WWF Royal Rumble FAQ/Move List

by guitarfreak86   Updated to v1.31 on Mar 21, 2004

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* ####################################################################### *
* #                                                                     # *
* #                       Game For The                                  # *
* #              Super Nintendo Entertainment System                    # *
* #                                                                     # *
* #                       FAQ/Move List                                 # *
* #                       version  1.31                                 # *
* #                                                                     # *
* #                     By Richard Arnatt                               # *
* #                << guitarfreak86@hotmail.com >>                      # *
* #                                                                     # *
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   \ \  / \ / ___/            TABLE OF CONTENTS
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You know the drill, hit [Ctrl+F], type in the reference code and click "Find" to navigate. Hopefully, you should find the information you need without much trouble in doing so. Enjoy!

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   \ \ / \ / ___/   INTRODUCTION
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=====__/ __/=======================================(SECTION 01)
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Hello and welcome to my FAQ for WWF Royal Rumble for the SNES! WWF Royal
Rumble holds special sentimental value for me, as it was the first game I
ever played seriously, and it also turned me into a wrestling fan at a very
early age. Sadly, my enthusiasm for televised "Sport Entertainment" has
somewhat waned, however my passion for this game remains. Ten years since its
release, I regularly don my spandex one-piece costume and grab the nearest
guy with a mullet for a quick blast on this wonderful piece of software!

WWF Royal Rumble was, in the opinion of many gamers including myself, the
first wrestling game for the SNES that accurately portrayed the action seen
on the weekly editions of "WWF Raw Is War" and "Superstars" that my friends
and I used to stay up until midnight to watch on satellite TV. Ah, the
dedication we UK wrestling fans have! Besides the graphics, which were pretty
good for their time, authentic music was used on the selection screen, and
the crowd effects were as close to real as had been heard on a console at the
time. Obviously, things have moved on a lot since 1993, but who cares!? WWF
Royal Rumble was really fun to play, and as far as I'm concerned, that is all
that matters in a game.

Anyway, enough of my nostalgic raving, on with the guide already! I hope that
you enjoy my FAQ and that you find it helpful in mastering this excellent
game.

Thanks for reading,

Richard Arnatt << guitarfreak86@hotmail.com >>

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                           01.b - Legal Notice
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- GameFAQs.com   <http://www.gamefaqs.com/>
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                            01.c - Revision History
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Version 1.31 (11th Jul, 2003) - Someone actually emailed me about this?!

- Added a new question to my "Frequently Asked Questions" section.

- "The spelling check is complete!", Microsoft Word kindly informs me!

        *   *   *   *   *   *   *   *

Version 1.3 (1st Jul, 2003) - Display properly, damnit!

- Given the FAQ a nice, IGN-friendly format to avoid the "?" that appear all
  over the place.

        *   *   *   *   *   *   *   *

Version 1.2 (15th Jun, 2003) - Silly me!

- All the wrestlers have corrected heights; they were all a foot too short.

        *   *   *   *   *   *   *   *

Version 1.1 (12th Jun, 2003) - Oh, ****! Forgot about that!

- Included the "Winning Strategies" section, which somehow managed to not be
  present in the previous submitted version. I must learn to save regularly.

- Corrected the format. Some sections of the FAQ were over 79 characters in
  width, hence I took the liberty of correcting it, thus making it "GameFAQs
  friendly"!

- Appended to my "Frequently Asked Questions" section.

        *   *   *   *   *   *   *   *

Version 1.0 (10th Jun, 2003) - A Frenzied First Draft

- Everything you see before your beautiful eyes. Not bad for an evening's
  work!

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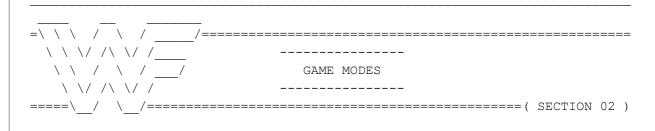
Just so there is absolutely no confusion with regards to communicating with
me, my email address is:

                          guitarfreak86@hotmail.com

If you have a question regarding this FAQ, email me at the above address.
Before you do this, however, please do the following:

- Check you have an up-to-date version of this guide. A more recent version
may contain your answer.

- Check that your question is not answered anywhere in this guide. There is
  nothing more annoying than being sent a question by a lazy gamer who has
not read the guide thoroughly beforehand.

That said, feel free to contact me if you need some assistance on this game,
or any other that I have written for. Also, if you notice an erroneous
information, help me out by letting me know. Not only does it help me, it
will help other gamers who read this FAQ, and I will be more than happy to
credit you for any such corrections!

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   \ \ / \ / ___/   GAME MODES
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=====__/ __/===(SECTION 02)
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This is the section where you can find out what all of the game modes do in
WWF Royal Rumble. There are four main sections, so hopefully there should be
little confusion in this area.

Before each match, you are given the opportunity to set the difficulty from
1-10, with 1 being the easiest setting. Win the Rumble on 10 and you're doing
well indeed.

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                          02.a - One-on-one Match

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The top option on the mode selection screen, a one-on-one matches is - as the
name suggests - a bout between two fighters, with the first to score a pin-
fall, count-out or submission proclaimed the victor. Once a one-on-one match
has been selected, a number of new options appear:

- One Fall - Regular match in an open ring. Choking and eye-raking is
  strictly prohibited, as is the use of any weaponry such as chairs or the
  ring bell. Any misconduct will result in the immediate disqualification of
  the guilty parties.

- Brawl - A no-holds-barred match where anything goes. The match ends only
  when either competitors stamina gauge becomes fully depleted, at which
  point the exhausted party will be forced to forfeit the match. Weapons can
  be utilised, as well as illegal holds and conduct normally deemed unfair in

a regular match-up.

- Tournament - A tournament consisting of eleven rounds for the WWF
  Championship Belt. Throughout the course of the tournament you must fight
  and successfully defeat each and every wrestler in the game in succession.
  No mean feat, I assure you. Successful completion will win you the belt and
  your wrestler's mug-shot in WWF Magazine!

- Two Player - Got a friend and a spare controller? Take them on in a two
  -player match or brawl.

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                              02.b - Tag Team
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Tag team matches allow two teams of two wrestlers to compete in a normal
match. Only one player from each team may enter the ring at one time, and the
dormant team-mate must "tag" their opponent to switch places with them. The
match types available are as follows:

- One Fall
- Brawl
- Tournament
- Two player - playing co-operatively or competitively with another human
  player.

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                           02.c - Triple Tag Team
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Triple tag teams are similar to regular tag team matches, but guess what?!
You have three people in each team. The same game modes for Tag Team are
available for Triple Tag Team matches.

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                            02.d - Royal Rumble!
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The match that this game is named after, the Royal Rumble is a twelve-man
extravaganza, where the aim is to throw all opponents out of the ring to
eliminate them. The last man remaining at the end is the winner! One or two
players may compete in the Rumble, however once one player is ejected from
the ring they must sit and watch the rest of the match with nothing to do.

This mode is the ultimate challenge in the game, as it requires great skill
and stamina (and even a little luck) to succeed. Tackling all twelve
competitors on the harder difficulty settings is an arduous task indeed.

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   \ \ / \ / ___/   CONTROLS
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=====__/ __/==================================(SECTION 03)
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In WWF Royal Rumble, all characters have the same set of base moves. Here is
how to perform them all...

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NORMAL POSITION

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```
D-pad                 - Move    (towards turnbuckle will result in climbing it)

[A]                   - Kick

[B]                   - Punch

[X]                   - Grapple

[Y]                   - Dash
                                        ONLY IN NO-HOLDS BARRED SITUATIONS
[L]                   - Eye Rake    <------------|    (i.e. Brawl, Rumble, or
                                                 |             Referee KO'ed)
[R]                   - Choke Hold  <------------`

[A] + D-pad towards   - Climb out of the ring
      ring ropes

[A] + D-pad towards   - Tag Colleague into the Match       (Tag Matches Only)
       tag partner

[SELECT]              - Change Tag Partner   (In Triple Tag Team Matches Only)
```

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GRAPPLE POSITION

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In a grapple, tap the required button quickly until the gauge fills in your
direction, at which point the desired move will be executed.

```
[A]                   - Head butt

[B]                   - Scoop Slam

[X]                   - Suplex

[Y]                   - Irish Whip

[L]                   - Atomic Drop

[R]                   - Back Breaker
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OPPONENT IS RUNNING

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[A]                 - Drop-kick

[B]                 - Monkey Toss

[X]                 - Clothesline

[Y]                 - Run


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PLAYER IS RUNNING

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[B]                 - Drop-kick

That's it!


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AFTER CLIMBING TURNBUCKLE

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[A], [B], [X] or [Y] - Senton Splash

D-pad Down          - Dismount Turnbuckle


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OPPONENT LYING, PLAYER STANDING AT THEIR HEAD

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[A]                 - Splash

[B]                 - Knee Drop

[X]                 - Pin


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OPPONENT LYING, PLAYER STANDING AT THEIR FEET

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[A]                 - Stamp

[B]                 - Elbow Drop


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OPPONENT LYING, PLAYER RUNNING TOWARDS THEM

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[B]                      - Senton Splash


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CARRYING A CHAIR

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[A], [B] or [Y]       - Smack him!

[X]                   - Put chair down

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                        03.b - Signature Moves
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Signature moves are unique to each wrestler, and must be performed when the
opponent's stamina bar is coloured red. Here is how to perform each
character's
specialist signature move.


Randy Savage - "Flying Elbow Drop"
----------------------------------
When atop the turnbuckle, with the opponent lying down, press [R]


Mr. Perfect - "Perfect 'Plex"
-----------------------------
While in a grapple, tap the [R] button


Bret Hart - "Sharpshooter"
--------------------------
When you opponent is lying on the canvas, stand at his feet and press [R]


The Undertaker - "Tombstone Piledriver"
---------------------------------------
While in grapple position, hit [R]


Tatanka - "Reverse Slam"
------------------------
Irish whip your opponent into the ropes and hold [R]


Crush - "Cranial Crush"
-----------------------
When opponent is dazed, stand behind him and press [R]


Ric Flair - Figure 4 Leg Lock
```

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    ------------------------------
When the opponent is on the mat, whack [R]


Shawn Michaels - "Back Suplex"
    ------------------------------
When opponent is dazed, sneak up behind him and press [R]


Razor Ramon - "The Razor's Edge"
    --------------------------------
While in a grapple, tap [R]


Yokozuna - "Banzai Drop"
    ------------------------
Stand in corner with opponent and press [R]


Lex Luger - "Running Forearm"
    -----------------------------
Irish whip your opponent into the ropes, run the opposite way and prod [R]


Ted Debiase - "Million Dollar Dream"
    ------------------------------------
When opponent is groggy, press [R] from behind him
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    \ \  /  \  / ___/          WINNING STRATEGIES
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Of course, depending on the difficulty level chosen, the task of winning a
match-up in WWF Royal Rumble will vary in the challenge it provides. These
strategies are only a suggestion; there are multiple effective methods to
win. The following methods are the ones I use most often when playing
matches. Hopefully you will find them helpful too!

If you have an alternative strategy, please email it to me and I will include
it. Mais oui, you will receive full credit for any strategy I include,
monsieur.

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                          04.a - One Fall Matches
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As soon as the ring bell sounds, move towards the centre of the ring and
punch your opponent twice, followed by a swift kick to the mid-section.
Grapple with your opponent and hammer the [A] button to deliver a head-butt.
Perform a couple of ground attacks like a leg-drop or a splash before
hoisting him to his feet. Repeat the punch, punch, kick and grapple move
combo, either head-butting again, or maybe mix it up a little with a few
suplexes or atomic drops. I suggest using the atomic drop move, as it takes a
massive chunk off your opponent's stamina.

After performing these combos two or three times in succession, your opponent's stamina gauge should be about half-full (or half-empty, should you be the pessimistic sort). At this stage, you can either finish the job by doing a couple more of the combos you used beforehand, or you can showboat a little. Floor your opponent, climb the turnbuckle and perform some spectacular manoeuvres such as a splash or a diving elbow.

Continue to assault your opponent until his stamina gauge drops into the red zone. Once this is the case, you are able to perform your character-specific signature move. If you are unsure about how to do this, consult section 03.b to find out. Once you have executed this manoeuvre, pin your opponent and wait for the "1, 2, 3!".

If you are still having trouble winning using this method, I suggest you practice on an easier difficulty setting. Using this strategy, I am able to win most matches whilst only taking one or two hits.

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04.b - Brawl Matches

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In brawl matches, anything goes! The aim of the game it to completely empty your opponent's stamina bar using any means possible. Eye-gouging, choking and the use of weapons are permitted, so you should take full advantage of this.

At the start of the match, head to the centre of the ring and pummel your opponent with a few punches and proceed to choke him with the [R] button. As long as you tap the button relatively quickly, he will not be able to escape the hold. His stamina should reduce steadily, while he is completely unable to attack you.

Once there is a reasonable gap between your stamina and his, you will be wanting to take the fight outside of the ring. If you are standing near the ring ropes, grapple you foe and tap [Y] rapidly to hurl him out of the ring and on to the harsh concrete floor. Otherwise, climb out of the ring and he will foolishly follow you to ground level.

Once outside of the ring, grapple your opponent and perform a few suplexes or atomic drops, which inflict greater damage due to the unforgiving surface you are dropping him onto. Another good attack is to Irish Whipping your adversary into the metal railings on the extreme left and right of the arena, which inflicts considerable damage to him.

Once the match is firmly in your grasp, grab either of the steel chairs leaning against the bottom of the ring apron and smack your opponent in the chops. You only get one swing with the chair, but a good, clean hit in the face will have a devastating effect upon your opponent.

Finally, once your opponent's stamina is close to empty, finish the match in style by re-entering the ring and layeth the smacketh down on his ass with your character's signature move to finish him off. Sorted!

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04.c - Tag Matches

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Tag matches are no harder than regular matches, except they take longer to finish. This is because you need to beat up all players in the opposite team to ensure victory. As soon as a CPU team member's stamina bar drops below 50%, they will immediately seek their team-mates and tag them into the action. Unfortunately, once he makes his way towards his team partner, there is very little you can do to stop him.

You too should apply the CPU's tactic of tagging once your active wrestler's stamina gauge falls below half-capacity. The inactive wrestler's stamina slowly rises again while he waits in his corner. Keep doing this to maximise your chances of success.

While wrestling, avoid straying nearly the opposing team's corner, for more often than not one of the dormant wrestlers will grab your throat and begin to choke you, allowing the other team members to pull a few cheap shots at your expense. Also, whatever you do, refrain from climbing out of the ring on you're their side, as both team members will then become active and beat you senseless. Likewise, I encourage you to hurl your opponent out to your team's side of the ring, as then you will have a considerable advantage.

As for the fighting itself, just follow the same method you use for one-on-one duels - simple chains of moves, nothing too elaborate - and you will have no trouble in winning these matches.

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04.d - Royal Rumble Matches
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The match from which this game borrows it's title, the Royal Rumble is the toughest challenge you will face while playing it! To win, you must successfully eliminate all other competitors by ejecting them from the ring. The match begins with two competitors, and a new competitor is added to the bout every ten seconds, until all twelve have entered the ring.

There are only two ways to eject a wrestler from the ring:

- An Irish Whip (grapple and mash [Y]) when your back is to the ropes.

- An Atomic Drop (grapple and [L]) when your opponent is closer to the ropes.

Of the two methods, the latter is by far most effective, although the Irish Whip method will probably be your most commonly used method. Master using both to ensure that you can tackle any opponent without needing to waste valuable seconds thinking.

Of course, due to the scale of this match, you are going to need a little luck in winning a Royal Rumble. Now no FAQ can teach you luck, but here痴 a little help to make winning this tough little cookie that tiny bit more attainable.

From the start, grab the first opponent you come across and throttle the life out of him by hammering the [R] key. Not only will this swiftly eat away your victim痴 stamina, but you are also impervious to attacks by other wrestlers. Once you have knocked him about a bit, chuck him out of the ring and repeat the process with the nearest guy available. Using this method, you should be able to claim victory within ten minutes.

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    \ \  /  \  / ___/            WRESTLER INFO
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                           05.a - Randy Savage
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Nickname: "Macho Man"
Name: Randy Savage
From: Sarasota, Florida
Height: 6'2"
Weight: 244lbs
Signature:  Flying Elbow Drop


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                           05.b - Mr. Perfect
_____


Nickname: "Mr. Perfect"
Name: Curt Hennig
From: Rochester, Minnesota
Height: 6'4"
Weight: 245lbs
Signature: The Perfect 'Plex


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                          05.c - The Undertaker
_____


Nickname: "The Undertaker"
Name: Mark Callaway
From: Death Valley
Height: 6'10 1/2"
Weight: 327lbs
Signature: Tombstone Piledriver


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                            05.d - Bret Hart
_____


Nickname: "Hitman"
Name: Bret Hart
From: Calgary, Alberta
Height: 6'0"
Weight: 234lbs
Finisher: Sharpshooter


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                             05.e - Tatanka
_____


Nickname: "Tatanka"
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Name: Chris Chavis
From: Pembroke, North Carolina
Height: 5'11"
Weight: 244lbs
Finisher: Reverse Slam

_____

                            05.f - Crush
_____

Nickname: "Crush"
Name: Bryan Adams
From: Kona Coast, Hawaii
Height: 6'7"
Weight: 314lbs
Finisher: Cranium Crush

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                            05.g - Ric Flair
_____

Nickname: "Nature Boy"
Name: Ric Flair
From: Charlotte, North Carolina
Height: 5'11"
Weight: 239lbs
Finisher: Figure 4 Leg Lock

_____

                          05.h - Shawn Michaels
_____

Nickname: "The Heartbreak Kid"
Name: Shawn Michaels
From: San Antonio, Texas
Height: 6'0"
Weight: 234lbs
Finisher: Back Suplex

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                           05.i - Razor Ramon
_____

Nickname: "Razor Ramon"
Name: Scott Hall
From: Miami, Florida
Height: 6'5"
Weight: 286lbs
Finisher: The Razor's Edge

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                            05.j - Yokozuna
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Nickname: "Yokozuna"
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Name: Rodney Anoai
From: Polynesia
Height: 6'4"
Weight: 404lbs
Finisher: Banzai Drop
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                          05.k - The Narcissist
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```
Nickname: "The Narcissist"
Name: Lex Luger
From: Atlanta, Georgia
Height: 6'5"
Weight: 254lbs
Finisher: Running Forearm
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                            05.l - Ted Dibiase
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```
Nickname: "The Million Dollar Man"
Name: Ted Dibiase
From: Seasonal Residence
Height: 6'3"
Weight: 245lbs
Finisher:  The Million Dollar Dream
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=====\__/  \__/=======================================( SECTION 06 )
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                       06.a - "Cloning" Your Wrestler
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At the character select screen, press and hold the [L] button until the "WWF"
logos in the background stop moving completely. Once this occurs, press and
hold the [R] button in tandem with [L] and once the logos stop moving again
select you character. When given the option to select your opponent, press
right once and you will be given the option to choose the same character
again to fight against. Weird, non?

Heh, at least it gives you the chance to resolve an argument if everyone
wants to play as Bret Hart or The Undertaker, as was a common occurrence when
playing with friends. It's also quite a novelty, if you think about it!

_____

                        06.b - Iron-Fisted Wrestlers
_____

Plug a controller into Port One and hold the [Y] button before turning the

power on. Wait for the copyright screen to load, then once the text begins to
fade press and hold [B] while [Y] is still held. If done correctly, you
should hear a wrestlers voice go "oof!", as if hit in the stomach.

Proceed to load any game mode, and revel in the fact that you can drain 40%
of your opponent's stamina bar in one punch. Try a Royal Rumble in this
state, and you'll realise how devastating this trick can be. You are
virtually unbeatable!

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                            06.c - Glitches
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So far I have found only one glitch in this game, and it concerns the Royal
Rumble mode itself. It can cause the game to crash, but it can also cause the
game to create TWELVE copies of the same wrestler to do battle with in the
ring. Okay, so it's hardly The Matrix: Reloaded, but it looks pretty cool
nevertheless.

So how do you do it? Simple! Just start a regular one-on-one bout against the
person you want to fight against, Agent Smith style, then either win the
match or quit to the title screen. Next, go as if to start a Royal Rumble,
but before you get to the character select screen hit [X] or [Y] until you
get back to the main screen. Highlight "REMATCH" and you will hopefully
arrive in the midst of a Rumble with as many as 5 of the same character in
the ring at the same time!

If you spot any more glitches like this, give me a shout via email and I'll
stick it in this section too.

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   \ \ / \ / ___/   FREQUENTLY ASKED QUESTIONS
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This is the section where I answer questions that I get asked a lot in email
that I receive from readers of this guide. As this is the first version of my
FAQ, there are not any "Bona Fide" questions to write here, so for now I'll
just have to pre-empt you all:

Q: Are there any secret characters in this game?
A: Unfortunately, there are no secrets whatsoever for this game. It sucks,
but the rest of the game is so good that I'll forgive them this once.

Q: How do you knock out the referee?
A: Either run into him, or Irish Whip your opponent into him. Easy!

Q: A magazine/web site/friend/fortune cookie told me that Papa Shango is in
this game, but I cannot find him. Please help!
A: Papa Shango and "Hacksaw" Jim Duggan appeared in the Genesis/Megadrive
version of WWF Royal Rumble, but they were omitted from the SNES version due
to the capacity of the cartridge. Sega's version used an 18 megabit cart,
whereas good old Ninty decided that an 16 megabit cartridge would be
sufficient.

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Q: How do I choose what colour costume my character wears?
A: Select them with [A] or [B] to alternate between lighter and darker shades
   of their outfit.

Q: When I do that "clone character" glitch, my game crashes. Why is this?
A: It's a glitch, that's why! A "glitch" is an undetected error in the game's
   code. Sometime, a glitch can be beneficial, but just as often it can be
   crippling, like the infamous "Purple Nine Glitch" on Grand Theft Auto III.

Q: How are you feeling today?
A: Not bad, thanks for asking!

Q: Who's your favourite wrestler?
A: Err, what happened to the "assistance with the game" part of my Contact Me
   section. Tsk! Oh, and it's Kurt Angle.

That's all for now!


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This FAQ is dedicated to David "ZoopSoul" McCutcheon, another writer on
GameFAQs.com and IGN who has been a true friend and provided me with much-
needed support and advice throughout my time as a writer. This one's for you,
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- The Mysterious Cyril
- Duncan Hardy


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- Mum
- Jenny
- Poppy
- Dad
- Rhian Walsh
- Alexandra Jones
- Laura Bellis
- David Tucker
- Dan Cansfield
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   - Sam Hayden
   - Steven Gatesman


                        "That's All, Folks"


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