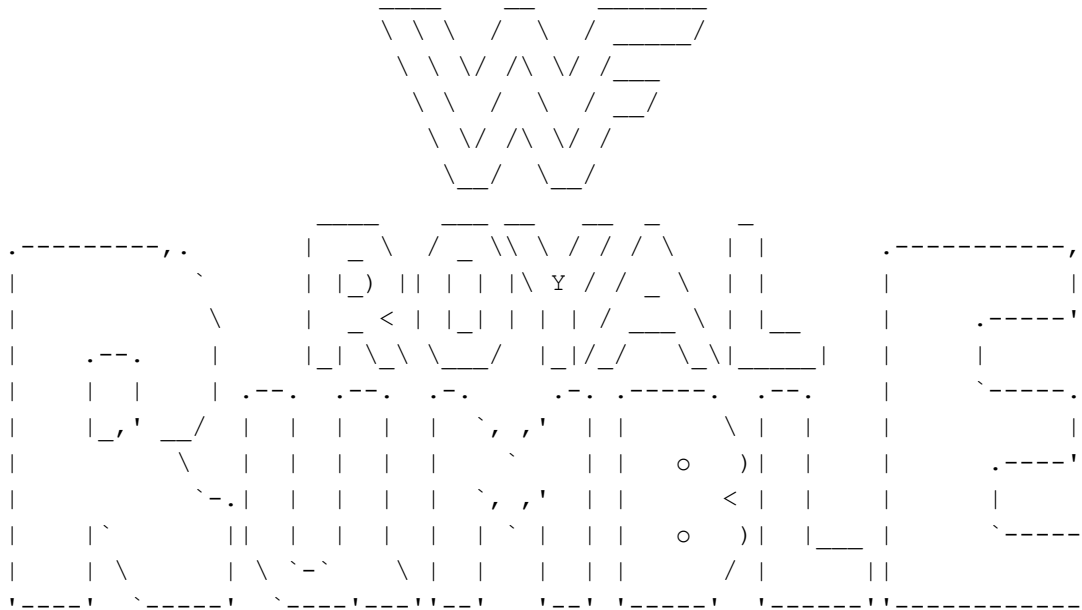


# WWF Royal Rumble FAQ/Move List

by Beautiful Affair

Updated to v1.1 on Jan 1, 2006



WWF Royal Rumble  
For the Super NES  
FAQ/Move List

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Last Revised: 01 January 2006  
Version 1.1

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### 1. Guide Opening

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The welcoming stuff to the guide.

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#### 1.01 - Version History

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Version 1.1 - 01 January 2006 - Updated the format and copyrights.

Version 1.0 - 01 November 2004 - The first posted version of this FAQ.

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#### 1.02 - Introduction

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WWF Royal Rumble is one of the top wrestling titles for the Super NES. It accurately displays well-defined graphics and some good sound to bring the action from the World Wrestling Federation to your TV screens from the power of your SNES in the most realistic way possible. There are several match types and the top stars from 1993 are all here in their glory. With good moves, hard-hitting action and some good fun from this game (once you get used to it), for wrestling fans, this title is worth getting to play for your SNES.

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### 2. Game Overview

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This section explains the basics of the game. If you are new to WWF Royal Rumble, you should read this stuff first.

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#### 2.01 - Controls

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##### Main Menu Controls

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- D-Pad - Move highlighting cursor
- Select - Confirm highlighted choice
- Start - Confirm highlighted choice
- Y - Confirm highlighted choice
- X - Go back one submenu

- B - Confirm highlighted
- A - Confirm highlighted choice
- L - Slow down speed of moving "WWF" logos in background of wrestler selection screen
- R - Speed up moving "WWF" logos in background of wrestler selection screen

#### Wrestling Controls

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- D-Pad - Move wrestler in corresponding direction
- R - Perform finisher when opponent's stamina meter is red

(Other buttons perform various actions. See the Move List section for this explained in more detail.)

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### 2.02 - Match Types

=====

Now, I'll have to explain how this works first - from the Main Menu screen, you choose one of the four main modes to compete in - these are One-on-One, Tag Team, Triple Tag Team and the main mode that the game advertises - the Royal Rumble. When you select one of these modes, you make some more sub-selections for how the match is conducted - whether there are no-holds barred or strict generic wrestling rules applied, how hard you wish the fight to be, whether the CPU picks your opponent or if you do, you know, that kind of stuff. Below explains each of the modes and the rules that can be applied.

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#### Main Types

-----

##### One-on-One

-----

Basically, in this mode, two wrestlers square off against each other in the squared circle. Using grapples, strikes and other techniques, you must wear down your opponent so that it is going to be easier and more likely for you to score the win. To win, you must either get a pin fall (pinning your opponent's shoulders to the mat and have the referee count to 3), a submission (apply a painful hold to make your opponent give up), or a count out (having the opponent outside the ring for over 10 seconds, if both wrestlers are outside the ring for this amount of time the match is declared a draw). Here are the sub-options you are presented for a One-on-One match...

- One Fall - This is the most common type of matchup that you see in wrestling action today. To win the match, you must (as obviously prompted) score one fall over the opponent to win. This is the pinfall, submission or countout. However, you can also cause your opponent to win via disqualification if you use illegal moves or weapons

Brawl - Also known as a "No-DQ" or "No Holds Barred" match, in this type of match, anything goes. There are no rules, so be as reckless as you wish. You can use illegal moves or weapons to gain the advantage over your opponent. There aren't any pinfalls or submissions in this match though, instead you must wear your opponent out by hitting him with so many hard moves that his stamina gauge runs out so that he can't fight any more, in which case you will be declared the winner.

Tournament - In this mode, you will select a wrestler and go through the rest of the entire WWF roster in the game, facing the WWF Champion at the end of your challenge. You face each wrestler in a normal one fall match, and when you beat the last wrestler, you will be crowned the new champion of the WWF!

#### Tag Team

-----

A Tag Team match, another popular form of wrestling match seen in many different wrestling organisations, what you must do is similar to that of a One-on-One match, but if you get worn down, you can tag your partner (who will be waiting on the ring apron in your corner). Only the tagged participants may fight in the ring, and only the legal participants may pin each other. Tag your partner if you are running out of energy but try to keep your opponent from tagging theirs to keep them worn down. The modes are...

One Fall - Simply like the single match for One-on-One, you can only use legal moves and fight fairly in this mode. Tag your partner in times of need and keep your opponents worn down so you can pin them more easily.

Brawl - As ever, this match type has no rules, so feel free to do whatever you want to your opponents and pick up the win! Wear one opponent down so that he has no energy left to win the match.

Tournament - Like the Tournament mode in One-on-One mode, you fight the rest of the roster, tag-team style, but instead of fighting for the WWF Championship in the final match, your team is competing for the Tag Team Championship. Teamwork and tactics is the key to victory!

#### Triple Tag Team

-----

This is the same as the Tag Team match, except in Survivor-Series style action, there are three people on each team, rather than two. Remember as always to tag different partners to keep them fresh and prevent your opponents from tagging. The modes are...

One Fall - You know how this works. You must simply gain a pinfall, countout or submission over your opponent using the legal participants that are in the ring. Switch places with tags constantly to keep your wrestlers refreshed.

Brawl - Anything is legal, so do whatever you can to get your opponent worn down so that you can claim the victory over them!

#### Royal Rumble

-----  
This is the main match type to compete in, hence the game's title. The rules of a Royal Rumble are that it is every man for himself - you have no allies. Anything goes in a Royal Rumble match. A superstar enters every few seconds after two superstars start in the ring. To eliminate a superstar, you must throw them over the top rope, and both their feet must touch the floor. The last person remaining in the ring is declared the winner of the Royal Rumble.

This mode requires definite skill for victory. Use Irish Whips to throw your opponent out of the ring and don't do anything risky that may have you ending up going over the top rope! Best of luck to you when you challenge the Royal Rumble!

=====

### 2.03 - FAQs

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Q: What do you get for winning the Royal Rumble/WWF Championship?

A: The satisfaction of knowing you beat them/won it.

Q: What is the difference between this game and WWF Super Wrestlemania?

A: WWF SWM was released for the Sega Genesis. In that game there are different wrestlers and some different controls.

Q: Can I perform illegal moves in normal One Fall matches?

A: If you knock out the referee, you can (after all, he can't see you do all that sneaky stuff if he's down and out!). To knock out the referee, walk into his path then run into him.

Q: How do I pin my opponent?

A: Walk to their side and press X on the controller.

Q: Hi, I'm from CheatCC...

A: Go away.

=====

### 3. Move List

=====

The list of moves and wrestlers in the game. This is what you were looking for, right?

=====

#### 3.01 - Wrestler List

=====

This is the information on each wrestler displayed on the wrestler selection screen.

Randy Savage

-----

From - Sarasota, Florida  
Height - 6'2"  
Weight - 245 lbs.  
Special Move - Flying Elbow Smash

Mr. Perfect

-----

From - Minnesota  
Height - 6'4"  
Weight - 257 lbs.  
Special Move - Perfectplex

The Undertaker

-----

From - Death Valley  
Height - 6'10 1/2"  
Weight - 328 lbs.  
Special Move - Tombstone

Bret Hart

-----

From - Calgary, Alberta, Canada  
Height - 6'0"  
Weight - 234 lbs.  
Special Move - Sharpshooter

Tatanka

-----

From - Pembroke, North Carolina  
Height - 5'11"  
Weight - 255 lbs.  
Special Move - Reverse Slam

Crush

-----

From - Kona Coast, Hawaii  
Height - 6'8"  
Weight - 315 lbs.  
Special Move - Cranium Crunch

Ric Flair

-----

From - Charlotte, North Carolina  
Height - 5'11"  
Weight - 239 lbs.  
Special Move - Figure-4 Leglock

Shawn Michaels

-----

From - San Antonio, Texas  
Height - 6'0"  
Weight - 234 lbs.  
Special Move - Back Suplex

Razor Ramon

-----

From - Miami, Florida  
Height - 6'7"  
Weight - 287 lbs.  
Special Move - The Razor's Edge

Yokozuna

-----

From - Polynesia  
Height - 6'5"  
Weight - 505 lbs.  
Special Move - Banzai Drop

The Narcissist

-----

From - Atlanta, Georgia  
Height - 6'6"  
Weight - 275 lbs.  
Special Move - Running Forearm

Ted Dibiase

-----

From - Seasonal Residences  
Height - 6'3"  
Weight - 256 lbs.  
Special Move - Million Dollar Dream

=====

3.02 - Everybody's Moves

=====

STANDING

-----

D-Pad - Move wrestler  
Select - Tag Partner in Triple Tag Team Mode  
Y - Run (bounce off ring ropes to head in opposite direction)  
X - Perform Tie-up with opponent to grapple them  
B - Punch  
A - Kick  
L - Eye Rake (illegal move)  
R - Choke Hold (illegal move)

TIE-UP

-----

NOTE: To perform tie-up moves, a meter appears and fills up in one direction depending on which wrestler gains the advantage in the Tie-up, with the victor performing the move. To perform tie-up moves, repeatedly and quickly press the respective button to do the move.

- Y - Irish Whip (makes opponent run uncontrollably in one direction across the ring)
- X - Vertical Suplex
- B - Scoop Slam
- A - Headbutt
- L - Atomic Drop
- R - Backbreaker

RUNNING PLAYER

- 
- B - Dropkick, Senton Bomb (when opponent is lying down)

RUNNING OPPONENT

- 
- X - Clothesline
  - B - Hiptoss
  - A - Dropkick

OPPONENT DOWN, PLAYER AT HEAD

- 
- X - Perform Pin Fall
  - B - Knee Drop
  - A - Body Splash

OPPONENT DOWN, PLAYER AT LEGS

- 
- B - Elbow Drop
  - A - Stomp

CARRYING WEAPON

- 
- Y/B/A - Hit opponent with weapon
  - X - Drop weapon

=====

3.03 - Finishers

=====

Some things you should know about finishing maneuvers. They are only performed when your opponent's stamina bar is low and coloured red. Each wrestler performs their finishing move by pressing R on the SNES controller, but each wrestler must be in a certain position in order for you to perform the finisher. Here is a list of finishers and in which positions you must be to perform them.

RANDY SAVAGE

- 
- Finisher - Flying Elbow Smash
  - Position to Perform - Standing on the turnbuckle, opponent lying down on mat

MR. PERFECT



-----  
Finisher - Perfectplex  
Position to Perform - In tie-up position

THE UNDERTAKER

-----  
Finisher - Tombstone  
Position to Perform - In tie-up position

BRET HART

-----  
Finisher - Sharpshooter  
Position to Perform - Opponent lying down on mat, player at their feet

TATANKA

-----  
Finisher - Reverse Slam  
Position to Perform - Opponent running, player standing still (hold R)

CRUSH

-----  
Finisher - Cranium Crunch  
Position to Perform - Standing behind groggy opponent

RIC FLAIR

-----  
Finisher - Figure-4 Leglock  
Position to Perform - Opponent lying down on mat, player at their feet

SHAWN MICHAELS

-----  
Finisher - Back Suplex  
Position to Perform - Standing behind groggy opponent

RAZOR RAMON

-----  
Finisher - The Razor's Edge  
Position to Perform - In tie-up position

YOKOZUNA

-----  
Finisher - Banzai Drop  
Position to Perform - Opponent lying near turnbuckle, player on turnbuckle

THE NARCISSIST

-----  
Finisher - Running Forearm  
Position to Perform - Opponent & player running toward each other

TED DIBIASE

-----  
Finisher - Million Dollar Dream  
Position to Perform - Standing behind groggy opponent

=====  
4. Hints and Tips  
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- If you are new to the game, always practise with simpler matches and work your way up from the simplest difficulty to the more advanced ones. After all no-one becomes perfect straight away.
- Vary your grapples and strikes. Try to find good combinations to hit your opponents with and master these strategies. Along with these, find good opportunities to use your wrestler's finishing move.
- Practise with every wrestler in the game before you decide on a definite favourite. Know their strengths and weaknesses, and use them to your advantage when fighting with them or against them.
- In Brawl matches of any kind, always use weapons at any possible opportunity as they deal a good amount of damage.
- If you want to perform a bit of foul-play in a One Fall match, take the referee out (but make sure he's capable of making the three-count when it comes to pinning your opponent!).
- In Tag Team matches, find good teams with well-balanced techniques, such as speed and power, and you will go far. Tag your partner often to keep the pressure on your opponents.
- If your opponents are reasonably tough, use lots of submissions to increase your likelihood of making them give up. Or try catching them out with a count out to sneakily defeat them.
- In Royal Rumble matches, find good ways of weakening your opponents and throwing them over the ropes. Use Irish Whips or Atomic Whips to do so. Also try to keep running at a minimum as other wrestlers can use hiptosses to throw you out of the ring.

=====  
5. Secrets  
=====

Looking for secrets? Find 'em here. (Thanks to Richard "Guitarfreak86" Arnatt's FAQ where I found these.)

=====  
5.01 - General Cheats  
=====

Hard Attacks  
-----

Hold the Y Button on the controller and switch on your SNES's power. While keeping Y held, wait for the legal-stuff screen to load, and then hold B on the controller simultaneously with Y when the text starts fading. You should hear a grunting noise. Now start a normal wrestling match and you'll find that your

attacks seem to do a lot more damage than usual. Very handy for tougher fights.

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## 5.02 - Glitches

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### Wrestler Clone

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I've tried this and it works, but sometimes causes the game to crash, so be warned when you try this. First, start a simple one-on-one match and then leave the match to go the title screen. Now from here, choose to participate in a Royal Rumble match but before going to the character screen, press X until you come back to the Main Menu on the Title Screen. Select Rematch and you may reappear in a Royal Rumble with several of the same characters participating. Veeeeery strange....

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## 6. Guide Closing

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The closing stuff and afterthoughts for this guide.

=====

### 6.01 - Credits

=====

#### Richard "Guitarfreak86" Arnatt

For two reasons - firstly for the recommendation that I should cover as many WWF/WWE games as I can including this one, and for his superb FAQ (which I absolutely recommend you check out) which has helped me find the finishing move performances of some wrestlers, and for the secrets you see in this FAQ, as well as being a good friend of mine. Thanks a lot mate!

#### Steve "Psycho Penguin" McFadden

For being a great friend and for all the help and support.

#### Jeff "CJayC" Veasey, the IGN staff, and other sites whom have posted this FAQ

For hosting all my work and allowing me to become a much more recognised author.

#### My cousin Gary

For giving me his old Super NES, with this game. Thanks a lot Gaz! ^\_^

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### 6.02 - Legal Disclaimer

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=====  
6.03 - Contacting Me  
=====

If you wish to get in touch with me regarding my work, whether you have any questions, comments or suggestions for this or any other of my FAQs, my E-Mail address is [rharrisonfaqs\(at\)gmail.com](mailto:rharrisonfaqs@gmail.com). Please make sure that your questions have been answered within the file before you send them, because I do not have time to look and reply to E-Mails that already have the solutions posted up, and you will likely not get a reply. If the file is complete and has a version number FINAL then you should definitely re-check before you send an E-Mail to me, otherwise then I'd be glad to help you out.

If you do send something helpful to me, then I will include in a future update of the file and I will give credit to you for whatever you have submitted. Please have a sensible E-Mail topic like "FAQ Question" so that I do not mistake it for something else and delete it. Thanks for reading and take care.

<http://www.gamefaqs.com/features/recognition/22792.html>

This file is dedicated to the memory of the late Chris MacDonald, who died on May 17, 2004. Rest in Peace.

<http://www.gamefaqs.com/features/recognition/85.html>

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