

Knee Attack - Right + O

Groggy

Irish Whip - O

Jaw Breaker - Up + O

Piledriver - Down + O

Stunner - Left + O

Suplex 1 - Right + O

Behind Moves:

Irish Whip - O

Sleeper Hold - Up + O

Russian Leg Sweep - Down + O

Back Drop - Left + O

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 + O

Pin - Down + O

Lower Body

Pull Opponent Up - O

Knee Stomp - Up + O

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

[Front] Lou Thesz Press (weak) - O

[Front] Lou Thesz Press (strong) - Up/Down/Left/Right + O

[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 - O

Foot Choke - 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

Knee Attack - X

Foot Choke - Up/Down/Left/Right + O

Off The Turnbuckle Moves (You jumping off)

Diving Elbow - X, Up + X

Elbow Drop - Down + X

Flying Clothesline - Left + X

Double Axe Handle - Right + X

Opponent Running Counterattacks:

Monkey Toss - O

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////
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To unlock Stone Cold, you must first enter Season Mode and play for one month. at the end of the first month, you'll have your first PPV, Backlash, and guess

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-eighth/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" strategies, 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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