

Scoop Slam - Left + O
Suplex 1 - Right + O

Groggy

Irish Whip - O
Oklahoma Slam - Up + O
Shoulder Breaker 2 - Down + O
The Rock Bottom - Left + O
Jump Swinging DDT - Right + O

Behind Moves:

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

Strike Attacks:

Standing Opponent

The Rock Punches 1 - X
Double-Axe Handle - Up + X
Clothesline - Down + X
Chop - Left + X
Elbow Smash - Right + X
The Rock Punches 2 - Up & Left/Right + X
Toe Kick - Down & Left/Right + X

Downed Opponent

Angry Stomp - X
Elbow Drop - Up/Down + X
The Rock Stomp - Left/Right + X

Ground Moves:

Upper Body

Pull Opponent Up - O
Mounted Punching - Up + O
Pin - Down + O
Knee Smash - Left + O
Sleeper Hold - Right + O

Lower Body

Pull Opponent Up - O
Knee Stomp - Up + O
Leg Lock - Left + O
Sharpshooter - Right + O
Pin - Down + O

Running Attacks:

Strikes

Clothesline 1 - X
Shoulder Block - Up/Down/Left/Right + X

Grapples

[Front] Neckbreaker - O
[Front] Rolling Clutch Pin - Up/Down/Left/Right + O
[Behind] Facecrusher 2 - O, Up/Down/Left/Right + O

Opponent Stopped at Ropes:

Throw to Rope - O, Up/Down/Left/Right + O

Turnbuckle:

Opponent Facing You

Irish Whip - O
Superplex - Up/Down + O
Shoulder Thrust - Left/Right + O

Opponent's Back to You

Irish Whip - O
Beat Head - Up/Down/Left/Right + O

Opponent Sitting in the Lower Turnbuckle

Pull Opponent Up - O
(Running) Knee Attack - X
Foot Choke - Up/Down/Left/Right + O

Off The Turnbuckle Moves(You jumping off)

Knee Drop - X
Elbow Drop - Up/Down + X
Missile Dropkick - Left + X
Double Axe Handle - Right + X

Opponent Running Counterattacks:

Samoan Drop - O
The Rock Spinebuster - Up/Down/Left/Right + O

Double Team Attacks:

Spike Piledriver - Up + O
Hip Throw - Down + O
Mudhole Stomping - Left + O
Body Splash and Whip - Right + O

Taunts:

L2 - Taunt The Rock 3
Up/Down/Left/Right + L2 - Taunt The Rock 2

FINISHING MOVE:

By Opponent's Head When He is On The Mat
The People's Elbow - L1

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General Tips for using The Rock
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The Rock has two useful running attacks, the Clothesline and the Shoulder

Block. These two moves leaves you right above the opponent where you can quickly pull him up and do a groggy move. This effect is much easier to do with the Shoulder Block.

The Rock has the Sharpshooter, a good submission move. So sometimes when the opponent is down, you might want to slap on a Sharpshooter for a chance at submission. Just watch out for rope breaks!

When you're behind the opponent, go for the Facecrusher (running grapple) Back Drop (left + O), or Russian Leg Sweep (right + O). The other two behind moves are bad.

Whenever you get face to face with an opponent and must act quickly, just go for a DDT (down + O) or a Scoop Slam (left + O) since they leave you in an advantageous position afterwards. When the opponent is groggy, go for the Rock Bottom.

The Rock Bottom is a perfect move for The Rock. This is because, not only is it powerful, but it also leaves The Rock at the perfect position to do the People's Elbow. So when you lock in the Rock Bottom, you might as well start tapping the L1, because once The Rock gets up, you'll be able to do it. Also note that you can do the Rock Bottom on tables by pressing either Left + O or Right + O.

The People's Elbow is a move that is guaranteed not to land in a rope break zone, unlike the Stone Cold Stunner. So you don't have to worry about rope break avoidance. Right after the People's Elbow, just pin the guy. You're likely to get a three-count.

--=|||Things not to do...|||=--

- - Bad People's Elbow Usage - -

When you're in a match that has more than 1 opponent (Triple Threats, Fatal-Four Way, Battle Royal, etc.) don't do the People's Elbow. The computer seems to be driven to break it up. You might get lucky and land it, but most times you'll just be wasting it. If it's a Battle Royal, wait until two people have been eliminated, leaving only you and one other person. Then knock them down with a Clothesline, Shoulder Block, Rock Bottom, or any other move and do the People's Elbow for the win.

- - The Toughness of the Spit Punch - -

Landing the spit punch combo is tough. It'll most likely get interrupted by your opponent. Don't try it often. Only if you're not serious about winning or are ahead of your opponent.

===-CREDITS-===

Prima's Official Guide - for correct spelling and moves I never use, and his career highlights

GameFAQS - for posting this short guide

WWF.com - for more info about him

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