

# WWF Warzone Shawn Michaels FAQ

by JChamberlin

Updated to v3.2 on Jan 14, 2005

This walkthrough was originally written for WWF Warzone on the PSX, but the walkthrough is still applicable to the N64 version of the game.

```

/_____) | |
( (____) | | _ (____) _ _ _ _ _
\____) | | _ \ (____) | | | | | | | _ \
____) | | | | | / ____ | | | | | | | | |
(____) / | | | | \____) | \____) / | | | |
____) ( ) | | | | | | | | | | |
| | | | | | | / ____) | _ \ (____) | | | | | | / ____)
| | | | | | | ( (____) | | | | | / ____) | | | | | | | | |
| | | | | | | \____) | | | | \____) | | | | | | | | | \____)

```

-----  
WWF Warzone - Character Move List: Shawn Michaels  
System: Sony PlayStation  
Author: Jim Chamberlin  
(red\_phoenix\_1@hotmail.com)

Version: 3.2 (06/11/01)

=====  
<< Disclaimer >>

This document may ONLY be found on the sites indicated at the end of this document.

This document was made for personal use only. No part of this document may be copied or used in any form of media without the express written consent of Jim Chamberlin. Unauthorized use of any information herein is a direct violation of Copyright Law, and legal action will be taken.

This document is Copyright © 2001 Jim Chamberlin. All Rights Reserved.

=====  
Version - 0.1 Everything is new, of course.  
0.2 A few minor changes.  
0.3 A few changes.  
0.4 A few changes.  
0.5 A minor change.  
=====

If you have anything you would like to submit, please do so. Send it to

[Address Removed By Author]. I would appreciate it if you would put "WWF Warzone" in the Subject Line. It helps me weed through my mailbox without deleting something important. I don't consider SPAM and Porn important, if you know what I mean, although some of you may think otherwise.

-----  
Table of Contents  
-----

- 1. Controls
- 2. General Gameplay Information
- 3. Move List
- 4. Cheats and Secrets
- 5. Credits

-----  
1. Controls

With any video game there are controls you will have to learn and understand. This is especially true with a fighting game. Many fighting games require very fast-fingered action and coordination. For the most part, wrestling are the same to an extent. They don't require you to memorize an eight or ten button combination, but they usually require you to do them somewhat quickly. Anywho, let's get on with the list of controls, shall we?

Button	Effect
L1	Dodge Left
L2	Climb
R1	Dodge Right
R2	Run
Triangle	Punch
Square	Kick
Circle	Tie Up/ Pin
X	Block

-----  
2. General Gameplay Information

The Power Meter

When you begin a match, your Power Meter is green, which more or less says you have plenty of energy to continue fighting. As you get more and more involved in the match, you will see your meter turn orange. Orange says you are getting tired and you should "mash" buttons to escape from submissions and pins. It's more or less saying that maybe you should start fighting! When your reach red, you are in trouble. If your opponent hits you with his/her finishing move, you done. If you are in the red, and you are being pinned, "mash" the buttons and see if you can escape. Sometimes you can, others you can't.

Recovery Meter

When you or your opponent are "stunned," you lose control for a short period of time. The Power Meter will say Stun, indicating that the Power Meter is now acting as a Recovery Meter. The meter turns blue, and empties as the "stun time" decreases. If your Recovery Meter is on, "mash" the buttons to make the meter move faster. On the other hand, if your opponent is the one who's stunned, stomp a mudhole in his ass and walk it dry! As the match continues on, the "Stunned Time" will be increased due to the fact that he's tired and unable to rejuvenate his energy and strength as quickly.

#### Hold Meter

When a wrestler is in a normal hold, the Power meter will say "Hold." The meter will turn red and slowly deplete as the "hold time" decreases. This works the same, for the most part, as the Recovery Meter.

#### Pain Meter

When a wrestler is in a submission hold, the Power meter will say "pain." It starts out empty and increases as more pain is inflicted. If the Pain Meter fills up, then you will lose the match. This meter works the same way as the two previous meters.

#### Pin Meter

When a wrestler is being pinned, the Power Meter will say "pin." The meter will slowly diminish when the "pin time" decreases. Sometimes, you can "mash" the buttons and kick out of a pin.

#### Move Damage Meter

Below the Power Meter is the Move Damage meter. This simply indicates how much damage the move is having on your opponent.

-----

### 3. Move List

#### WHILE STANDING

Overhead Belly- to- Belly Suplex- Right, Left, Triangle or Left, Right, Triangle  
Arm Wrench- Right, Right, Triangle or Left, Left, Triangle  
Body Slam- Right, Down, Triangle or Left, Down, Triangle  
Japanese Arm Drag- Down, Down, Triangle  
Discus Punch- Up, Triangle or Down, Triangle  
Inside Forearm- Right, Triangle or Left, Triangle  
Punch- Triangle  
Headlock Takedown- Right, Down, Circle or Left, Down, Circle  
Side Belly- to- Belly Suplex- Right, Up, Circle or Left, Up, Circle  
Small Package- Down, Down, Circle  
Tie Up- Circle  
Hurricanrana- Right, Left, Up, Square or Left, Right, Up, Square  
Crucifix- Right, Right, Square or Left, Left, Square  
DDT- Right, Down, Square or Left, Down, Square  
Flying Head Scissors- Up, Up, Square  
Drop Toe Hold- Down, Down, Square  
Single Arm DDT- Right, Up, Square or Left, Up, Square  
Drop Kick- Up, Square  
Quick Kick- Square  
Irish Whip- Right, Right, X or Left, Left, X  
FINISHER: Sweet Chin Music- Right, Down, Up, Square + X or  
Left, Down, Up, Square + X

#### TIED-UP

Brainbuster- Down, Up, Triangle or Up, Down, Triangle  
Samoan Drop- Right, Triangle or Left, Triangle

Side Belly- to- Belly Suplex- Triangle  
Piledriver- Right, Down, Circle or Left, Up, Circle  
Overhead Belly- to- Belly Suplex- Right, Circle or Left, Circle  
DDT- Circle  
Double Underhook Suplex- Right, Left, Square or Left, Right, Square  
Northern Lights Suplex- Right, Square or Left, Square  
Arm Drag- Square  
Irish Whip- X

#### BEHIND OPPONENT

Victory Roll- Right, Right, Triangle or Left, Left, Triangle  
Abdominal Stretch- Triangle  
German Suplex- Right, Right, Up, Circle or Left, Left, Up, Circle  
Pump Handle Slam- Right, Right, Square or Left, Left, Square

#### WHILE RUNNING

Running Hurricanrana- Triangle + Circle  
Flying Clothesline- Triangle  
Crucifix- Circle  
Cross Body Block- Square

#### WHILE YOUR OPPONENT IS RUNNING

Back Body Drop- Triangle  
Arm Drag- Circle  
Hurricanrana- Up, Square  
Dropkick- Square

#### WHILE STANDING AT THE HEAD OF A FALLEN OPPONENT

Arm Wrench- Right, Right, Triangle or Left, Left, Triangle  
Reverse Chinlock- Right, Left, Triangle or Left, Right, Triangle  
Leg Lock Chokehold- Down, Up, Triangle or Up, Down, Triangle  
Elbow Drop- Triangle  
Pick Up Opponent- Circle  
Knee Drop- Down, Square  
Stomp- Square

#### WHILE STANDING AT THE FEET OF A FALLEN OPPONENT

Elbow Drop- Triangle  
Figure Four Leglock- Right, Up, Right, Square or Left, Up, Left, Square  
Step Over Toe Hold- Right, Left, Square or Left, Right, Square  
Knee to Inside Leg- Right, Right, Square or Left, Left, Square  
Elbow to Groin- Down, Up, Square or Up, Down, Square  
Knee Drop- Down, Square  
Stomp- Square

#### WHILE STANDING NEXT TO A FALLEN OPPONENT

Standing Moonsault- Down, Triangle  
Elbow Drop- Triangle  
Pin- Circle  
Knee Drop- Down, Square  
Stomp- Square

#### WHILE RUNNING AT A FALLEN OPPONENT

Running Elbow Drop- Triangle  
Leg Drop- Square

#### WHILE STANDING ON THE TURNBUCKLE, OPPONENT STANDING

Drop Kick- Triangle  
Bionic Elbow- Triangle + Circle  
Hurricanrana- Right, Up, Square + Circle or Left, Up, Square + Circle

Sunset Flip- Square + X  
Moonsault- Hold X (While Climbing and still facing the crowd)

WHILE STANDING ON THE TURNBUCKLE, OPPONENT ON THE GROUND  
Elbow Drop- Triangle  
Splash- Triangle + Circle  
Fist Drop- Square + X  
Shooting Star Press- Up, Up, Square + Circle  
Moonsault- Hold X (While Climbing and still facing the crowd)

WHILE STANDING, OPPONENT STANDING ON THE TURNBUCKLE  
Wild Punch- Triangle  
Knock him off the Turnbuckle- Circle

WHILE OPPONENT IS IN THE CORNER  
Monkey Flip- Right, Right, Triangle or Left, Left, Triangle  
Climb and Pummel- Triangle  
Superplex- Up, Down, Up, Circle  
Swinging DDT- Right, Right, Circle or Left, Left, Circle  
Splash- Circle  
Hurricanrana- Right, Left, Up, Square or Left, Right, Up, Square  
Flying Head Scissors- Right, Right, Square or Left, Left, Square  
Chest Chop- Square

-----  
4. Cheats and Secrets

You can enter the following code at the Title ("Press Start") screen to view all the FMV (Full-Motion Video) movies in the game:

- 1) Up+Triangle, Right+O, Down+X, Left+Square x4
- 2) R1+L1, R2+L2 x2

You'll see "Movie 1". Use Up and Down to scroll through them and hit X to play it.

Random Select

To let the computer choose a wrestler for you at the selection screen, hold Up and hit Block.

Choosing Your Outfit

Most of the wrestlers have two outfits, Austin and Goldust have four. For your first outfit, you can hold L1 when choosing your wrestler or just choose him normally. For the wrestler's second outfit, hold L2 while you choose him. For Austin or Goldust's third outfit, hold R1 when choosing, or for their fourth outfit, hold R2 when choosing.

Call for a Run-In

To call for a certain wrestler to run in during a match, hold all four top buttons (L1+L2+R1+R2) and press a direction + a button. Each combination of a direction and a button corresponds to each of the 16 wrestlers in the game. Note: it becomes a Handicap match with you and whoever you called in against your opponent, but no matter what happens, your opponent will win by Disqualification. Also, it can only be done in a 1-on-1 Match (either VS or Challenge mode). Here are the combinations corresponding to the wrestler it calls out:

Button Combination	Wrestler
=====	=====
L1+L2+R1+R2+Up+Kick	Steve Austin
L1+L2+R1+R2+Up+Punch	Faarooq

L1+L2+R1+R2+Up+TieUp	Mankind
L1+L2+R1+R2+Up+Block	Ahmed Johnson
L1+L2+R1+R2+Down+Kick	Ken Shamrock
L1+L2+R1+R2+Down+Punch	Kane
L1+L2+R1+R2+Down+TieUp	Thrasher
L1+L2+R1+R2+Down+Block	Mosh
L1+L2+R1+R2+Left+Kick	The British Bulldog
L1+L2+R1+R2+Left+Punch	Shawn Michaels
L1+L2+R1+R2+Left+TieUp	Bret Hart
L1+L2+R1+R2+Left+Block	Owen Hart
L1+L2+R1+R2+Right+Kick	The Rock
L1+L2+R1+R2+Right+Punch	Goldust
L1+L2+R1+R2+Right+TieUp	Triple H
L1+L2+R1+R2+Right+Block	The Undertaker

#### The Basement

To access the basement, hit L1 and then R1 at the elevator (Main Menu).

It's a menu with a FEATURES and MODES column. Winning the WWF title in the Challenge mode on Medium or Hard with a certain wrestler will earn a particular Feature or Mode.

NOTE: You MUST stay on either Medium or Hard throughout your Challenge. If you change the difficulty setting (ie. started in Hard, changed to Medium half way through, or vice versa) you will NOT earn the cheat.

FEATURES =====	Win With -----	Description -----
Cactus and Dude	Mankind	Unlocks Cactus Jack and Dude Love as hidden characters.
Ladies Night	Shawn Michaels or Triple H	Unlocks the FEMALE body type for use in the creation mode.
Sue	Bret Hart or Owen Hart	Unlocks Sue the ring girl as a hidden character found under "Custom". She uses Bret's move set.
Trainer	N/A (Just Access the Training Mode)	Unlocks the Trainer (Jeff Robinson, a game tester) as a hidden character found under "Custom". He is uses Bulldog's move set.
New Duds	Kane	Adds more shirts, jackets, etc. for use in the creation mode.
Extra Gold	Goldust	Unlocks Goldust's 3rd (DustyDust) and 4th (MarilynDust) outfits. See "Choosing Your Outfit" in this section.
Extra Cold	Steve Austin	Unlocks Austin's 3rd (Jeans & Black Vest) and 4th (Jeans and AUSTIN 3:16 T-Shirt) outfits. See "Choosing Your Outfit" in this section.
RattleSnake	Any "Custom" Wrestler	Unlocks RattleSnake (a "maxed out" Steve Austin) as a hidden character under "Custom".

MODES =====	Win With -----	Description -----
Beans	Either of the Headbangers	Makes players burp and fart during matches when it's enabled.
Big Head	Bulldog and The Rock	Inflates the size of the wrestlers' heads.
Ego	Ahmed Johnson	Makes the wrestler's head inflate when he

		gets cheered, and shrink when he gets boo'ed.
No Meters	Undertaker	Removes all of the power meters.
No Wimps	Ken Shamrock or Faarooq	Disables Blocking.

-----

5. Credits

Acclaim Sports for making a good game.  
Al Amaloo and <http://www.gamewinners.com> for posting this FAQ  
Jeff "CJayC" Veasey and <http://www.gamefaqs.com> for posting this FAQ  
Dave Allison and <http://www.cheatcc.com> for posting this FAQ  
Marshall Mathers a.k.a. Eminem for making a great CD

ASCII Art created using SigZag by James Dill: (freeware!)  
<http://www.geocities.com/southbeach/marina/4942/sigzag.htm>

This FAQ was written entirely using the GWD Text Editor: (shareware)  
<http://www.gwdsoft.com/>

=====  
<< Disclaimer >>

This document may ONLY be found on the following sites:

1. GameFAQs (<http://www.gamefaqs.com>)
2. Game Winners (<http://www.gamewinners.com>)
3. Video Game Strategies (<http://vgstrategies.about.com>)
4. Game Castle (<http://www.gamecastle.virtualave.net/main.html>)
5. Happy Puppy (<http://www.happypuppy.com>)
6. Game Revolution (<http://www.game-revolution.com>)
7. Gaming Planet (<http://www.gamingplanet.com>)
8. PlayStation Pit (<http://www.psxpit.com>)
9. X Cheater (<http://www.xcheater.com>)
10. Phat Games (<http://www.phatgames.com>)
11. The Cheat Empire (<http://home.planetinternet.be/~twuyts>)
12. <http://www.psxcodez.com>
13. <http://www.hype.se>
14. <http://www.supercheats.com>
15. <http://www.psxgamer.com>
16. <http://apolyton.net/smac>
17. Cheat Code Central (<http://www.cheatcc.com>)
18. Adrenaline Vault (<http://www.avault.com>)
19. Fresh Baked Games (<http://www.fbgames.com>)
20. IGN (<http://www.ign.com>)

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

This document was made for personal use only. No part of this document may be copied or used in any form of media without the express written consent of Jim Chamberlin. Unauthorized use of any information herein is a direct violation of Copyright Law, and legal action will be taken.

This document is Copyright © 2001 Jim Chamberlin. All Rights Reserved.

This document is copyright JChamberlin and hosted by VGM with permission.