other thing to note here is that choosing certain CHARACTER traits (noted in iii. under the PERSONALITY section) may increase the starting level of a particular ability. For example, if you selected POWER SKILL as your first CHARACTER trait, then you will begin with one extra level of POWER SKILL ability before allotting points. So instead of the default 1 in POWER SKILL ability, you will begin with a 2 in POWER SKILL ability. Pretty good, but not quite as good as unlocking POWER SKILL+ in Preseason mode and selecting that as your initial CHARACTER trait. POWER SKILL+ allows you to begin with a level 3 in POWER SKILL ability versus a level 2 with from selecting the POWER SKILL CHARACTER trait.

a) If you are lucky in Preseason mode, you may even unlock other ABILITY PLUS CHARACTER traits to enhance your create-a-superstar even more. The only drawbacks, are the loss of CHARACTER trait slots and "extending past the ceiling" of a particular ABILITY. For example, if you are midway through Preseason and let's say your TECHNICAL DEFENSE ability is currently at level 4, but then you unlock the CHARACTER trait TECHNICAL DEFENSE+ , your level will only increase up to the maximum (level 5). It's a bummer, since you basically waste all those points that could have been allotted

to another ability.

- b) My first suggestion though would be to create a well rounded wrestler with most points going to the abilities in your specific wrestling Style. Then opt for Defense, at least level 3 in each (more if you can spare it).
- c) Second, try to keep most abilities hovering around level 3 just in case you unlock an ABILITY PLUS This will help to avert "extending past the ceiling" (see a.). Keep doing this if you can until right before the "Royal Rumble", then you can focus those last 3 months worth of points to make your final adjustments.
- d) I have noticed that POWER SKILL+, POWER ATTACK+, POWER DEFENSE+ are more likly to be unlocked than the other 9 ABILITY PLUS CHARACTER traits.
- e) The safest choice for an initial CHARACTER trait selection would be any DEFENSE+ . You can always use the defense and usually DEFENSE pluses are the hardest to unlock. In addition try to select a DEFENSE plus from your DEFICIENT Style, so that you don't have to waste those "extra" points of increasing DEFICIENT abilities, that you could spend on your PROFICIENT or AVERAGE ones.
- f) Once a particular ABILITY PLUS is selected, it can not be unlocked on the same character again. Thus you CAN NOT have two SPEED ATTACK+ thereby increasing a level 1 up to a level 5. So once a particular ABILITY PLUS is selected then feel free to allot points to that specific Ability, since you will never "extend past the ceiling".
- e) Some last minute reminders on allocating points:
  - \* Decide on what Finishing move you really want and make sure you allot the proper number of points to acquire that move.
  - \* With those first 100 points, begin by focusing on your main Style, (remember the level 3 rule just in case you unlock an ABILITY PLUS) then spread the rest among the other styles.
  - \* Like in the movie "Double Team", "Offense gets the glory, but it's Defense that wins the game!"... so no matter how many different moves you know, no matter how flashy your moves are, it does no good when you can't shake out of a dizzy, or kick out of a pin. Keep that DEFENSE high.
  - \* After taking care of Defense then focus on ATTACK. Again, lots of flashy moves mean nothing if they don't hurt the opponent.
  - \* After every win (and certain losses) in Preseason, you will earn more points to allocate, but remember to use them or you lose them. There is no storing of points to the next round allowed.
  - \* Your total amount of levels at the start will be equal to 12 (a level 1 default per ability). By selecting an ABILITY PLUS as your first CHARACTER trait, you will increase this to a total of 14. From there you are on your own. The best I could muster by the end of Preseason, was about 48-49. That's about

a level 4 average in each Ability! Just something for you guys to shoot for (it can be done if you are anal and meticulous like me).

v) From there it's on to selecting actual MOVES for your create-a-superstar.

1) Since you won't have many Ability points to allocate at the beginning of Preseason, you will have a limited amount of moves to choose from. If this is your first time playing, stick to a small set of basic maneuvers that you will remember.

2) Figure out which Moves you would like your create-a-superstar to eventually have, as well as which Finishing Move (aka: FINISHER). From there keep track of what level you need to attain in order to acquire those specific moves.

3) Questions you should be asking yourself are...

a) What type of moves are used in each particular Style?

\* POWER MOVES: Mostly body slams, clothesline, piledriver, DDT, anything that seems to utilize brute physical strength to execute.

\* SPEED MOVES: A huge variety of kicks, quick takedowns, suplexes, basically fast maneuvers with fast execution, and a touch of technical expertise thrown in.

\* TECHNICAL MOVES: Not all submission maneuvers, and some that are quite speedy too. Moves like Figure 4, Texas Cloverleaf, Armbar holds, etc.

\* ROUGHNECK MOVES: Brawler type moves basically. Headbutts, crotch attacks, etc.

b) What basic moves should I select?

\* Technically, any moves you want to, but the smart thing to do is either have moves that target a specific body part, quick recovery types of moves, or a well rounded set of moves to take on any situation/opponent.

\* When targeting specific body parts, let's say for example, the leg... you would then have moves like Shin Breaker, Dragon Screw, Kick to Leg, Ankle Lock, and perhaps the Figure 4 as a FINISHER. All from different Styles, yet attacking the same body part for an easy victory. Or if you are targeting the back, then have moves like Bearhug, Camel Clutch, Backbreaker, with a Walls of Jericho FINISHER. Adopting this approach leads to quick efficient matches that take out an opponent in mere minutes. If for instance all your basic moves were leg specific and then your FINISHER aims for the Head, a less effective method (unless the opponent is severely dizzy) that may not earn you a victory. Going after the same body part really does work... I remember beating a weak Steve Blackman in under 45 seconds after applying the Figure 4 just a few times. I was very surprised, and have yet to duplicate that quick a win.

\* Quick recovery moves, are maneuvers that after execution will allow your wrestler to slap on another move before the opponent

can recover/react. For example, moves like Knee Smash, Belly to Back Suplex, DDT, are quick recovery, but others like Full Nelson Slam, Piledriver, other suplexes, leave you open for seconds after they are used. Often high damaging, powerful moves are slow to recover for obvious reasons. And the reason you want Quick recovery maneuvers are to get through those Handicap matches, 3-Way Dance, 4-Way Dance confrontations. Try them all out and you will know what you like and dislike.

- \* Variety though is the other way to go. Having all POWER MOVES or all SPEED MOVES may work at times, but against certain opponents you will be helpless, as they block your every move. For example, Power moves like the Clothesline are great, but against brutes like Mark Henry, he will stop you. It would be better to use Speedy or Technical submission holds to gain a victory against him since his Defense is weak to these particular Styles. On the flip side, Speedy moves like Spin Kick, or a Drop Kicks are more likely to be blocked by folks like Edge and Christian, or the Hardy's. So remember, a good combination of submission holds, knockout maneuvers, and constrictive pins will keep your create-a-wrestler ready for any situation.

c) Should I stick to moves from my wrestling Style?

- \* In theory I would say yes. I figure since it's your forte, then there must be some unseen edge you have in performing these moves built into the programming.

d) What type of pin moves should I select?... and other info about pinning an opponent.

- \* Although the basic lay down pin works, almost all others work slightly better.
- \* All other pin maneuvers either involve bridging the opponent or immobilizing a leg or legs to prevent a kick out. These are the pin falls that are likely to succeed. Moves like "Small Package", "Mahistrol Cradle", or "Fisherman Suplex" fit this bill and are very effective.
- \* Their only drawback occurs when a "Rope Break" is called by the referee. "Rope Break" occurs when either an opponent's arm or leg rests on/over/through the imaginary plane of a ring rope. Once that happens, the pin (and even an ordinary grapple) is automatically released. The other thing that sucks after a "Rope Break", the opponent is back on his/her feet and no longer dizzy!
- \* Best pin hands down is the "Pin with Bridge", can never have a Rope Break with this move.

UPDATE: \* According to "Jordan" the "Mahistrol Cradle" also never causes a Rope Break. I have yet to test this, but if anyone can confirm, it would be nice. I swear that I have gotten a Rope Break with this move before, but I could be wrong.

e) What type of FINISHER should I select?

- \* In my honest opinion, stick to any FINISHER that is a grappling move. Although moves like the "People's Elbow",

or "Senton Bomb" are really, really cool, they can't be used in any of the backstage matches, leaving your wrestler at a disadvantage. You may still be wondering, why not? With out a rope to bounce off of, or a turnbuckle to leap from, the two above moves can't be executed.

- \* Quick FINISHERS are also recommended. Nothing sucks more to do a FINISHER with a long set up (like the "People's Elbow", or the Big Show's "Show Stopper") in a 4-Way Dance. Again you ask why? For example, let's say you are the Rock in a 4-Way Dance getting ready to do the "People's Elbow" against Triple H, and all during the rope bouncing and set up, Stone Cold busts a "Stone Cold Stunner" on Mankind to squeeze in a victory. It's happened before on my game and it can happen to you.
- \* Other reasons why off the rope FINISHERS are advised against... the "People's Elbow" can be stopped by a grapple either in the initial frames of animation or near the end just as a wrestler is about to lay the Smackdown. A REAL bummer cuz not only does your move get negated, but you also lose a green "SMACKDOWN" FINISHER dot. Moves like the "Lo Down", "Money Shot", etc. take even more time to set up because not only do you have to dizzy the opponent, the opponent has to be lying face up on the ground and close to the turnbuckle. And in a multi-wrestler match it can take a lifetime before you are lucky enough to even execute, especially as opponents consistently knock you down from the corners. Other than that, I am not sure if other FINISHERS can be negated. With more gameplay I will be able to tell.
- \* Also stick to a FINISHER that can either KO an opponent or cause a submission. This will usually occur only when the opponent is severely dizzy. And even if they don't get knocked out or give up, you can often pin them for the win afterwards. However in Handicap or multi-wrestler matches you would opt for a non-pin victory. One more thing, FINISHERS that also pin, like "Pulling Walk Slam" or "Northern Lights Suplex" can be both advantageous or work against you (in situations like above).

4) Other things you may select under the MOVES menu:

- a) Entrance Moves: How your wrestler walks down the ramp.
- b) Taunts: Select from a long list of taunts. Will your wrestler flip the double bird like Stone Cold, or will he/she scream in anger like Ken Shamrock?... you decide. One more thing, Taunts raise your FINISHER bar as well.
- c) Combo Move: Four basic attack moves can be linked together as a combination attack.

5) Best moves in my opinion.

- a) Basic Attack: The CLOTHESLINE, if time right can knock opponents down from front or rear. It can even take down 2 to 3 guys if line up properly.
- b) Front Grapple: It's got to be the DDT. Quick and efficient. KNEE SMASH runs a close second in my book. For a

pin I would choose SMALL PACKAGE.

- c) Rear Grapple: FULL NELSON SLAM stands alone on sheer power, but if you've got it, TURN FACING FRONT is much better. It will cause instant dizziness and leaves opponents "Dizzy Only" moves or a dreaded FINISHER from the front. SCHOOL BOY is the best pin to use here.
- d) Near opponent's head on Ground: It's gotta be the Mounted Punch, or submission maneuver.
- e) Near opponent's legs on Ground: FIGURE 4 definitely! Not only is it a submission, but it also pulls opponents towards you and away from ring ropes (no "Rope Break"). WALLS OF JERICHO and the SHARPSHOOTER are also good, and Kick to the Groin. The best pin in the game, PIN WITH BRIDGE.
- f) Aerial moves: More for show than for effect, but the 450, and DRAGONRANA, are my faves. I miss Rey Mysterio's Dragonrana, a move that still seems to defy the laws of natural flexibility.
- g) FINISHER: Hands down, STONE COLD STUNNER! Compared to the regular Stunner, the Stone Cold Stunner can just decimate an opponent instantly.
- h) Other moves: Sure there are other moves that are good, like FLYING CROSS CHOP, MICHINOKU DRIVER, but you'll have to experiment on your own.

#### D) FINISHING UP

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- i) You should now double-check everything about your character before saving to disk. Make sure every detail is correct and then you'll be set to take on Preseason.
- ii) If necessary make copies of your create-a-superstar to aid in maximizing the amount of points you can earn.

#### III. TIPS FOR PLAYING THROUGH PRESEASON

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- A) The basic idea, now that you have created a wrestler, is to have him/her participate in twelve months of grueling matches. Beginning with a singles House match against Al Snow, you will proceed forth and wrestle in one match per month for a whole year, that culminates at the WWF spectacular Wrestlemania! Also note that every January you will face the infamous Royal Rumble where you must toss out every other opponent and be the last man standing. Can you do it? Later on I'll explain how you can win each and every time.
- B) The result of each match determines who or whom you will face the next month. Though it may seem random at first, there is a distinct pattern of sorts that the game follows (a listing of possibilities will be shown further on in the FAQ). Most matches will lead in two different

directions. If you win you will face one scenario the next month, if you lose you will face another.

#### C) EARNING MORE ABILITY POINTS

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- i) Aaaahhh, the topic on everyone's mind. Basically, all matches that are won will earn you points, although some matches that you lose may also earn you points. As far as a draw is concerned (when the time limit is up), I believe it is treated as a loss in terms of earning points.
- ii) Does difficulty setting affect the earning of points? Well, yes and no. I can definitely say that to earn more points you need to have interaction from your opponent, and this happens more easily on higher difficulty levels. However, you also have to put on a good show by using a variety of moves, bouncing off the ropes, using the corner, taking it outside, KO's, submissions, clean pins. These all count towards higher points earned. In my experience, quick wins, such as playing against opponents on easy difficulty are boring and often earn you less points. A win with a FINISHER, and successful taunting does seem to add a few points here and there. Overall, you'll have to experiment and see what does and doesn't work.
- iii) Saving your create-a-superstar is the best way to maximize on points. How you may ask? Well I'll try to explain next. Okay, remember that there are four slots per memory card to save a create-a-wrestler. Let's say I copy my wrestler "Bruiser" onto each slot and begin my Preseason with "Bruiser" #1. Bruiser #1 loses to Al Snow and gets no points... a bummer. So onto Bruiser #2, but this time I win and get 7 points. An okay showing, but I know I can do better. With Bruiser #3, I kick some serious butt and earn 13 points, EXCELLENT! Finally, I play one more time with Bruiser #4 and get only 10 respectable points.

So with that settled, it's obvious that I want to keep Bruiser #3, so before I move onto the next match against Ken Shamrock, I duplicate Bruiser #3 over the other three slots and repeat the process against Ken Shamrock thereby "maximizing" my ability to earn points. Continue this method until the end of your Preseason and you will be guaranteed to get tons of points.

#### D) OBTAINING NEW CHARACTER TRAITS

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- i) As mentioned before, additional CHARACTER traits are obtained by playing through a Preseason. 99% of the time you will be able to fill the 6 total slots that are available to your create-a-wrestler.
- ii) If a DRAW occurs after a time limit is reached, it is possible that certain interactions may not occur. A DRAW from my experience is treated like a LOSS I believe.
- iii) There are several ways CHARACTER traits are unlocked:
  - 1) Basic interaction with other wrestlers backstage will be the most frequent and easy way. Show them respect and you may gain a potential ally for your career in Season mode, but diss them bad and you'll probably have hell to pay with a new enemy.
  - 2) Sometimes a wrestler may ask you for assistance to help beat up another wrestler. For example, in one of the scenarios Chyna will



ask you to attack Ken Shamrock backstage. Whether you join her vengeful quest or not, you have a chance to make both a friend and an enemy in such situations.

- 3) Besides wrestler interaction, there are any number of Special matches strewn throughout Preseason that can aid you in your quest to become a Superstar. Doing extremely well in such matches can earn you a MATCH PLUS CHARACTER trait. For example, defeat every other person in the annual Royal Rumble and you will surely obtain the ROYAL RUMBLE+. Beat down Al Snow with a barrage of weapons in a Hardcore confrontation and you could get the HARDCORE MATCH+. However, when you lose to the likes of Test in an Anywhere Falls Match, you may be slapped with an ANYWHERE FALLS-. So try to do especially well in a Special match and you could one day be a specialty legend in the WWF.
- 4) By far the hardest CHARACTER traits to unlock are ABILITY PLUS ones. Of the 12 possibilities, POWER SKILL+, POWER ATTACK+, and POWER DEFENSE+ pop up most frequently. The other 9 are more rare and only a consistent demonstration of your wrestling ability can unlock these Ability enhancers. Again the most I was able to obtain for any one wrestler was a total of three (one chosen from the start, and two earned while in Preseason mode). A rarity to say the least. One more thing though, lose too many matches and use too many poor tactics and you could be slapped with an ABILITY MINUS!
- 5) Other than those mentioned above, any remaining CHARACTER traits are somewhat random. CHARACTER traits like GOOD HEALTH, MIC SKILLS+, NECK INJURY, etc. are given anytime throughout a Preseason. Remember though as I had mentioned in an earlier section, traits like KNEE INJURY, or SEXY might only be unlocked based upon the appearance you choose for your create-a-superstar so be aware.

iv) Again remember after running a Preseason where new CHARACTER traits have been unlocked, make sure you SAVE them to your memory card. Make a backup copy on another card if necessary.

UPDATE: Here is the complete list of CHARACTER traits. It includes both the default ones and all the unlockable ones too.

|                   |                      |
|-------------------|----------------------|
| Power Attack      | Technical Attack     |
| Speed Attack      | Rough Attack         |
| Power Defense     | Technical Defense    |
| Speed Defense     | Rough Defense        |
| Power Skill       | Technical Skill      |
| Speed Skill       | Rough Skill          |
| Singles Match     | Tag Team Match       |
| 3-Way Dance       | 4-Way Dance          |
| Battle Royal      | Anywhere Falls Match |
| Hardcore Match    | Cage Match           |
| Royal Rumble      | Tournament           |
| "I Quit" Match    | WWF Title            |
| Tag Title         | IC Title             |
| European Title    | Women's Title        |
| Hardcore Title    | Handicap Match       |
| Special Referee   | Lucky                |
| Favorite          | Good Looks           |
| Sexy              | Good Speaker         |
| Somber            | Power Attack+        |
| Power Attack -    | Technical Attack+    |
| Technical Attack- | Speed Attack+        |

|                    |                    |
|--------------------|--------------------|
| Speed Attack-      | Rough Attack+      |
| Rough Attackk-     | Power Defense+     |
| Power Defense-     | Technical Defense+ |
| Technical Defense- | Speed Defense+     |
| Speed Defefense-   | Rough Defense+     |
| Rough Defense-     | Power Skill+       |
| Power Skill-       | Technical Skill+   |
| Technical Skill-   | Speed Skill+       |
| Speed Skill-       | Rough Skill+       |
| Rough Skill-       | Singles Match+     |
| Singles Match-     | Tag Match+         |
| Tag Match-         | 3-Way Dance+       |
| 3-Way Dance-       | 4-Way Dance+       |
| 4-Way Dance-       | Battle Royal+      |
| Battle Royal-      | Anywhere Falls+    |
| Anywhere Falls-    | Hardcore Match+    |
| Hardcore Match-    | Cage Match+        |
| Cage Match-        | "I Quit" Match+    |
| "I Quit" Match-    | Royal Rumble+      |
| Royal Rumble-      | Handicap Match+    |
| Handicap Match-    | Special Referee+   |
| Special Referee-   | Injured Neck       |
| Weak Neck          | Injured Waist      |
| Weak Waist         | Injured Elbow      |
| Weak Elbow         | Injured Knee       |
| Weak Knee          | Lucky Life         |
| Unlucky            | Funny              |
| Smart              | Sensual            |
| Lady               | Noble              |
| Don Juan           | Femme Fatal        |
| Sharp Tounge       | Teriffic Speaker   |
| Bad Speaker        | Fashionable        |
| Unfashionable      | Good Health        |
| Bad Health         | Loner              |
| Cooperative        | Roughneck          |
| Rowdy              | Fair               |
| Betrayer           | Tenderhearted      |
| Stone Cold+        | The Rock+          |
| Triple H+          | Mankind+           |
| Ken Shamrock+      | Al Snow+           |
| Hardcore Holly+    | Big Show+          |
| Kane+              | The Undertaker+    |
| Test+              | X-Pac+             |
| Road Dogg+         | Degeneration X+    |
| Mr. Ass+           | Gangrel+           |
| Edge+              | Christian+         |
| Big Bossman+       | Val Venis+         |
| Godfather+         | Chyna+             |
| Tori+              | Vince McMahon+     |
| McMahon Family+    | D'Lo Brown+        |
| Mark Henry+        | Matt Hardy+        |
| Jeff Hardy+        | Hardy Boyz+        |
| Chris Jericho+     | Shane McMahon+     |
| Paul Bearer+       | Steve Blackman+    |
| Faarooq+           | Bradshaw+          |
| Acolytes+          | Buh Buh Ray+       |
| D'Von+             | Dudley Boys+       |
| Debra+             | Stone Cold-        |
| The Rock-          | Triple H-          |
| Mankind-           | Ken Shamrock-      |

|                 |                 |
|-----------------|-----------------|
| Al Snow-        | Hardcore Holly- |
| Big Show-       | Kane-           |
| The Undertaker- | Test-           |
| X-Pac-          | Road Dogg-      |
| Degeneration X- | Mr. Ass-        |
| Gangrel-        | Edge-           |
| Christian-      | Big Bossman-    |
| Val Venis-      | Godfather-      |
| Chyna-          | Tori-           |
| Vince McMahon-  | McMahon Family- |
| D'Lo Brown-     | Mark Henry-     |
| Matt Hardy-     | Jeff Hardy-     |
| Hardy Boyz-     | Chris Jericho-  |
| Shane McMahon-  | Paul Bearer-    |
| Steve Blackman- | Faarooq-        |
| Bradshaw-       | Acolytes-       |
| Buh Buh Ray-    | D'Von-          |
| Dudley Boys-    | Debra-          |
| Tournament+     | Title Match+    |
| Tag Title+      | IC Title+       |
| European Title+ | Women's Title+  |
| Hardcore Title+ | Wealth          |

#### IV. PRESEASON SCENARIOS

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Now that you know basically what to expect in Preseason, the following will be a list of the myriad of possible outcomes from month to month. I will number each match so that you will know which match to proceed to next. Also, I will list the maximum number of points that I have been able to achieve match per match. Although it may be possible to earn more points, I have yet to do so (I'll update when necessary). In addition, since you are a new wrestler to the WWF, you obviously start at the bottom of the barrel. Winning matches will increase your create-a-superstar's ranking so that you can get title shots during the season. Also, pay attention to your surroundings, your opponent(s), and FINISHER bars. Lastly, if a match is really going bad for you, press both "Select" and "Start" at the same time to REBOOT the Playstation. This will give you another crack at the match, but it must be done before you lose in anyway. Once you are down for the 3 count, KO'd, or submit, you won't be able to REBOOT.

#### DIFFICULTY

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Remember to check out the difficulty setting before you start playing. On Easy your opponents will not fight back as much, but you will seldom achieve a rank higher than #30 by the end of Preseason. On Medium or Hard, you will have a difficult time, and if you stay on the winning track you will definitely pave the way to contending for a belt. Also note, difficulty level does not produce different scenarios. All scenarios may be accessed whether on Easy, Medium, or Hard.

#### HEALTH

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At the beginning of each match you will notice a Heart next to each wrestler involved in the match. This heart indicates how healthy/tired you are heading into the bout. Each create-a-superstar begins with a full Heart and as he/she moves along the heart will fluctuate in level. The more empty the heart, the more easily you can lose. Prevent an opponent from touching you and you'll stay healthy month to month. Get stuck in a long, drawn out brawl, and your health will surely decrease. But remember

this can also work to your advantage as well when facing more than one opponent. Make note of which wrestler is lowest in health and go after him/her. You'll be more likely to attain a win.

#### SPECIAL NOTE

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Make sure the read the "Special Note" that is located before the listing of December matches. It will describe how scenarios unfold following that month.

#### START

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Before you actually wrestle your first match, you will be greeted by the most power man in wrestling/sports entertainment today, WWF owner, Vince McMahon. He will address you by your real name (John Doe in my case), and welcome you to your one year tryout. Basically, good luck in the year ahead and hopefully you'll make it a career in Season mode (don't get nervous though, you always get into the WWF, even if you lose all your matches!)

#### APRIL

-----  
Aaaaahhh, the first month up and only one possible match you will encounter.

-Match- #AA  
-Show- House Show  
-Type- Singles  
-Opponent- Al Snow  
-Win- Go to #00 (14 points)  
-Loss- Go to #00 (0 points)  
-Interactions- None

Tips: Your first match is a basic Singles match versus Al Snow. A simple jobber match really, and whether you win or lose it's on to Ken Shamrock in May. If it's your first time playing, then test out your moves and learn how to wow the audience. Beware of "count out" losses too. Once you are outside of the squared circle, you'll have 10 seconds to get back in. Get that "W" and move on.

#### MAY

---  
May arrives and you have no choice but to face "The World's Most Dangerous Man"... Ken Shamrock.

-Match- #00  
-Show- House Show  
-Type- Singles  
-Opponent- Ken Shamrock  
-Win- Go to #01 (16 points)  
-Loss- Go to #11 (19 points)  
-Interactions- (Loss) Ken Shamrock will offer you some advice, but you won't be given an opportunity to answer back.

Tips: This is when the Preseason begins to get interesting. Wins and losses truly begin to count now as the story unfolds. Shamrock can be a formidable opponent if you let him get the upperhand. He is a perfect example of a well-rounded wrestler. His moves are quick and efficient and if he gets you in his ANKLE LOCK submission, you can

bet that it will be all over. The key to defeating an opponent is to out move and out think him/her by using maneuvers that they may be weak against. In a singles match-up pound victims from behind as much as you can, and pray that you will get your FINISHER out!

JUNE

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June is when matches begin to branch out. Good luck and keep to a winning track.

-Match- #01  
-Show- Smackdown  
-Type- Tag Team  
-Opponent- with Shane McMahon vs. The Acolytes  
-Win- Go to #02  
-Loss- Go to #12  
-Interactions- (Win) Shane will speak, but you won't be given an opportunity to answer back.  
(Loss) Jacqueline will speak, but you won't be given an opportunity to answer back.

Tips: Your first Tag Team match and wow!... against APA! Although with practice you can singlehandedly score a win without Shane's help, I suggest you make tags and stay fresh. You will get more used to competing in tag matches this way. While in the ring, keep pounding on one guy if you can. If necessary, prevent the fresh opponent from tagging in, by throwing the "legal" man into turnbuckles and keeping him away from his partner's corner. Remember that since it is a match with multiple wrestlers, make sure your superstar's ATTENTION is aimed at the proper opponent (R2 button). This is most easily done by keeping the PLAYER INDICATORS option on. Also, if Shane is the "legal" man, make sure to help him out if possible. While you are in the corner you can still reach in and throw a quick punch/swipe if the opponent is nearby. A couple more things while waiting in your corner: You can still TAUNT, and even move back and forth around the turnbuckle post by pressing left and right on the control pad. If the battle is taken out of the ring, then take advantage and build up that FINISHER bar (no pins allowed outside for this match). But don't forget about a "count out". Also note if a someone is being pinned, the computer will automatically send both wrestlers from the corners immediately into the ring, either to breakup the pinfall, or to make the save. However, if by chance you are in the midst of reaching in for a tag, you will not be forced to enter the ring, so be alert and undo the reach-in).

CAUTION: When playing this and any other tag matches beware. I've had the strange experience with the controllability switching from Controller #1, to Controller #2 after a tag is made. I'll explain. Let's say I was using "Bruiser" in the match. I'm obviously using Controller #1 right!?! , then I tag Shane in but suddenly I'm controlling Shane. After the next tag is made, it can switch back to normal. Weird occurrence.

In regular tag matches, I've used Controller #1, and tagged in my friend's wrestler on Controller #2, and we've reversed our controlability. I don't know if it's a game glitch, or a Playstation glitch. Just FYI, so you don't get caught off guard.

-Match- #11  
-Show- Raw is War  
-Type- Singles  
-Opponent- D'Lo Brown  
-Win- Go to #02 (10 points)  
-Loss- Go to #12 (12 points)  
-Interactions- (Loss) Prince Albert will speak, but you won't be given an opportunity to answer back.

Tips: With a loss against Ken Shamrock you won't have your first taste of tag competition. I suppose maybe Shamrock was too much for you, so now you'll be pit against my hometown hero, D'Lo Brown. Stick to your general singles tactics, and since D'Lo's FINISHER is the "Low Down", it will be difficult for him to use against you. No matter though, he doesn't need it to pin you, so don't get cocky! D'Lo should be no problem, so beat him to a pulp and move on to July.

#### JULY

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-Match- #02  
-Show- House Show  
-Type- Singles  
-Opponent- Steve Blackman  
-Win- Go to #03 (13 points)  
-Loss- Go to #13 (13 points)  
-Interactions- (Loss) Stevie Richards will speak, but you won't be given an opportunity to answer back.

Tips: I treat Steve Blackman like I do Shamrock, with special care. Since this is your fourth match, things begin to heat up and Blackman may react more than previous opponents. Pay attention and you'll get the "W".

-Match- #12  
-Show- House Show  
-Type- Singles  
-Opponent- Chyna  
-Win- Go to #23 (14 points)  
-Loss- Go to #33 (11 points)  
-Interactions- (Loss) Blue Meanie will speak, but you won't be given an opportunity to answer back.

Tips: If you've reached Chyna, you've obviously lost some matches in the previous months. No matter, you can still gain a victory against the WWF's "Ninth Wonder of the World". Don't underestimate Chyna. She may be a woman, but her Roughneck skills can be more than a match for an inexperienced wrestler. Her style is unorthodox so don't be surprised if she blocks some of your moves.

#### AUGUST

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-Match- #03  
-Show- Summerslam  
-Type- Singles  
-Opponent- Road Dogg  
-Win- Go to #04 or #14 (depending on previous outcomes, 19 points)  
-Loss- Go to #14 (?? points)  
-Interactions- (Loss) Tori will comment on the match you've just had and you

will be prompted to respond.

Tips: Against one half of the New Age Outlaws you may have your hands full, but personally I think Mr. Ass is a much harder opponent to face. However, the D-to-the-O-to-the-Double-G may still give you problems endurance-wise that previous victims may not have exhibited. Hopefully you've been improving your ABILITY levels and with improved maneuvers in your arsenal you'll be successful in taking out the former "Roadie", or else he'll give it to you "Doggy style!".

-Match- #13  
-Show- Smackdown  
-Type- Singles  
-Opponent- Kane  
-Win- Go to #14 (?? points)  
-Loss- Go to #14 (?? points)  
-Interactions- You'll call Kane out to the ring before your match.

Tips: The first of two possible confrontations against the "BIG Red Machine", the Undertaker's "little" brother is all Power with a touch of finesse. Use quick moves and submission holds to defeat him easily, otherwise you'll just be trading blows if you try to out-strength him. Be careful of a loss, you may get the MIC SKILL-, I did in my first-ever outing.

-Match- #23  
-Show- Summerslam  
-Type- Singles  
-Opponent- Big Show  
-Win- Go to #14 (24 points)  
-Loss- Go to #24 (11 points)  
-Interactions- (Loss) Big Show will comment on the match you've just had and you will be prompted to respond.

Tips: Unlike Kane above, the Big Show is brute power without the speed. He is slow, but very strong, so just out maneuver him.

-Match- #33  
-Show- Raw is War  
-Type- Hardcore  
-Opponent- Mr. Ass  
-Win- Go to #14 (10 points)  
-Loss- Go to #24 (0 points)  
-Interactions- Sometime after the match, you will meet Debra. She'll offer you some advice so respond to her in kind if you wish.

Tips: Your first possible taste of Hardcore action! Why against Mr. Ass? I'm not sure, but what I do know is that he is much better than his tag team counterpart, the Road Dogg. At times it seems that Mr. Ass has endurance out the ears, so don't expect an easy pinfall unless he's tired. Remember since it's a Hardcore match, stick to weapons with some reach... bat, metal rod, kendo stick, broom stick, etc. These will allow you to keep distance from Billy Gunn while still allowing contact through the weapon.

Use R1 to pick up and drop objects and the SQUARE to throw them if necessary. Don't forget that when you are holding onto something, you won't be able to grapple, so just keep pressing that X button and smack away. Attacks work best when your opponent is already

on the mat/ground. Keep him down until he no longer moves, by then he's definitely ready to be pinned. Remember though, NO COUNT OUTS, NO ROPE BREAKS and you can even be PINNED OUTSIDE so beware.

## SEPTEMBER

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-Match- #04  
-Show- House Show  
-Type- Handicap  
-Opponent- vs. Dudleyz  
-Win- Go to #05 (14 points)  
-Loss- Go to #05 (13 points)  
-Interactions- (Loss) Buh Buh Ray will comment on the match you've just had and you will be prompted to respond.

Tips: The dreaded Handicap match. Well, you were bound to face one sooner or later. "Those Damn Dudleyz!" will sure give you a run for your money. Different tactics can be employed in a match like this. The first thing to note is which opponent has less health. That will be the Dudley that you focus your attacks on. Second, try to keep the two apart, either by throwing the healthier man out of the ring, or keeping them at opposite turnbuckles. Third, make sure to keep the player indicators on so that you can properly alternate attacks against Buh Buh Ray and D'von... with "Quick recovery" moves you will keep them on the ground and neither will touch you. Lastly, if I remember correctly, there are NO COUNT OUTS, but I think that ROPE BREAKS are on, and you MUST PIN IN THE RING. With those ideas in mind, take the fight outside to build up for a FINISHER or two. Then toss the weaker man back into the ring for the victory. KO'S work best in this match, since pinfalls are usually broken up by the fallen man's partner.

UPDATE: According to Sting12086, if one of your opponents gets a FINISHER Dot before you do, take him/her outside the ring. It's impossible to be KO'd out there, so coax him/her into performing the FINISHER then, shake out of it and continue the match back in the squared circle.

-Match- #14  
-Show- House Show  
-Type- Singles  
-Opponent- Test  
-Win- Go to #15 (12 points)  
-Loss- Go to #15 (?? points)  
-Interactions- (Loss) Test will comment on the match you've just had and you will be prompted to respond.

Tips: One of three possible confrontations against the "Artist NOT formerly employed by Motley Crue", I treat Test like Kane, a power man with some speed to boot. His height is an advantage, so beware of his long reach.

-Match- #24  
-Show- House Show  
-Type- Singles  
-Opponent- Godfather  
-Win- Go to #15 or #25 (depending on previous outcomes, 19 points)  
-Loss- Go to #25 (25 points)



-Interactions- (Loss) The Godfather will offer you some advice, but you won't be given an opportunity to answer back.

Tips: The Godfather (aka: Kama Mustafa, aka: Papa Shango), is one of the relatively quick mid-carders in the game. Continue to use singles tactics against him and you'll chalk one up against the "Pimp Daddy", then you can sit back and roll up a Big Fatty. Too bad his Digi-Hos aren't as voluptuous as those busty women in the Green Army Men commercial... plus no "dancin' with the hos" after a victory/loss.

OCTOBER

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-Match- #05  
-Show- Smackdown  
-Type- Singles  
-Opponent- Mankind  
-Win- Go to #06 (18 points)  
-Loss- Go to #16 (0 points)  
-Interactions- Not really an interaction, but before your match against Mankind, there will be a cut scene of you walking backstage.

Tips: If you thought Mr. Ass has endurance, check out Mankind's "Testicular fortitude". The man just doesn't go down easily. Work on limbs if you must, otherwise it will just be a brawl.

-Match- #15  
-Show- Raw is War  
-Type- Singles  
-Opponent- Mark Henry  
-Win- Go to #26 or #46 (depending on previous outcomes, 7 points)  
-Loss- Go to #36 (?? points)  
-Interactions- None

Tips: He didn't win any Gold Medals, but he can still kick your butt! Mr. Mark Henry is all Power. Use speed to your advantage or you'll lose in a flash. Submission maneuvers work best against him, but you may end up with MARK HENRY- for your troubles.

-Match- #25  
-Show- Smackdown  
-Type- Handicap  
-Opponent- vs. Hardy  
-Win- Go to #46 (19 points)  
-Loss- Go to #56 (0 points)  
-Interactions- (Loss) Jeff Hardy will comment on the match you've just had and you will be prompted to respond.

Tips: Unlike the Dudleyz Handicap match, the Hardyz will both out-speed and out-maneuver you in an instant. Remember that different tactics can be employed in a match like this. The first thing to note is which of the two brothers has less health. That will be the Hardy that you focus your attacks on. Second, try to keep the two apart, either by throwing the healthier man out of the ring, or keeping them at opposite turnbuckles. Third, make sure to keep the player indicators on so that you can properly alternate attacks against Matt and Jeff... with "Quick recovery" moves you will keep them both on the ground and neither will be able to touch you. Lastly, if I remember correctly, there are NO COUNT OUTS, but I think that ROPE BREAKS are

on, and you MUST PIN IN THE RING. With those ideas in mind, take the fight outside if you can to build up for a FINISHER or two. Then toss the weaker man back into the ring for the victory. KO'S work best in this match, since pinfalls are usually broken up by the fallen man's partner.

UPDATE: According to Sting12086, if one of your opponents gets a FINISHER Dot before you do, take him/her outside the ring. It's impossible to be KO'd out there, so coax him/her into performing the FINISHER then, shake out of it and continue the match back in the squared circle.

November

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-Match- #06  
-Show- Survivor Series  
-Type- Tag Team  
-Opponent- with X-Pac vs. Edge and Christian  
-Win- Go to #07 (13 points)  
-Loss- Go to #17 (?? points)  
-Interactions- (Loss) Edge will comment on the match you've just had and you will be prompted to respond.

Tips: If you've made it to this match, then you've been lucky and stayed on the winning track. You will have had some experience in a Tag Team matchup, but this time you're up against two speedy opponents, Edge and Christian. Make note of which Canadian is weaker and keep the heat on him throughout the match. If necessary, prevent the fresh man from tagging in, by throwing the "legal" man into turnbuckles and keeping him busy. Remember that since it is a match with multiple wrestlers, make sure your superstar's ATTENTION is aimed at the proper opponent (R2 button). This is most easily done by keeping the PLAYER INDICATORS option on. Also, if X-Pac is the "legal" man, make sure to help him out if possible. While you are in the corner you can still reach in and throw a quick punch/swipe if the opponent is nearby. A couple more things while waiting in your corner: You can still TAUNT, and even move back and forth around the turnbuckle post by pressing left and right on the control pad. If the battle is taken out of the ring, then take advantage and build up that FINISHER bar (no pins allowed outside for this match). But don't forget about a "count out". Also note if a someone is being pinned, the computer will automatically send both wrestlers from the corners immediately into the ring, either to breakup the pinfall, or to make the save. However, if by chance you are in the midst of reaching in for a tag, you will not be forced to enter the ring, so be alert and undo the reach-in). Speedy moves may not work as well against the Canadian duo, so use Power and submission tactics to your advantage.

CAUTION: When playing this and any other tag matches beware. I've had the strange experience with the controllability switching from Controller #1, to Controller #2 after a tag is made. I'll explain. Let's say I was using "Bruiser" in the match. I'm obviously using Controller #1 right!?! , then I tag Shane in but suddenly I'm controlling Shane. After the next tag is made, it can switch back to normal. Weird occurrence.

In regular tag matches, I've used Controller #1, and tagged in my friend's wrestler on Controller #2, and we've reversed our

controlability. I don't know if it's a game glitch, or a Playstation glitch. Just FYI, so you don't get caught off guard.

-Match- #16  
-Show- Raw is War  
-Type- I Quit Match  
-Opponent- Rock  
-Win- Go to #07 (29 points)  
-Loss- Go to #17 (?? points)  
-Interactions- Not really an interaction, but before your match, there will be a cut scene of the Rock walking backstage.  
(Loss) The Rock will comment on the match you've just had and you will be prompted to respond.

Tips: The first and only "I Quit!" Match in the game, but why against The Rock and not Mankind or Stone Cold, I'm not sure. Anyway, the object of the match, force the Rock to give up, it's as simple as that. How to do it? First of all, there's a microphone at ringside and it must be obtained to gain a victory. Second, duke it out until the Rock is down on the mat. Run over, pick up the microphone and run back over the Rock and press the CIRCLE button. If you are successful, he will submit... if not, press R1 to drop the mic and return to beating him down. Eventually he will submit and you will be victorious. There are NO COUNT OUTS, and I believe NO ROPE BREAKS, plus you may force the Rock to submit ANYWHERE.

-Match- #26  
-Show- Survivor Series  
-Type- Handicap  
-Opponent- vs. Acolytes  
-Win- Go to #27 (13 points)  
-Loss- Go to #17 (0 points)  
-Interactions- (Loss) Farooq will comment on the match you've just had and you will be prompted to respond.

Tips: I'm pretty sure that this may be your first Handicap match so pay close attention. APA will definitely take you to the brink of defeat, so here's what you'll have to do... The first thing to note is which member of the Acolytes has less health. That will be the man that you focus your attacks on. Second, try to keep the two brawlers apart, either by throwing the healthier man out of the ring, or keeping them at opposite turnbuckles. Third, make sure to keep the player indicators on so that you can properly alternate attacks against Ron "Farooq" Simmons and Justin "Hawk" Bradshaw... with "Quick recovery" moves you will keep them on the mat and neither will be able to stop you. Lastly, if I remember correctly, there are NO COUNT OUTS, but I think that ROPE BREAKS are on, and you MUST PIN IN THE RING. With those ideas in mind, take the fight outside to build up for a FINISHER or two. Then toss the weaker man back into the ring for the easy victory. KO'S work best in this match, since pinfalls are usually broken up by the fallen man's partner.

UPDATE: According to Sting12086, if one of your opponents gets a FINISHER Dot before you do, take him/her outside the ring. It's impossible to be KO'd out there, so coax him/her into performing the FINISHER then, shake out of it and continue the match back in the squared circle.

-Match- #36

-Show- Smackdown  
-Type- 3 Way Dance  
-Opponent- vs. Val Venis and D'Lo Brown  
-Win- Go to #27 (?? points)  
-Loss- Go to #17 (?? points)  
-Interactions- (Loss) Val Venis will comment on the match you've just had and you will be prompted to respond.

Tips: The 3 Way Dance will be a true test of your wrestling skills. It is somewhat similar to a Handicap matchup, but this time it's every man for himself. Follow my suggestions and you will surely win. The first thing to note is which opponent has less health. That will be the man that you focus your attacks on. Second, try to keep the two apart, either by throwing the healthier man out of the ring, or keeping them at opposite turnbuckles. Third, make sure to keep the player indicators on so that you can properly alternate attacks between Val and D'Lo when necessary, but again since it is a 3 Way Dance, try to focus on the weaker individual. "Quick recovery" moves are the key to victory. Lastly, if I remember correctly, there are NO COUNT OUTS, but I think that ROPE BREAKS are on, and you MUST PIN IN THE RING. With those ideas in mind, take the fight outside to build up for a FINISHER or two. Then toss the weaker man back into the ring for the victory. KO'S work best in this match, since pinfalls are usually broken up by the free standing opponent. Oh yeah, one more thing... be careful of using a FINISHER on an opponent and then allowing the fresh wrestler to slide in for the cheap pin.

-Match- #46  
-Show- Survivor Series  
-Type- Singles  
-Opponent- Jericho  
-Win- Go to #27 (5 points)  
-Loss- Go to #37 (?? points)  
-Interactions- (Win??/Loss) Jericho will comment on the match you've just had and you will be prompted to respond.

Tips: A chance to face the "Ayatollah of Rock n' Rollah". Beware of his variety of tactics. Y2J is good both on the mat and in the air. His "Lionsault" can strike with terror from above, or when he knows you're tired he'll slap on the "Walls of Jericho" to make you submit, but if he gets his "DoublePowerbomb" FINISHER on you, it may all come to a quick end. Personally, I think Jericho is one of the best wrestlers out there right now. His versatility is what you must defend against or it will cost you a victory.

-Match- #56  
-Show- Raw is War  
-Type- Hardcore  
-Opponent- Hardcore Holly  
-Win- Go to #27 (8 points)  
-Loss- Go to #37 (0 points)  
-Interactions- Sometime after the match, you will meet Steve Blackman. He'll offer you some advice so respond to him in kind if you wish.

Tips: Another chance at Hardcore action! They don't call him Hardcore for nothing. Actually I've never played this match, because I've only used the "Skip" option on this one. So as far as his wrestling style, I can't tell you what you can expect from Hardcore Holly

(aka: Bob "Sparkplug" Holly, aka: "Sparky Plug"). My only advice is to remember since it's a Hardcore match, stick to weapons with some reach... bat, metal rod, kendo stick, broom stick, etc. These will allow you to keep distance from Bob Holly while still allowing contact through the weapon. I sure wished that Crash was in the game don't you?

Use R1 to pick up and drop objects and the SQUARE to throw them if necessary. Don't forget that when you are holding onto something, you won't be able to grapple, so just keep pressing that X button and smack away. Weapon attacks work best after you've knocked Hardcore Holly onto the mat/ground. Keep him down until he can no longer move, by then he's definitely ready to be pinned. Remember though, NO COUNT OUTS, NO ROPE BREAKS and you can even be PINNED OUTSIDE so beware.

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SPECIAL NOTE  
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Please note that no matter if you win or lose any match in December, next month you will participate in the Royal Rumble. Your success or failure in January will actually determine which scenario you will face in February.

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December  
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-Match- #07  
-Show- Smackdown  
-Type- Singles  
-Opponent- Kane  
-Win/Loss- Go to BB, (19 points/?? points) then...  
-Win Rumble- Go to #08  
-Loss Rumble- Go to #18  
-Interactions- (Win) Kane will comment on the match you've just had and you will be prompted to respond.

Tips: What can I say about Kane? Well, if you've faced him in August, then you'll already know what to expect from the "Big Red Machine". Otherwise, treat him as a Power opponent with some Speed on his side. Also beware of his long reach. His height gives him the advantage of having long grappling arms. Out-manuever him and it will lead you to a win.

-Match- #17  
-Show- Raw is War  
-Type- Hardcore  
-Opponent- Test  
-Win/Loss- Go to BB, (18 points/?? points) then...  
-Win Rumble- Go to #18  
-Loss Rumble- Go to #28  
-Interactions- (Win) Test will comment on the match you've just had and you will be prompted to respond.

Tips: Hardcore action, but this time against the "Wrestler that would've, could've, should've been Mr. Stephanie McMahon." Oh well. This may be your second opportunity to face Test, a mini-rivalry beginning??? Perhaps. Test is similar to Kane. A good mixture of Power and some Speed. His height is an advantage, so beware of his long reaching

grapples and attacks. Remember since it's a Hardcore match, stick to weapons with some reach... bat, metal rod, kendo stick, broom stick, etc. These will allow you to keep distance between you and Test, while still allowing contact through the weapon.

Use R1 to pick up and drop objects and the SQUARE to throw them if necessary. Don't forget that when you are holding onto something, you won't be able to grapple, so just keep pressing that X button and smack away. Attacks work best when your opponent is already on the mat/ground. Keep Andrew Martin down until he no longer moves, by then he's definitely ready to be pinned. Remember though, NO COUNT OUTS, NO ROPE BREAKS and you can even be PINNED OUTSIDE so beware.

-Match- #27  
-Show- Smackdown  
-Type- Singles  
-Opponent- Gangrel  
-Win/Loss- Go to BB, (17 points/?? points) then...  
-Win Rumble- Go to #28  
-Loss Rumble- Go to #38  
-Interactions- (Win) Gangrel will comment on the match you've just had and you will be prompted to respond.

Tips: Gangrel, or "Mr. Vachon" as I like to call him is another one of your mid-card jabronis. He's not too hard to defeat, so you'll be quickly on your way to the Royal Rumble. He's got a cool opening, but other than that, there's not much else that's cool about pudgery. Take him out and move on.

-Match- #37  
-Show- Raw is War  
-Type- Singles  
-Opponent- Godfather  
-Win/Loss- Go to BB, (?? points/14 points) then...  
-Win Rumble- Go to #38  
-Loss Rumble- Go to #48  
-Interactions- (Win??/Loss) The Godfather will comment on the match you've just had and you will be prompted to respond.

Tips: Another crack at Papa Shango... I mean Kama Mustafa... oops my fault. The Godfather is back to take some more punishment at your hands. A jobber like Gangrel, the Godfather shouldn't be too difficult to defeat. Since it's a singles matchup you should have no problems by now.

January

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-Match- #BB  
-Show- Royal Rumble  
-Type- Royal Rumble  
-Opponent- All wrestlers  
-Win- Refer to December results for next Scenario (38 points)  
-Loss- Refer to December results for next Scenario (0 points)  
-Interactions- None

Tips: Well it's finally January. A new year, and time for you to really shine! But since it is January, it's time for the annual Royal

Rumble. 30+ competitors and it's your job to toss them all out of the ring, shock the world, and show them all you mean business!

How is the Royal Rumble set up? It begins with 4 competitors in the ring at the same time, with you always being one of the initial four. Your mission is to toss them out one by one (use the CIRCLE, Irish Whip), without being tossed out yourself. Every time a wrestler is tossed out, a 10 second countdown will begin and then a new wrestler will run down the ramp to join the melee. There will never be more than 4 wrestlers at a time, and hopefully you will always be one of them.

First of all it's almost impossible to win the Royal Rumble even if it's set on the easiest difficulty. The best I ever did on my own was defeat 25 opponents before being tossed out. Well then, you may be wondering, "How is it possible to beat everyone?" There are two methods to "Cheat":

#### Method One

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If you've got a Multi-Tap, use it! (Remember that the multi-tap must be plugged in before you turn on the system, or it may not work properly.) Press "Select" on the three other controllers and the other three wrestlers will no longer be AI manipulated. With them being controlled by a "Human", they will remain motionless, and you can toss them out one by one. Everytime a wrestler joins, press "Select" on the appropriate control pad to take over. After about 15 minutes or so, it will all be over and you will be victorious.

UPDATE: In response to William Glover's question about the "Madcatz" multi-tap, it does not work. I have a "Madcatz" brand multi-tap too, and it never ever worked. It also doesn't work on certain other games like, Madden 2K, and NBA Live. I assume it's because the games may be programmed to only work with official Sony licensed peripherals. So sorry guys, gotta use the Sony multi-tap or you're just out of luck.

According to "Oliver" from the UK, his Madcatz does work, so perhaps it's just a U.S. thing? Strange huh?

#### Method Two

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Don't have a Multi-Tap? Well if you've got at least two control pads, then activate the extra one, and use it to your advantage. For example, controller #1 will be you, so stay alert... press "Select" on controller #2 to and use it as well (ask a friend if nearby to assist). I usually toss the two left over AI controlled wrestlers out, then hide my create-a-superstar in the corner, while I use the controller #2 guy to throw folks out and keep them away from my real wrestler. It takes practice but can be done. Just keep the controller #2 guy by the ropes near the ramp, and as new competitors come in, just toss them out.

#### Method Three

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If you decide not to cheat and tough it out just to see how you do, then you are on your own. Stick to the middle of the ring as much

as possible. Use lengthy moves as much as possible to help keep you in the ring. Remember that the other three wrestlers are almost always out to get you (look at their player indicators and you will see), they only go after AI wrestlers if you are really preoccupied.

UPDATE: I got an email from "Tyson" and he suggests the following:

From the start, let the other three opponents duke it out. Then take out those that are a bit dizzy and toss 'em. Be careful when approaching any wrestlers though, because if you walk up to them when they have their backs to the ropes, you will be whipped over the top. Stand back until he/she comes to you, or use a running attack against him/her. If and when you are able to clear the ring, just stand back and wait for the next opponent to arrive. Don't attack him/her immediately, he/she will reverse attack. Step back then engage the opponent. Keep this up, and with some practice you will succeed like "Tyson". (As I mentioned, using similar tactics like those of "Tyson's" I managed to reach the mid twenties, so it looks like I need more practice.... naaaah, I'll stick to the multi-tap unless it's for real!)

The Royal Rumble is truly the longest, most difficult match you will face, so good luck.

February

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-Match- #08  
-Show- Raw is War  
-Type- Handicap  
-Opponent- vs. Rock n' Sock Connection  
-Win- Go to #09 (15 points)  
-Loss- Go to #09 (19 points)  
-Interactions- Sometime before the match, you will meet Paul Bearer. He'll offer you some advice so respond to him in kind if you wish. (Win with a positive response to Paul Bearer) The Acolytes will comment on the match you've just had and you will be prompted to respond.

Tips: By now you should have fought in a Handicap Match. Whether against the powerful Dudleyz, the speedy Hardy, or the brawling Acolytes, they are mere jobbers and up n' comers compared to the Rock n' Sock Connection. The Rock and Mankind each have distinct styles that you must defend against, which is why this specific Handicap matchup is more difficult. Stay alert against the Rock's speed, and watch out for Mankind's brawling endurance. Mr. Socko is a force to be reckoned with, so make sure to stay away from Mankind if his FINISHER is ready. With your preseason winding down, it's very important that you go out with a bang, so make these last two months count.

UPDATE: According to Sting12086, if one of your opponents gets a FINISHER Dot before you do, take him/her outside the ring. It's impossible to be KO'd out there, so coax him/her into performing the FINISHER then, shake out of it and continue the match back in the squared circle.

-Match- #18  
-Show- Smackdown  
-Type- 3 Way Dance



-Opponent- vs. X-Pac and Ken Shamrock  
-Win- Go to #19 (36 points)  
-Loss- Go to #19 (6 points)  
-Interactions- Sometime before the match, you will meet Chyna. She'll ask you for some assistance to attack Ken Shamrock, help her if you wish.

Tips: Similar to a Handicap Match, this 3 Way Dance is just as troublesome. If you've faced Val and D'Lo in November, then you'll know just what to expect. This time however, it will be against two distinct opponents, the speedster X-Pac, and the powerful submission expert Ken Shamrock. It will definitely be a true test of your wrestling abilities. Remember it's every man for himself, so follow my suggestions and you will surely win. The first thing to note is which opponent has less health. That will be the man that you focus your attacks on. Second, try to keep the two apart, either by throwing the healthier man out of the ring, or keeping them at opposite ends of the ring. Third, make sure to keep the player indicators on so that you can properly alternate attacks between X-Pac and Shamrock when necessary, but again since it is a 3 Way Dance, try to focus on the weaker individual. "Quick recovery" moves are the key to victory. Lastly, if I remember correctly, there are NO COUNT OUTS, but I think that ROPE BREAKS are on, and you MUST PIN IN THE RING. With those ideas in mind, take the fight outside to build up for a FINISHER or two. Then toss the weaker man back into the ring for the victory. KO'S work best in this match, since pinfalls are usually broken up by the free standing opponent. Oh yeah, one more thing... be careful of using a FINISHER on an opponent and let the other guy slide in for the surprise pin.

-Match- #28  
-Show- Raw is War  
-Type- Hardcore  
-Opponent- Al Snow  
-Win- Go to #29 (24 points)  
-Loss- Go to #29 (6 points)  
-Interactions- Sometime before the match, Al Snow will be attacked and you will come to his aid. Shortly after, he will confront you backstage and offer his thanks, so respond in kind if you wish.

Tips: If you thought Mankind was crazy, then you haven't fought against Al Snow in a Hardcore Match. My only advice is to remember since it's a Hardcore match, stick to weapons with some reach... bat, metal rod, kendo stick, broom stick, etc. These will allow you to keep distance from Snow while still allowing contact through the weapon.

Use R1 to pick up and drop objects and the SQUARE to throw them if necessary. Don't forget that when you are holding onto something, you won't be able to grapple, so just keep pressing that X button and smack away. Attacks work best when your opponent is already on the mat/ground. Keep Al Snow down until he can no longer move, by then he's definitely ready to be pinned. Remember though, NO COUNT OUTS, NO ROPE BREAKS and you can even be PINNED OUTSIDE so beware.

-Match- #38  
-Show- Smackdown  
-Type- 4 Way Dance

-Opponent- vs. X-Pac, Mr. Ass, and RoadDogg  
-Win- Go to #39 (34 points)  
-Loss- Go to #39 (0 points)  
-Interactions- Sometime before the match, you will meet X-Pac. He'll offer you some advice so respond to him in kind if you wish.

Tips: Against DX in a 4 Way Dance! Normally, you'd think impossible am I right? Well, having an extra guy in the ring can sort of be a blessing in disguise when compared to the 3 Way Dance. The same rules apply in a 4 Way Dance as they do in a 3 Way Dance. The only difference as mentioned already, one additional opponent. But this is good, because the extra man will allow you to pair off. Things to remember... go for the KO or submission, go after the weakest wrestler, be aware of everyone's FINISHER bar. Good luck, you'll need it.

-Match- #48  
-Show- Raw is War  
-Type- Anywhere Falls  
-Opponent- Test  
-Win/Loss- Go to #29 (If you help Triple H, 34 points/11 points)  
-Win/Loss- Go to #49 (If you don't help Triple H, 34 points/11 points)  
-Interactions- Sometime before the match, you will meet Triple H. He'll ask you for some assistance to attack Vince McMahon, help him if you wish.

Tips: Your final confrontation with Test! I just treat this match like a Hardcore Match. The only difference is that you can't head towards the ring... and of course "Falls count anywhere". So beat Test down backstage and pin him easily for the victory.

March

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-Match- #09  
-Show- Wrestlemania  
-Type- Cage Match  
-Opponent- Mankind  
-Win- On to Season mode (61 points)  
-Loss- On to Season mode (34 points)  
-Interactions- Sometime before the match, you will meet the Undertaker. He'll ask you for some assistance to attack Stone Cold, help him if you wish.

Tips: Wrestlemania has arrived! Your final match of the Preseason so make it good. If you've basically got a perfect record, then the Cage Match is the perfect way to end your preseason career. And with Curt Hennig (aka: Mr. Perfect), or Sean Stasiak (aka: The Perfect One) both at WCW, Mankind is definitely the perfect choice for your own personal "Hell in a Cell". Aside for the Royal Rumble, the Cage match is arguably the most difficult match you will face. How do you win? Well first of all, there are no pinfall, KO, or submission victories. The only way is over the top (there is a door, but it's always locked). So begin by beating Mick to an inch of his life. When he is basically not moving anymore then it's time to start climbing. Push your directional pad towards one of the cage walls, then press R1 to begin climbing. Once you are on the wall, move the directional pad left and right and the climbing will begin. Let's just hope you make it over before Foley wakes up. If he does, he will definitely walk over to the cage and begin rattling it to knock

you down. Before he does, I suggest you hit the X button and perform an Elbow Drop on top of him.

If by chance Mankind gets the upper hand and makes it onto the wall first, then do your best to wake from dizziness. Afterwards head towards the side that Mick is climbing and begin attacking that wall. If your attack is too weak, he will not fall. It works best when you are directly under Foley.

The action will be fast and furious so keep it up until you are victorious. Do well and you may even earn the CAGE MATCH+!

-Match- #19  
-Show- Wrestlemania  
-Type- 4 Way Dance  
-Opponent- vs. Stone Cold, Big Show, and The Rock  
-Win- On to Season mode (53 points)  
-Loss- On to Season mode (28 points)  
-Interactions- Sometime before the match, you'll see a cut scene of Mankind and The Rock discussing strategy backstage. Shortly after, you will meet the Big Boss Man. He'll ask you for some assistance to attack the Big Show, help him if you wish.

Tips: Wrestlemania has arrived! Your final match of the Preseason so make it good. You should know what to do by now. As for who to go after, the weakest man of course! Otherwise it's your choice, the roughneck brawler Stone Cold, the powerhouse Big Show, or the man with the "Most electrifying move in sports entertainment today!", The Rock. If you're a submission expert, I would definitely go after the Big Show, he is most susceptible. Remember to watchout for FINISHERs, and remember that the "People's Elbow" can be stopped. Just remember to change your player indicator to focus your attention on The Rock if you plan on negating him.

-Match- #29  
-Show- Wrestlemania  
-Type- Tag Team  
-Opponent- with Triple H vs. Rock n' Sock Connection  
-Win- On to Season mode (62 points)  
-Loss- On to Season mode (?? points)  
-Interactions- Sometime before the match, you will meet Triple H. He'll offer you some advice so respond to him in kind if you wish. Shortly after, Mr. Ass will offer some advice provided you reacted in a positive manner towards Triple H, respond to him in kind if you wish.

Tips: Wrestlemania has arrived! Your final match of the Preseason so make it good. My favorite of all the Wrestlemania matches, teaming up with "The Game" against "The People's Champ" and the man who many refer to as a God of professional wrestling. Unlike previous Tag Team bouts, this is a clash between some of the WWF's top stars. With Triple H as your partner, you will at least have a seasoned veteran on your side. If you've faced the Rock and Mankind before, you'll know what to expect. Counter the Rock's speed, or Foley's brawling style and you will end up with your final win. Tag often, especially if you are tiring out. And use every little trick you have to succeed, cuz this is the end of a years worth of training.

CAUTION: When playing this and any other tag matches beware. I've had

the strange experience with the controllability switching from Controller #1, to Controller #2 after a tag is made. I'll explain. Let's say I was using "Bruiser" in the match. I'm obviously using Controller #1 right!?! , then I tag Shane in but suddenly I'm controlling Shane. After the next tag is made, it can switch back to normal. Weird occurrence.

In regular tag matches, I've used Controller #1, and tagged in my friend's wrestler on Controller #2, and we've reversed our controlability. I don't know if it's a game glitch, or a Playstation glitch. Just FYI, so you don't get caught off guard.

-Match- #39  
-Show- Wrestlemania  
-Type- Special Referee Match  
-Opponent- Triple H  
-Win- On to Season mode (56 points)  
-Loss- On to Season mode (?? points)  
-Interactions- (Win) Pat Patterson will comment on the match you've just had and you will be prompted to respond.  
(Loss) Stephanie McMahon will comment on the match you've just had and you will be prompted to respond.

Tips: Wrestlemania has arrived! Your final match of the Preseason so make it good. Nothing too special about this match aside from Shane McMahon as the Special Referee. Just treat it like a singles match, but of course you're against one of the best... the man who dubs himself "The Game", cuz he's just "That DAMN good!", Triple H. The only thing you need worry about is accidentally hitting Shane during the match. If this happens, he will get a few licks on you before returning to a somewhat impartial state. I wonder if you consistently attack Shane, will he foil you with a fast count? In my opinion, the most boring and normal match of all the Wrestlemania scenarios.

-Match- #49  
-Show- Wrestlemania  
-Type- Battle Royale  
-Opponent- vs. Stone Cold, Vince McMahon, and Triple H  
-Win- On to Season mode (?? points)  
-Loss- On to Season mode (39 points)  
-Interactions- (Loss) Vince McMahon will comment on the match you've just had and you will be prompted to respond.  
Shortly after, Stephanie McMahon and Debra will offer some advice provided you reacted in a positive manner towards Vince McMahon , respond to each of them in kind if you wish.

Tips: Wrestlemania has arrived! Your final match of the Preseason so make it good. The Battle Royale, one of the two possible matchups where you can face Stone Cold, and the only one where you can lay a hand on your boss, Vince McMahon. How does the Battle Royale work? Well, all 4 men begin in the ring at the same time. Everytime a wrestler is pinned, KOed, or submits, he must immediately leave and the remaining wrestlers continue to battle until one man is left standing. Personally, I would go after Vince first since he is the only "non-wrestler". Hopefully while you're working on Vince, Stone Cold and Triple H will go head to head. If you're lucky, by the time you finish with Vince, either Stone Cold or Triple H will be out of the match. If not, then it's basically

like a 3 Way Dance. Your main focus is to beat on others and not allow them to lay a hand on you. Remember, you need not be pinned to be eliminated. Every little attack will count against you for a KO/submission loss. After suffering enough damage, even a simple attack like a scoop slam could knock you out so beware. Also note that any wrestler that is eliminated, will remain at ringside to grab at legs, tripping up active opponents, so stay away from the ropes as much as possible. Work on one man at a time, and you will emerge victorious.

END

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After your final match, you will again be greeted by the most power man in wrestling/sports entertainment today, WWF owner, Vince McMahon. He will address you by your real name (John Doe in my case), and welcome you to the WWF as a permanent employee. It doesn't matter if you even lost every match (the WWF needs jobbers too, like the Brooklyn Brawler for instance). Make your way to Season mode so that you can begin your run for a belt. Personal glory awaits you in the matches to come.

## V. SEASON MODE

-----

A) Now that you've finished Preseason, it's time to shine... literally. Your mission is basically to have gold around your waist, and once you've got it, never to relinquish it. Well now the question is, "How can I earn a title shot?" Actually running a Season, is the slow route to take. And if you decide to play on Easy difficulty, then it's 99% guaranteed that you'll never break into the top 20 in rankings, so stick to the Medium difficulty. Also note that interactions/cut scenes for your character will be limited throughout the Season mode, so don't expect to see your guy(s) that often. So aside from playing through an infinite number of seasons, you can quickly earn a title shot by competing in "Exhibition" matches, or "Create-a-PPV". Those two modes allow you to control both who you face, and in what type of match you will face him/her/them.

B) In order to compete for a belt though, you must qualify based upon your current ranking amongst all the wrestlers. Ranking is determined by points, and points are earned through victory. At the beginning of the Preseason, you will have 0 points and your rank is between 37 and 40. On Easy difficulty, a win will usually earn you 1 point, but on higher difficulty levels, more points can be earned per victory.

Your ranking before heading into Season mode will thus depend on the difficulty level at which you played, and how well you did. Success on Easy will most likely land you somewhere between a ranking of 20 and 30. On Medium difficulty, you will land somewhere between #10 and #20 if you are lucky. But Hard difficulty will take you to the top rankings of #1 to #10!

C) Here are the ranking breakdowns in order to compete for each title:

|                       |                                                 |
|-----------------------|-------------------------------------------------|
| WWF Tag Team:         | You may be any rank and any gender.             |
| WWF Women's:          | You may be any rank and a female.               |
| WWF European:         | Your rank must be #20 or higher and any gender. |
| WWF Hardcore:         | Your rank must be #20 or higher and any gender. |
| WWF Intercontinental: | Your rank must be #10 or higher and any gender. |
| WWF World Champion:   | Your rank must be #5 or higher and a male.      |

So as you can see, the easiest belts to acquire are the Tag Team straps,

or the Federation Women's belt. The rest, you'll have to work your way up to earn.

D) If you are anal like me, then you will have followed my advice to import your create-a-superstar onto a new memory card with no previously saved options. This will allow the original Title holders at the beginning of the game to still exist. If not, and you ran the 20+ Seasons, and countless Preseasons, then everyone's ranks will have changed, and belts will have changed hands as well. Again, it doesn't really matter, but I prefer beginning with the original title holders:

|                            |                 |
|----------------------------|-----------------|
| World Champion:            | Triple H        |
| Intercontinental Champion: | Chris Jericho   |
| European Champion:         | Val Venis       |
| Hardcore Champion:         | Big Boss Man    |
| Women's Champion:          | Tori            |
| Tag Team Champions:        | New Age Outlaws |

UPDATE: According to "Zer0X", by using the "?" unknown gender, all 6 belts may be acquired by one create-a-superstar. Also if any create-a-superstar with belts is deleted, the straps will automatically revert back to the original holders listed above.

#### EXHIBITION MODE

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The easiest way to earn a belt is utilizing the Exhibition Mode. If you have a low ranking, you may immediately challenge the New Age Outlaws (or whomever the current Tag Champs are) to a Tag Title match. Select a partner, and switch the option for a Title match. If you created a female wrestler, then you have the added opportunity to compete for the Women's Championship. Remember that Exhibition mode let's you compete in any one single event, which if SAVED can effect both ranking and even title holder status. This is the most basic way to increase the rank of your wrestler, one match at a time, before officially entering into Season mode. But again remember, unless the difficulty is Medium or higher, your rank will almost never rise above #20.

#### CREATE-A-PPV MODE

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This is also one of the better things about the game. Pay Per Views can be created out of thin air, so let your imagination run wild. Each PPV consists of a 6 match card (basically enough for each belt to be exchanged). If SAVED, a PPV can also effect both ranking and title holder status. Also if you've noticed, each match you participate in shows an "Audience Ranking". These are kept track of through each PPV that you create, and there is even a list of the best PPVs ever created, and the best matches ever from a PPV. Kinda cool, so check from time to time and see the results of your hard earned efforts.

Here are some things to remember when setting up a Pay Per View:

- 1) Start with Match #6 and work your way backwards. You will often want your best belt on the line in this final match.
- 2) More Title Matches on the line, mean huge ratings. A PPV with all 6 titles on the line will most likely do better in overall ratings that say having only 2 titles, or none at all being up for grabs. Remember that in order for a title to be up for grabs, all individuals involved

must qualify in rank and gender for the belt(s) in question.

- 3) More Specialty Matches also mean better ratings. Fans are often more interested in say a Cage Match for the World Championship than a regular singles match. Matches have to be special for viewers to stay tuned. Boredom will set in if nothing spectacular is being offered, so give the audience what they want and they'll keep coming back for more. Remember that Tag Team belts can only be decided in a Tag Team Match, and the Hardcore belt can only be decided in a Hardcore Match. Aside from those stipulations, the remaining 4 singles belts may be won in any other type of matchup.
- 4) After selecting the types of matches, the participants involved (and let's hope you qualify), make sure to note that belts are on the line, and make sure to switch the wrestlers you want to control from COM to 1P, 2P, 3P, or 4P. I can't tell you how many times I forgot to do one of the above, thereby diminishing the ratings for match, or even preventing my own participation. (If it happens to you and you wish to redo the PPV, then "Reboot" with the "Select" + "Start" during a match).
- 5) If you wish to earn points quickly, then turn up the difficulty and put your self in each of the six matches. Remember each victory means points.

#### SEASON MODE (REALLY)

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Okay after raising your superstar's rank, or earning some belts via PPVs or an Exhibition or two, then it's really time to enter the Season Mode. There are a couple of things to keep in mind. First, you will very rarely see a cut scene/interaction involving your created superstars... too bad, a flaw in the programming I guess. Second, you may notice that you may face the same opponents over and over again. My best guess is that this is similar to having an on-going feud with that/those wrestlers. Don't worry though, after a while, it will change, but it will give you experience against certain fighters so that you can learn how to defend against their styles. Finally, just roll with the punches. You will lose from time to time, so don't fret. It's all part of sports entertainment. Sometimes your wrestler may just be low on health so there's nothing you can do to stop the title change. Just do your best, and if you lose a belt, you can always get it back. That's what makes the game interesting and keeps it fresh.

Other things to be aware of during Season Mode. Unless you stay healthy, you will not compete month after month. Even wrestlers need a break every once in a while. So if you notice your "Heart" is almost depleted, then it's a good bet you'll be absent the next month. The best way to stay healthy is obviously not to take a pummeling match after match. Every month you are off, your rank is subject to drop as those below you may compete and surpass you in points. The longer the "vacation" the more your rank will suffer.

The Royal Rumble is an annual event in January, so follow the same advice from Preseason and you will be victorious. Also, every June is the King of the Rings tournament. The participants involved are generally chosen at random, but you can always bet that big stars are involved. It begins with a total of 8 wrestlers in 4 brackets. You will fight in three matches if you make it to the finals. If you manage to be selected to participate, then do your best to win. Winning 3 matches means major points. If you are unable to participate in the King of the Rings, then be ready to take

a blow to your ranking.

Other than that, you're basically on your own. After playing on medium for a while, and winning all the belts, it does get boring. That's when you turn up the heat on maximum difficulty. Then you'll really have to be on your toes and everything is on the line. Good luck in your quest for some gold!

## VI. COOL EXTRAS

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Since I was in a rush to get the original FAQ out earlier this month, I forgot to add a section on how to perform certain moves that aren't listed in the instruction booklet that comes with the game itself. My friend Zeke was kind enough to point out my exclusion, so here it is:

- A) Vaulting Body Press: Took me a while to figure out how to do this move, and afterwards, I couldn't believe how simple it was to execute. I had gotten it out by mistake a few times and eventually learned how to do it. First, your opponent has to be outside of the ring. Second, line up against the ropes nearest the opposing wrestler. Third, bounce off the ropes with the Triangle button, and then immediately press the X button. Instead of slingshotting off the ropes, your superstar will leap over and out of the ring and splash onto your victim!
- B) Leap Frog, Slide, Duck: I also figured out that while running, or bouncing off the ropes, you could press the Square button and a) Leap Frog your opponent if facing his/her back, or b) Slide between the opponent's legs if facing him/her, c) sometimes the wrestler may even Duck and avoid an oncoming attack. Originally I thought it was (Square then X) like the Baseball slide, but after some experimentation I found out I was wrong, and only needed to use the Square button.
- C) Taunt off ropes: While bouncing off the ropes, I also discovered that if you press the Taunt button and a) your opponent was basically on the mat, you would skip over him/her, or b) if you had Irish Whipped your opponent and he/she is coming towards you, you will lay down instead and he/she will skip over you.
- D) Tripping opponents: As is often seen in the Battle Royal mode, when a wrestler is outside the ring, he/she may press the Circle button and grab the feet of anyone near the ring ropes. One grab will cause a trip, and another will actually pull the opponent out. I think this also works backstage on the elevated platform located in the kitchen. Also, if an opponent is stuck on a turnbuckle, you can run outside that corner, pull the legs and injure the crotch. Kinda cool, but hard to pull off on your own because of the timing. It's easier in tag mode, or if the opponent is severely dizzy.
- E) Irish Whip near the seats: If you've got the opponent outside and Irish



Whip as close a possible to the seats, your superstar will actually grab the opponent by the hair and headbutt him/her on the railing. Zeke discovered this one by the way.

F) Irish Whip Reversal: Though I haven't gotten this move fully discovered yet, I have on occasion been able to reverse an Irish Whip. My only observations are: a) if you are dizzy and being Irish Whipped, then a reversal may not be possible, and b) just as you are about to be thrown, press Square (block) then Circle to perform the reversal. I'm pretty sure this is correct, but if someone can confirm it would be nice, since "blocking" moves is a timing thing.

WWF Smackdown! Pre-Season Mode Faq Version 0.7

by Sephiroth X

5/27/00

Questions, Comments, and Flames go to danman42@hotmail.com

What's new in this version

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0.7 - Completed characteristics listing, the first part of this FAQ to reach 100%, but far

from the last. Also filled in the credits, with 3 guys I couldn't have finished

it without. Can ya believe I forgot to credit them in the last version?

0.6 - New characteristics section. Easy mode matches added. Some Normal mode gaps fixed.

This FAQ seemingly is getting larger than expectation.

Contents

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1) How the Story Unfolds

- a) Easy Mode (15% Unfinished)
- b) Normal Mode (5% Unfinished)
- c) Hard Mode

2) Getting the Hidden Characters

- a) Stevie Richards
- b) Blue Meanie
- c) Stephanie McMahon
- d) Alternate Stone Cold
- e) Alternate Rock

3) Getting Extra Abilities/Characteristics (Unifinished)

4) Complete Characteristics Listing (Completed!!!)

5) Credits and Notes (Help Requested!)

1) How The Story Unfolds

-----  
A) Easy Mode

April House Show

Opponent: Al Snow  
Match: Singles  
Win: Ken Shamrock  
Lose: Ken Shamrock

May House Show

Opponent: Ken Shamrock  
Match: Singles  
Win: Acolytes  
Lose: Shamrock gives advice, (no interaction) D'Lo Brown

June Variable

Opponent: Acolytes  
Match: Tag (w/Shane McMahon)  
Win: Steve Blackman  
Lose: Jacklyn comments on you, Chyna

Opponent: D'Lo Brown  
Match: Singles  
Win: Steve Blackman  
Lose:

July Variable

Opponent: Steve Blackman  
Match: Singles  
Win: Road Dogg  
Lose: Stevie Richards comments on you, you comment on Kane, Kane

Opponent: Chyna  
Match: Singles  
Win: Big Show  
Lose:

August Summerslam

Opponent: Road Dogg  
Match: Singles  
Win: Dudley Boys  
Lose:

Opponent: Kane  
Match: Singles  
Win: Test  
Lose: Test

Opponent: Big Show  
Match: Singles  
Win: Test  
Lose:

September Variable

Opponent: Dudley Boys  
Match: One on Two  
Win: You comment on your next match, Mankind

Lose:

Opponent: Test

Match: Singles

Win: Mark Henry

Lose: Test gives advice (no interaction), Mark Henry

#### October Variable

Opponent: Mankind

Match: Singles

Win: Edge & Christian

Lose: Rock comments on himself, Rock

Opponent: Mark Henry

Match: Singles

Win: Acolytes

Lose: Mark Henry comments on you, Val Venis/D'Lo Brown

#### November Survivor Series

Opponent: Edge and Christian

Match: Tag (w/X-Pac)

Win: Kane

Lose:

Opponent: Acolytes

Match: One on Two

Win: Gangrel

Lose: Farooq interaction, Test

Opponent: Val Venis/D'Lo Brown

Match: 3-Way Dance

Win:

Lose: Val Venis interaction, Test

Opponent: Rock

Match: I Quit

Win:

Lose: Rock interaction, Test

#### December Variable

Opponent: Kane

Match: Singles

Win: Kane interaction, Boss Man/Shamrock/Al Snow

Lose:

Opponent: Gangrel

Match: Singles

Win: Gangrel interaction, Mr. Ass/Test/Christian

Lose:

Opponent: Test

Match: Hardcore

Win: Test interaction, Big Show/Kane/Val Venis

Lose: Big Show/Kane/Venis

#### January Royal Rumble

Opponents: Boss Man/Shamrock/Al Snow

Match: Royal Rumble

Win: Paul Bearer interaction, Mideon and Viscera beat you up (variable),

## Rock & Sock

Lose: Chyna asks you to beat on Ken Shamrock, X-Pac/Ken Shamrock

Opponents: Mr. Ass/Test/Christian

Match: Royal Rumble

Win: Al Snow attacked (you make the save), Snow interaction, Al Snow

Lose:

Opponents: Big Show/Kane/Val Venis

Match: Royal Rumble

Win: Chyna asks you to beat on Ken Shamrock, X-Pac/Ken Shamrock

Lose: Al Snow interaction, Al Snow

## February Variable

Opponent: Rock & Sock Connection

Match: One on Two

Win: Undertaker asks you to beat on Stone Cold, Mankind

Lose:

Opponent: Al Snow

Match: Hardcore

Win: Triple H interaction, Mr. Ass interaction (variable), Rock and

Sock

Connection

Lose:

Opponent: X-Pac/Ken Shamrock

Match: 3-Way Dance

Win: Boss Man wants you to attack Big Show, Big Show/Rock/Mankind

Lose: Boss Man wants you to attack Big Show, Big/Show/Rock/Mankind

## April Wrestlemania

Opponent: Mankind

Match: Cage

Win: Ending

Lose: Ending

Opponent: Rock and Sock Connection

Match: Tag (w/Triple H)

Win: Ending

Lose: Ending

Opponent: Big Show/Rock/Mankind

Match: 4-Way Dance

Win: Ending

Lose: Ending

## B) Normal Mode

### April House Show

Opponent: Al Snow

Match: Singles

Win: Ken Shamrock

Lose: Ken Shamrock

### May House Show

Opponent: Ken Shamrock

Match: Singles

Win: Acolytes

Lose: Shamrock gives Advice (no interaction), D'Lo Brown

#### June Variable

Opponent: The Acolytes

Match: Tag w/Shane McMahon

Win: Jaclyn Comments on you, Chyna

Lose: Jaclyn Comments on you, Chyna

Opponent: D'Lo Brown

Match: Singles

Win: Steve Blackman

Lose: Prince Albert comments on you, Chyna

#### July Variable

Opponent: Chyna

Match: Singles

Win: Big Show

Lose: Blue Meanie comments on you, Mr. Ass

Opponent: Steve Blackman

Match: Singles

Win: Road Dogg

Lose: Stevie Richards comments on you, Call out Kane, Kane

#### August Summerslam

Opponent: Big Show

Match: Singles

Win: Test

Lose: Big Show interaction, Godfather

Opponent: Mr. Ass

Match: Hardcore

Win: Debra interaction, Test

Lose: Debra interaction, Godfather

Opponent: Road Dogg

Match: Singles

Win: Test

Lose: Dudley Boys

Opponent: Kane

Match: Singles

Win: Test

Lose: Test

#### September Variable

Opponent: Test

Match: Singles

Win: Mark Henry

Lose: Test interaction, Mark Henry

Opponent: Godfather

Match: Singles

Win: Hardy

Lose: Godfather gives advice (no interaction), Hardy

Opponent: Dudley Boys

Match: One on Two

Win:

Lose: Dudley interaction, Mankind

#### October Variable

Opponent: The Hardy's

Match: One on Two

Win: Chris Jericho

Lose: Hardy's interaction, Steve Blackman interaction, Hardcore Holly

Opponent: Mark Henry

Match: Singles

Win: Acolytes

Lose: Mark Henry comments on you, Val Venis/D'Lo Brown

Opponent: Mankind

Match: Singles

Win:

Lose: The Rock

#### November Survivor Series

Opponent: Chris Jericho

Match: Singles

Win: Gangrel

Lose:

Opponent: Hardcore Holly

Match: Hardcore

Win: Gangrel

Lose: Godfather

Opponent: The Acolytes

Match: One on Two

Win: Gangrel

Lose: Farooq interaction,

Opponent: Val Venis/D'Lo Brown

Match: 3-Way Dance

Win: Gangrel

Lose: Val Venis/D'Lo interaction, Test

Opponent: The Rock

Match: I Quit

Win:

Lose: Rock interaction, Test

#### December Variable

Opponent: Gangrel

Match: Singles

Win: Mr. Ass/Test/Christian

Lose: Mr. Ass/Test/Christian

Opponent: Test

Match: Hardcore

Win: Test interaction, Big Show/Kane/Val Venis

Lose:

Opponent: Godfather

Match: Singles

Win: Mankind/Hardcore Holly/Gangrel

Lose: Godfather interaction, Mankind/Hardcore Holly/Gangrel

January Royal Rumble

Opponents: Mr. Ass/Test/Christian

Match: Royal Rumble

Win:

Lose: X-Pac interaction, Mr. Ass/Road Dogg/X-Pac

Opponents: Big Show/Kane/Val Venis

Match: Royal Rumble

Win:

Lose: Al Snow interaction, Al Snow

Opponents: Mankind/Hardcore Holly/Gangrel

Match: Royal Rumble

Win:

Lose: Triple H asks you to beat on Vince, Test

February Variable

Opponent: Mr. Ass/Road Dogg/X-Pac

Match: 4-Way Dance

Win: Triple H

Lose: Triple H

Opponent: Al Snow

Match: Hardcore

Win: Triple H Interaction, The Rock and Sock Connection

Lose: Triple H interaction, Mr. Ass interaction (variable), Rock & Sock Connection

Opponent: Test

Match: Falls Count Anywhere

Win: (variable) Vince Interaction, (variable) Shane and Stephanie interaction,

Vince McMahon/Stone Cold/Triple H

Lose:

March Wrestlemania

Opponent: Triple H

Match: Special Referee w/Shane McMahon

Win: Patterson and Brisco interaction

Lose: Stephanie interaction

Opponent: The Rock and Sock Connection

Match: Tag w/ Triple H

Win: Ending

Lose:

Opponent: Vince McMahon/Stone Cold/Triple H

Match: Battle Royal

Win: Vince and Stephanie Ending

Lose:

Endings:

Vince will always come talk to you with someone else. The following list is of who

he will come with, and how.

a) Triple H - Tell Stephanie to "Shut Up!" in March.

b) Stephanie McMahon - Tell Stephanie "Thanks." in February or March.

- c) Alternate Rock - Beat the Rock & Sock in April on Easy, or Normal.
- d) Alternate Stone Cold -
- e) Shane McMahon -
- f) Mankind - Lose the tag match against the Rock and Sock Connection in March on Normal.
- g) Undertaker - Beat up Stone Cold w/Undertaker in April on Easy Mode.

### C) Hard Mode

Apparently, Normal mode and Hard mode have no differences, except for higher odds of getting certain modifiers. If I am at all incorrect in this, please e-mail me.

### 2) Getting the Hidden Characters

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- a) Stevie Richards - Lose to Steve Blackman in July on Normal Mode.
- b) Blue Meanie - Lose to Chyna in July on Normal Mode.
- c) Stephanie McMahon - Lose to Triple H at Wrestlemania on Normal Mode.
- d) Alternate Stone Cold - Get the alternate Stone Cold ending.
- e) Alternate Rock - Get the alternate Rock ending.

### 3) Getting Extra Abilities/Characteristics

-----

There are a ton of different characteristics to choose from when you create your character. But, a lot of them aren't available until you've unlocked them (by receiving them) in Pre-Season. The following is a fairly well-started list of hidden characteristics, with descriptions on how to get them.

Power Attack +/- - Seems to come from using high level power moves repeatedly in a match. Winning will get you a plus, normally, losing will give a minus.

Technic Attack +/- - Seems to come from using high level technical moves repeatedly in a match. Winning will get you a plus, normally, losing will give a minus.

Speed Attack +/- - Seems to come from using high level speed moves repeatedly in a match. Winning will get you a plus, normally, losing will give a minus.

Rough Attack +/- - Seems to come from using high level rough moves repeatedly in a match. Winning will get you a plus, normally, losing will give a minus.

Power Def. +/- - Seems to come from using high level rough moves repeatedly in a match. Winning will get you a plus, normally, losing will give a minus.

Technical Def. +/- - Seems to come from using high level rough moves repeatedly in a match. Winning will get you a plus, normally, losing will give a minus.

Speed Def. +/- - Seems to come from using high level rough moves repeatedly in a match. Winning will get you a plus, normally, losing will give a minus.

Rough Def. +/- - Seems to come from using high level rough moves repeatedly in a match. Winning will get you a plus, normally, losing will give



a  
minus.

Power Skill +/- - Plus can be gotten in Royal Rumble by winning it.  
Minus seems based on a loss while using low-level moves.

Speed Skill +/- - Plus can be gotten in Royal Rumble by winning it.  
Minus seems based on a loss while using low-level moves.

Technical Skill +/- - Plus can be gotten in Royal Rumble by winning it.  
Minus seems based on a loss while using low-level moves.

Rouchneck Skill +/- - Plus can be gotten in Royal Rumble by winning it.  
Minus seems based on a loss while using low-level moves.

Talented/Bad Speaker - Win or lose the match in August against Kane on  
Normal.

Special Referee +/- -Win or lose the Special Ref Match against Triple H  
in March on Normal.

Fashion +/- - Tell Debra "Thanks" or "Shut Up!" in August.

Tag Match +/- - Win or lose to the Rock and Sock Connection in March.

Wealth - Complete 1 pre-season.

European Title + - Complete 2 pre-seasons.

Women's Title + - Complete 3 pre-seasons.

Tournament + - Complete 4 pre-seasons.

Hardcore Title + - Complete 5 pre-seasons.

IC Title + - Complete 6 pre-seasons.

Tag Title + - Complete 7 pre-seasons.

Title Match + - Complete 8 pre-seasons.

Skip Pre-Season + - Complete 10 pre-seasons.

(Character) +/- - These are totally random, based on who you fight,  
what  
you say to people during interactions, and the difficulty. They can be earned  
through winning or losing a match, telling a person thanks or shut up, and  
attacking or not attacking someone.

#### 4) Complete Characteristics Listing

-----

All characteristics are listed here, beginning after the default ones,  
which ends with Somber.

|                     |                     |
|---------------------|---------------------|
| Somber              | Power Attack +      |
| Power Attack -      | Technical Attack +  |
| Technical Attack -  | Speed Attack +      |
| Speed Attack -      | Rouchneck Attack +  |
| Roghneck Attack -   | Power Defense +     |
| Power Defense -     | Technical Defense + |
| Technical Defense - | Speed Defense +     |
| Speed Defense -     | Rouchneck Defense + |
| Roughneck Defense-  | Power Skill +       |
| Power Skill -       | Technical Skill +   |
| Tehcnical Skill -   | Speed Skill +       |
| Speed Skill -       | Roughneck Skill +   |
| Roughneck Skill -   | Singles Match +     |
| Singles Match -     | Tag Match +         |
| Tag Match -         | 3-Way Dance +       |
| 3-Way Dance -       | 4-Way Dance +       |
| 4-Way Dance -       | Battle Royal +      |
| Battle Royal -      | Anywhere Fall +     |
| Anywhere Fall -     | Hardcore Match +    |
| Hardcore Match -    | Cage Match +        |
| Cage Match -        | I Quit Mtach +      |
| I Quit Match -      | Royal Rumble +      |
| Royal Rumble -      | Handicap +          |

|                  |                  |
|------------------|------------------|
| Handicap -       | S. Referee +     |
| S. Referee -     | Injured Neck     |
| Weak Neck        | Injured Waist    |
| Weak Waist       | Injured Elbow    |
| Weak Elbow       | Injured Knee     |
| Weak Knee        | Lucky Life       |
| Unlucky          | Funny            |
| Smart            | Sensual          |
| Lady             | Noble            |
| Don Juan         | Female Fetal     |
| Sharp Tongued    | Talented Speaker |
| Bad Speaker      | Fashionable      |
| Unfashionable    | Good Health      |
| Bad Health       | Loner            |
| Cooperative      | Roughneck        |
| Rowdy            | Fair             |
| Betrayer         | Tenderhearted    |
| Stone Cold +     | Rock +           |
| Triple H+        | Mankind +        |
| Ken Shamrock +   | Al Snow +        |
| Hardcore Holly + | Big Show +       |
| Kane +           | Undertaker +     |
| Test +           | X-Pac +          |
| Road Dogg +      | Degeneration X + |
| Mr. Ass +        | Gangrel +        |
| Edge +           | Christian +      |
| Bossman +        | Val Venis +      |
| Godfather +      | Chyna +          |
| Tori +           | Vince McMahon +  |
| McMahon Family + | D'Lo Brown +     |
| Mark Henry +     | Matt Hardy +     |
| Jeff Hardy +     | Hardy Boyz +     |
| Chris Jericho +  | Shane McMahon +  |
| Paul Bearer +    | Steve Blackman + |
| Farooq +         | Bradshaw +       |
| Acolytes +       | Buh Buh Ray +    |
| D'Von +          | Dudley Boyz+     |
| Debra +          | Stone Cold -     |
| Rock -           | Triple H -       |
| Mankind -        | Ken Shamrock -   |
| Al Snow -        | Hardcore Holly - |
| Big Show -       | Kane -           |
| Undertaker -     | Test -           |
| X-Pac -          | Road Dogg -      |
| Degeneration X - | Mr. Ass -        |
| Gangrel -        | Edge -           |
| Christian -      | Bossman -        |
| Val Venis -      | Godfather -      |
| Chyna -          | Tori -           |
| Vince McMahon -  | McMahon Family - |
| D'Lo Brown -     | Mark Henry -     |
| Matt Hardy -     | Jeff Hardy -     |
| Hardy Boyz -     | Chris Jericho -  |
| Shane McMahon -  | Paul Bearer -    |
| Steve Blackman - | Farooq -         |
| Bradshaw -       | Acolytes -       |
| Buh Buh Ray -    | D'Von -          |
| Dudley Boyz -    | Debra -          |
| Tournament +     | Title Match +    |
| Tag Title +      | IC Title +       |

European Title +  
Hardcore Title +

Women's Title +  
Wealth

5) Credits and Notes:

-----

- Jesse Estrada, for Hard Mode info
- Matt Rodabaugh, for Easy Mode help
- M.R. Lingwood, for filling a bunch of Normal Mode gaps.
- Chris Roberts, Nik Johnson, and OlyXV, whom I couldn't have finished the characteristics without.
- If I missed anyone, please let me know right away!

First off, I want to thank everyone that e-mailed me. The comments were all very positive, and I'm very glad I wrote this. As for why, I wrote this FAQ out of frustration that there were no decent FAQ's explaining how to get Stephanie McMahon. Even after creating this FAQ, I still have no clue what the game sites mean by "Stage 65/House Show ED8: Stephanie McMahon", so for all those who didn't understand either, I hope this helps. Comments are always appreciated. Also, this FAQ is GROSSLY incomplete, but due to the size of the storylines in Normal Mode alone, it's a daunting task to catalogue all the outcomes. If anyone wants to help, just send me your pre-season details, preferably in the form I've already used, but a simple "Match 2, lost to Shane, faced Test in match 3" will do. Please do let me know the difficulty level you were playing at, of course. Thanks for any help to add to this FAQ on probably the best wrestling game made thus far.

=====

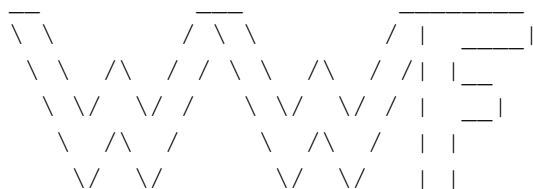
X. GAME SHARK CODES

=====

\*\* THIS FAQ IS MADE FOR THE NORTH AMERICAN (NTSC) VERSION OF WWF SMACKDOWN!  
THESE CODES WERE NOT CREATED BY ME! WITH PERMISSION, I SIMPLY COMPILED  
A LIST OF SMACKDOWN CODES INTO ONE RESOURCE FOR EASE OF ACCESS.

\*\* CODES MAY OR MAY NOT WORK ON THE EUROPEAN VERSION! (PAL)

\*\* I DON'T HAVE THE SLIGHTEST CLUE ON HOW TO SOLVE CDX PROBLEMS SO PLEASE  
ASK THE PEOPLE AT THE CMGSCCC BBS.  
(<http://www.cmgsgccc.com/cgi-bin/Ultimate.cgi>)



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W W F    S M A C K D O W N    G A M E S H A R K    C O D E S    v.0.6  
=====

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Version: 0.6  
Last Updated: 6/26/2000

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WWF Smackdown! (SLUS-00927) is (c) of THQ (<http://www.thq.com/smackdown>), Yuke's (<http://yukes.co.jp>), Jakks Pacific (<http://www.jakkspace.com>), and the World Wrestling Federation (<http://www.wwf.com>).

=====  
This FAQ, and the latest revisions of this FAQ can be found at:

GameFAQs (<http://www.gamefaqs.com>)

My very first attempt to write an actual FAQ! Please forgive all my newbie mistakes =) Otherwise, enjoy what I believe is to be the very first WWF Smackdown! Gameshark FAQ on the net!

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- =====

1. <>REVISION HISTORY<>

v.0.6:

- Been getting a lot of e-mails saying the Infinite Creation Points don't work so I've replaced them with another version
- Just wanted to announce that this FAQ will rarely be updated now as Smackdown's gotten old and boring for me. Plus, there are not much codes hacked anymore. Also, for those who have the PAL version of Smackdown, these codes were made on the North American version of Smackdown (NTSC)

v.0.5:

- Added a Ranking statistic modifier (Wins, Losses, Draws, etc.)  
Thanks to Matthew Digilio (mr\_digilio@yahoo.com)

v.0.4:

- Fixed up the Show Stopper/Chokeslam values. Thanks to those who informed me. (fyaball@hotmail.com, DTruNinja2000@cs.com)

v.0.3:

- Added Move Modifier codes for CAW 2 (Variation 2)
- Added Move Modifier codes for CAW 3 (Variation 2)
- Added Move Modifier codes for CAW 4 (Variation 2)

v.0.2:

- Fixed some minor spelling errors.
- Added Infinite creation points code in Part 4, Section F

v.0.1:

First release of this FAQ.

- Character Ability modifier codes
- Victory music modifier
- Maximum Ability Point Level modifier
- Move List Modifier
- Ranking Points Modifier

2. <>INTRODUCTION<>

WWF Smackdown! is the first WWF game from THQ released on the Sony Playstation game console since the acquisition of the WWF license from former developer, Acclaim. WWF Smackdown! is built on a modified version of the acclaimed "Touken Retsuden" game engine by Yuke's. This game has many great new features never before seen in a PSX wrestling game. Examples of such are: Moving Hair, Moving Clothes, Allies and Enemies, Mid-game Cutscenes, a new and improved (among other WWF titles) season mode, Pre-season mode, improved I quit match, Special Referee mode, complex interactive 3D backstage areas, true video quality Titantron videos, moving lips, and wrestler size scaling. WWF Smackdown! was created Yuke's and was published by THQ.

WWF Smackdown! was shipped on March 1st, 2000 and was available in stores on March 2nd, 2000.

=====  
3. <>NOTES AND MISCELLANEOUS INFORMATION<>  
=====

You need a Gameshark or Gameshark Pro to use these codes. If you do not know how, or where, to obtain a Gameshark (Gameshark Pro), just drop by your favorite Videogame and/or Videogame Accessory store and pick one up.

If a code does not work, it probably means you haven't typed the code in properly, or that your Gameshark's software is too old. In the case of the latter, you need to upgrade your Gameshark, or most likely, obtain a new one.

If you're reading a version of this FAQ that has been HTML'ized, or whatever, please send all the inquiries to those people who did the changes and not me, as they may have an older version or have added their own corrections that I won't be able to help you on.

The weapons match code will make the match a little slower when there are 4 people on the screen. Also, this code will freeze the Royal Rumble upon the entry of the 3rd-7th person.

=====  
4. <>CODES<>  
=====

\*\*\*\*\*  
A. Move List Modifier  
  
Credit to: Some Person  
\*\*\*\*\*

Description: This code lets you change what moves you have in your movelist for your created character. You can, for example, put a Stone Cold Stunner or a Rock Bottom on your normal ready moves. There are 2 variations to this code. The first is the variation where you set the moves beforehand so when you create a character, the moves you hacked in, will already be inside the move slots for your new character. The second variation is for the Biography in the game. This variation will only work when you have a pre-made character. After you hacked the moves in, you have to go into the Biography part of create a character and check out his moves.

Codes: These are the Move List Modifier codes (variation 2) for the all created superstars. Hopefull, I'll get Variation 1 very soon.  
[NOTE] \_HUGE\_ LIST!!

=====

Created Superstar - Slot #1

Ready Moves

80090080 ????  
80090082 ????  
80090084 ????  
80090086 ????

Ready Moves -Groggy

8009008A ????  
8009008C ????  
8009008E ????  
80090090 ????

Behind

8009009E ????  
800900A0 ????  
800900A2 ????  
800900A4 ????

Ground

800900AA ????  
800900AC ????  
800900AE ????

Running -Front

800900EC ????  
800900EE ????  
800900F0 ????

Running -Back

800900F8 ????  
800900FA ????  
800900FC ????

Running -Attack

800900F2 ????  
800900F4 ????  
800900F6 ????

Running -Counter

800900FE ????  
80090100 ????  
80090102 ????

Turnbuckle -Front

800900C8 ????  
800900CA ????

Turnbuckle -Back

800900CE ????  
800900D0 ????

Turnbuckle -Lower

800900D4 ????  
800900D6 ????

Aerial -Standing



800900DA ????  
800900DC ????  
800900DE ????  
  
Aerial -Down  
800900E0 ????  
800900E2 ????  
800900E4 ????  
  
=====

Created Superstar - Slot #2

Ready Moves

8009019E ????  
800901A0 ????  
800901A2 ????  
800901A4 ????  
  
Ready Moves -Groggy

Ready Moves -Groggy

800901A8 ????  
800901AA ????  
800901AC ????  
800901AE ????  
  
Behind

Behind

800901BC ????  
800901BE ????  
800901C0 ????  
800901C2 ????  
  
Ground

Ground

800901C8 ????  
800901CA ????  
800901CC ????  
  
Running -Front

Running -Front

8009020A ????  
8009020C ????  
8009020E ????  
  
Running -Back

Running -Back

80090216 ????  
80090218 ????  
8009021A ????  
  
Running -Attack

Running -Attack

80090210 ????  
80090212 ????  
80090214 ????  
  
Running -Counter

Running -Counter

8009021C ????  
8009021E ????  
80090220 ????  
  
Turnbuckle -Front

Turnbuckle -Front

800901E6 ????  
800901E8 ????  
  
Turnbuckle -Back

Turnbuckle -Back  
800901EC ????  
800901EE ????

Turnbuckle -Lower  
800901F2 ????  
800901F4 ????

Aerial -Standing  
800901F8 ????  
800901FA ????  
800901FC ????

Aerial -Down  
800901FE ????  
80090200 ????  
80090202 ????

=====

Created Superstar - Slot #3

Ready Moves  
800902BC ????  
800902BE ????  
800902C0 ????  
800902C2 ????

Ready Moves -Groggy  
800902C6 ????  
800902C8 ????  
800902CA ????  
800902CC ????

Behind  
800902DA ????  
800902DC ????  
800902DE ????  
800902E0 ????

Ground  
800902E6 ????  
800902E8 ????  
800902EA ????

Running -Front  
80090328 ????  
8009032A ????  
8009032C ????

Running -Back  
80090334 ????  
80090336 ????  
80090338 ????

Running -Attack  
8009032E ????  
80090330 ????  
80090332 ????

Running -Counter

8009033A ????

8009033C ????

8009033E ????

Turnbuckle -Front

80090304 ????

80090306 ????

Turnbuckle -Back

8009030A ????

8009030C ????

Turnbuckle -Lower

80090310 ????

80090312 ????

Aerial -Standing

80090316 ????

80090318 ????

8009031A ????

Aerial -Down

8009031C ????

8009031E ????

80090320 ????

=====

Created Superstar - Slot #4

Ready Moves

800903DA ????

800903DC ????

800903DE ????

800903E0 ????

Ready Moves -Groggy

800903E4 ????

800903E6 ????

800903E8 ????

800903EA ????

Behind

800903F8 ????

800903FA ????

800903FC ????

800903FE ????

Ground

80090404 ????

80090406 ????

80090408 ????

Running -Front

80090446 ????

80090448 ????

8009044A ????

Running -Back

80090452 ????  
80090454 ????  
80090456 ????

Running -Attack

8009044C ????  
8009044E ????  
80090450 ????

Running -Counter

80090458 ????  
8009045A ????  
8009045C ????

Turnbuckle -Front

80090422 ????  
80090424 ????

Turnbuckle -Back

80090428 ????  
8009042A ????

Turnbuckle -Lower

8009042E ????  
80090430 ????

Aerial -Standing

80090434 ????  
80090436 ????  
80090438 ????

Aerial -Down

8009043A ????  
8009043C ????  
8009043E ????

?? = The slot where you can place a Value from the Move Value List.

Move Value List: These are the modifier values for the movelist.

Right now, I only have the Lv.4 and Lv.5 values as they are the most useful moves. To use these, just take a value like 13B1, and stick it onto a code in the ?? part, so for example, if you put 80090080 13B1, you would have the Dominator on your Ready Moves.

Powerful Specials Lv.4

13B1 - Dominator  
13AE - Choke Toss  
13B4 - Test Neckbreaker  
13A3 - Diving Powerbomb  
13B7 - Bearhug Front Slam  
13B8 - Inverted DDT  
13B9 - Falling Powerslam  
13BC - Body Press Slam  
13C1 - Torture Rack  
13CC - Double Powerbomb

13D9 - Body Press Drop FW  
13DA - Body Press Drop  
13A4 - Pimpdrop  
1388 - Stunner  
13AA - Running Powerbomb  
14BD - Pumphandle Slam  
1395 - Jackknife Powerbomb

Powerful Specials Lv.5

13EA - Strong Lariat  
138E - Tombstone Piledriver  
14B9 - Full Nelson Slam  
1389 - Chokeslam  
139B - Show Stopper  
139D - Stone Cold Stunner

Speedy Specials Lv.4

13CA - NorthernlightsSuplex  
138B - X-Factor  
13DB - Sky High  
13BE - Michinoku Driver  
13E8 - Downward Spiral  
1391 - Hurracanrana  
14BA - Electric Chair Drop  
1397 - Jump Swinging DDT  
0DE5 - Twisting Knee Drop  
14C4 - Dragon Suplex Pin  
14CC - Impaler

Speedy Specials Lv.5

13A8 - Spinning Back Drop  
14C5 - Tiger Suplex Pin  
0DE4 - Senton Bomb  
173E - The People's Elbow

Technical Specials Lv.4

0E1C - Dragon Attack  
13D6 - Double Arm Backbreaker  
13DE - Snowplow  
13BF - Rolling Leg Lock  
13CB - Sambo Suplex  
0DE7 - The 450  
0E1A - Diving Moonsault  
14C6 - Octopus Stretch

Technical Specials Lv.5

13D8 - Shamrock Anklelock  
138C - Pedigree  
138D - The Rock Bottom  
138A - Fame Asser  
139A - Flipping Armbar  
0DE0 - The Money Shot  
0DE3 - The Lo<sup>1</sup> Down

Roughneck Specials Lv.4

1398 - Double Arm DDT  
13C8 - Knee Strike

Roughneck Specials Lv.5  
138F - Mandible Claw  
14BE - Low Blow  
14D3 - Reverse Death Valley

\*\*\*\*\*

B. Characteristic Modifier

Credit to: ~ID~ and Myself

\*\*\*\*\*

Description: This code lets you change your characteristics after you have had them set at the end of the pre-season. For example, if you got your characteristics set as: Good Speaker, Acolytes+, and Wealth, you can change them to Sharp Tongue, Debra-, and Degeneration X- with this code. After you have hacked in the new characteristics, you can confirm them in the Biography mode. I have the codes for all 4 Created Character Slots and their accompanying values.

Codes: These are the characteristic modifier codes for all 4 Created Character slots.

Created Superstar - Slot #1

80090020 ??xx  
80090022 ????  
80090024 ????  
80090026 05??

Created Superstar - Slot #2

8009013E ??xx  
80090140 ????  
80090142 ????  
80090144 05??

Created Superstar - Slot #3

8009025C ??xx  
8009025E ????  
80090260 ????  
80090262 05??

Created Superstar - Slot #4

8009037A ??xx  
8009037C ????  
8009037E ????  
80090380 05??

?? = Characteristics Mod Value. With this, you can change your Created

character's Characteristics after they have been set through the pre-season.

xx = Victory Music Mod Value. Please refer to Section C, The Victory Music Modifier Section

Ability Value List: These are the modifier values for the characteristics modifier code. The list is quite long, so be prepared with some scrolling. To use these, just stick a value like 02 + 55 into a slot. So, if you had 80090022 0255, your created character in slot #1 would have the Speed Attack and Injured Neck abilities.

- 00 - Power Attack
- 01 - Technical Attack
- 02 - Speed Attack
- 03 - Rough Attack
- 04 - Power Def.
- 05 - Tech. Def.
- 06 - Spd. Def.
- 07 - Rough Def.
- 08 - Pwr. Skill
- 09 - Tech. Skill
- 0A - Spd. Skill
- 0B - Rough Skill
- 0C - Single Match
- 0D - Tag Match
- 0E - 3-Way
- 0F - 4-Way
- 10 - Battle Royal
- 11 - Falls Anywhere
- 12 - Hardcore
- 13 - Cage
- 14 - Royal Rumble
- 15 - Tournament
- 16 - "I Quit"
- 17 - WWF Title
- 18 - Tag Title
- 19 - IC Title
- 1A - European
- 1B - Women's Title
- 1C - Hardcore Title
- 1D - Handicap
- 1E - S. Referee
- 1F - Lucky
- 20 - Favorite
- 21 - Good Looks
- 22 - Sexy
- 23 - Good Speaker
- 24 - Somber
- 25 - Pwr. Atk.+
- 26 - Pwr. Atk.-
- 27 - Tech. Atk.+
- 28 - Tech Atk.-
- 29 - Spd. Atk.+
- 2A - Spd. Atk.-
- 2B - Rough Atk.+
- 2C - Rough Atk.-

2D - Pwr. Def.+  
2E - Pwr. Def.-  
2F - Tech. Def.+  
30 - Tech. Def.-  
31 - Spd. Def.+  
32 - Spd. Def.-  
33 - Rough Def.+  
34 - Rough Def.-  
35 - Pwr. Skill +  
36 - Pwr. Skill -  
37 - Tech. Skill+  
38 - Tech. Skill-  
39 - Spd. Skill+  
3A - Spd. Skill-  
3B - Rough Skill+  
3C - Rough Skill-  
3D - Single Match+  
3E - Single Match-  
3F - Tag Match+  
40 - Tag Match-  
41 - 3-Way+  
42 - 3-Way-  
43 - 4-Way+  
44 - 4-Way-  
45 - Battle Royal+  
46 - Battle Royal-  
47 - Falls Anywhere+  
48 - Falls Anywhere-  
49 - Hardcore+  
4A - Hardcore-  
4B - Cage+  
4C - Cage-  
4D - "I Quit"+  
4E - "I Quit"-  
4F - Royal Rumble+  
50 - Royal Rumble-  
51 - Handicap+  
52 - Handicap-  
53 - S. Referee+  
54 - S. Referee-  
55 - Injured Neck  
56 - Weak Neck  
57 - Injured Waist  
58 - Weak Waist  
59 - Injured Elbow  
5A - Weak Elbow  
5B - Injured Knee  
5C - Weak Knee  
5D - Lucky Life  
5E - Unlucky  
5F - Funny  
60 - Smart  
61 - Sensual  
62 - Lady  
63 - Noble  
64 - Don Juan  
65 - Femme Fatal  
66 - Sharp Tounge  
67 - Teriffic Speaker  
68 - Bad Speaker



69 - Fashionable  
6A - Unfashionable  
6B - Good Health  
6C - Bad Health  
6D - Loner  
6E - Cooperative  
6F - Roughneck  
70 - Rowdy  
71 - Fair  
72 - Betrayer  
73 - Tenderhearted  
74 - Stone Cold+  
75 - The Rock+  
76 - Triple H+  
77 - Mankind+  
78 - Ken Shamrock+  
79 - Al Snow+  
7A - Hardcore Holly+  
7B - Big Show+  
7C - Kane+  
7D - The Undertaker+  
7E - Test+  
7F - X-Pac+  
80 - Road Dogg+  
81 - Degeneration X+  
82 - Mr. Ass+  
83 - Gangrel+  
84 - Edge+  
85 - Christian+  
86 - Big Bossman+  
87 - Val Venis+  
88 - Godfather+  
89 - Chyna+  
8A - Tori+  
8B - Vince McMahon+  
8C - McMahon Family+  
8D - D'Lo Brown+  
8E - Mark Henry+  
8F - Matt Hardy+  
90 - Jeff Hardy+  
91 - Hardy Boyz+  
92 - Chris Jericho+  
93 - Shane McMahon+  
94 - Paul Bearer+  
95 - Steve Blackman+  
96 - Faarooq+  
97 - Bradshaw+  
98 - Acolytes+  
99 - Buh Buh Ray+  
9A - D'Von+  
9B - Dudley Boys+  
9C - Debra+  
9D - Stone Cold-  
9E - The Rock-  
9F - Triple H-  
A0 - Mankind-  
A1 - Ken Shamrock-  
A2 - Al Snow-  
A3 - Hardcore Holly-  
A4 - Big Show-

A5 - Kane-  
A6 - The Undertaker-  
A7 - Test-  
A8 - X-Pac-  
A9 - Road Dogg-  
AA - Degeneration X-  
AB - Mr. Ass-  
AC - Gangrel-  
AD - Edge-  
AE - Christian-  
AF - Big Bossman-  
B0 - Val Venis-  
B1 - Godfather-  
B2 - Chyna-  
B3 - Tori-  
B4 - Vince McMahon-  
B5 - McMahon Family-  
B6 - D'Lo Brown-  
B7 - Mark Henry-  
B8 - Matt Hardy-  
B9 - Jeff Hardy-  
BA - Hardy Boyz-  
BB - Chris Jericho-  
BC - Shane McMahon-  
BD - Paul Bearer-  
BE - Steve Blackman-  
BF - Faarooq-  
C0 - Bradshaw-  
C1 - Acolytes-  
C2 - Buh Buh Ray-  
C3 - D'Von-  
C4 - Dudley Boys-  
C5 - Debra-  
C6 - Tournament+  
C7 - Title Match+  
C8 - Tag Title+  
C9 - IC Title+  
CA - European Title+  
CB - Women's Title+  
CC - Hardcore Title+  
CD - Wealth  
  
FF - Blank (No Data)

=====  
\*\*\*\*\*

C. Victory Music Modifier

Credit to: ~ID~ and Myself

\*\*\*\*\*

Description: This code lets you modify the music that plays after you have won a match. Instead of the music that plays during your Titantron video, you can change it with this code. For example, during character creation, you have chosen D'Lo Brown's Titantron. Now, after you have won a match, D'Lo's music plays, but with this

code, you can have it so that the Hardy Boyz's music plays instead of D'Lo's after you win.

Codes: There are the codes for all 4 created character slots.

Created Superstar - Slot #1

80090020 ??xx

Created Superstar - Slot #2

8009013E ??xx

Created Superstar - Slot #3

8009025C ??xx

Created Superstar - Slot #4

8009037A ??xx

xx = Victory Music Mod Value. Please refer to Section C, The Victory Music Modifier Section

?? = Characteristics Mod Value. Please refer to Section B.

Music Value List: These are the modifier values for the victory music modifier code. They play instead of the normal theme that should play. So, if you had 80090020 ??10, you would hear The Rock's theme after you win a match with the created superstar you entered the music modifier code with. You should refer back to section B to fill in an ability for ?? because you are forced to do it if you use this music code.

- 0E - Stone Cold Steve Austin
- 0F - The Undertaker & Paul Bearer
- 10 - The Rock
- 11 - Big Show Paul Wight
- 12 - Mankind
- 13 - Ken Shamrock
- 14 - Triple H
- 15 - Kane
- 16 - Val Venis
- 17 - Big Boss Man
- 18 - X-Pac
- 19 - No Chance In Hell
- 1A - Mr. Ass
- 1B - Road Dogg
- 1C - Hardcore Holly
- 1D - Test
- 1E - Al Snow
- 1F - Gangrel
- 20 - Christian

- 21 - Edge
- 22 - Chyna
- 23 - Tori
- 24 - The Godfather
- 25 - Debra
- 26 - D'Lo Brown
- 27 - Mark Henry
- 28 - Hardy Boyz
- 29 - Y2J Chris Jericho
- 2A - Steve Blackman
- 2B - Acolytes
- 2C - Dudley Boyz

=====

\*\*\*\*\*

#### D. Area Modifier

Credit to: Myself

\*\*\*\*\*

Description: This code lets you modify the area which you have a match at. Although, this code does not allow you to pin outside of the Ring area when there is a 4 player mode. Also, you are unable to go to other locations except your area where you put in the code for. Finally, this code will freeze the Royal Rumble when upon the entry of the 3rd-7th participant.

Codes: There is one code which you modify the values to select a stage.

Base Code: 8007ACAC 0???

??? = The Value that determines the area you wrestle at.

Area Value List: These are the modifier values for the area modifier code. [NOTE] 105 keeps you at the Ring area, but you can now have weapons in every single match except Steel Cage and Royal Ruble. 105 also makes the match move at a slower framerate when there are 4 people in the ring.

- 104 = Entrance Ramp Area
- 105 = Ringside (Weapons Anytime)
- 106 = Corridor
- 107 = Boiler Room
- 108 = Kitchen
- 109 = Parking Lot

=====

\*\*\*\*\*

E. Ranking Points Modifier

Credit to: shorty23345

\*\*\*\*\*

Description: This code lets you modify the amount of ranking points your created character has. Although the code only lasts while it is activated, and the points reset when the code is shut off, it is extremely useful if you just want to take that little cheap shot at the WWF Champ and take his belt when you're below the required rank.

Codes: There is currently only the code for the first created character.

Created Superstar - Slot #1

80090CA8 0???

0??? = The Value that determines the number of ranking points you have.

There are really no values for this code. You can just stick in a HEX value between 0000 and FFFF, although the ranking points stop at 999. (HEX Value = 3E7)

=====

\*\*\*\*\*

F. Ranking Statistic Modifier

Credit to: Matthew Digilio

\*\*\*\*\*

Description: This code lets you modify the statistics in your ranking profile. You can change the amount of wins, losses, draws and the amount of matches you have wrestled. After you enter this code, you save and reset the game without the codes on. The next match you win or lose will change your ranking points. The points can vary from anywhere depending on what stats you picked (wins, losses, etc.) and if you win or lose the nextmatch.

Codes: There are codes for all 4 characters for wins, losses, draws, and the amount of matches wrestled.

Created Superstar - Slot #1

Wins - 80090C90 0???  
Losses - 80090C92 0???  
Draws - 80090C94 0???

Matches - 80090C96 0???

Created Superstar - Slot #2

Wins - 80090CAC 0???

Losses - 80090CAE 0???

Draws - 80090CB0 0???

Matches - 80090CB2 0???

Created Superstar - Slot #3

Wins - 80090CC8 0???

Losses - 80090CCA 0???

Draws - 80090CCC 0???

Matches - 80090CCE 0???

Created Superstar - Slot #4

Wins - 80090CE4 0???

Losses - 80090CE6 0???

Draws - 80090CE8 0???

Matches - 80090CEA 0???

??? = The Value that determines the number of each stat you have.

There are no set values for this code. You can just stick in a HEX value between 000 and 3E7. For example, if you put 3E7 for wins, you'll have 999 wins. 000 makes it so you have 0, so if you put 000 for losses and draws, you'll have 0 of each. Finally, you need to match the amount of wins, losses, and draws to put a number of matches wrestled in. So, if you had 475 wins and 25 losses, you need to put 1F4 to make the matches wrestled number, match the amount of matches you've wrestled. To convert a decimal number to HEX, such as 475 wins, if you have Windows 95/98/NT, go to the calculator program included. Go to view, pick Scientific. Now, enter 475 in the slot, and on the left, you should see "Hex, Dec, Oct, Bin." Select HEX, and the 475 should transform into the HEX value. You can do this with any value, but make sure you are matching you game stats to equal 999 matches wrestled if you are going that high.

=====

\*\*\*\*\*

G. Miscellaneous Codes

Credit to: Various

\*\*\*\*\*

=====

1) INFINITE CREATION POINTS

Credit: CMGSCCC

=====

Description: This code does exactly what its name says. It gives you infinite creation points to start a created character with. The only problem with this code, is that it only works when you're creating a new character for the first time, but not when you're modifying your character's Ability Points in Season

Codes: There is only the code for any of your new created characters.

D00ED41A 0000  
100ED41A 00FF

There are no values for this code. Just a plain, simple code.

=====  
5. <>CREDITS<>  
=====

- Me (Quasar10@yahoo.com) for writing this FAQ and helping the WWF Smackdown! fans around! (Hopefully =)
- ~ID~ (primecomics@mindspring.com) for creating many of the codes and values seen on this FAQ!
- shorty23345 (shorty2334@hotmail.com) for creating the Ranking Points Modifier Code!
- Some Person (UnknownGreatOne@aol.com) for creating the Movelist modifier codes and their values!
- Matthew Digilio (mr\_digilio@yahoo.com) for creating the Ranking Statistic Modifier!
- Yuke's (<http://yukes.co.jp/>) for creating WWF Smackdown! and making it extremely enjoyable to please all the fans!
- THQ (<http://www.thq.com/smackdown/>) for publishing WWF Smackdown! and making it the current best Playstation wrestling game of all time!
- World Wrestling Federation (<http://www.wwf.com/>) for the years of entertainment you have brought me and everyone else!
- Game Shark Code Creators Club Message Board (<http://www.cmgsccc.com/cgi-bin/Ultimate.cgi>) for the Smackdown! game hackers and their codes, which inspired me to write this FAQ.
- YOU, for reading this FAQ!

=====  
7. <>FINAL THOUGHTS<>  
=====

Thank you for reading my FAQ. If you have any thoughts, questions, or comments, please feel free to contact me at: Quasar10@yahoo.com and put a WWF Smackdown related topic in the subject line or your question will be ignored.

=====

=====  
=====  
XI. ALL THAT OTHER STUFF  
=====

Name: Steve McFadden

E-Mail: mcfaddensteve@netscape.net, webmaster@wrestlingcolumns2000.com

My Web Pages Links: <http://gamereviewers.cjb.net>

<http://stephaniemcmahon.freesevers.com>

<http://www.wrestlingcolumns2000.com>

<http://www.reviewcritique.cjb.net>

<http://smcfadden.freesevers.com>

GameFAQs Contributor Page Link:

<http://www.gamefaqs.com/features/recognition/2134.html>

GameFAQs alias: DaLadiesMan (formerly known as SMcFadden, I changed it though)

Yahoo Messenger: nicklacheysnightmare, mcfaddenvg or ilovestephmcmahon (same account, different profiles)

AOL/AIM: McFaddenDaMan

MSN Messenger: neverforgotaboutdre@hotmail.com

TOTALS as of 11/27/00

Reviews: 379

FAQs: this was my 52nd, I now have 52.

Feel free to message me on any of my messengers.. just tell me you are messaging me about my FAQ and I will definitely answer you as quick as I possibly can!

=====  
LINKS  
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1. GameFAQs (<http://www.gamefaqs.com>)
2. Game Winners (<http://www.gamewinners.com>)
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8. PlayStation Pit (<http://www.psxpit.com>)
9. X Cheater (<http://www.xcheater.com>)
10. Phat Games (<http://www.phatgames.com>)
11. The Cheat Empire (<http://home.planetinternet.be/~twuyts>)
12. <http://www.psxcodez.com>
13. <http://www.hype.se>
14. <http://www.supercheats.com>
15. <http://www.psxgamer.com>
16. Game Castle (<http://gamecastle.virtualave.net/main.html>)
17. <http://gamereviewers.cjb.net>
18. <http://stephaniemcmahon.freesevers.com>
19. <http://www.geocities.com/ultimaweapon2k> : Final Fantasy Chamber
20. <http://www.psxpower.com>



- 21. <http://smcfadden.freesevers.com/faqs>
- 22. <https://www.neoseeker.com>

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=====  
CREDITS  
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- THQ for making such a wonderful game.
- Sony for publishing the game
- Game FAQs for posting this guide (hopefully)
- Me, for writing this guide.
- Al Amaloo, and VG Strategies, for posting this guide (hopefully)
- To all the great writers at GameFAQs
- The usual suspects (you know who you are)
- Red Phoenix ([red\\_phoenix\\_1@hotmail.com](mailto:red_phoenix_1@hotmail.com)) for making the best Smackdown! guide on the net, and letting me use it for this guide! A lot of appreciation goes out for that! I got the following things from him: Move lists for Chris Jericho, Christian, Chyna, Edge, Faarooq, Gangrel, Kane, Ken Shamrock, Mankind, Mark Henry, Matt Hardy, <sup>3</sup>Mr. Ass<sup>2</sup> Billy Gunn, Paul Bearer, Road Dogg, The Rock, Shane McMahon, Steve Blackman, Stone Cold Steve Austin, The Undertaker, Val Venis, and Vince McMahon. I also got the Game Modes and Tips section from him. And finally, I got his copyright info, since he uses the same sites that I use :)
- Double H: [hhuie1@uic.edu](mailto:hhuie1@uic.edu): for letting me use the Smackdown Preseason Mode Guide for my guide. Much appreciation!
- andy591: [andy591@hotmail.com](mailto:andy591@hotmail.com) for letting me use his Create a Wrestler guide for my guide. Much appreciation!
- Author: Andy Yang (Ragnarok) E-Mail: [Quasar10@yahoo.com](mailto:Quasar10@yahoo.com): for letting me use his game shark codes guide for my guide. Much appreciation!
- Sephiroth X ([danman42@hotmail.com](mailto:danman42@hotmail.com)) For the pre season mode guide, well the 2nd one.

This guide would be nothing without Red Phoenix, Double H, andy591, Sepiphorth X and Quasar10, so they are definitely awesome people!

=====  
MY OTHER WORKS  
=====

<http://www.gamefaqs.com/features/recognition/2134.html>

Reviews: 375      FAQs: 53

=====  
WWF Smackdown! 2 (PSX) Guides  
=====

Complete Guide

=====  
WWF Royal Rumble (DC) Guides  
=====

Complete Guide

Al Snow  
Kurt Angle  
Triple H

=====  
WWF ATTITUDE Character Guides  
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Al Snow  
D-Lo Brown  
Godfather  
Triple H  
X-Pac

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WWF Wrestlemania 2000 Character Guides  
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Big Show  
Blue Meanie  
Chyna  
Complete Guide  
Debra  
Gerald Brisco  
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Terri  
Tori

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WWF Smackdown Guides  
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Al Snow  
Buh Buh Ray Dudley  
Complete Guide  
D-Von Dudley  
Dudley Boyz  
D-Lo Brown  
Finisher Move Guide  
Godfather  
Hardcore Holly  
Test  
Triple H  
X-Pac

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Nintendo Entertainment System

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Dragon Warrior  
Fester's Quest  
Yo! Noid

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Sega Genesis

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Phantasy Star 4 Shop Guide

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Super Nintendo  
Sony Playstation

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Final Fantasy 5 Boss Guide

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Sony Playstation

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Final Fantasy 6 Complete Guide  
Final Fantasy 9 Complete Guide  
Final Fantasy 9 Boss Guide  
NHL '99 Complete Guide  
Parasite Eve Boss Guide  
Parasite Eve Complete Guide  
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12. <http://www.psxcodez.com>
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14. <http://www.supercheats.com>
15. <http://www.psxgamer.com>
16. Game Castle (<http://gamecastle.virtualave.net/main.html>)
17. <http://gamereviewers.cjb.net>
18. <http://stephaniemcmahon.freesevers.com>
19. <http://www.geocities.com/ultimaweapon2k> : Final Fantasy Chamber
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=====  
MY FUTURE PLANS  
=====

FAQS

- Parasite Eve 2 (PSX) Spoiler-Free Walkthrough
- Legend of Legaia (PSX) Complete Guide
- Legend of Dragoon (PSX) Spoiler-Free Walkthrough
- WWF Smackdown 2 (PSX) Complete FAQ and Move List
- Character Guides for WWF Smackdown 2 (PSX) and WWF No Mercy (N64)
- Updating a lot of my older FAQs, especially the WWF Smackdown Complete guide, FAQ, and move list.

REVIEWS

- Updating more of my review contest reviews
- Mario Tennis, Tales of Destiny, Chrono Cross, Parasite Eve 2

CODES, GAME SAVES, ETC.

- Some here and there, not much though.

=====  
10.0 Conclusion -----  
=====

Hello, everyone, and thanks for reading my guide to WWF Smackdown! I know it really sucks right now, but I am going to update it a lot. I just wanted to get it posted so I can work on it at my own pace without worrying if it will be posted or not, you know?

-----  
The Shortest Copyright Line Ever  
-----

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- | 11. The Cheat Empire (<http://home.planetinternet.be/~twuyts>)
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-Steve Saunders

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The subject, so I will know what to expect. Also, when you send us them  
Please try to make your question as easy and simple to read as possible  
And t will help us to respond quicker. Last but not least, if you would  
Like to contribute something to this guide, please feel free to send it  
To either of us assuming it is correct.

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