

WWF SmackDown! 2 FAQ/Move List

by Pretty Noose

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[Legal Stuff: Ask me first, please]

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WWF SMACKDOWN! JUST BRING IT  
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1.00 General
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To search for a specific option, look up it's reference number in the contents section and use the Find option to search for that number, e.g. If you wanted to read the section on the Last Man Standing Match, you'd use Find to search for 3.73 and it would take you here first, and then to the relevant section.

1.01 Author's Note

Hi there, in an attempt to quench your thirst for Smackdown! JBI FAQs, I decided to give this one a go. As you can see, it's very much a work in progress as I have little time to spare having college and a band to sort out.

If you have any corrections, additions or questions, please feel free to contact me. And please be polite, I'm more likely to listen then.

Oh yeah, one last thing, please don't send me any viruses. If you do, I'll contact your email provider, and maybe even your ISP, and get you banned. Seriously.

Apart from that, take care and have fun.

Pretty Noose.

1.02 Revisions

11/07/02 (1.0) - Sections 1.0 - 3.74 and the first three wrestlers.

15/07/02 (1.1) - Added the (nearly) full move list.

18/07/02 (1.2) - Added Basic Movelist, updated complete movelist.

26/07/02 (1.3) - Started The Arena section.

05/08/02 (1.4) - Added a Q&A section. Keep those questions coming. Finally completed the complete movelist.

27/08/02 (1.5) - Completed The Arena section.

1.3 FAQ Basics

Button Representation - For the ease of use (and writing) this guide will use the following key:

X = X Button
T = Triangle Button
◼ = Square Button
O = Circle Button
U = Directional Pad Up
D = Directional Pad Down
L = Directional Pad Left
R = Directional Pad Right
L1 = 1st Left Shoulder Button
L2 = 2nd Left Shoulder Button
L3 = Left Analogue Stick
R1 = 1st Right Shoulder Button
R2 = 2nd Right Shoulder Button
R3 = Right Analogue Stick
Start = Start Button
Select = Select Button

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2.00 Menus
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Following are all the menu screens available in the game. I will try and explain each option as best I can. The relevant sections will be in brackets after the option.

2.01 Main Menu

Allows you to choose between:

Exhibition (2.02) - Go up against the CPU or a bunch of friends in over 70 matches, which are explained in section 3.00.

Story Mode (2.03) - Allows you to embark on a mini-career and take your chosen

star to a number of titles, depending on your actions. The more you accomplish, the more things you'll unlock.

Options (2.04) - Allows you to tweak the in-game experience to your preference.

Theater (2.05) - Once you've unlocked them, this is where you go to watch movies and trailers.

Create Mode (2.06) - This is where you can create your own superstar or, more probably, create your favourite wrestler from another era.

2.02 Exhibition

Allows you to choose between:

Single (2.07)

Tag (2.08)

6-Man (2.09)

Handicap (2.10)

Royal Rumble (3.01)

King Of The Ring (2.11)

Hardcore (2.12)

Falls Count Anywhere (2.13)

Survival (2.14)

Special (2.14)

2.03 Story Mode

Allows you to chose between:

Continue - Continue an unfinished story.

New Game - Starts a new career for you to work through.

Title - Shows all the past and current title holders.

Hidden - Shows all of the hidden features you've unlocked in story mode.

2.04 Options

Rules 1

KO (off/on) - Determines whether you can win by knockout.

Give Up (off/on) - Determines whether you can win by submission.

Rope Break (off/on) - If a pin is too close to the ropes then the pinfall will break.

Ring Out (off/on) - Determines whether you can exit the ring.

Ring Out Count (off/10) - Determins whether you can win by count out.

DQ (off/on) - Determines whether you can win by disqualification.

Entrances (off/on) - Determines whether you view the wrestler's entrances to the ring.

Default - Resets all the options to their original state.

Rules 2

Interference (Random/off) - If your chosen wrestler or opponents are part of a stable, then there will likely be interference.

Match Length (10/15/20/30/No Limit) - Determines the length of the match.

Charge Speed (Normal/Fast/Fastest) - Determines the length it takes for a
wrestler to reach his finishing move.
Arenas/Backstage (Random/Heat/Insurrextion/New Smackdown!/PPV/Raw Is War/
Smackdown!/Wrestlemania X7/Boiler Room/Commissioner's Room/
Corridor A/Corridor B/Drssing Room A/Dressing Room B/Lobby/
Office/Parking/Plaza/VIP Room/WWF New York Times Square)
- Determines where the match takes place.
Mats (Random/1/2/3/4/5/Royal Rumble/No Way Out/Wrestlemania X7/Backlash/
Insurrextion/Judgment Day/King Of The Ring/Fully Loaded/Summerslam/
Unforgiven/No Mercy/Survivor Series/Armageddon/Heat/New Smackdown!/
Raw Is War/Smackdown!) - Determins the ring you fight in.
Default - resets all options to their original state.

Options

Difficulty (Easy/Normal/Hard) - Determines the difficulty of the game.
Camera Angles (off/on) - Determines whether the camera angle changes when
certain moves are performed.
Vibration (off/on) - Determines whether the joypad vibrates.
Player Indicators (off/on) - Shows which wrestler you're facing. Recommended
for any match with more than one opponent.
Play By Play Volume (off/Min/Normal/Max) - Choose whether Michael Cole and Tazz
talk rubbish during your matches.
Where's good ol' JR?
Sound (Stereo/Monaural) - Determines the sound output.
BGM (Random/1/2/3/4/5/6) - Determines the background music during the menus.
BGM Volume (off/Min/Normal/Max) - Determines the background music volume.
Entrance BGM Volume (off/Min/Normal/Max) - Determines whether the wrestler's
entrances include their music.
SE Volume (off/Min/Normal/Max) - Determines the sound effects volume.

System Data

Save System Data - Save all changes made to the game.
Load System Data - Load changes from memory card.
Copy A Created Superstar - Copy a create-a-wrestler from your memory card.
Copy A Created Taunt - Copy a create-a-taunt from your memory card.

----- 2.05 Theater -----

Choose to view:

Recent Greatest Smackdown! Moments
WWF Smackdown! Commercial
WWF Smackdown! Behind The Scenes
WWF Smackdown! 2 Commercial
WWF Smackdown! 2 Behind The Scenes
Credits
Dark Summit Trailor (That's the game on the back of the instruction manual)

----- 2.06 Create Mode -----

Choose from:

Create A Superstar
Create A Taunt
Create A Stable

I'll go into detail with these in a later update.

2.07 Single

Choose from:

No Manager (3.02)
With Manager (2.16)

2.08 Tag

Choose from:

Normal Tag (3.08)
Normal Tag With Manager (2.17)
Tornado Tag (3.11)

2.09 6-Man Tag

Choose from:

Normal 6-Man Tag (3.12)
Tornado 6-Man Tag (3.13)

2.10 Handicap

Choose From:

One on Two (3.14)
One on Tag (3.15)
One on Three (3.16)

2.11 King Of The Ring

Choose from:

Single Tournament (3.17)
Special Tournament (3.18)

2.12 Hardcore

Choose from:

Single (3.19)

Tornado Tag (3.20)
Tornado 6-Man Tag (3.21)
Triple Threat Tornado Tag (3.22)
One on Two (3.23)
One on Three (3.24)
Triple Threat (3.25)
Fatal 4 Way (3.26)

2.13 Falls Count Anywhere

Choose from:

Single (3.27)
Tornado Tag (3.28)
Tornado 6-Man Tag (3.29)
Triple Threat Tornado Tag (3.30)
One on Two (3.31)
One on Three (3.32)
Triple Threat (3.33)
Fatal 4 Way (3.34)

2.14 Survival

Choose from:

Triple Threat (3.35)
Fatal 4 Way (3.36)
4-Man Battle Royal (3.37)
6-Man Battle Royal (3.38)
8-Man Battle Royal (3.39)

2.15 Special

Choose from:

Street Fight (3.40)
Submission (2.18)
Cage (2.19)
Hell In A Cell (2.20)
I Quit (3.52)
TLC (2.21)
Table (2.22)
Ironman (3.65)
Ladder (2.23)
3 Stages Of Hell (2.24 & 3.70)
Special Referee (2.25)
Last Man Standing (3.73)
Slobber Knocker (3.74)

2.16 Single With Manager

Choose from:

No Manager vs W/Manager (3.03)
No Manager vs W/Two Managers (3.04)
W/Manager vs W/Manager (3.05)
W/Manager vs W/Two Managers (3.06)
W/Two Managers vs W/Two Managers (3.07)

2.17 Normal Tag With Manager

Choose from:

Tag vs Tag W/Manager (3.09)
Tag W/Manager vs Tag W/Manager (3.10)

2.18 Submission

Choose from:

Single (3.41)
Ultimate Submission (3.42)

2.19 Cage

Choose from:

Single (3.43)
Tornado Tag (3.44)
Triple Threat (3.45)
Fatal 4 Way (3.46)

2.20 Hell In A Cell

Choose from:

Single (3.47)
Tornado Tag (3.48)
Triple Threat (3.49)
Fatal 4 Way (3.50)
Armageddon Hell In A Cell (3.51)

2.21 TLC

Choose from:

Single (3.53)
Tornado Tag (3.54)
Triple Threat (3.55)
Fatal 4 Way (3.56)
Title (3.57)
Title Tornado Tag (3.58)

Title Triple Threat (3.59)

Title Fatal 4 Way (3.60)

2.22 Table

Choose from:

Single (3.61)

Tornado Tag (3.62)

Triple Threat (3.63)

Fatal 4 Way (3.64)

2.23 Ladder

Single (3.66)

Tornado Tag (3.67)

Triple Threat (3.68)

Fatal 4 Way (3.69)

2.24 3 Stages Of Hell

Choose any three from:

Single (3.02)

Street Fight (3.40)

Falls Count Anywhere (3.27)

Cage (3.43)

Hell In A Cell (3.47)

I Quit (3.52)

Ladder (3.66)

Table (3.61)

TLC Single (3.53)

Submission (3.41)

2.25 Special Referee

Choose from:

One Referee (3.71)

Two Referees (3.72)

=====
3.00 Matches
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Here I will give a brief description of each match, the conditions needed to win and a score for Excitement, Difficulty and Frustration. These scores are my opinions and nobody else's, so don't get pissed if you disagree with me.

3.01 Royal Rumble

It starts off with 4 wrestlers in the ring, and then every 10 seconds thereafter, another wrestler will come to the ring with a maximum of 8 wrestlers at any one time. Altogether, there will be 30 wrestlers involved. A great match, but there's nothing more annoying than being eliminated by Molly Holly when you're playing as Stone Cold or the Undertaker.

Winnig Conditions: Your opponents must be hurled out of the ring.

Excitement: 8
Difficulty: 10
Frustration: 8

3.02 Single, No Manager

Straight forward, one-on-one action.

Winning Conditions: Pinfall, Submission, Disqualification & Count Out

Excitement: 2
Difficulty: 2
Frustration: 2

3.03 Single, No Manager vs W/Manager

One-on-one match except that one wrestler is accompanied to the ring by another superstar (or Crash Holly), who will interfere from the outside.

Winning Conditions: Pinfall, Submission, Disqualification & Count Out

Excitement: 2
Difficulty: 3
Frustration: 2

3.04 Single, No Manager vs W/Two Managers

One-on-one match where one wrestler is accompanied to the ring by two other wrestlers, who will interfere from the outside.

Winning Conditions: Pinfall, Submission, Disqualification & Count Out

Excitement: 2
Difficulty: 3
Frustration: 3

3.05 Single, W/Manager vs W/Manager

One-on-one match where both wrestlers are accompanied to the ring by another wrestler. Both will interfere from the outside as well as fight each other from time to time.

Winning Conditions: Pinfall, Submission, Disqualification & Count Out

Excitement: 3
Difficulty: 3
Frustration: 2

3.06 Single, W/Manager vs W/Two Managers

One-on-one match where one wrestler is accompanied to the ring by another wrestler, and his opponent is accompanied by two. Again, expect some interference.

Winning Conditions: Pinfall, Submission, Disqualification & Count Out

Excitement: 3
Difficulty: 3
Frustration: 3

3.07 Single, W/Two Managers vs W/Two Managers

One-on-one match where both wrestlers are accompanied by two other wrestlers. Expect lots of interference.

Winning Conditions: Pinfall, Submission, Disqualification & Count Out

Excitement: 3
Difficulty: 3
Frustration: 4

3.08 Normal Tag

Two-on-two match. One wrestler waits on the outside of the mat until you tag. Lots of time for double moves too, especially whilst tagging.

Winning Conditions: Pinfall, Submission, Disqualification & Count Out

Excitement: 4
Difficulty: 3
Frustration: 2

3.09 Tag vs Tag W/Manager

Two-on-two match where one team is accompanied by another wrestler (cue Team Extreme). Look out for interference.

Winning Conditions: Pinfall, Submission, Disqualification & Count Out

Excitement: 4
Difficulty: 3
Frustration: 3

3.10 Tag W/Manager vs Tag W/Manager

Two-on-two match where both teams are accompanied to the ring by other
wrestlers. Lots of chances for interference and the occasional triple
move.

Winning Conditions: Pinfall, Submission, Disqualification & Count Out

Excitement: 4
Difficulty: 4
Frustration: 3

3.11 Tornado Tag

Two-on-two match where both members of both teams are allowed in the ring
at the same time. Double moves a-plenty.

Winning Conditions: Pinfall, Submission & Disqualification

Excitement: 5
Difficulty: 5
Frustration: 3

3.12 Normal 6-Man Tag

3-on-3. The perfect opportunity for that elusive triple move.

Winning Conditions: Pinfall, Submission, Disqualification & Count Out

Excitement: 4
Difficulty: 5
Frustration: 4

3.13 Tornado 6-Man Tag

3-on-3 match where all members of both team may come and go as they please.

Winning Conditions: Pinfall, Submission & Disqualification

Excitement: 5
Difficulty: 5
Frustration: 3

3.14 Handicap, One on Two

One wrestler must take on a team of 2 wrestlers, at the same time. A good
challenge and a lot of fun.

Winning Conditions: Pinfall, Submission & Disqualification

Excitement: 7
Difficulty: 7

Frustration: 2

3.15 Handicap, One on Tag

One wrestler must take on a team of two wrestlers, where only one of them may be in the ring at a time (though they don't listen much).

Winning Conditions: Pinfall, Submission & Disqualification

Excitement: 6

Difficulty: 5

Frustration: 2

3.16 Handicap, One on Three

One wrestler must take on 3 others, who are all allowed in the ring at once. One of the best matches there is.

Winning Conditions: Pinfall, Submission & Disqualification

Excitement: 8

Difficulty: 10

Frustration: 4

3.17 King Of The Ring, Single Tournament

Enter a knockout competition of singles matches, with the winner being crowned "King of the Ring".

Winning Conditions: Pinfall, Submission, Disqualification & Count Out

Excitement: 3

Difficulty: 4

Frustration: 4

3.18 King Of The Ring, Special Tournament

Same as above, except all the matches are special matches. Can be great, but can also be boring. See the relevant match's sections for winning conditions and ratings, although an overall is supplied here:

Excitement: 5

Difficulty: 4

Frustration: 5

3.19 Hardcore, Single

One-on-one match with free access to any part of the arena and weapons! Pity they don't actually hurt much. You'll be lucky to knock someone over with a sledgehammer. Seriously.

Winning Conditions: Pinfall & Submission

Excitement: 3
Difficulty: 2
Frustration: 7

3.20 Hardcore, Tornado Tag

Now this can be fun. Though the weapons are still crap. Two teams of wrestlers brawl it out anywhere in the arena.

Winning Conditions: Pinfall & Submission

Excitement: 6
Difficulty: 5
Frustration: 8

3.21 Hardcore, Tornado 6-Man Tag

Same as above, just with more wrestlers.

Winning Conditions: Pinfall & Submission

Excitement: 6
Difficulty: 6
Frustration: 8

3.22 Hardcore, Triple Threat Tornado Tag

Possibly the best hardcore match. Three teams of two pit it out with (crap) weapons in lots of different places.

Winning Conditions: Pinfall & Submission

Excitement: 7
Difficulty: 7
Frustration: 8

3.23 Hardcore, One on Two

One vs two with weapons and the backstage area of your choice.

Winning Conditions: Pinfall & Submission

Excitement: 7
Difficulty: 7
Frustration: 8

3.24 Hardcore, One on Three

One vs three with the weapons and backstage area of your choice.

Winning Conditions: Pinfall & Submission

Excitement: 8
Difficulty: 10
Frustration: 8

3.25 Hardcore, Triple Threat

One vs one vs one. 3 men battle it out for the win. Again, with crap weapons.

Winning Conditions: Pinfall & Submission

Excitement: 7
Difficulty: 9
Frustration: 8

3.26 Hardcore, Fatal 4 Way

Same as above, just with 4 wrestlers.

Winning Conditions: Pinfall & Submission

Excitement: 8
Difficulty: 10
Frustration: 8

3.27 Falls Count Anywhere, Single

One-on-one match anywhere you like it. Perfect for re-enacting the Mike Foley vs Undertaker's classic Boiler Room Brawl, especially if you've created Mankind in the Create-a-wrestler section.

Winning Conditions: Pinfall only

Excitement: 3
Difficulty: 3
Frustration: 2

3.28 Falls Count Anywhere, Tornado Tag

Two teams pit it up against each other wherever you want them to.

Winning Conditions: Pinfall only

Excitement: 4
Difficulty: 3
Frustration: 3

3.29 Falls Count Anywhere, Tornado 6-Man Tag

Two 3-man teams go at it whilst moving throughout the arena.

Winning Conditions: Pinfall only

Excitement: 4

Difficulty: 4

Frustration: 3

3.30 Falls Count Anywhere, Triple Threat Tornado Tag

3 teams of two brawl their way to victory in the backstage area of your choice, and if you don't like it, just move somewhere else.

Winning Conditions: Pinfall only

Excitement: 6

Difficulty: 6

Frustration: 4

3.31 Falls Count Anywhere, One on Two

Does exactly what is says on the tin. One wrestler takes on two others anywhere they can get to.

Winning Conditions: Pinfall only

Excitement: 7

Difficulty: 9

Frustration: 3

3.32 Falls Count Anywhere, One on Three

One vs three, anywhere that you want.

Winning Conditions: Pinfall only

Excitement: 8

Difficulty: 10

Frustration: 3

3.33 Falls Count Anywhere, Triple Threat

Three wrestlers battle for victory, with the option to roam anywhere.

Winning Conditions: Pinfall only

Excitement: 7

Difficulty: 9

Frustration: 3

3.34 Falls Count Anywhere, Fatal 4 Way

Four wrestlers in a free for all fight, go wherever you want to.

Winning Conditions: Pinfall, Submission, Disqualification & Count Out

Excitement: 8
Difficulty: 10
Frustration: 3

3.35 Survival, Triple Threat

3 wrestlers battle it out in the ring.

Winning Conditions: Pinfall & Submission

Excitement: 7
Difficulty: 7
Frustration: 3

3.36 Survival, Fatal 4 Way

4 wrestlers fight it out in the squared-circle.

Winning Conditions: Pinfall, Submission, Disqualification & Count Out

Excitement: 8
Difficulty: 9
Frustration: 4

3.37 Survival, 4-Man Battle Royal

4 wrestlers take part in an elimination match.

Winning Conditions: Pinfall only (though I'm sure I've made someone submit)

Excitement: 6
Difficulty: 5
Frustration: 4

3.38 Survival, 6-Man Battle Royal

Same as above, just with 6 wrestlers.

Winning Conditions: Pinfall only.

Excitement: 7
Difficulty: 6
Frustration: 4

3.39 Survival, 8-Man Battle Royal

One of my most-played matches. Same as above, but with eight wrestlers.

Winning Conditions: Pinfall only (again, I'm sure I've made someone submit.)

Excitement: 8
Difficulty: 7
Frustration: 4

3.40 Street Fight

Glorified singles match. I never bother with it.

Winning Conditions: Pinfall only

Excitement: 2
Difficulty: 2
Frustration: 5

3.41 Submission, Single

This is much more fun if you select a wrestler who doesn't have a submission finisher, but just has one as a regular move. Incredible edge-of-your-seat action when you slap on another sharp-shooter and wait for your opponent to submit. Great fun.

Winning Conditions: Submission only

Excitement: 8 (without a submission finisher)
Difficulty: 8 (without a submission finisher)
Frustration: 3

3.42 Ultimate Submission

Again, this is much more fun without a submission finisher, but is nowhere near as pointless if you do. The person with the most submissions at the end of the match wins. Simple.

Winning Conditions: Submission only

Excitement: 9 (without a submission finisher)
Difficulty: 8
Frustration: 7 (if you're facing the Rock, his sharp-shooter may as well be a finisher.)

3.43 Cage, Single

Bah! Your wrestlers climb up that cage slower than an asthmatic snail carrying

heavy shopping. A potentially great match made tedious.

Winning Conditions: Escape the cage

Excitement: 1
Difficulty: 7
Frustration: 10

3.44 Cage, Tornado Tag

Two teams battle it out inside a steel cage. Remember Undertaker & Kane vs DDP and that other guy? The one where Sara climbed the cage? Boring wasn't it? Not much difference here.

Winning Conditions: Escape the cage

Excitement: 2
Difficulty: 8
Frustration: 10

3.45 Cage, Triple Threat

Three wrestlers fight it out to be the first one out.

Winning Conditions: Escape the cage

Excitement: 5
Difficulty: 9
Frustration: 10

3.46 Cage, Fatal 4 Way

The only cage match worth bothering with.

Winning Conditions: Escape the cage

Excitement: 7
Difficulty: 10
Frustration: 10

3.47 Hell In A Cell, Single

One on one, inside a thirty foot steel cell. Pity you can't throw anyone off the top, but you can put them through the roof, so that's ok. Incredibly exciting trying to put your opponent through the roof.

Winning Conditions: Pinfall & Submission

Excitement: 8
Difficulty: 4
Frustration: 2

3.48 Hell In A Cell, Tornado Tag

Two teams of two fight it out inside, and outside, and even on top of the cell.

Winning Conditions: Pinfall & Submission

Excitement: 9
Difficulty: 6
Frustration: 4

3.49 Hell In A Cell, Triple Threat

3 wrestlers battle it out with the ominous cell.

Winning Conditions: Pinfall & Submission

Excitement: 9
Difficulty: 7
Frustration: 3

3.50 Hell In A Cell, Fatal 4 Way

4 wrestlers duke it out with the 30 foot cell.

Winning Conditions: Pinfall & Submission

Excitement: 9
Difficulty: 8
Frustration: 4

3.51 Armageddon Hell In A Cell

The ultimate Hell In A Cell. I don't think I've ever seen this in real life. 8 wrestlers in the cell at the start, only one standing at the end. Lots of fun.

Winning Conditions: Pinfall & Submission

Excitement: 9
Difficulty: 10
Frustration: 4

3.52 I Quit

Rock vs Mankind anyone? Great match this one, lots of suspense as your wrestler stands over your fallen opponent and brandishes the mic to his lips, waiting to see if the neon-pink "Give Up" is forthcoming. Best played in the Boiler Room, I'd say.

Winning Conditions: Submission by pressing down and O over your opponent.

Excitement: 8
Difficulty: 5
Frustration: 5 (especially when you can't find the damn mic)

3.53 TLC, Single

One-on-one. TABLES, LADDERS AND CHAIRS!!! Great match.

Winning Conditions: Pinfall & Submission

Excitement: 5
Difficulty: 3
Frustration: 2

3.54 TLC, Tornado Tag

Same as above, just two-on-two.

Winning Conditions: Pinfall & Submission

Excitement: 6
Difficulty: 4
Frustration: 3

3.55 TLC, Triple Threat

3 wrestlers, lots of destruction. Getting better.

Winning Conditions: Pinfall & Submission

Excitement: 6
Difficulty: 7
Frustration: 3

3.56 TLC, Fatal 4 Way

Same as above, just with 4 wrestlers.

Winning Conditions: Pinfall & Submission

Excitement: 7
Difficulty: 9
Frustration: 3

3.57 TLC, Title Single

Now we're talking. The next TLC matches are the best matches in the game.
One on one.

Winning Conditions: Climb the ladder, grab the title.

Excitement: 8
Difficulty: 7
Frustration: 1

3.58 TLC, Title Tornado Tag

Two on two match with tables, ladders & chairs.

Winning Conditions: Climb the ladder, grab the title.

Excitement: 8
Difficulty: 9
Frustration: 2

3.59 TLC, Title Triple Threat

Brilliant match! 3 on 3 for victory.

Winning Conditions: Climb the ladder, grab the title.

Excitement: 9
Difficulty: 10
Frustration: 1

3.60 TLC, Title Fatal 4 Way

The best there is. Unbelievably good match.

Winning Conditions: Climb the ladder, grab the title.

Excitement: 10
Difficulty: 10
Frustration: 1

3.61 Table, Single

Set up a table, put your opponent through it. Simple. One-on-one. One major downside is that if an opponent is part of a table and his partner interferes then it's impossible to avoid being put through a table. Though you shouldn't even get to that point. My record victory is roughly 6 seconds.

Winning Conditions: KO through a table

Excitement: 7
Difficulty: 1
Frustration: 5

3.62 Table, Tornado Tag

This is more fun and more difficult than the singles match. It's possible to move the table out of the way before your team mate is put through it. Dudley Boys anyone? And yes, it is possible to do the 3-D through a table.

Winning Conditions: KO through a table

Excitement: 8
Difficulty: 4
Frustration: 5

3.63 Table, Triple Threat

3 wrestlers fight it out to be the first to score the knockout blow.

Winning Conditions: KO through a table

Excitement: 8
Difficulty: 6
Frustration: 5

3.64 Table, Fatal 4 Way

The best table match by far. 4 wrestlers fight each other at once.

Winning Conditions: KO through a table

Excitement: 9
Difficulty: 8
Frustration: 5

3.65 Iron Man

One-on-one only, which is a shame. A fatal 4 way Iron Man would be brilliant. Pin your opponent as many times as possible in a set time.

Winning Conditions: Pinfall only

Excitement: 8
Difficulty: 7
Frustration: 1

3.66 Ladder, Single

Why bother when you've got a TLC?

Excitement: 4
Difficulty: 3
Frustration: 2

3.67 Ladder, Tornado Tag

Again, why bother?

Excitement: 5
Difficulty: 4
Frustration: 3

3.68 Ladder, Triple Threat

Another cheap TLC copy.

Excitement: 6
Difficulty: 7
Frustration: 4

3.69 Ladder, Fatal 4 Way

TLC is still better.

Excitement: 7
Difficulty: 9
Frustration: 5

3.70 3 Stages Of Hell

Best of three from the matches of your choice.

Choose any three from:

Single (3.02)
Street Fight (3.40)
Falls Count Anywhere (3.27)
Cage (3.43)
Hell In A Cell (3.47)
I Quit (3.52)
Ladder (3.66)
Table (3.61)
TLC Single (3.53)
Submission (3.41)

3.71 Special Referee, One Referee

Interesting at least. If you beat the ref about a bit then his counts will be much slower for you. It's the same if he doesn't like you. However, if he does like you, it's easy as hell to win with a lightening-fast count.

Winning Conditions: Pinfall, Submission, Disqualification & Count Out

Excitement: 4
Difficulty: 6 (if the ref doesn't like you)
Frustration: 4

3.72 Special Referee, Two Referees

Same as above, just with two refs. Two? Come now.

Winning Conditions: Pinfall, Submission, Disqualification & Count Out

Excitement: 5
Difficulty: 6
Frustration: 5

3.73 Last Man Standing

Like a boxing match, just with wrestling.

Winning Conditions: Opponent is grounded for a ten count.

Excitement: 7
Difficulty: 5
Frustration: 3

3.74 Slobber Knocker

A new opponent enters the ring when the previous one is beaten. Only one player though. All the crap wrestlers can be incredibly hard to beat, especially that damn Hardcore Holly. Defeat as many as you can in the time limit. My record is 24 with the Undertaker, but someone's bound to have beaten it.

Winning Conditions: Pinfall, Submission & Knock Out

Excitement: 7
Difficulty: 10 (to get over 20 wins)
Frustration: 10 (trust me, Hardcore Bloody Holly)

=====
4.00 The Moves
=====

4.01 Basic Moves

Move around (Directional Pad)
Striking Attack (X)
Irish whip (O)
Grapple moves (Direction + O)
Block (◆)
Counter (Direction + ◆)
Throw weapon (◆)
Dive through legs/ropes/cell (T + ◆)
Climb on announcer's table (Direction + T)
Taunts (L2, Direction + L2)
Pick up/put down weapon (R1)

Kick out of pin (R1 when pinned)
Pull out of pin (R1 whilst pinning)
Climb turnbuckle/ladder/cage/cell (Direction + R1)
Leave ring (Direction + R1)
Sit on chair/stand on table) (Direction + R1)
Change focus (R2)
Focus on nearest threat (hold R2)
Finisher (L2, Direction + L2)*

*certain conditions apply for each wrestler. Pres R1 while on the selection screen for details.

4.02 Complete Movelist

This section is primarily for created superstars. Every move here is rated out of 8. The higher the rating, the better the move is. These ratings will change depending on the stats you've given your wrestler. All of these ratings are based on the Average setting, so if you increase the Powerful attribute (example) then all of the Powerful ratings will increase too.

All moves denoted with an asterix (*) are locked moves that need to be unlocked using career mode.

Ready Moves, Attack:

- Powerful - Big Boot (5)
- Body Punch (5)
- Chop (4)
- Clothesline 1 (4)
- Clothesline 2 (5)
- Double Axe Handle (5)
- Overhand Punch (5)
- Powerful Chop (5)
- Uppercut (4)
- Speedy - Capoeira Spinning Kick* (5)
- Dropkick (4)
- Elbow Smash 1 (4)
- Front Dropkick (4)
- Jump Spin Back Kick (5)
- Jumping Calf Kick (5)
- Roundhouse Dropkick 1 (4)
- Shuffle Side Kick 1 (5)
- Spinning Kick (4)
- Spinning Punches (5)
- Spinning Wheel Kick 1 (5)
- The Rock Punches 1 (4)
- The Rock Punches 2 (5)
- Uppercut Palm Strike (5)
- Technical - Axe Kick* (5)
- Back Elbow Smash (4)
- Back Kick* (5)
- Backhand Blow (5)
- Blackman Quick Kick (5)
- Boxing Body Blow (4)
- Boxing Hook Punch (4)
- Boxing Quick Jab (4)
- Boxing Snap Jab (4)
- Boxing Straight Punch (4)

- Boxing Strong Uppercut (4)
- Boxing Uppercut (4)
- Capoeira Kick (5)
- Dropkick To Knee (5)
- Elbow Smash 2 (5)
- Fake Roundhouse Kick (5)
- High Roundhouse Kick (5)
- Jumping Front Kick (5)
- Karate Straight Punch* (4)
- Kung-Fu Roundhouse Kick (5)
- Low Kick 1 (4)
- Middle Kick 1 (4)
- Middle Kick 2 (5)
- Outside Crescent Kick (5)
- Rolling Wheel Kick (4)
- Roundhouse Kick 1 (5)
- Roundhouse Kick 2* (5)
- Shake Jab* (4)
- Shuffle Side Kick 3* (5)
- Spinning Back Kick 2 (5)
- Spinning Wheel Kick 2 (5)
- Sweep (5)
- Tae Kwon-Do Back Kick (5)
- Tae Kwon-Do Jump Kick* (5)
- Rough Neck - Angle Punches (4)
- Benoit Punches (4)
- Billy Gunn Punches (4)
- Bubba Ray Punches (4)
- Kane Throat Thrust (4)
- Karate Slide (4)
- Mongolian Chop (5)
- Overhand Chop (4)
- Shuffle Side Kick 2 (4)
- Slap 1 (4)
- Slap 2 (4)
- Snap Jab (4)
- Spinning Back Chop (5)
- Spinning Back Elbow (5)
- Stone Cold Punches 1 (4)
- Stone Cold Punches 2 (4)
- Stone Cold Punches 3 (5)
- Strong Spinning Elbow (5)
- Swing Punch* (5)
- Throat Thrust (5)
- Toe Kick (4)
- Triple H Punches (4)
- Undertaker Punches (4)
- Woman's Slap (4)

Ready Moves, Grapple:

- Powerful - Bearhug Front Slam (6)
- Body Press Drop (6)
- Body Press Drop Forward (6)
- Body Press Slam (6)
- Choke Toss 1 (6)
- Choke Toss 2 (6)
- DDT 1 (5)
- DDT 2 (5)
- Drop Suplex (5)
- Falling Neckbreaker (5)

- Falling Powerslam 2 (5)
- Flip Suplex (5)
- Hard Scoop Slam (5)
- Oklahoma Slam 2 (5)
- Piledriver (5)
- Push Attack (6)
- Scoop Slam 1 (5)
- Scoop Slam 2 (5)
- Shoulder Breaker (6)
- Sidewalk Slam 1 (5)
- Sidewalk Slam 2 (5)
- Swinging Neckbreaker (5)

- Speedy
- Arm Drag 1 (5)
 - Arm Drag 2 (5)
 - Belly To Back Flip (5)
 - Christian Snap Mare (5)
 - Front Dropkick 1 (5)
 - Front Dropkick 2 (5)
 - Hurracanrana 2 (5)
 - Knee Smash (5)
 - Kung-Fu Back Rolling (4)
 - Matt Side Suplex (5)
 - Queen Arm Scissors (5)
 - Scissor Sweep (5)
 - Snap Mare (5)
 - Suplex Pin (5)
 - Trapping Suplex (5)

- Technical
- Arm Breaker (5)
 - Arm Wrench (5)
 - Arm Wrench Hip Throw (5)
 - Back Body Suplex (5)
 - Belly To Back Flip 1 (5)
 - Belly To Back Flip 2 (5)
 - Belly To Back Suplex* (5)
 - Belly To Belly (5)
 - Blackman Combination (6)
 - Blackman Throat Thrust (5)
 - Brainbuster (5)
 - Double Arm Suplex 1 (5)
 - Double Arm Suplex 2 (5)
 - Double Wrist Suplex (5)
 - Dragon Screw 1 (5)
 - Dragon Screw 2 (5)
 - European Uppercut (5)
 - Fireman Carry (5)
 - Half Belly To Belly (5)
 - Headlock (5)
 - Headlock Takedown (5)
 - Hip Throw (5)
 - Judo Flip Suplex (5)
 - Judo Hip throw (5)
 - Judo Hip Toss 1* (5)
 - Judo Hip Toss 2 (5)
 - Jumping Arm Breaker (5)
 - Kung-Fu Toss (5)
 - Leg Trip (5)
 - Reverse Armbar (5)
 - Reverse Sidewalk Slam (5)
 - Russian Leg Sweep (5)
 - Shin Breaker (5)

- Shoulder Arm Breaker (5)
- Side Suplex 1 (5)
- Side Suplex 2 (5)
- Snap Suplex (5)
- Stalling Brainbuster (5)
- Standing Crossface (5)
- Suplex 1 (5)
- Suplex 2 (5)
- Suplex 3 (5)
- T-Bone Suplex 1 (5)
- Tazz Belly To Belly (6)
- The Rock DDT (5)
- Wrist Clutch Suplex (5)

- Rough Neck
- Beat Head (5)
 - Big Punch* (5)
 - Big Slap (5)
 - Club To Neck 1 (5)
 - Club To Neck 2 (5)
 - Double Knee Attack (6)
 - Elbow Strike (5)
 - Elbow To Back Of Head (5)
 - Eye Rake (5)
 - Headlock And Punch (5)
 - Jawbreaker 1 (5)
 - Kitchen Sink (5)
 - Knee Attack (5)
 - Lifting Chokehold (5)
 - Manhattan Drop (5)
 - Overhand Punch (5)
 - Shoulder Thrusts (5)
 - Strong Headbutt 1 (5)
 - Strong Headbutt 2 (5)
 - Woman's Snap Mare (5)

Ready Moves, Grapple (Groggy):

Same as above plus:

- Powerful
- Backflip To Pancake 2 (5)
 - Baldo Bomb (5)
 - Bear Hug (5)
 - Big Knee Smash (6)
 - Big Shoulder Claw (5)
 - Body Press Bomb (6)
 - Body Press Front Slam 1 (6)
 - Bubba Cutter (6)
 - Chokeslam 1 (6)
 - Chokeslam 2* (5)
 - Dangerous DDT (6)
 - Death Valley Driver 1 (6)
 - Death Valley Driver 2 (6)
 - Diving Powerbomb (6)
 - Diving Powerbomb Pin (6)
 - Double Powerbomb Pin (6)
 - Fake Power Clothesline (5)
 - Fall Away Slam (5)
 - Falling Powerbomb Pin 1 (5)
 - Falling Powerbomb Pin 2* (6)
 - Falling Powerslam 1 (6)
 - Fireman Carry To Slam (6)
 - Flapjack (5)
 - Jackknife Powerbomb 1 (6)

- Kneeling Powerbomb Pin (6)
- Mexican Stretch Buster* (6)
- Northern Lighrs Driver (6)
- Oklahoma Slam 1 (5)
- Orange Crush Pin* (5)
- Pendulum Backbreaker (5)
- Power Clothesline (5)
- Powerbomb Pin (5)
- Powerbomb With Bridge* (5)
- Pulling Piledriver 1 (5)
- Pulling Piledriver 2 (6)
- Pulling Walk Slam Pin (5)
- Rib Breaker (5)
- Rikishi Driver (6)
- Running Powerbomb Pin (6)
- STO 1* (6)
- Samoan Driver (5)
- Samoan Neckbreaker (6)
- Scrapbuster Pin (5)
- Spinebuster (5)
- Spinning Rack Pancake (6)
- Spiral Bomb* (6)
- Stomach Crusher (5)
- Stone Cold Spinebuster 1 (6)
- Stone Cold Spinebuster 2 (6)
- Stunner (6)
- Super Powerbomb 1 (6)
- Super Spinebuster (6)
- Suplex To Front Slam (5)
- Test Neckbreaker (6)
- The Alabama Slam (6)
- The Alleyoop (5)
- Tilt A Whirl Sideslam (5)
- Tombstone Piledriver 1 (6)
- Tombstone Piledriver 2* (6)
- Torture Rack (6)
- Undertaker Chokeslam (6)
- Whirl Sideslam (6)

- Speedy
- Bomb To Face Buster (5)
 - Complete Shot (6)
 - Cross Arm Cradle Pin (4)
 - Cross Backbreaker (6)
 - Cross Fixed Pin (4)
 - Downward Spiral (6)
 - Falcon Arrow (5)
 - Falling Powerbomb 1 (5)
 - Falling Powerbomb 2* (5)
 - Fisherman DDT (5)
 - Fisherman Suplex (5)
 - Hopping Sunset Flip (4)
 - Huracanrana And Punches (6)
 - Huracanrana Pin (4)
 - Huracanrana 1 (6)
 - Jeff Twist Of Fate (5)
 - Jump Swinging DDT (6)
 - Jumping Clutch Pin 1 (4)
 - Jumping Clutch Pin 2 (4)
 - Jumping Tornado DDT (6)
 - Lita Tornado DDT (6)
 - Mexican Stretch Bomb* (6)

- Michinoku Driper* (6)
- Northern Lights Suplex (6)
- Reverse Suplex (5)
- Samurai Driver (6)
- School Boy (4)
- Scoop Reverse DDT* (6)
- Shane COmbination* (6)
- Sky High* (6)
- Spike Cradle Pin* (4)
- Spinning Backdrop (5)
- Steven Kick (5)

- Technical
- Arm Drag And Arm Bar (5)
 - Arm Wrench And Hook Kick (5)
 - Brainbuster DDT (6)
 - Cobra Clutch Bomb* (5)
 - Cradle And Side Leg Lock (5)
 - Dangerous Driver* (6)
 - Double Arm Backbreaker (6)
 - Elbow Combination* (6)
 - Emerald Fusion 1* (6)
 - Emerald Fusion 2* (6)
 - Facebuster* (6)
 - Fame Asser (6)
 - Flip Suplex With Pin (5)
 - Flipping Armbar 1* (6)
 - Flipping Armbar 2 (5)
 - Flipping Armbar 3 (6)
 - Guerrero Special (5)
 - Jeff Small Package (4)
 - Judo Toss And Armbar (5)
 - Karate Kick* (6)
 - Kurt Belly To Belly (6)
 - Martial Arts Kick (6)
 - Oriental Toss* (5)
 - Reverse Knee Lock (5)
 - Revrse Pin (4)
 - Rolling Armbar (5)
 - Rolling Butterfly Lock* (6)
 - Rolling Leg Lock (5)
 - Rolling Leg Scissors (5)
 - STO 2* (6)
 - Sambo Suplex (6)
 - Scissors Kick 1 (6)
 - Shoulderlock* (6)
 - Sit Down Throat Thrust* (5)
 - Small Package (4)
 - Spinebuster (5)
 - Spinning Clothesline* (6)
 - Sunrise Submission Five* (6)
 - Swinging Neckbomb* (5)
 - T-Bone Suplex 2* (6)
 - The Rock Spinebuster (6)

- Rough Neck
- Beat Face (5)
 - Belly To Back Slam 2* (6)
 - Big Punch* (5)
 - Double Arm DDT (6)
 - Fury Punch* (5)
 - Guillotine Choke (5)
 - Guillotine Strikes* (5)
 - Hangman Chokehold (5)

- Jawbreaker 2 (5)
- Jeff Jawbreaker (5)
- Judgement Slam* (6)
- Knee Strike 1 (6)
- Poison Mist 1 (5)
- Poison Mist 2 (5)
- Poison Mist 3 (5)
- Raven Effect (6)
- Regal Knee Attack (5)
- Roudhouse Dropkick 2* (6)
- Trapping Headbutts (5)

Ready Moves, Grapple (Lifted) - Same as above

Back, Attack:

- Powerful - Atomic Drop (5)
 - Dudley Atomic Drop (5)
 - Facecrusher 1 (5)
 - Full Nelson Slam (6)
 - High Angle Backdrop (5)
 - Pumphandle Drop (5)
 - Pumphandle Slam 1 (6)
 - Pumphandle Slam 2 (6)
 - Reverse DDT (5)
 - Reverse Death Valley 1* (6)
 - Super Atomic Drop (6)
 - Test Full Nelson Slam (6)
- Speedy - Backdrop Pin (5)
 - Backdrop 1 (5)
 - Diving Reverse DDT (5)
 - Dragon Suplex Pin (6)
 - Edge O'matic (6)
 - Electric Chair Drop (6)
 - Facecrusher 2 (5)
 - German Suplex Pin (5)
 - Mexican Suplex Pin* (6)
 - Rear Naked Choke Drop (5)
 - Reverse Pin (4)
 - Rolling Clutch Pin (4)
 - Rolling Cradle Pin (4)
 - Sleeper Hold 2 (5)
 - Spinning Hurracanrana (4)
 - Tiger Suplex Pin (6)
- Technical - Abdominal Stretch 1 (5)
 - Back Sideslam 1 (5)
 - Back Sideslam 2 (5)
 - Back Tazzmission (6)
 - Backdrop 2 (6)
 - Benoit German Suplex (6)
 - Blue Thunder Pin (5)
 - Dragon Sleeper (5)
 - Eddie Cradle Pin (4)
 - Facecrusher 3 (5)
 - Full Nelson Facebuster (5)
 - Half Nelson Suplex (5)
 - Kurt Angle Backdrop (5)
 - Leg Breaker (5)
 - Multiple German Suplex (6)
 - Octopus Stretch 1 (5)
 - Octopus Stretch 2 (5)

- Rear Naked With Stretch (6)
- Release German Suplex (5)
- Reverse Brainbuster 1 (5)
- Reverse Brainbuster 2 (5)
- Russian Leg Sweep (5)
- School Boy (4)
- Sleeper Hold & Scissors (5)
- Tazzplex (6)
- Turn Facing Front (4)
- Wristlock Backdrop (5)
- Rough Neck - Bulldog (5)
 - Cobra Clutch (5)
 - Cobra Hold* (6)
 - Elbow To Back Of Head (5)
 - Facecrusher 4 (5)
 - Forearm Smash (5)
 - Low Blow (5)
 - Sleeper Hold 1 (5)
 - Sleeper Hold 3 (5)
 - Sleeper With Scissors (5)
 - Stunt Rider Stretch* (4)

Back, Attack (Groggy) - Same as above

Ground, Attack:

- Powerful - D-Von Elbow Drop (4)
 - Elbow Drop (4)
 - Jumping Elbow Drop (4)
 - Stone Cold Elbow Drop 1 (5)
 - Stone Cold Elbow Drop 2 (5)
 - Taunt And Elbow Drop (5)
- Speedy - Double Knee Drop (5)
 - Flip Splash (4)
 - Leg Drop (4)
- Technical - Flip Leg Drop (4)
 - Karate Punch (4)
 - Rock Stomp (4)
 - Senton Splash (4)
 - Shining Elbow Drop (4)
- Rough Neck - Angry Stomp (4)
 - Falling Headbutt (4)
 - Fist Drop (4)
 - Knee Drop (4)

Ground, Grapple (Upper Body):

- Powerful - Big Splash Pin (5)
 - Camel Clutch 1 (5)
 - Camel Clutch 2 (5)
 - Darkness Pin (4)
 - Eastern Stretch* (5)
 - Elbow And Sleeper Hold (5)
 - Hip Drop (5)
 - Neck Wrench* (5)
 - Reverse Chinlock (5)
 - Strangle Hold* (5)
- Speedy - Christian Armlock (5)
 - Crash Cradle Pin (4)
 - Ghost Pin* (4)
 - Head Shake Leg Drop* (5)
 - Mahistrol Cradle Pin (4)

- Outlaw Pin* (4)
- Spinning Armlock (5)
- Technical - 39 Stretch* (6)
 - Abdominal Stretch 2 (5)
 - Armbar 1 (5)
 - Armbar 2 (5)
 - Armbar 3 (5)
 - Buffalo Sleeper Hold* (6)
 - Butterfly Lock* (5)
 - Chicken Wing Crossface (5)
 - Cocky Pin (4)
 - Dragon Sleeper (5)
 - Head Scissor Roll Over (5)
 - Knee Smash (5)
 - Mounted And Armbar (5)
 - Rear Headlock (5)
 - Rings Of Saturn (6)
 - Russian Neck Drop* (5)
 - Shaky Knee Drop* (5)
 - Short Arm Scissors (5)
 - Sleeper Hold 2 (5)
 - Triangle Hold (5)
- Rough Neck - Big Stomp (5)
 - Bow Backbreaker (6)
 - Darkness Choke 1 (5)
 - Darkness Choke 2 (5)
 - Face Stretch 1 (5)
 - Face Stretch 2 (5)
 - Fury Punch 1 (5)
 - Fury Punch 2 (5)
 - Fury Punch 3 (5)
 - Fury Punch 4 (5)
 - Head Pound (5)
 - It Bites A Forehead (5) - Why the stupid name?
 - Mounted Punching 1 (5)
 - Mounted Punching 2 (5)
 - Mounted Punching 3 (5)
 - Sleeper Hold 1 (5)
 - Sleeper Hold 3 (5)
 - Taunt Stone Cold (4)
 - Ultimate Knee Attack* (6)

Ground, Grapple (Lower Body):

- Powerful - Big Swing (6)
 - Boston Crab (5)
 - Stretch Muffler (5)
 - Toss 1 (5)
 - Toss 2 (5)
- Speedy - 39 Fire Spin* (5)
 - Bow And Arrow Lock (5)
 - Death Lock (5)
 - Leglock 4 (5)
 - Leg To Groin (5)
 - Mexican Stretch (5)
 - Mexican Surfboard (5)
 - Pin With Bridge (4)
 - Queen Angel To Stretch (5)
 - Sharpshooter (6)
 - Texas Cloverleaf 1* (5)
- Technical - Ankle Lock (6)

- Deathlock With Bridge (5)
- Figure 4 Leg Lock 1 (5)
- Figure 4 Leg Lock 2* (5)
- Leglock 1 (5)
- Leglock 2 (5)
- Leglock 3 (5)
- Leg And Neck Lock (6)
- Reverse Leglock* (6)
- STF (6)
- Side Leglock (5)
- Single Leg Crab (5)
- Sit Down Facecrusher (5)
- Standing Leg Lock (5)
- Texas Cloverleaf 2 (5)
- Rough Neck - Kick To Groin 2 (5)
- Kick To Leg 1 (5)
- Kick To Leg 2 (5)
- Knee Stomp 1 (5)
- Knee Stomp 2 (5)
- Punch To Groin (5)

Turnbuckle, Attack (Up):

- Powerful - Diving Shoulder (5)
- Flash Magic* (6)
- Shoulder Block (5)
- Thump (5)
- Turnbuckle Clothesline (5)
- Speedy - Dropkick (5)
- Flying Cross Chop (5)
- Handspring Facecrusher 1 (6)
- Handspring To Kick* (5)
- Handspring To Thump (5)
- Jumping Knee Attack (4)
- Technical - Flying Forearm Smash (5)
- Handspring Facecrusher 2* (6)
- Karate Kick (5)
- Spinning Wheel Kick (5)
- Rough Neck - Clothesline And Bulldog (5)
- Elbow Attack (4)
- Yakuza Kick (5)

Turnbuckle, Attack (Low):

- Speedy - Bronco Buster (5)
- Rough Neck - Knee Attack (5)

Turnbuckle, Grapple (Up):

- Powerful - Back Elbow Strike 1* (5)
- Back Elbow Strike 2 (5)
- Big Chop (5)
- Big Thump (6)
- Chokeslam (6)
- Diamond Dust (6)
- Shoulder Thrust (5)
- Stink face (5)
- Super Fall Away Slam (6)
- Turnbuckle Body Strike (6)
- Turnbuckle Powerbomb* (6)
- Speedy - Dropkick And Waiting (5)
- Frankensteiner (5)
- Jeff Tornado DDT (6)

- Moonsault Kick (5)
- Reverse Tornado DDT (6)
- Springboard Arm Drag (5)
- Tornado Armbreaker (5)
- Tornado DDT (6)
- Walk On The Rope (5)
- Technical - Accident* (4)
 - Double Underhook Suplex (5)
 - Flip Toss (5)
 - Flipping Slam* (6)
 - Super Arm Drag (5)
 - Super Armbar Takedown (6)
 - Super Tazz Suplex (6)
 - Super Tiger Driver* (6)
 - Superplex (5)
- Rough Neck - 10 Punch (5)
 - Body Strikes (5)
 - Choke (5)
 - Foot Choke (5)
 - Fury Strikes (6)
 - Hangman Chokehold (6)
 - Kane Strikes (6)
 - Kick To Groin 1 (6)
 - Mudhole Stomping (5)

Turnbuckle, Grapple (Low):

- Powerful - BANZAI Drop 2 (6)
 - Foot Choke (5)
- Rough Neck - Choke (5)
 - Kane Throat Thrust (5)
 - Mudhole Stomping (5)
 - Mudhole Strikes (5)
 - Stomp And Choke (5)

Turnbuckle. Back Attack:

- Speedy - Crash Bulldog (5)
 - Cross Powerbomb (5)
 - Dropkick And School Boy (4)
 - Dudley Dog* (5)
 - Shinobi* (6)
 - Super Backdrop (5)
- Technical - Spider Suplex* (5)
 - Tarantula (5)
- Rough Neck - 10 Beat Head (5)
 - Beat Head (5)
 - D-Von Neckbreaker (6)
 - Turnbuckle Toe Kick (5)

Rope Opponent, Rope Down:

- Powerful - Stone Cold Attack 1 (5)
 - Stone Cold Attack 2 (5)
- Speedy - Acrobatic Clothesline (5)
- Rough Neck - Big Boot (5)
 - Guillotine (5)
 - Irish Whip (4)
 - Low Blow (5)
 - Running Knee Strike* (5)
 - Throw To Rope (5)

Rebound Attack (Up):

- Powerful - Clothesline 1 (5)
- Clothesline 2 (5)
- Clothesline 3 (5)
- Clothesline 4 (5)
- Clothesline 5 (5)
- Clothesline 6 (5)
- Crossover Clothesline (6)
- Diving Shoulder (5)
- Flying Lariat (5)
- Ho train Attack (5)
- Power Clothesline (5)
- Running Forearm Smash* (6)
- Shoulder Block 1 (5)
- Shoulder Block 2 (5)
- Thump (5)
- Speedy - Back Elbow Attack 2 (5)
- Cross Body 1 (5)
- Cross Body 2 (5)
- Diving Forearm Smash (5)
- Diving Spinning Lariat (5)
- Dropkick (5)
- Flying Cross Chop (5)
- Front Dropkick (5)
- Jumping Knee Attack (4)
- Lionsault (5)
- Slingshot Body Splash
- Technical - Back Elbow Attack 1 (5)
- Flying Forearm Smash (5)
- Karate Kick (5)
- Outside Crescent Kick (5)
- Running ELbow Smash (6)
- Spinning Wheel Kick (5)
- Tajiri Elbow Attack (5)
- The Rock Clothesline (5)
- The Rock Forearm Smash (5)
- Rough Neck - Elbow Attack (4)
- Yakuza Kick (5)

Rebound Attack (Down):

- Powerful - Running Leg Drop (4)
- Speedy - Flip Senton Attack (4)
- Lionsault (5)
- Running Flip Splash* (4)
- Slingshot Body Splash 1 (4)
- Slingshot Body Splash 2 (4)
- Technical - Dropkick To Knee (4)
- Shining Elbow Drop* (4)
- Rough Neck - Benoit Elbow Drop (4)

Rebound Attack (To Outside):

- Speedy - Asai Moonsault (5)
- Technical - Vaulting Body Press (5)

Jump Down Over:

- Speedy - Corkscrew Body Attack* (5)
- Dive Through Ropes (5)
- Fake Diving Attack 1 (4)
- Fake Diving Attack 2 (4)
- High Flying Body Press* (5)
- Rope Flip 1 (5)

- Rope Flip 2 (5)
- Shooting Star Press* (5)
- Rough Neck - Baseball Slide (5)

Aerial, Stand:

- Powerful - BANZAI Drop 1 (6)
- Diving Elbow (5)
- Diving Elbow Drop Pin (5)
- Elbow Drop (5)
- Flying Clothesline (5)
- Kane Diving Clothesline (6)
- Shoulder Block (5)

- Speedy - Corkscrew Moonsault (5)
- Dance Missile Dropkick* (5)
- Diving Headbutt 2 (5)
- Diving Hurracanrana (5)
- Diving Leg Drop (5)
- Diving Spear (6)
- Flying Neckbreaker* (4)
- Frog Splash (6)
- Front Dropkick (5)
- Hardy Boyz Leg Drop (5)
- Headscissor Takedown (4)
- Lita Diving Moonsault (5)
- Missile Dropkick (5)
- Molly Go Round (6)
- Senton Bomb (5)
- Shooting Star Press (6)
- Spinning Wheel Kick (5)
- The 'Lo Down* (6)
- The 450 (5)
- Twisting Body Attack (5)

- Technical - Diving Cross Body (6)
- Diving Fame Asser (6)
- Diving Moonsault (5)
- Dragon Attack (6)
- Dragonrana* (4)
- Kurt Diving Moonsault (5)
- Martial Arts Kick (4)
- The Money Shot* (6)

- Rough Neck - Corkscrew Bodypress* (5)
- Diving Elbow Bat (5)
- Diving Fist Drop (5)
- Diving Headbutt 1 (5)
- Double Axe Handle (4)
- Knee Drop (4)
- Superstar Press* (5)
- Taunt Body Splash* (6)

Aerial, Down - Same as above

Running, Attack - Same as 'Rebound Attack (Up)'

Running, Grapple (Groggy):

- Powerful - Lou Thesz Press 1 (5)
- Lou Thesz Press 2 (6)
- Neckbreaker (5)
- The Gore (6)

- Speedy - Cross Fixed Pin (4)
- Deja-vu* (6)

- Facecrusher 3 (5)
- Hopping Sunset Flip (4)
- Hurracanrana And Punches (6)
- Hurracanrana Pin (4)
- Jumping Clutch Pin 1 (4)
- Jumping Clutch Pin 2 (4)
- Jumping Tornado DDT (6)
- Kung-Fu Back Rolling (4)
- Lita Tornado DDT (6)
- Neckbreaker Drop 2 (5)
- Queen Arm Scissors (5)
- Rolling Clutch Pin (4)
- Running DDT (5)
- Running Reverse Pin (4)
- Running Spinning Pin (4)
- School Boy (4)
- Spear (6)
- Spinning Arm Drag 1 (5)
- Spinning Arm Drag 2 (5)
- Technical - Flipping Armbar 3 (6)
 - Headscissor Takedown (5)
 - Jeff Neckbreaker Drop (5)
 - Jumping Clutch Pin* (4)
 - Neckbreaker Drop 1 (5)
 - Reverse Pin (4)
 - Rolling Butterfly Lock* (6)
- Rough Neck - Beat Face (5)

Running, Back Attack:

- Powerful - Facecrusher 1 (5)
- Speedy - Facecrusher 2 (5)
- Technical - Facecrusher 3 (5)
 - Leg Breaker (5)
 - School Boy (4)
- Rough Neck - Bulldog (5)
 - Facecrusher 4 (5)

Running, Back Attack (Groggy) - Same as above

Running, Squatting Attack - Same as 'Rebound Attack (Up)'

Running, Counter:

- Powerful - Backflip To Pancake 1 (5)
 - Bearhug Front Slam (6)
 - Flapjack (5)
 - Monkey Toss 2 (5)
 - Powerslam (5)
 - Powerslam Pin (5)
 - Pulling Walk Slam Pin (5)
 - Scrapbuster Pin (6)
 - Spinebuster (5)
 - Stone Cold Spinebuster 2 (6)
 - Tilt A Whirl Sideslam (5)
 - Whirl Sideslam (6)
- Speedy - Arm Drag 1 (5)
 - Arm Drag 2 (5)
 - Knee Smash (5)
 - Monkey Toss 1 (5)
 - Scissor Sweep (5)
 - Shoulder Back Toss 1 (5)

- Shoulder Back Toss 2 (5)
- Whirl Backbreaker (6)
- Technical - Belly To Back Suplex (6)
 - Kurt Belly To Belly (6)
 - Neckbreaker (5)
 - Rolling Boston Crab (5)
 - Samoan Drop (5)
 - Tazz Belly To Belly (6)
 - The Rock Spinebuster (6)
- Rough Neck - Sleeper Hold (5)

Double Team (Standing):

- Powerful - Double Clothesline (6)
 - Double DDT (6)
 - Headbutt And Elbow Drop (6)
 - Punches And Full Nelson Slam (6)
- Speedy - Double Dropkick (6)
 - Double Suplex 2 (6)
 - Hardy Boyz Leg Drop (6)
 - X-Mark* (6)
- Technical - Arm Wrench And Kick (6)
 - Double Suplex 1 (6)
 - Dropkick And Rolling Clutch (5)
- Rough Neck - Double Beat Head (6)
 - Double Punches 1 (6)
 - Double Punches 2 (6)
 - Dudley Death Drop (6)
 - Low Blow And Knee Attack (6)

Double Team (Corner):

- Powerful - Body Splash And Whip (5)
 - Double Chokeslam (6)
 - Front Slam (6)
 - Powerbomb (6)
 - Sidewalk And Reverse DDT (6)
 - Spine And Neckbreaker (6)
- Speedy - Body Attack (6)
 - Calf Kick And Sweep (6)
 - Facebuster (6)
 - Hardy Boyz Leg Drop (6)
 - High Angle Backdrop (6)
 - High Angle Superplex (6)
 - Hip Throw (6)
 - Stungun And Neckbreaker* (6)
 - Whip And On All Fours (5)
- Technical - Backbreaker And Leg Drop (6)
 - Calf Kick And Tiger Suplex (6)
 - Cool Elbow Drop (6)
 - Cool Leg Drop* (6)
 - Cool Punches* (5)
 - Falling Powerbomb (6)
 - Spike Piledriver (6)
 - Stomach Crusher (6)
 - Whip And Lay Down
- Rough Neck - Dudley Death Drop (7)
 - Dudley Death Drop B (6)
 - Dudley Device (6)
 - Elbow Drop (6)
 - Headbutt To Groin (6)
 - Kick To Groin (6)

- Kick To Stomach (6)
- Mudhole Stomping (5)
- Super Double Powerbomb 1 (6)
- Super Double Powerbomb 2 (6)

Triple Move - Suplex And Cross Body (6)

Finishers (This could take a while...):

- Powerful - Atomic Drop (5)
 - BANZAI Drop 1 (6)
 - BANZAI Drop 2 (6)
 - Back Flip To Pancake 2 (5)
 - Baldo Bomb (5)
 - Bearhug (5)
 - Berhug Front Slam (6)
 - Big Elbow Drop Pin* (6)
 - Big Knee Smash (6)
 - Big Shoulder Claw (5)
 - Big Splash Pin (5)
 - Big Swing (6)
 - Body Press Drop (6)
 - Body Press Drop Forward (6)
 - Body Press Front Slam 1 (6)
 - Body Press Slam (6)
 - Boston Crab (5)
 - Brainbuster Pin* (7)
 - Bubba Cutter (6)
 - Buzz Killer (6)
 - Camel Clutch 1 (5)
 - Camel Clutch 2 (5)
 - Choke Toss 1 (6)
 - Choke Toss 2 (6)
 - Chokeslam 1 (6)
 - Chokeslam 2* (5)
 - Chokeslam 3 (6)
 - Clothesline From Hell (6)
 - DDT 1 (5)
 - DDT 2 (5)
 - Dangerous DDT (6)
 - Death Valley Driver 1 (6)
 - Death Valley Driver 2 (6)
 - Diamond Dust (6)
 - Diving Elbow (5)
 - Diving Elbow Drop Pin (5)
 - Diving Powerbomb (6)
 - Dominator (6)
 - Double Powerbomb Pin (6)
 - Drop Suplex (5)
 - Dudley Atomic Drop (5)
 - Eastern Stretch* (5)
 - Elbow Drop (5)
 - Fake Power Clothesline (5)
 - Fall Away Slam (5)
 - Falling Neckbreaker (5)
 - Falling Powerbomb Pin 1 (5)
 - Falling Powerbomb Pin 2* (6)
 - Falling Powerslam 1 (6)
 - Falling Powerslam 2 (5)
 - Final Cut (6)
 - Fireman Carry To Slam (6)

- Flip Suplex (5)
- Full Nelson Slam (6)
- High Angle Back Drop (5)
- Hip Drop (5)
- Impaler* (6)
- Insider Edge* (6)
- Jackknife Powerbomb 1 (6)
- Jackknife Powerbomb 2* (7)
- Kane Chokeslam (6)
- Kane Diving Clothesline (6)
- Kane Powerbomb Pin (6)
- Kneeling Powerbomb Pin (6)
- Leg Drop* (6)
- Mexican Stretch Buster* (6)
- Neck Wrench* (5)
- Northern Lights Driver (6)
- Oklahoma Slam 1 (5)
- Oklahoma Slam 2 (5)
- Orange Crush Pin* (5)
- Pendulum Backbreaker (5)
- Piledriver (5)
- Power Clothesline (5)
- Powerbomb Pin (5)
- Powerbomb With Bridge* (5)
- Pulling Piledriver 1 (5)
- Pulling Piledriver 2 (6)
- Pumphandle Drop (5)
- Pumphandle Slam 1 (6)
- Pumphandle Slam 2 (6)
- Push Attack (6)
- Reverse DDT (5)
- Reverse Death Valley 1 (6)
- Reverse Death Valley 2 (7)
- Rib Breaker (5)
- Rikishi Driver (6)
- Running Powerbomb Pin (6)
- STO 1* (6)
- Samoan Driver (5)
- Samoan Neckbreaker (6)
- Show Stopper (7)
- Sidewalk Slam 1 (5)
- Sidewalk Slam 2 (5)
- Spinning Rack Pancake (6)
- Spiral Bomb* (6)
- Stomach Crusher (5)
- Stone Cold Spinebuster 1 (6)
- Stone Cold Stunner 1 (7)
- Stone Cold Stunner 2 (7)
- Strangle Hold* (5)
- Stretch Muffler (5)
- Strong Reverse DDT (5)
- Stunner (6)
- Super Atomic Drop (6)
- Super Fall Away Slam (6)
- Super Powerbomb 1 (6)
- Super Powerbomb 2* (6)
- Super Spinebuster (6)
- Suplex To Front Slam (5)
- Swinging Neckbreaker (5)
- Test Full Nelson Slam (6)

- Test Neckbreaker (6)
- The Alabamaslam (6)
- The Allyoop (5)
- The Gore (6)
- The Last Ride (7)
- Tombstone Piledriver 1 (6)
- Tombstone Piledriver 2* (6)
- Torture Rack (6)
- Undertaker Chokeslam (6)
- Speedy - 39 Firespin* (5)
- Backdrop Pin (5)
- Backdrop 1 (5)
- Belly To Back Flip (5)
- Bomb To Facebuster (5)
- Brain Breaker (6)
- Christian Armlock (5)
- Complete Shot (6)
- Corkscrew Moonsault (5)
- Crash Bulldog (5)
- Cross Backbreaker (6)
- Cross Powerbomb (5)
- Diving Headbutt 2 (5)
- Diving Leg Drop (5)
- Diving Reverse DDT (5)
- Diving Spear (6)
- Downward Spiral (6)
- Dragon Suplex Pin (6)
- Dudley Dog* (5)
- Edge O'matic (6)
- Electric Chair Drop (6)
- Falcon Arrow (5)
- Falling Powerbomb 1 (5)
- Falling Powerbomb 2* (5)
- Fisherman DDT (5)
- Fisherman Suplex (5)
- Flash Magic* (6)
- Flipping Neckbreaker* (4)
- Frankensteiner (5)
- Frog Splash (6)
- German Suplex Pin (5)
- Hardy Boyz Leg Drop (5)
- Hide Neck Crack* (5)
- Huracanrana 1 (6)
- Jeff Tornado DDT (6)
- Jeff Twist Of Fate (6)
- Jump Swinging DDT (6)
- Jumping Tornado DDT (6)
- Leg To Groin (5)
- Lionsault (6)
- Lita Diving Moonsault (5)
- Lita Tornado DDT (6)
- Matt Side Suplex (5)
- Matt Twist Of Fate (6)
- Mexican Stretch Bomb* (6)
- Mexican Suplex Pin* (6)
- Michinoku Driver* (6)
- Molly Go Round (6)
- Northen Lights Suplex (6)
- Osaka Street Cutter* (6)
- Queen Suplex Pin (6)

- Rear Naked Choke Drop (5)
- Reverse Suplex (5)
- Reverse Tornado DDT (6)
- Samurai Driver (6)
- Scoop Reverse DDT* (6)
- Senton Bomb (5)
- Shane Combination* (6)
- Sharpshooter (6)
- Shinobi* (6)
- Shooting Star Press (6)
- Sky High (6)
- Sleeper Hold 2 (5)
- Spinning Armlock (5)
- Spinning Backdrop (5)
- Steven Kick (5)
- Super Backdrop (5)
- Super Kick* (6)
- Suplex Pin (5)
- Swanton Bomb (6)
- Taunt Leg Drop* (6)
- Texas Cloverleaf 1* (5)
- The 'Lo Down* (6)
- The People's Elbow (7)
- The Worm* (6)
- Tiger Suplex Pin (6)
- Tornado DDT (6)
- Trapping Suplex (5)
- Twisting Body Attack (5)
- Unprettier (6)
- X-Factor (6)

- Technical - 39 Stretch* (6)
- 3 Handled Credenza (6)
 - Abdominal Stretch 1 (5)
 - Abdominal Stretch 2 (5)
 - Angle Lock (6)
 - Angle Slam 1 (7)
 - Angle Slam 2 (7)
 - Ankle Lock (6)
 - Arm Drag And Armbar (5)
 - Arm Wrench Hip Throw (5)
 - Arm Wrench And Hook Kick (5)
 - Armbar 1 (5)
 - Armbar 2 (5)
 - Armbar 3 (5)
 - Back Body Suplex (5)
 - Back Side Slam 2 (5)
 - Back Tazzmission (6)
 - Backdrop 2 (6)
 - Belly To Back Flip 1 (5)
 - Belly To Back Flip 2 (5)
 - Belly To Back Slam 1* (6)
 - Belly To Back Suplex* (5)
 - Belly To Belly (5)
 - Benoit German Suplex (6)
 - Big Senton Bomb* (6)
 - Blackman Combination (6)
 - Blackman Throat Thrust (5)
 - Blue Thunder Pin (5)
 - Brainbuster (5)
 - Brainbuster DDT (6)

- Buffalo Sleeper Hold* (6)
- Butterfly Lock* (5)
- Chicken Wing Crossface (5)
- Cobra Clutch Bomb* (5)
- Cradle And Side Leglock (5)
- Crossface (6)
- Dangerous Driver* (6)
- Death Lock STF* (6)
- Diving Fame Asser (6)
- Diving Moonsault (5)
- Double Arm Nackbreaker (6)
- Double Arm Suplex 1 (5)
- Double Arm Suplex 2 (5)
- Double Underhook Suplex (5)
- Double Wrist Suplex (5)
- Dragon Attack (6)
- Dragon Screw 1 (5)
- Dragon Screw 2 (5)
- Dragon Sleeper (5)
- Dragonrana* (4)
- El Paso (6)
- Elbow Combination* (6)
- Emerald Fusion 1* (6)
- Emerald Fusion 2* (6)
- Facebuster* (6)
- Fame Asser (6)
- Figure Four Leglock 1 (5)
- Figure Four Leglock 2* (5)
- Finishing Punch (6)
- Flip Suplex With Pin (5)
- Flip And Texas Cloverleaf (6)
- Flipping Armbar 1* (6)
- Flipping Armbar 2 (5)
- Flipping Armbar 3 (6)
- Flipping Slam* (6)
- Full Nelson Facebuster (5)
- Ground Tazzmission (6)
- Guerrero Special (5)
- Half Belly To Belly (5)
- Half Nelson Suplex (5)
- Judo Flip Suplex (5)
- Judo Hip Throw (5)
- Judo Hip Toss And Armbar (5)
- Judo Hip Toss 1* (5)
- Judo Hip Toss 2 (5)
- Jumping Armbreaker (5)
- Karate Kick 1* (6)
- Karate Kick 2* (6)
- Kung-Fu Straight Punch* (5)
- Kurt Angle Backdrop (5)
- Kurt Diving Moonsault (5)
- Leg Lock 2 (5)
- Leg And Neck Lock (6)
- Martial Arts Kick (6)
- Mounted And Armbar (5)
- Multiple German Suplex (6)
- Octopus Stretch 1 (5)
- Octopus Stretch 2 (5)
- One And Only (6)
- Oriental Toss* (5)

- Pedigree (7)
- Read Headlock (5)
- Rear Naked With Stretch (6)
- Regal Cutter (6)
- Release German Suplex (5)
- Reverse Armbar (5)
- Reverse Brainbuster 1 (5)
- Reverse Brainbuster 2 (5)
- Reverse Knee Lock (5)
- Reverse Leg Lock* (6)
- Reverse Sidewalk Slam (5)
- Rings Of Saturn (6)
- Rolling Armbar (5)
- Rolling Butterfly Lock* (6)
- Rolling Leg Lock (5)
- Russian Neck Drop* (5)
- STF (6)
- STO 2* (6)
- Sambo Suplex (6)
- Scissors Kick 1 (6)
- Scissors Kick 2* (6)
- Shinbreaker (5)
- Shoulder Arm Breaker (5)
- Shoulder Lock* (6)
- Side Leg Lock (5)
- Side Suplex 1 (5)
- Side Suplex 2 (5)
- Single Leg Crab (5)
- Sit Down Throat Thrust* (5)
- Sleeper Hold And Scissors (5)
- Sleeper Hold 2 (5)
- Snap Suplex (5)
- Snowplow* (6)
- Special Anklelock* (6)
- Spinebuster (5)
- Spinning Toe Hold* (6)
- Spinning Clothesline* (6)
- Stalling Brainbuster (5)
- Standing Crossface (5)
- Standing Leg Lock (5)
- Sunrise Submission Five* (6)
- Super Armbar Takedown (6)
- Super Camal Clutch* (6)
- Super Tazz Suplex (6)
- Super Tiger Driver* (6)
- Superplex (5)
- Suplex 1 (5)
- Suplex 2 (5)
- Suplex 3 (5)
- Swinging Neckbreaker* (5)
- T-Bone Suplex 1 (5)
- T-Bone Suplex 2* (6)
- Tazz Belly To Belly (6)
- Tazz Capture Suplex (6)
- Tazzplex (6)
- Texas Cloverleaf 2 (5)
- The Money Shot* (6)
- The Regal Stretch (6)
- The Rock Bottom (6)
- The Rock DDT (5)

- The Walls Of Jericho 1 (5)
- Thw Walls Of Jericho 2 (6)
- Toss And Chokeslam* (7)
- Triangle Hold (5)
- Wrist Clutch Suplex (5)
- Wrist Lock Backdrop (5)
- Rough Neck - Beat Head (5)
- Belly To Back Slam 2* (6)
- Big Boot (5)
- Big Punch* (5)
- Big Slap (5)
- Bow Backbreaker (6)
- Cobra Clutch (5)
- Cobra Hold* (6)
- Corkscrew Body Press* (5)
- D-Von Neckbreaker (6)
- Diving Fist Drop (5)
- Diving Headbutt 1 (5)
- Double Arm DDT (6)
- Elbow To Back Of Head (5)
- Fury Punch* (5)
- Guillotine Choke (5)
- Guillotine Strikes* (5)
- Hangman Chokehold (5)
- Headlock And Punch (5)
- Iron Claw* (6)
- Jawbreaker 1 (5)
- Jawbreaker 2 (5)
- Jeff Jawbreaker (5)
- Judgement Slam (6)*
- Kick To Groin 1 (6)
- Kick To Groin 2 (5)
- Knee Strike 1 (6)
- Low Blow (5)
- Mandible Claw (7)
- Manhattan Drop (5)
- Mounted Punching 2 (5)
- Mounted Punching 3 (5)
- Raven Effect (6)
- Rear Naked Choke (6)
- Regal Knee Attack (5)
- Roundhouse Dropkick 2* (6)
- Sleeper Hold 3 (5)
- Sleeper With Scissors (5)
- Strong Headbutt 1 (5)
- Strong Headbutt 2 (5)
- Stunt Rider Stretch* (4)
- Superstar Press* (5)
- Taunt Body Splash* (6)
- Trapping Headbutts (5)
- Ultimate Knee Attack* (6)
- Woman's Special Slap (5)

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5.00 Wrestlers
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This section will give you a move list for each wrestler, along with a likeness rating (out of 10) and a move rating (out of 8). From these move ratings you are able to define a strategy using the highest rated moves.

5.01 Albert

Real Name: Matt Bloom

Date of Birth: ?

From: Boston, Massachusetts

Height: 6'7"

Weight: 380 pounds

Major Titles Won: WWF Intercontinental Championship

Likeness: 7

Ready Moves, Attack - Jumping Front Kick (D + X) 4
- Toe Kick (Diagonal D + X) 4
- Throat Thrust (L + X) 5
- Slap 2 (Diagonal U + X) 4
- Clothesline 2 (U + X) 5
- Big Boot (R + X) 5

Ready Moves, Grapple - Sidewalk Slam 2 (D + O) 5
- Drop Suplex (L + O) 5
- Club To Neck 2 (U + O) 5
- Suplex 2 (R + O) 4

Ready Moves, Grapple (Groggy) - Spinning Rack Pancake (D + O) 6
- Power Clothesline (L + O) 5
- Back Flip To Pancake 2 (U + O) 5
- Shoulder Thrusts (R + O) 5

Ready Moves, Grapple (Lifted) - Body Press Bomb (D + O) 6
- Kitchen Sink (L + O) 5
- Body Press Drop (U + O) 6
- Fake Power Clothesline (R + O) 5

Back, Attack - Atomic Drop (D + O) 5
- Backdrop 1 (L + O) 3
- Elbow To Back Of Head (U + O) 5
- Forearm Smash (R + O) 5

Back, Attack (Groggy) - Super Atomic Drop (D + O) 6
- High Angle Back Drop (L + O) 5
- Sleeper Hold 3 (U + O) 5
- Bulldog (R + O) 5

Ground, Attack - Angry Stomp (X) 4
- Angry Stomp (U or D + X) 4
- Elbow Drop (L or R + X) 4

Ground, Grapple (Upper Body) - Reverse Chin Lock (L + O) 5
- Fury Punch 3 (U + O) 5
- Sleeper Hold 1 (R + O) 5

Ground, Grapple (Lower Body) - Big Swing (L + O) 6
- Leg Lock 3 (U + O) 4
- Stretch Muffler (R + O) 5

Turnbuckle, Attack (Up) - Shoulder Block (X) 5

- Shoulder Block (Direction + X) 5

Turnbuckle, Attack (Low) - Knee Attack (Direction + X) 5

Turnbuckle, Grapple (Up) - Mudhole Stomping (D + O) 5
 - Shoulder Thrust (L + O) 5
 - Mudhole Stomping (U + O) 5
 - Shoulder Thrust (R + O) 5

Turnbuckle, Grapple (Low) - Mudhole Stomping (O) 5

Turnbuckle, Back Attack - Beat Head (D + O) 5
 - Turnbuckle Toe Kick (L + O) 5
 - Beat Head (U + O) 5
 - Turnbuckle Toe Kick (R + O) 5

Rope Opponent, Rope Down - Irish Whip (O) 4

Rebound Attack (Up) - Ho Train Attack (X) 5

Rebound Attack (Down) - Running Leg Drop (X) 4

Rebound Attack (To Outside) - Vaulting Body Press (X) 4

Jump Down Over - Baseball Slide (O) 5

Aerial, Stand - Double Axe Handle (R + X) 4
 - Flying Clothesline (L + X) 5

Aerial, Down - Knee Drop (X) 4
 - Elbow Drop (D + X) 5
 - Elbow Drop (U + X) 5

Running, Attack - Clothesline 3 (X) 5
 - Ho Train Attack (Direction + X) 5

Running, Grapple (Groggy) - Neckbreaker (O) 5
 - Lou Thesz Press 1 (Direction + O) 5

Running, Back Attack - Bulldog (O) 5

Running, Back Attack (Groggy) - Face Crusher 1 (O) 5

Running, Squatting Attack - Benoit Elbow Drop (X) 4
 - Running Leg Drop (Direction + X) 4

Running, Counter - Back Flip To Pancake 1 (O) 5
 - Kurt Belly To Belly (U or D + O) 5
 - Spinebuster (L or R + O) 5

Finishers - Baldo Bomb (L1) 5
 - Spinning Rack Pancake (Direction + L1) 6

 5.02 Big Show

Real Name: Paul Wight
 Date of Birth: 1971
 From: Tampa, Florida

Height: 7'2"

Weight: 500 pounds

Major Titles Won: WWF World Championship
WWF Tag Team Championship (2)
WWF Hardcore Championship (2)
WCW World Championship (2)
WCW Tag Team Championship (3)

Likeness: 8

Ready Moves, Attack - Big Boot (D + X) 6
- Toe Kick (Diagonal D + X) 4
- Slap 2 (L + X) 4
- Overhead Punch (Diagonal U + X) 6
- Clothesline 2 (U + X) 6
- Kane Throat Thrust (R + X) 4

Ready Moves, Grapple - Sidewalk Slam 2 (D + O) 6
- Big Slap (L + O) 5
- Club To Neck 2 (U + O) 5
- Choke Toss 2 (R + O) 7

Ready Moves, Grapple (Groggy) - Jackknife Powerbomb 1 (D + O) 7
- Power Clothesline (L + O) 6
- Pendulum Backbreaker (U + O) 6
- Strong Headbutt 1 (R + O) 5

Ready Moves, Grapple (Lifted) - Bearhug (D + O) 6
- Big Knee Smash (L + O) 7
- Body Press Drop (U + O) 7
- Big Shoulder Claw (R + O) 6

Back, Attack - Super Atomic Drop (D + O) 7
- Forearm Smash (L + O) 5
- Sleeper Hold 3 (U + O) 5
- Russian Leg Sweep (R + O) 4

Back, Attack (Groggy) - Super Atomic Drop (D + O) 7
- Full Nelson Slam (L + O) 7
- Sleeper Hold 3 (U + O) 5
- Rear Naked With Stretch (R + O) 5

Ground, Attack - Angry Stomp (X) 4
- Angry Stomp (U or D + X) 4
- Elbow Drop (L or R + X) 5

Ground, Grapple (Upper Body) - Reverse Chin Lock (L + O) 6
- Big Stomp (U + O) 5
- Darkness Choke 1 (R + O) 5

Ground, Grapple (Lower Body) - Toss 1 (L + O) 6
- Leg Lock 3 (U + O) 4
- Leg Lock 4 (R + O) 4

Turnbuckle, Attack (Up) - Turnbuckle Clothesline (X) 6
- Turnbuckle Clothesline (Direction + X) 6

Turnbuckle, Attack (Low) - Knee Attack (Direction + X) 5

Turnbuckle, Grapple (Up) - Big Thump (D + O) 7
 - Choke (L + O) 5
 - Big Thump (U + O) 7
 - Shoulder Thrust (R + O) 6

Turnbuckle, Grapple (Low) - Foot Choke (O) 6

Turnbuckle. Back Attack - Beat Head (D + O) 5
 - Turnbuckle Toe Kick (L + O) 5
 - Beat Head (U + O) 5
 - Turnbuckle Toe Kick (R + O) 5

Rope Opponent, Rope Down - Big Boot (O) 5

Rebound Attack (Up) - Shoulder Block 2 (X) 6

Rebound Attack (Down) - Running Leg Drop (X) 5

Rebound Attack (To Outside) - Vaulting Body Press - Sure... (X) 4

Jump Down Over - Baseball Slide (O) 5

Aerial, Stand - Double Axe Handle (R + X) 4
 - Front Drop Kick - Yeah Right! (L + X) 4

Aerial, Down - Elbow Drop (X) 6
 - Knee Drop (D + X) 4
 - Elbow Drop (U + X) 6

Running, Attack - Crossover Clothesline (X) 7
 - Shoulder Block 2 (Direction + X) 6

Running, Grapple (Groggy) - Neckbreaker (O) 6
 - Neckbreaker (Direction + O) 6

Running, Back Attack - Facecrusher 1 (O) 6

Running, Back Attack (Groggy) - Bulldog (O) 5

Running, Squatting Attack - Benoit Elbow Drop (X) 4
 - Running Leg Drop (Direction + X) 5

Running, Counter - Monkey Toss 2 (O) 6
 - Flapjack (U or D + O) 6
 - Shoulder Back Toss 2 (L or R + O) 4

Finishers - Final Cut (L1) 7
 - The Alleyoop (Direction + L1) 6

 5.03 Billy Gunn

Real Name: Monty Kipp Sopp
 Date of Birth: November 11
 From: Austin, Texas
 Height: 6'4"
 Weight: 260 pounds

Major Titles Won: WWF Intercontinental Championship

WWF Hardcore Championship (2)
WWF Tag Team Championship (10)
WWF King of the Ring - 1999

Likeness: 6

- Ready Moves, Attack - Dropkick (D + X) 4
- Toekick (Diagonal D + X) 4
- Chop (L + X) 3
- Elbow Smash 1 (Diagonal U + X) 4
- Double Axe Handle (U + X) 4
- Stone Cold Punches (R + X) 4
- Ready Moves, Grapple - Arm Wrench (D + O) 6
- Scoop Slam 2 (L + O) 4
- Club To Neck 2 (U + O) 5
- Suplex 3 (R + O) 6
- Ready Moves, Grapple (Groggy) - Arm Breaker (D + O) 6
- Head Lock Takedown (L + O) 6
- Falling Neckbreaker (U + O) 4
- Kitchen Sink (R + O) 5
- Ready Moves, Grapple (Lifted) - Piledriver (D + O) 4
- DDT 2 (L + O) 4
- Body Press Slam (U + O) 5
- Brain Buster (R + O) 6
- Back, Attack - Atomic Drop (D + O) 4
- Bulldog (L + O) 5
- Elbow To Back Of Head (U + O) 5
- Forearm Smash (R + O) 5
- Back, Attack (Groggy) - Super Atomic Drop (D + O) 5
- High Angle Back Drop (L + O) 4
- Sleeper Hold 3 (U + O) 5
- Russian Leg Sweep (R + O) 6
- Ground, Attack - Angry Stomp (X) 4
- Stone Cold Elbow Drop 1 (U or D + X) 4
- Knee Drop (L or R + X) 4
- Ground, Grapple (Upper Body) - Sleeper Hold 1 (L + O) 5
- Fury Punch 3 (U + O) 5
- Reverse Chin Lock (R + O) 4
- Ground, Grapple (Lower Body) - Leg Lock 4 (L + O) 5
- Leg Lock 3 (U + O) 6
- Single Leg Crab (R + O) 6
- Turnbuckle, Attack (Up) - Turnbuckle Clothesline (X) 4
- Turnbuckle Clothesline (Direction + X) 4
- Turnbuckle, Attack (Low) - Knee Attack (Direction + X) 5
- Turnbuckle, Grapple (Up) - Tornado DDT (D + O) 6
- Big Chop (L + O) 4
- Tornado DDT (U + O) 6
- Shoulder Thrust (R + O) 4

Turnbuckle, Grapple (Low) - Mudhole Strikes (O) 4

Turnbuckle. Back Attack - Super Backdrop (D + O) 5
- Turnbuckle Toe Kick (L + O) 5
- Super Backdrop (U + O) 5
- Turnbuckle Toe Kick (R + O) 5

Rope Opponent, Rope Down - Irish Whip (O) 4

Rebound Attack (Up) - Back Elbow Attack 1 (X) 6

Rebound Attack (Down) - Running Leg Drop (X) 3

Rebound Attack (To Outside) - Vaulting Body Press (X) 6

Jump Down Over - Baseball Slide (O) 5

Aerial, Stand - Double Axe Handle (R + X) 4
- Diving Fame Asser (L + X) 7

Aerial, Down - Knee Drop (X) 4
- Diving Elbow Drop Pin (D + X) 4
- Diving Elbow (U + X) 4

Running, Attack - Clothesline 6 (X) 4
- Back Elbow Attack (Direction + X) 6

Running, Grapple (Groggy) - Neckbreaker (O) 4
- Rolling Clutch Pin (Direction + O) 4

Running, Back Attack - Bulldog (O) 3

Running, Back Attack (Groggy) - School Boy (O) 5

Running, Squatting Attack - Benoit Elbow Drop (X) 4
- Running Leg Drop (Direction + X) 3

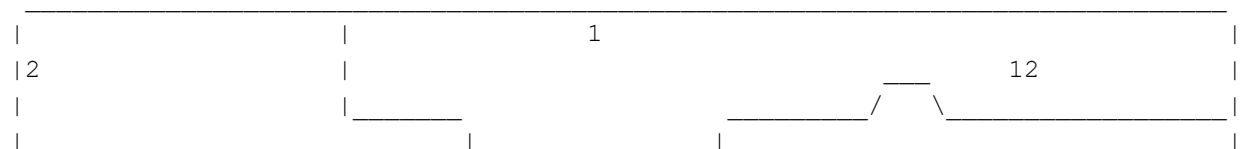
Running, Counter - Neckbreaker (O) 6
- Powerslam (U or D + O) 4
- Tilt A Whirl Sideslam (L or R + O) 4

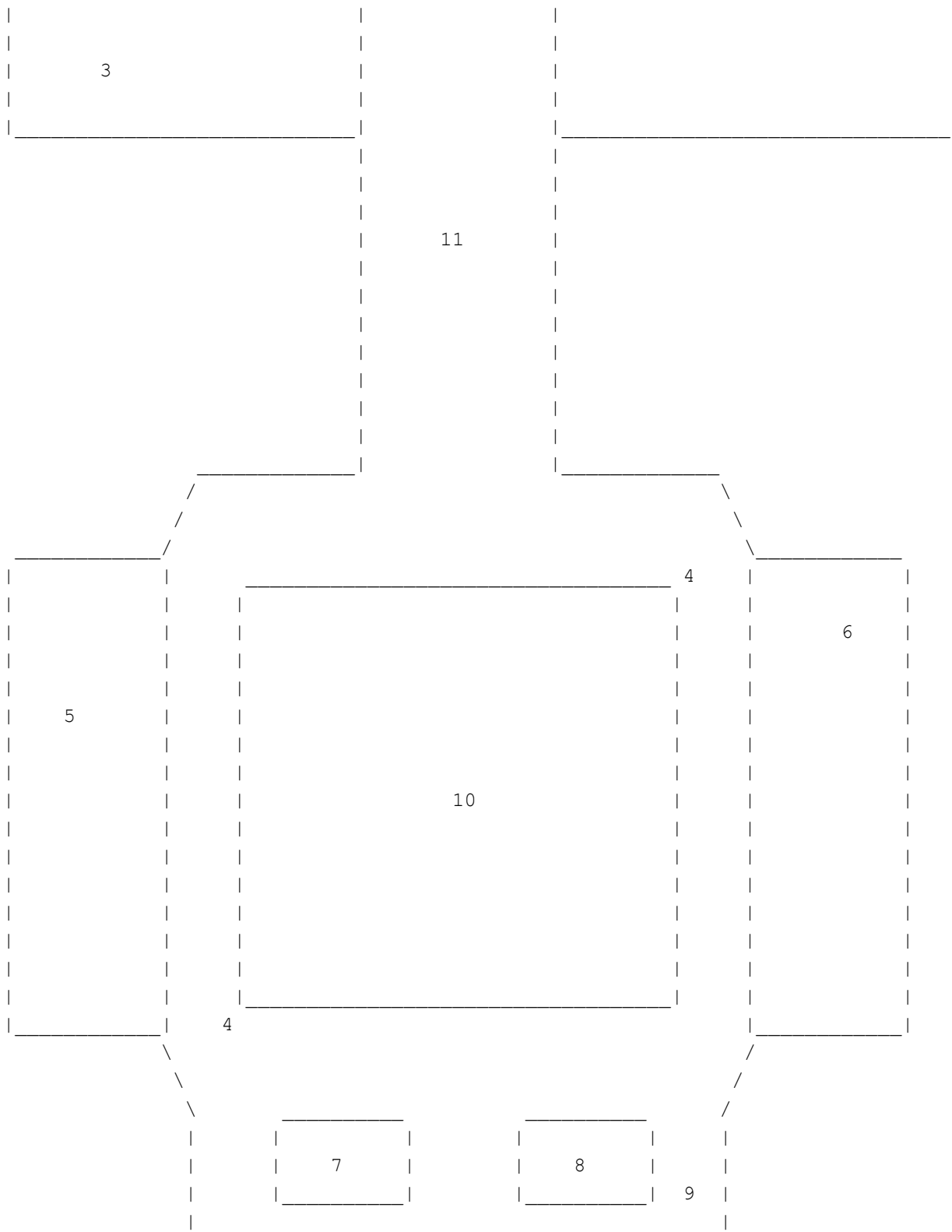
Finishers - One And Only (L1) 7
- Fame Asser (Direction + L1) 7

=====
6.0 The Arena
=====

This section gives you a map for each area of the arena, along with all the key points of each area.

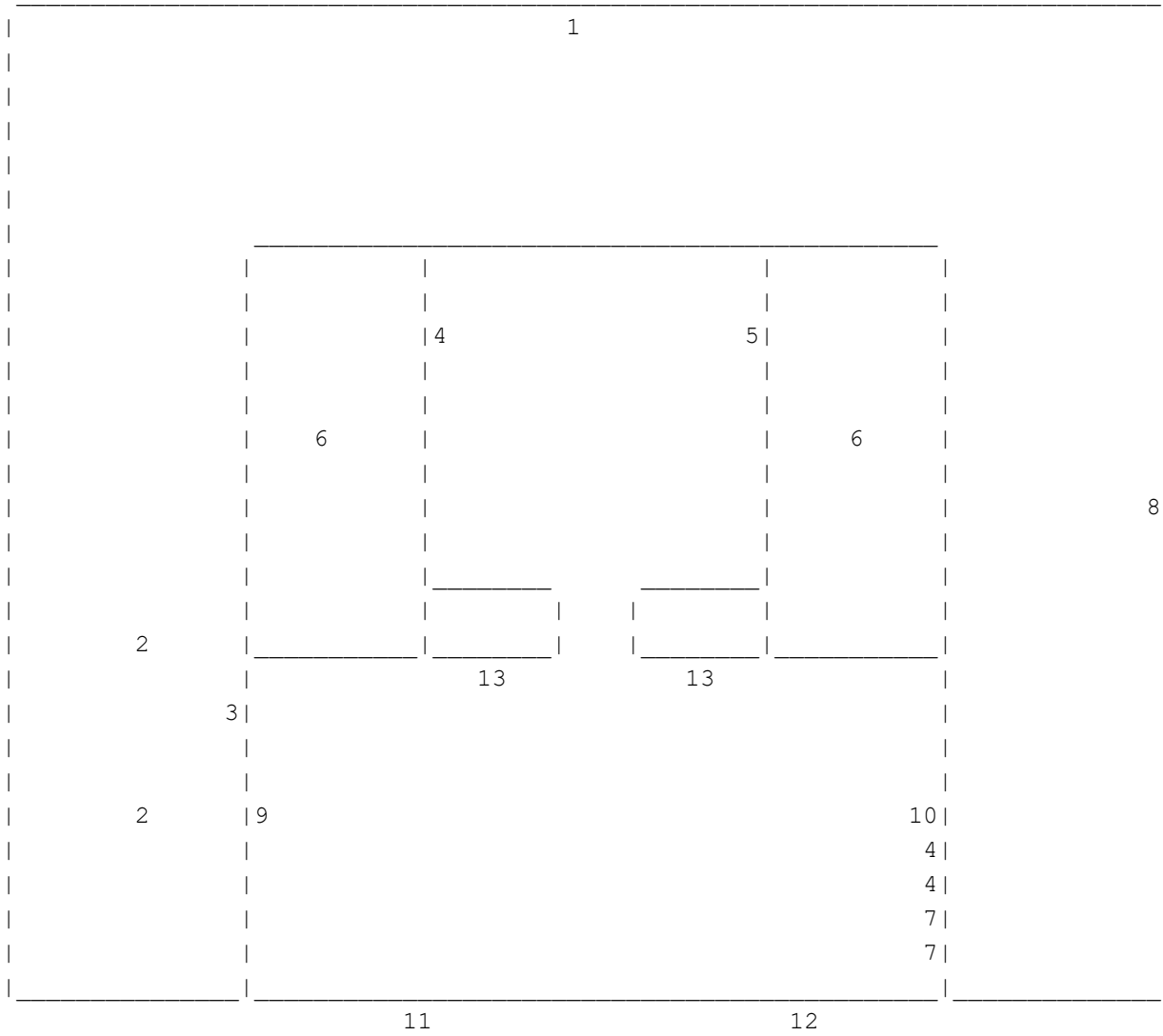
6.01 Ringside





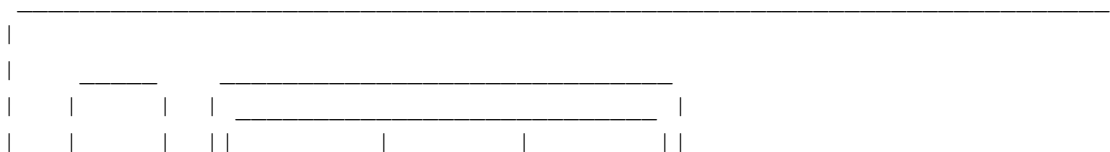
1. To Lobby (6.02) - Upper Level
2. To Lobby (6.02) - Lower Level
3. Fire Extinguisher
4. Steel Steps - Irish Whip or Run to dislodge the top section.
5. Wooden Crate
6. Moppy
7. Announcer's Table - Irish whip or run on to it then use a powerbomb type move to put your opponent through it.
8. Spanish Announcer's Table - see above.
9. Television Camera
10. The Ring
11. Ramp
12. Stage

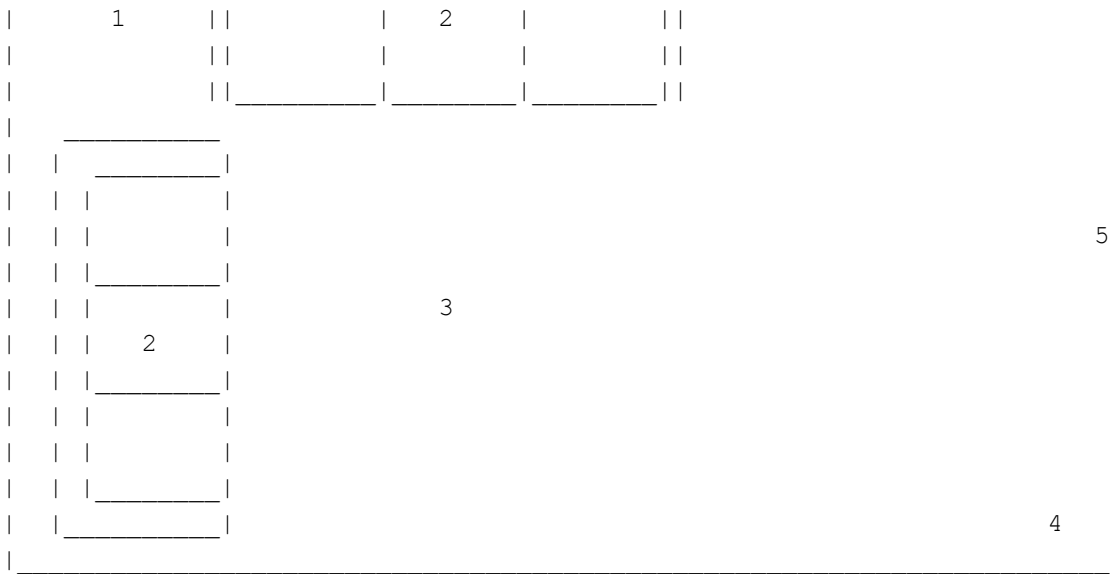
 6.02 Lobby



1. To Stage (6.01) - Ramp
2. Bench
3. Glass - Irish Whip or Run to break.
4. Can Machine - Irish Whip or Run to dislodge a can.
5. To Stage (6.01) - Side of Ramp
6. Stairs
7. Phone Booth - Irish Whip or Run to dislodge a phone receiver.
8. To VIP Room (6.03)
9. To Corridor B (6.05)
10. To Corridor A (6.04)
11. To Plaza - Side (6.13)
12. To Plaza - Front (6.13)
13. Merchandise Stall - Run to climb.

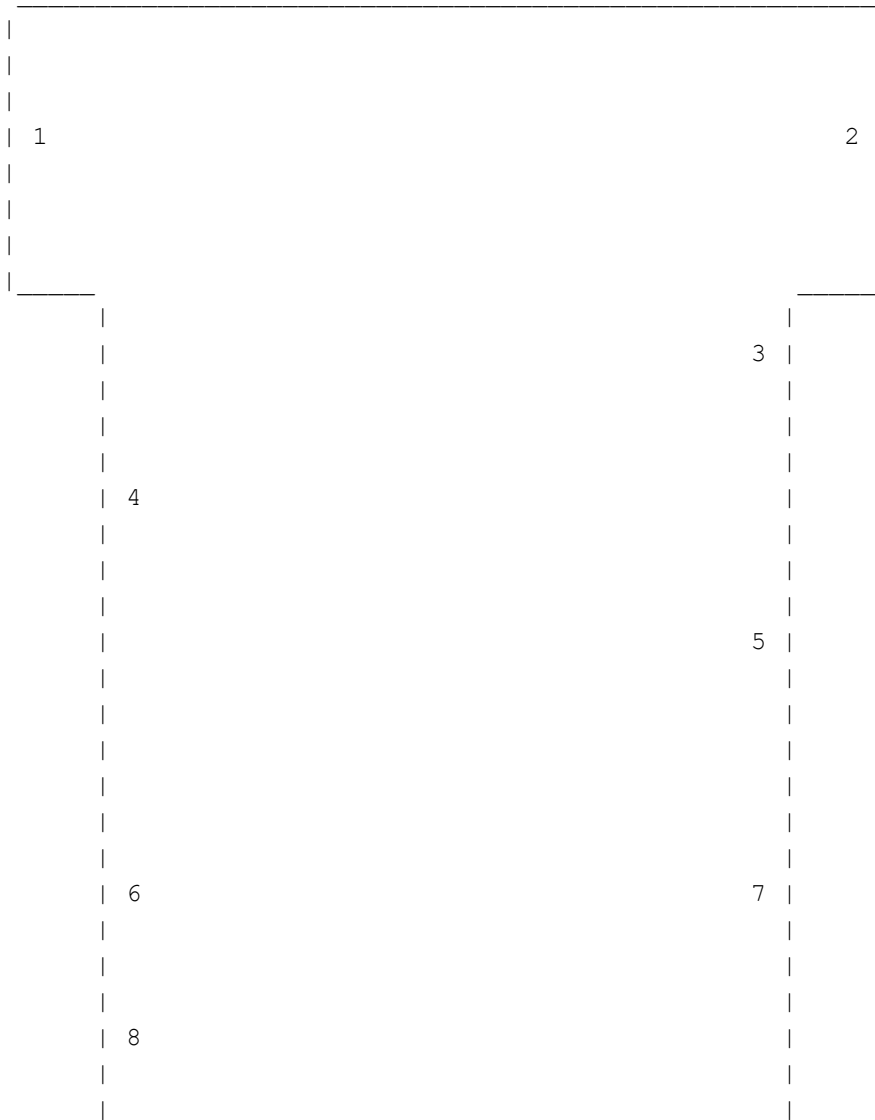
 6.03 VIP Room





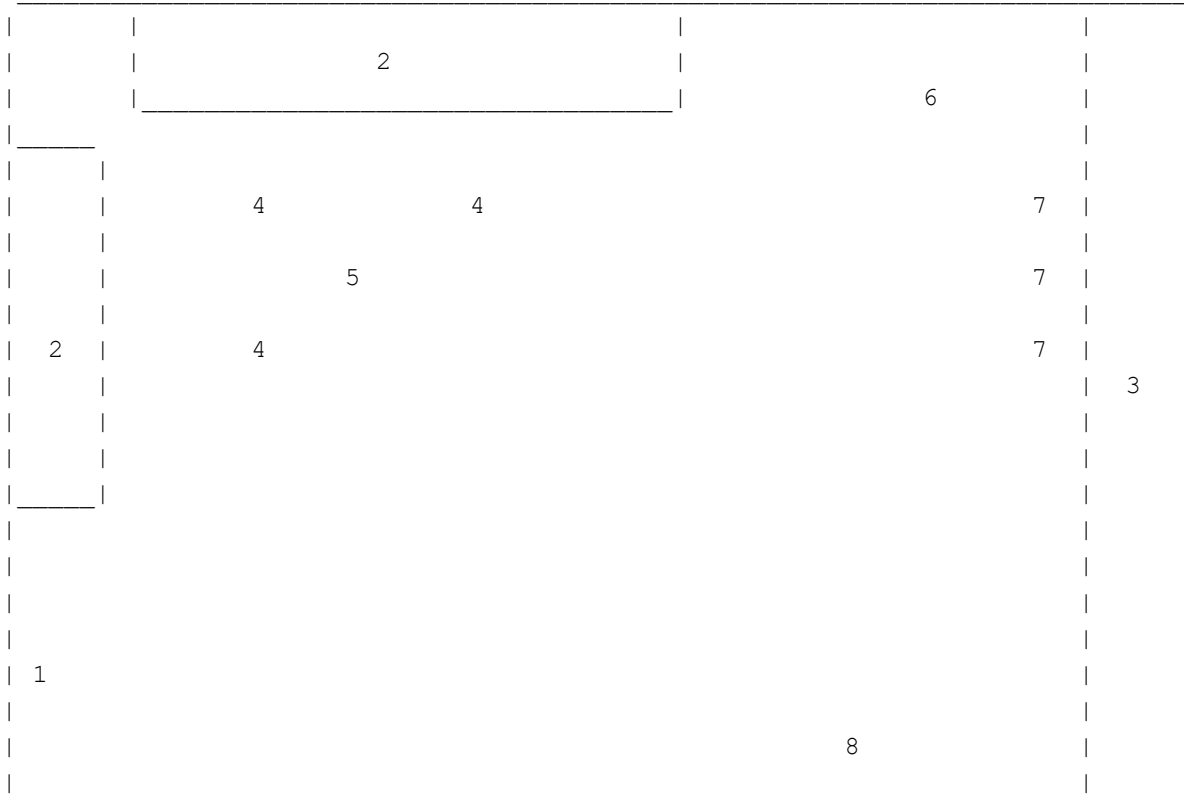
1. Table - Unusable
2. Couch - Unusable
3. Marble Table
4. Pot Plant
5. To Lobby (6.02)

 6.04 Corridor A



1. To Dressing Room A (6.05)
2. To Dressing Room B (6.06)
3. Can Machine - Irish Whip or Run to dislodge a can.
4. Metal Box
5. Fire Extinguisher
6. To APA (6.07)
7. Phone Booth - Irish Whip or Run to dislodge a phone receiver.
8. Wooden Crate
9. To Lobby (6.02)

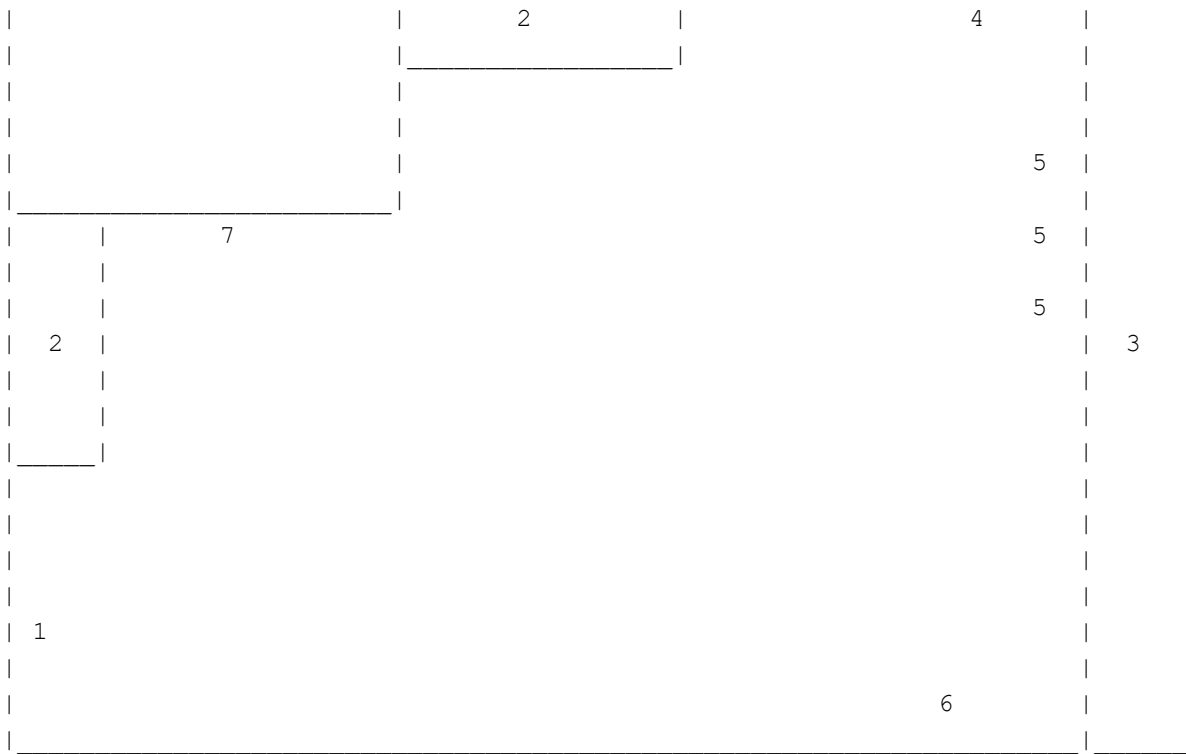
 6.05 Dressing Room A



1. To Corridor A (6.04)
2. Lockers - Run to climb.
3. Table - Run to climb.
4. Bench
5. Melon
6. Box
7. Chair
8. Moppy

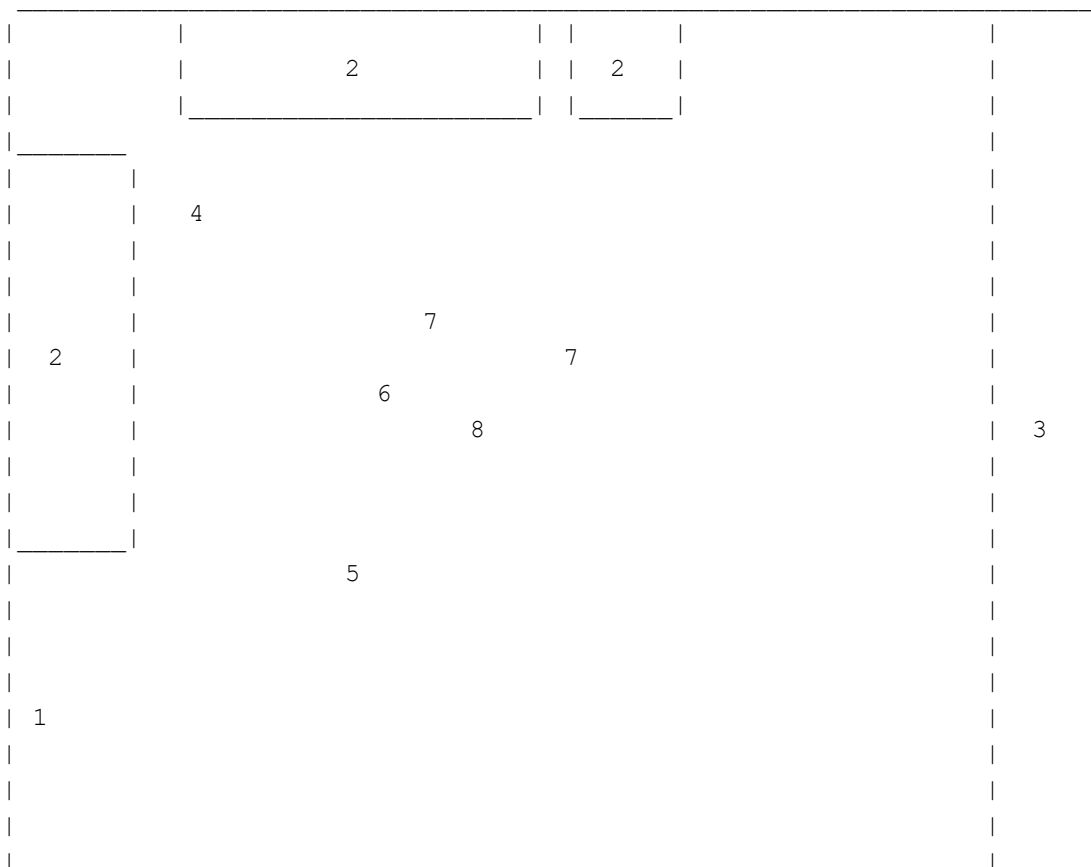
 6.06 Dressing Room B





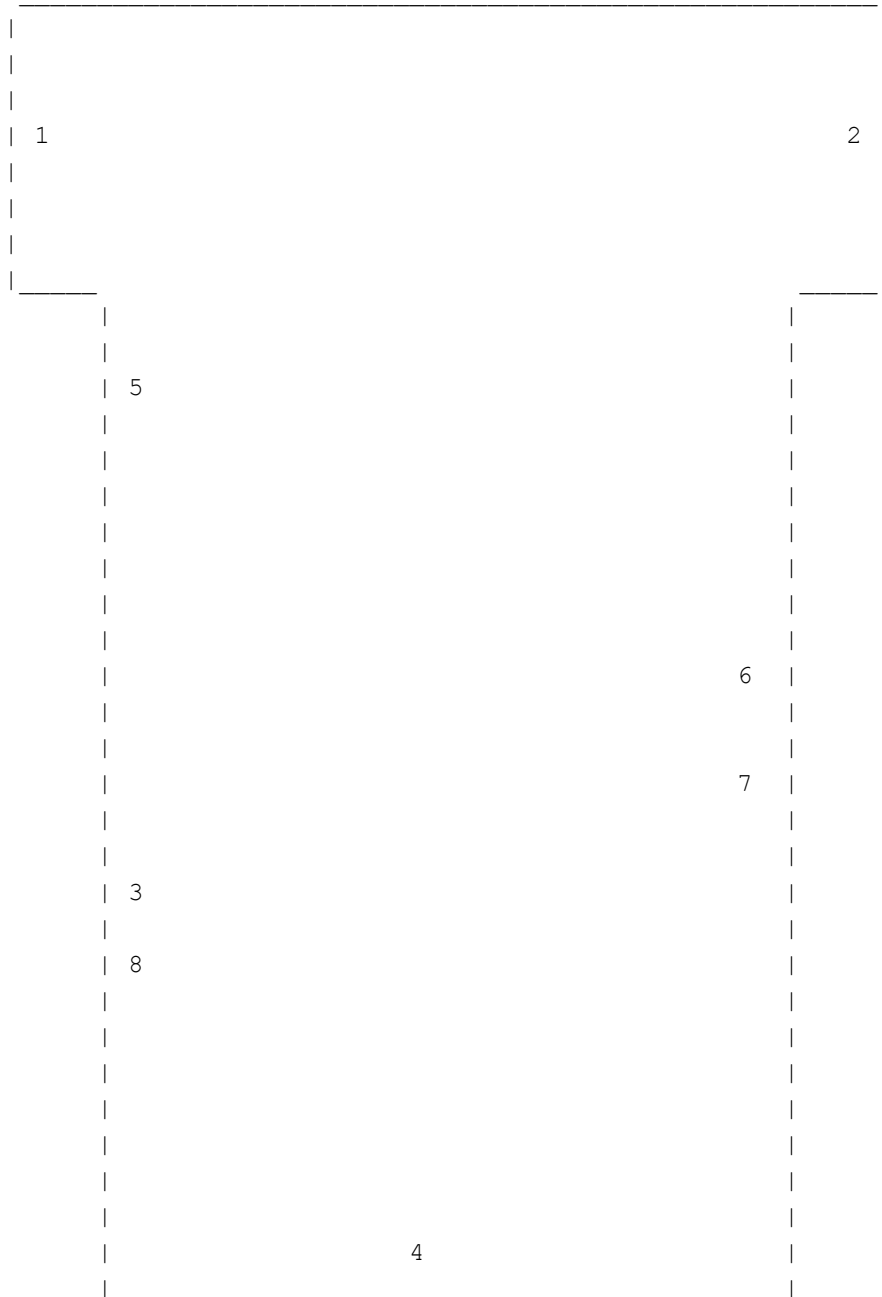
1. To Corridor A (6.04)
2. Lockers - Run to climb.
3. Table - Run to climb.
4. Snow Shovel
5. Chair
6. Crate
7. Glass - Irish Whip or Run to break.

 6.07 APA



1. To Corridor A (6.04)
2. Locker - Run to climb.
3. Table - Run to climb.
4. Pot Plant
5. Door - Irish Whip or Run to break.
6. Can
7. Chair
8. Table - Unusable, but holds 3 cans and an ashtray which can be used.

 6.08 Corridor B



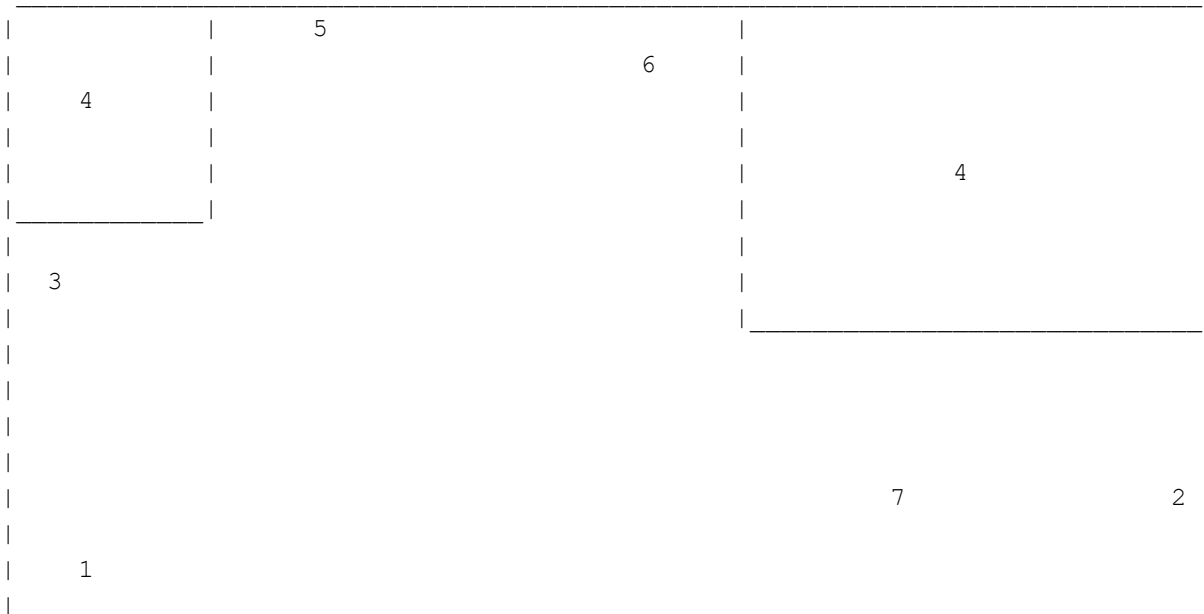
1. To Boiler Room Corridor (6.10)
2. To Parking Lot (6.12)
3. To Commisioner's Room (6.09)
4. To Lobby (6.02)
5. Concrete Block
6. Crate
7. Phone Booth - Irish Whip or Run to dislodge a phone receiver.
8. Mop

6.09 Commissioner's Room



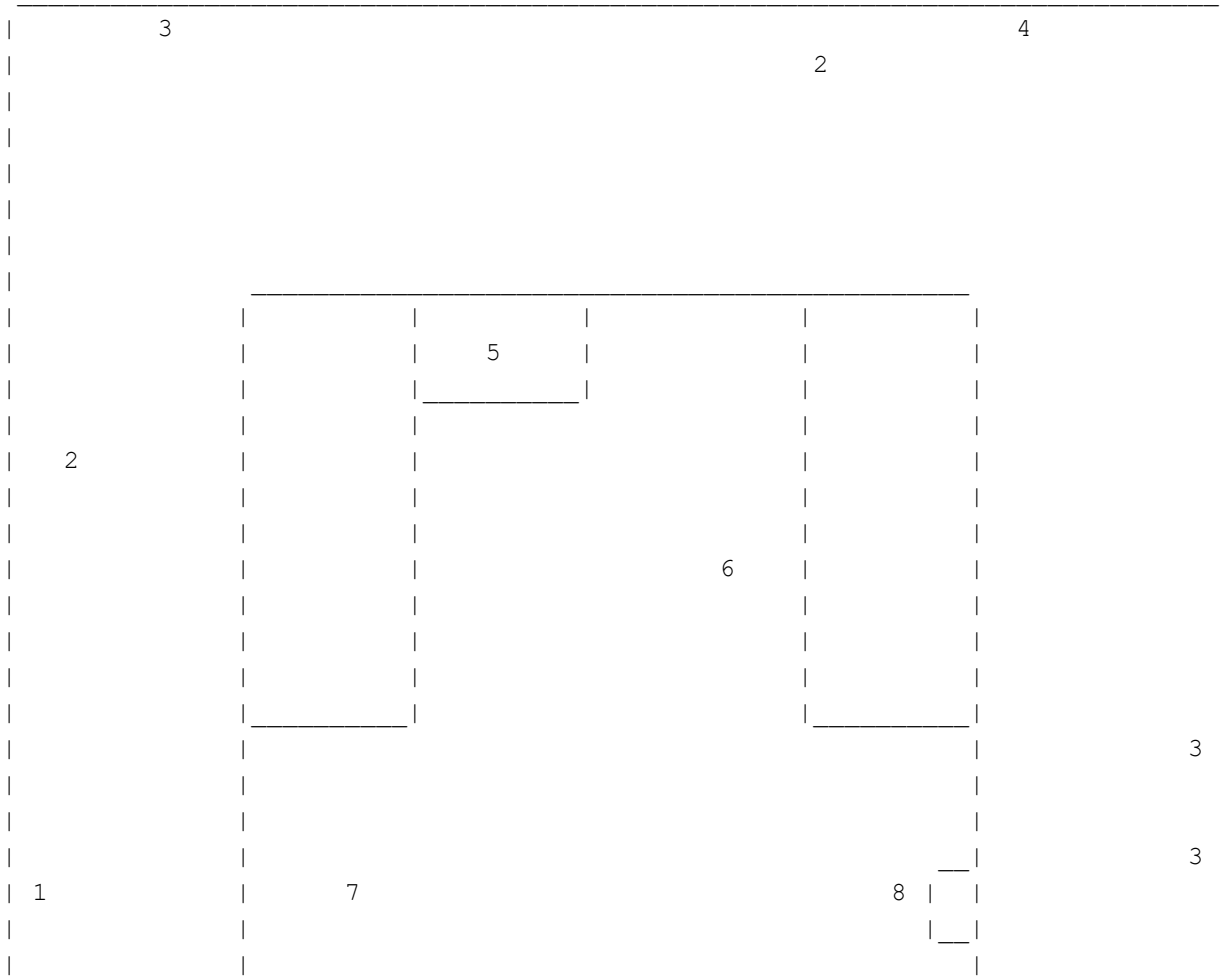
1. To Corridor B (6.08)
2. Table - Unusable, but holds 2 trophies, a book, a lamp, a table decoration with flags, an open book, a pen holder, a teapot and a cup.
3. Pot Plant

6.10 Boiler Room Corridor



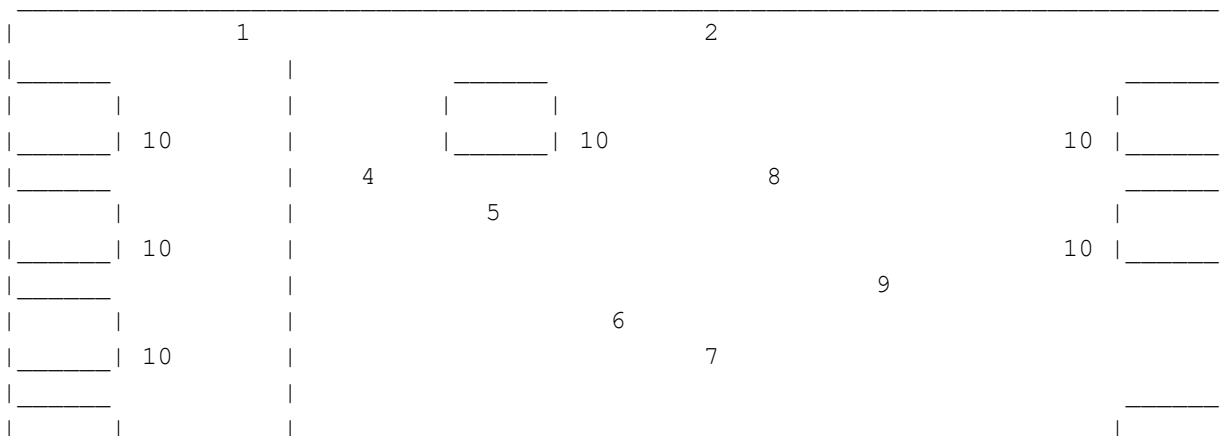
1. To Corridor B (6.08)
2. To Boiler Room (6.11)
3. Barrel
4. Fenced Off Area
5. Fire Extinguisher - Irish Whip or Run to dislodge.
6. Box
7. Metal Box

 6.11 Boiler Room



1. To Boiler Room Corridor (6.10)
2. Concrete Block
3. Water Tank - Irish Whip or Run to break.
4. Fire Extinguisher - Irish Whip or Run to dislodge.
5. Boiler
6. Box
7. Barrel
8. Locker - Run to climb.

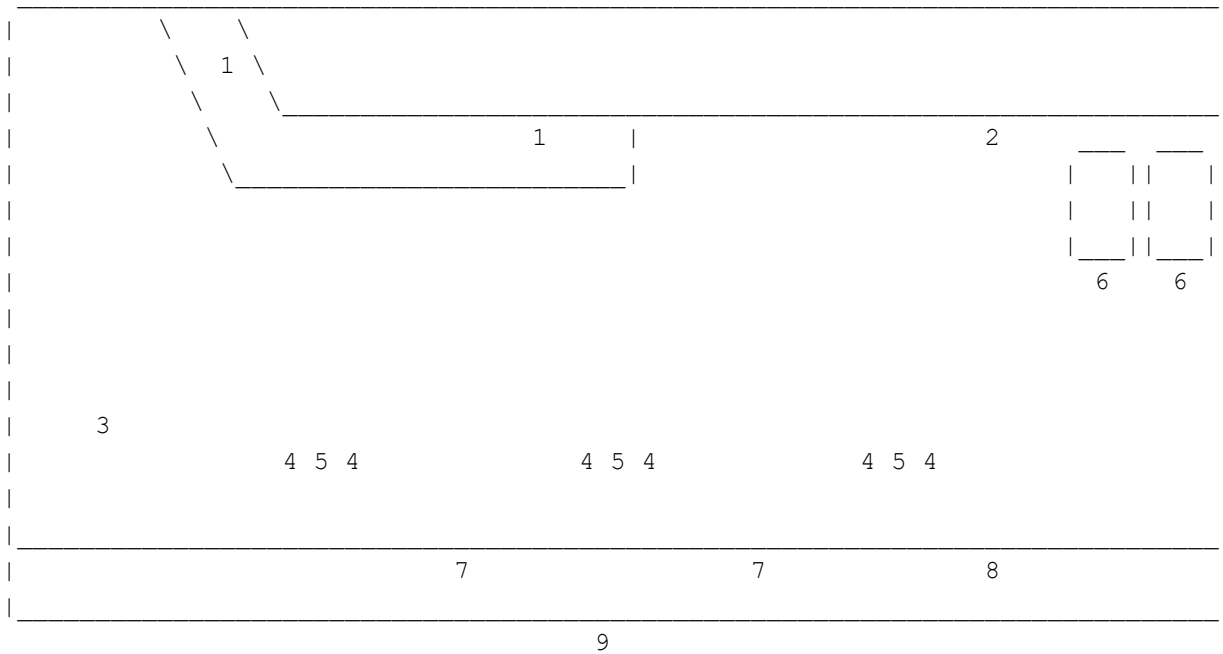
 6.12 Parking Lot





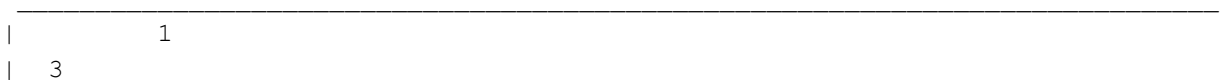
1. To Plaza (6.13)
2. To Corrdor B (6.08)
3. Driven path of cars.
4. Trolley
5. Jeep
6. Fire Extinguisher
7. Snow Shovel
8. Stop Sign
9. Fork Lift Truck
10. Vehicle - Run to climb.

 6.13 Plaza



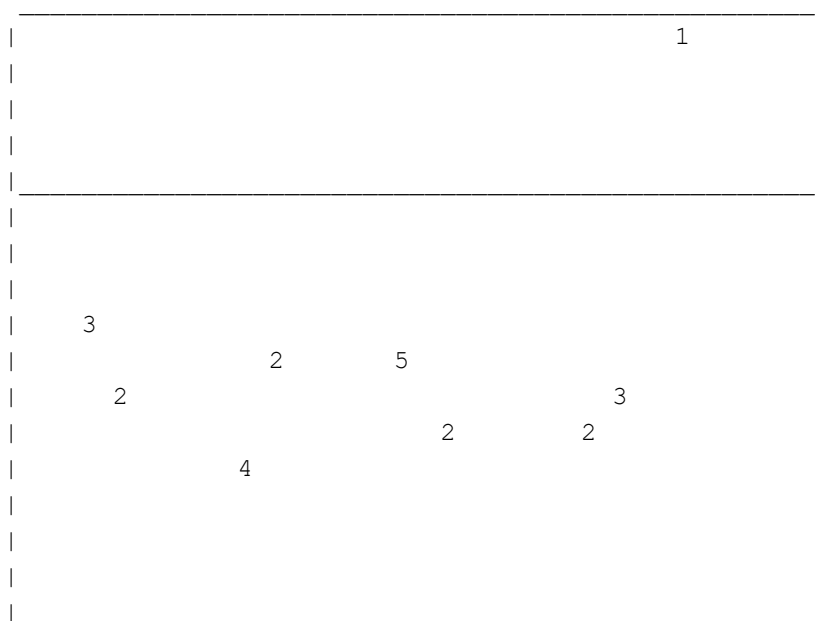
1. To Lobby (6.02)
2. To Parking Lot (6.12)
3. Fountain - Unusable
4. Bench
5. Bin
6. Vehicle - Run to climb
7. Lamp Post - Irish Whip or Run to break.
8. To Road (6.14)
9. Road

 6.14 Road



1. To WWF New York (6.15)
2. To Plaza (6.13)
3. Trolley

6.15 WWF New York



1. To Road (6.14)
2. Chair
3. Fire Extinguisher
4. Box
5. Moppy

=====
7.00 Q&A
=====

Q. What's the best way to set up someone for a front finisher? - Gene Yoshikawa

A. There are three easy ways to do it:

- 1) The toe kick. Most wrestlers have this move. By pressing down/left or down/right and X, you should perform a toe kick, which is basically a kick to the gut. This will make them Smackdown!-able for roughly a second, so you need to be quick.
- 2) The light hit. Basically, if you hit someone with a couple of small punches they will drop to their knee. For a split second while they are going down, you are able to pull off a Smackdown! Again, you need to be quick.
- 3) The spinning elbow. This is a lot easier than I first thought. Trust me to find a really akward way of doing it before discovering that

it's a damn site easier. What you do is this: You press O, then a fraction of a second later you press X. This will irish whip your opponent then turn him/her around followed by an elbow to the head which leaves them groggy, and you standing in the perfect position to Smackdown!

Q. Is there a way to create more than 12 wrestlers and have them available at any time to compete in any kind of match? - Road Doggy

A. Unfortunately, no, there isn't. The amount of wrestlers you can create depends entirely on how many memory cards you have. You can save 12 wrestlers per memory card, but Smackdown! only uses one memory card at a time. Personally, I think they should have made it so that the amount of wrestlers you can create depends entirely on the amount of space that is available on your memory card. Hopefully, future games will work using something like this. But untill then, you're stuck with 12 at a time.

Q. Can you completely edit an existing wrestler's appearance and moves? - Road Doggy

A. Yes and no. You can't edit an existing wrestler's appearance, but you can edit his moves.

=====
8.00 Future Updates
=====

- Wrestler Factfiles
- Updated Movelists
- Suggested move changes
- Updated Arena Maps
- Some CAWs possibly
- Story Mode Walkthroughs
- Hidden Stuff
- Bunch of other stuff, when I think of it or you suggest it.

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