WWF SmackDown! 2 Steve Austin Character FAQ

by RedClyde Updated to v5.5 on Jul 29, 2001

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WWF SMACKDOWN 2 - KNOW YOUR ROLE CHARACTER/MOVE GUIDE
  Console: Playstation
  Info: 1-4 Players, 1 Memory block save, Action/Wrestling Game
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 "STONE COLD" STEVE AUSTIN
 Intro
The toughest SOB in the history of the WWF has returned after almost a
year of being run down by Rikishi and the mastermind behind it all,
Triple H. However, Austin 3:16 never left our Playstations!
He has the most devastating finisher in the game, and probably possesses
the toughest computer AI. This short guide lists all of "Stone Cold"
Steve Austin's moves and some other info about him.
STATS
Height: 6'02"
Weight: 252
Fighting Stance: Stone Cold
Ring In/Out Move: Normal
Entrance Music: Stone Cold
Entrance: Stone Cold
Winning Move: Stone Cold Special
Starts in: WWF CHAMPIONSHIP category.
From: Victoria, Texas
Favorite Quote: "And that's the bottom line, 'cause Stone Cold said so!"
Career Highlights: WWF Champion (4), Intercontinental Champion (2), Tag Team
Champion(3), 1996 King of the Ring Winner, 1997 & 1998 Royal Rumble Winner
MOVES
Ready Moves:
*Normal*
Irish Whip
          - 0
Club to Neck - Up + O
Side Buster - Down + O
 Scoop Slam - Left + O
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Knee Attack - Right + O
*Groggy*
Irish Whip - 0
Jaw Breaker - Up + O
Piledriver - Down + O
Stunner - Left + 0
Suplex 1 - Right + O
Behind Moves:
Irish Whip
                   - 0
Sleeper Hold - Up + O
Russian Leg Sweep - Down + O
             - Left + 0
Back Drop
Bulldog
                  - Right + O
Strike Attacks:
*Standing Opponent*
Austin Punches - X
Overhand Punch - Up + X
Clothesline - Down + X
Snap Jab
             - Left + X
Elbow Smash - Right + X

Body Punch - Up & Left/Right + X

Toe Kick - Down & Left/Right + X
*Downed Opponent*
Angry Stomp
               - X
Angry Stomp - Up/Down + X
Austin Elbow Drop - Left/Right + X
Ground Moves:
*Upper Body*
Pull Opponent Up - O
Mounted Punching - Left/Right/Up + 0
                 - Down + O
Pin
*Lower Body*
Pull Opponent Up - O
             - Up + O
Knee Stomp
Kick to Groin - Left + O
Leg Lock - Right + O
Pin
                 - Down + O
Running Attacks:
*Strikes*
Power Clothesline - X
Shoulder Block - Up/Down/Left/Right + X
*Grapples*
                               - 0
[Front] Lou Thesz Press (weak)
[Front] Lou Thesz Press (strong) - Up/Down/Left/Right + O
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[Behind] Bulldog - O, Up/Down/Left/Right + O
 Opponent Stopped at Ropes:
Guillotine - O, Up/Down/Left/Right + O
Turnbuckle:
 *Opponent Facing You*
Irish Whip
              - 0
Foot Choke
              - Up/Down + O
Shoulder Thrust - Left/Right + O
 *Opponent's Back to You*
Irish Whip - 0
Beat Head - Up/Down/Left/Right + O
 *Opponent Sitting in the Lower Turnbuckle*
Pull Opponent Up - O
Knee Attack - X
Foot Choke
             - Up/Down/Left/Right + O
 *Off The Turnbuckle Moves (You jumping off) *
                 - X, Up + X
Diving Elbow
Elbow Drop
                 - Down + X
Flying Clothesline - Left + X
Double Axe Handle - Right + X
Opponent Running Counterattacks:
Monkey Toss - 0
Shoulder Back Toss - Up/Down/Left/Right + O
Double Team Attacks:
Headbutt to Groin - Up + O
Spine and Neck Breaker - Down + O
Mudhole Stomping - Left + O
Body Splash and Whip - Right + O
Taunts:
L2
                       - Taunt Stone Cold
Up/Down/Left/Right + L2 - Taunt Christian
FINISHING MOVE:
*Groggy, Standing Opponent*
-= Stone Cold Stunner =- L1
To do the Stone Cold Stunner, your opponent must be groggy, standing up, and
you must be facing them.
///Unlocking Steve Austin///
To unlock Stone Cold, you must first enter Season Mode and play for one month.
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at the end of the first month, you'll have your first PPV, Backlash, and guess

who makes an appearance there: Stone Cold! At the beginning of the second month you can now select Austin in Exhibition and Season Modes.

General Tips for Using Austin

When you use Austin, you should try to knock your opponent down with a Clothesline or a Shoulder Block. Once they're down, keep doing Diving Elbows or Mounted Punches until they get up or roll away. This should get you a bunch of red. Repeat this process to quickly access the Stone Cold Stunner.

Austin comes equipped with a sub-special, the Stunner. It's another version of the Stone Cold Stunner, mainly the one he does on TV where the people just fall, and don't flip all over the place. It's less powerful, but late in the match this can knock out someone easily. If you do this move, and you see the opponents leg _lined up straight_ on the mat, quickly pin them! Nine of ten times you'll get a three count. This sometimes doesn't work, but if they're really knocked out, it'll work.

When the opponent is cornered at the turnbuckle, you might want to take the Shoulder Thrusts over the choke because it leaves them open for another attack on the lower turnbuckle. If they do fall on the lower turnbuckle, don't do the running knee! It's weak. Instead, grapple them normally to choke them with your boot.

When outside the ring, whip your opponents into the protective railing, then while they're down do Diving Elbows or Mounted Punches to build up your red bar. If you're by the announcement tables, your best bet is to knock the opponent down, then climb the table and do Diving Elbow Drops off it rather than breaking through it.

If you happen to find yourself behind your opponent, your best bet is a Bulldog*. It'll knock them down, and they'll most likely roll away, and get themselves in a perfect position for a Clothesline or Shoulder Block. When you're behind someone, however, it's a bad idea to press O and Up. It'll slap on a Sleeper Hold which will give only slight red, and might get you hit afterwards.

When you finally get your special, the Stone Cold Stunner, what should you do? Easy. Either Clothesline or Shoulder Block the opponent down(Shoulder Block is more effective) then quickly pull them up and hit L1.

*I take no responsibility if you misinterpret my sentence and actually bring in your bulldog who shreds your Playstation to bits. Thank you.

The Stone Cold Stunner is like a double-edged sword. On one hand, you have the most damaging move in the game. In the other hand, you have the move that is the trickiest to avoid having your opponents landing in a rope break zone. To avoid this, estimate where your opponent will land. If you think he'll land in a rope break, then don't do the Stone Cold Stunner yet(you might want to do the normal Stunner, though:). But to understand where your opponent lands, you must first know the path in which they go after the Stone Cold Stunner. Let's say you are standing in the middle of the ring, looking to the south, or the bottom of your screen. Your opponent is directly opposite of you, looking to the top of your screen. He's groggy and you do the Stone Cold Stunner. He will

flip toward the top-right turnbuckle. Remember that movement. You might want to do a few practice matches in different places to get the hang of where your opponents go. Your opponent will always go a little to the right of where you are facing when you land the Stunner. *But not directly to the right* You'll know when you've mastered the direction, which is about a half of a fourth of a circle/one-eight/around 45 degrees of where you are facing when the Stunner is landed. I know I'm repeating myself but the movement is important to winning match. It won't make a match, but it'll help a lot. Once you've mastered your Stunner direction, rope breaks will happen much less.

But no one is perfect, and it will happen sooner or later. What do you do then? It's rather simple, and I was able to get a shocked look on the face of my friend when he thought he was out of the hook but then I pinned him out of the rope break zone he was in.

When you land the Stone Cold Stunner, your opponent will flip to direction you're facing, and to the right. If he lands in a rope break zone, there are specific spots where you should pin him to get him out of the rope break zone. If the opponent's legs are the only part of their body touching the ropes, pin his lower body. This will push him away from the ropes while pinning. If his head is touching the ropes, then pin his upper body. Any other way he lands, pin his lower body. It has a higher chance of not letting him stay in the rope break zone.

If you know any other "rope break-breaking" stratagies, feel free to e-mail me them. I'll give you full credit in the Credits section.

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

- - Austin is not a submissionist! - -

He's not! You may have seen him put on a Sharpshooter or something on TV, but in this game(and in his nature), Austin has never been a submissionist(that is, with the exception of his rivalry with Bret Hart). Austin's strongest submission is probably the Sleeper Hold. Not very powerful, is it? When using Austin, go for power, not technique.

- - Don't Waste Stunners! - -

If you're outside the ring in a match where the only way to win is pinfall (or knockout) inside the ring, don't do a Stone Cold Stunner! Unless you're not serious about winning, just one Stunner can mean a lot. Especially in a 30-minute Iron Man Match against your most skilled friend.

-==-CREDITS-==-

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

Anyone - for not writing a Stone Cold move guide before me :)

GameFAQS - for posting this short guide

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