This game has received the following rating from the ESRB
CHAPTER 1
LEGEND BIOS

CHAPTER 2
INTERMEDIATE
START POSITION

CHAPTER 3
MATCH TYPES,
CHEATS & STRATEGIES

CHAPTER 4
WRESTLER
MOVE SETS

The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2002-2004 by Acclaim Publishing. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games and Acclaim Publishing. Prima Games is a division of Random House, Inc.

Legends of Wrestling™ 2 and Acclaim® & © 2002 Acclaim Entertainment, Inc. All Rights Reserved. Developed by Acclaim Studios Salt Lake City. All Rights Reserved. Marketed by Acclaim. Distributed by Acclaim Distribution, Inc. One Acclaim Plaza, Glen Cove, NY 11542-3777. “PlayStation” and the “PS” Family logo are registered trademarks of Sony Computer Entertainment Inc. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft.

All products and characters mentioned in this book are trademarks of their respective companies.

Important:
Prima Games and Acclaim Publishing have made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 0-7615-4131-4
Library of Congress Catalog Card Number: 20-02112370
Let me tell you something brother... On the cold dark night of January 23, 1984, at Madison Square Garden the era of the Hulkster was born. On that fateful night the Iron Sheik was no match for these massive 24-inch pythons! The Heavyweight Championship of the World was mine and the Hulkster was running wild! The sport of professional wrestling would never be the same. Legions of Hulkster fans began filling stadiums and arenas night after night to see me in action.

Not to boast too much my friend, but the Hulkster set the professional wrestling world on its ear, man. Who else can say they were the first and only wrestler to grace the cover of Sports Illustrated... The first to win back-to-back Royal Rumbles... The first to win the championship title 3 times... The first to bodyslam Andre the Giant and hand him his first loss in 15 years? I can brother... no one else!

But I digress... You know something? Getting to the top of professional wrestling was a long hard road. Way before the rise of the Hulkster, I paid my dues, learning the art of professional wrestling the hard way. Before you fans out there helped put wrestling on the map, I spent years training under the guidance of legendary Hiro Matsuda, years pushing myself to perfect my game, wrestling match after match to hone my skills. My hard work and dedication got me over and there was no turning back after that brother... no turning back!

There's no doubt I'm proud of my career and there's no doubt I'm proud to be part of Legends of Wrestling 2! Where else can you choose from among 66 of the best wrestlers the sport has ever known? No where! Legends of Wrestling 2 has got it all. There are singles matches, tag team matches, 3 and 4 way dances, awesome ladder and cage matches and Battle Royals. You've got the ability to recreate some of the most talked-about match-ups in wrestling's history right at your fingertips! But to rise through the ranks and build your career you're going to need help... no one gets there on their own, brother. That's where this great Official Legends of Wrestling 2 Strategy Guide comes into play.

All 66 legends have a real story to tell. Within these pages you'll find complete biographies of each of us. You'll learn where we came from, learn how achieving legendary status was no walk in the park. Each and every one of us spent years of blood, sweat and tears attaining our goals. You'll even get movies and interviews with some of us, should you be lucky enough to gain the stature needed to unlock them.
You'll also find an extensive Moves Section, listing every move available to each legend. These move sets match each wrestler's real-life wrestling style, so knowing what moves are available to you depending on which legend you choose will greatly enhance your wrestling ability. Along with these move sets you'll get inside information on how to best use the exclusive ISP (Intermediate Start Position) control system. You've got to know how to execute your moves and anticipate your opponent's reaction if you plan on grappling your way to the top. The ISP control system puts over 75 moves per wrestler at your control with the simple press of a button. However knowing which moves to pull in any given situation will be the key to success. Learn the art of the ISP system like the back of your hand and you'll be well on your way victory.

Of course, within the game you'll also find the entertaining Create-A-Legend Mode, where you can build your own legend to take on the likes of us! The combinations are endless.

And what would any strategy guide be without the hints and tips necessary to grab the gold? Inside this guide you'll find strategies for each and every match type and game mode. From one-on-one bouts to tag team belt tournaments, each match type and game mode presents certain challenges. Learn how to best maneuver around the squared-circle to outwit and outplay your opposition.

Finally, sandwiched within the strategy section you'll find the brand new Shop Mode. The Shop is the place to unlock all of the hidden extras. You're going to need money to do so and this special section will tell you exactly how to spend your coins wisely to get what you want! The Shop Mode is where you'll also find the cheats... and let me tell you something my friend, I know about cheats! Back in 1998, "The Million Dollar Man" Ted DiBiase tried to buy my championship. I said no way! So he enlisted Andre the Giant to do his dirty work! Not only did Andre get the victory and the belt he turned around and handed it to DiBiase! Talk about a double-cross! Never again brother! I suggest you don't try the same move on me or you'll find yourself on the wrong end of a devastating Running Leg Drop!

So now I think you should spend a little time learning what you'll need to know to survive in Legends of Wrestling 2. You've got promoters to deal with, regions to conquer, and 66 legends gunning for the championship. It's a tough world out there man, so you better be prepared! Good luck!

Hulk Hogan
SPECIAL THANKS:
Hulk Hogan
Bruno Sammartino
Rowdy Roddy Piper
Sid Vicious
Paul Orndorff
Rick Steiner
Rocky Johnson
Brian Knobs
Dr. Death Steve Williams
David Penzer
Terry Funk
Dory Funk, Jr.
Bret “Hitman” Hart
Jerry “The King” Lawler
“Mouth of the South”
Jimmy Hart
Superstar Billy Graham
George “The Animal” Steele
The Road Warriors
Ted DiBiase
Jimmy “Superfly” Snuka
Harley Race
The Shiek
Martha Hart
Stanley Kaufman
Donna Minton
Melanie Pillman
Kevin Von Erich
George Napolitano
Blackjack Brown
Henry Holmes
Brad Small
Steve Weinzecker
Ata Maivia Johnson
Marti Funk
Jim Bell
Stu Leviton
Daniel Siegel
Lenny Mitchell
Joyce Farhat

IN MEMORY OF
Andre “The Giant
Andy Kaufman
Big John Studd
Brian Pillman
British Bulldog
David Von Erich
Eddie Gilbert
Fritz Von Erich
Kerry Von Erich
Michael Von Erich
Owen Hart
Knowing your opponent is one of the most important aspects of professional wrestling. Understanding where your adversary comes from and what he has accomplished throughout his career will give you great insight as to how to approach your match. Take it from me. For over twenty years I've battled and beaten the best in the business. Even though some know me best for my very public feud with the late Andy Kaufman, I've earned the title "The King" by capturing championship belts defeating such legends as Terry Funk, Eddie Gilbert and "Superstar" Billy Graham.

There are 66 legends to choose from, each with their own distinct wrestling style. If size matters, then Andre the Giant may be the way to go. If classic wrestling is your thing, then Bruno Sammartino is the man! Whomever you select, get to know them and how they gained "Legend" status. And remember this... No match is going to be easy. We're talking about going toe-to-toe with the best of the best. I learned my lesson the hard way, finishing my very first professional match unconscious on the concrete arena floor! From that day on, I knew that understanding my opponent would be the key to victory.

Jerry "The King" Lawler
Hulk Hogan

If one wrestler can be credited with the huge rise in popularity of professional wrestling in the 1980s, it is Hulk Hogan. Discovered while playing the bass guitar in a nightclub, Hogan began training for his wrestling career with the legendary Hiro Matsuda before starting his career wrestling in the AWA. Hogan did wrestle some matches at the time in the WWE while being managed by “Classy” Freddie Blassie, but it wouldn’t be until appearing in Rocky III that Hogan would be on his way to super-stardom.

Vince McMahon recognized Hogan as the WWE’s ticket to worldwide acclaim. Hogan’s place in the history books would be cemented when he won the WWE Heavyweight Championship in 1984 after defeating the Iron Sheik. From there, the wrestling world began to capitalize on Hulk’s popularity, culminating in an event called Wrestlemania I. Teaming with the hugely popular Mr. T, Hogan took on the team of “Rowdy” Roddy Piper, “Mr. Wonderful” Paul Orndorff and “Cowboy” Bob Orton. The event was a huge success for the WWE. Wrestlemania II the next year, pitted Hogan against the big man, King Kong Bundy in a steel cage match, but it wasn’t until Wrestlemania III that Hulk Hogan would achieve his greatest moment in the ring.

Setting an indoor attendance record with more than 92,000 fans at the Pontiac Silverdome, Hulk Hogan was set to take on the undefeated Andre the Giant for the championship. Not only did Hogan defeat Andre, he body slammed the 500 lb. giant! A feat never before seen in the ring. From there, Hulk went on to many other matches and many other Wrestlemanias and eventually left the WWE for the WCW. Hogan would gain considerable success in WCW as well, winning their WCW Heavyweight Championship.

Since Hogan’s return to the ring this past year, and his Wrestlemania XVIII match against the Rock, he has proved that he is truly the “immortal” Hulk Hogan and that his story is far from over. Hulkamaniacs stay tuned.

**Attributes**

- **Power:** 5
- **Regeneration:** 2
- **Excitement:** 5
- **Grappling:** 0
- **Stealth:** 1
- **Constitution:** 5
Andre the Giant

Some wrestlers are known as legends because of the titles they’ve won. Others are known as legends for the huge spots they pull off in the ring. Still others are legends simply because they can be described in no other way. Andre the Giant is one of those legends of wrestling.

Andre started wrestling in his home country of France and then came across the Atlantic to Canada. Because of his enormous size, Andre instantly became a huge hit. Any promotion that had Andre on the bill was sure to have a sold-out venue that night. Andre was soon under contract with Vince McMahon Sr. and constantly appeared all over the US and Canada. This exposure worked to Andre’s benefit since he was frequently offered television roles in the seventies and eventually movie roles in the eighties such as the critically acclaimed, “The Princess Bride.”

Within the wrestling world Andre never held many titles, but did have his share of gold. His most notable championship was his brief and controversial reign as WWE Heavyweight Champion when twin refs made an illegal count on Hulk Hogan. Andre then sold the championship to the Million Dollar Man that same night. Probably his biggest match came against Hulk Hogan at Wrestlemania III in front of 93,000 people at the Pontiac Silverdome.

Unfortunately, with his mammoth size came considerable health problems that would finally catch up to Andre in the early 90s. Although he has passed away, Andre’s spirit and passion for the sport he dedicated his life to continues to live on as one of the most unbeatable wrestlers to ever enter the squared-circle.

**Attributes**

- **Power:** 5
- **Regeneration:** 4
- **Excitement:** 4
- **Grappling:** 0
- **Stealth:** 0
- **Constitution:** 5
While many credit today’s huge popularity of wrestling with Hulk Hogan, those people should realize that there’s another side of the coin. That other side of the coin was Rowdy Roddy Piper. For every hero, there’s a villain.

Born in Glasgow, Scotland, Piper later moved to Canada and became an amateur boxer. One night a wrestling promoter offered him a small amount of money to perform in a match. Piper would not look back from that opportunity and became a wrestler full-time. Soon joining the NWA, Piper quickly gained titles by defeating the likes of Ric Flair and Ricky “The Dragon” Steamboat in the early 1980s. In a highly touted “dog-collar match” against Greg “The Hammer,” Piper persevered for the NWA US title. After reaching his peak in the NWA, Piper joined the WWE in 1984 and quickly became the top villain of the promotion.

After helping to bring about Wrestlemania I, fighting against Mr. T and Hulk Hogan in the main event, his interview segment called “Piper’s Pit” gained popularity. This weekly “interview” segment was the start of the type of storyline you see in today’s wrestling. No one will even forget when Piper took a coconut to Jimmy Snuka’s head during the Piper’s Pit. The late 1980s would prove that Piper could act as well as wrestle starring in films like 1988’s “They Live.”

Acting was only a part-time occupation. For the most part, Piper remained a wrestler and became the WWE Intercontinental Champion in 1992. The 1990s would bring him continued success with a stint in the WCW. Wherever he went the “Hot Rod” continued to inspire those around him and should receive just as much credit as one of the 3 or 4 other top draws that made the industry what it is today.
Bret "Hitman" Hart

Bret Hart is a professional wrestler whose family roots were already firmly implanted in the squared-circle by the time he was born. The Harts were renowned in the American and Canadian wrestling circuits, considered by many the premiere family of wrestling. It would be a short time after Bret's birth that his father had his basement training facility labeled "The Dungeon." It was in the dungeon that Bret started training at a very young age to become "The Excellence of Execution." In his teens, Bret began to master the Canadian amateur wrestling circuits and ended up earning numerous titles. In 1978, when Bret was just 21, the McMahons noticed Bret and invited him to join the WWE... Bret accepted.

It was in the WWE that Bret would earn his nicknames Bret "Hitman" Hart and "The Excellence of Execution." These names would stay with Bret for the rest of his career, as would his devastating finishing move, The Sharpshooter. Bret had many rivals during his career, among the most notable being Curt Henning, Shawn Michaels and Ric Flair. His time in the WWE produced 2 Intercontinental Championships, 2 Tag Team Championships and 4 World Heavyweight Championships. It was during 1997, at the end of his fourth reign as WWE Champion, that Bret would lose his title in a controversial decision in Montreal, Canada. Referee Earl Hebner called for the bell and said that Bret had submitted to Shawn Michaels' "Sharpshooter" when he clearly did nothing of the kind. This understandably left Bret disheartened, and he soon left for stardom in the WCW.

Bret succeeded in the WCW, winning seven WCW World Championships, but a career ending series of concussions forced the "Hitman" to leave the ring altogether on October 23rd 2000. Bret Hart said it best, "I'm the best there is, the best there was, and the best there ever will be."

**Attributes**

- **Power**: 3
- **Regeneration**: 3
- **Excitement**: 4
- **Grappling**: 5
- **Stealth**: 3
- **Constitution**: 0

**Height**: 5'11"
**Weight**: 234 lbs.
**Hometown**: Calgary, Alberta, Canada

**Crowd Reaction**: Loved
**Finisher Move**: Sharpshooter
Bruno Sammartino

Before there was Hulk Hogan, there was Bruno Sammartino. This young Italian quickly joined a Canadian promotion in the late 50s and teamed up with Whipper Billy Watson. The two soon captured the International Tag Team Championship and, after having his first taste of gold, Bruno would never look back again.

On May 17, 1963, after joining the WWWF, Bruno Sammartino defeated Buddy Rogers for the WWWF Heavyweight Championship. Bruno used this huge opportunity to give professional wrestling credibility and bring the sport to national prominence. He would hold the title for almost seven years, defending it frequently against the likes of Gorilla Monsoon, “Classy” Freddie Blassie and “Killer” Kowalski. Nicknamed the Italian Strongman, Sammartino possessed enormous strength, no better illustrated than the night he body-slammed the massive 600-pound Haystacks Calhoun. The title defenses would end in the early 1970s when he went up against the “Russian Bear” Ivan Koloff. Koloff would win that night in 1971 and force Sammartino to step away from the WWWF for just over a year.

When Sammartino returned, he climbed the ranks once again and was finally granted a title shot against the new champion, Stan Stasiak. Sammartino pounced on his opponent and regained the belt on December 10, 1973. Sammartino’s new title reign would last for 4 more years. Finally he ran up against “Superstar” Billy Graham in 1977. Bruno Sammartino lost the match that night and eventually retired from professional wrestling.

Although he was no longer champion, Bruno was proud of his contribution to professional wrestling and felt, rightfully so, that he did his part to get professional wrestling the credibility and respect it deserved.

**Attributes**

- **Power**: 3
- **Regeneration**: 2
- **Excitement**: 5
- **Grappling**: 3
- **Stealth**: 3
- **Constitution**: 2
Scott Steiner’s professional wrestling career began as many other professional wrestlers’ careers have. As an All-American wrestling honoree at the University of Michigan, Scott had many doors in professional wrestling opened to him. Getting his feet wet in independent promotions like the CWA, Scott soon joined his brother Rick in the NWA in 1988. The tag team of the Steiner Brothers was formed and the world of professional wrestling would never be the same.

As the NWA became the WCW, the Steiner Brothers would win the Tag Team Championships 6 times. Scott would get a taste of singles gold when his brother Rick was sidelined due to an injury. Defeating Ricky Steamboat in September of 1992, Scott was crowned the WCW Television Champion. The Steiner Brothers would reunite soon after and have a run in the WWE before returning to the WCW in 1996. This latest run in the WCW would prove to be the end of the Steiner Brothers when Scott turned on his brother and joined the NWO. Under a new persona as Big Poppa Pump, Scott Steiner was a wrestler reborn.

This second part of Scott Steiner’s career saw as much success as he had as part of the Steiner Brothers, if not more. Scott’s legendary feuds with the likes of Sting and Booker T are without equal. Scott’s career hit its apex when he defeated Booker T on two different occasions to win the WCW World Championship. Scott Steiner’s career was almost two successful careers in one, giving him legendary status. The world waits in anticipation to see where Big Poppa Pump will turn up next.

**ATTRIBUTES**

- **Power:** 5
- **Regeneration:** 1
- **Excitement:** 3
- **Grappling:** 4
- **Stealth:** 3
- **Constitution:** 2
There have been many professional wrestlers through the years who describe themselves as intimidating, but no one has ever embodied “intimidating” quite like Sid Vicious. Sid started his career as Lord Humungous in smaller independent promotions like the CWF and CWA in the late 1980s. His break would come when he was invited to join the WCW as one half of the tag team “The Skyscrapers.” The Skyscrapers enjoyed some success, but Sid knew he was destined to do bigger and better things, so Sid embarked on a singles career that would eventually garner him huge popularity.

Sid continued on in the WCW until it became apparent that it was time for him to leave due to an altercation with Arn Anderson outside of the ring. Sid got an offer to join the WWE. Sid Vicious won the top prize in the promotion twice by defeating Shawn Michaels and Bret Hart on two different occasions. Sid would eventually leave the WWE for greener pastures and spent some time in the ECW and USWF before returning to the place where he started his singles career, the WCW.

Sid would gain the US title in 1999 and eventually the WCW World Heavyweight Championship as well. Unfortunately, a broken leg kept Sid out of action for a while in 2001 and once he recovered there was no WCW to return to. Sid has been seen lately in the WWA promotion and continues to terrify opponents wherever he goes.
Jerry "The King" Lawler is a man with a history deeper than the one behind the commentator’s table. Jerry started his path to legend status in 1970 when he made a deal with Memphis area promoter Aubrey Griffith. Jerry wanted time in Aubrey’s ring in exchange for free advertising on a radio show hosted by Lawler. Aubrey agreed. Unfortunately Jerry’s first match as a professional only got him six bucks and a concrete floor in his face. Even though “The King” ended his first match unconscious, the young man from Memphis would not be deterred.

Jerry eventually moved on to a promotion run by Jackie Fargo. Jerry trained and competed for three years until he won the Southern Tag Team title in 1973 and soon after captured the Southern Heavyweight Championship in 1974. Through numerous injuries Lawler persevered, holding onto the Southern Heavyweight title on and off for six years. After returning from an injury in 1979 Lawler defeated “Superstar” Billy Graham for the CWA World title. Jerry would travel through many other promotions. In August 1992 Jerry went to the "promised land" of the WWE. Jerry would remain with the WWE throughout the rest of the 1990s making guest appearances in ECW before settling in as the WWE color-commentator.

Jerry “The King” Lawler will probably be best known for his confrontation with “Mr. Hollywood” Andy Kaufman who starred in the popular 70’s sitcom Taxi. Kaufman entered the wrestling scene and started wrestling women from the audience. Lawler’s masculinity and respect for professional wrestling wouldn’t let this go down. The rivalry reached a climax when Lawler slapped Kaufman out of his chair on a nationwide talk show. Kaufman was upset that Lawler had performed his famous Piledriver on him twice in response to his wrestling against women. After the feud ended, Jerry would be forever recognized as a true legend and a defender of the ways of professional wrestling.

**JERRY “THE KING” LAWLER**

- Height: 6’
- Weight: 234 lbs.
- Hometown: Memphis, Tennessee
- Crowd Reaction: Loved
- Finisher Move: Sitout Piledriver

 Jerry “The King” Lawler is a man with a history deeper than the one behind the commentator’s table. Jerry started his path to legend status in 1970 when he made a deal with Memphis area promoter Aubrey Griffith. Jerry wanted time in Aubrey’s ring in exchange for free advertising on a radio show hosted by Lawler. Aubrey agreed. Unfortunately Jerry’s first match as a professional only got him six bucks and a concrete floor in his face. Even though “The King” ended his first match unconscious, the young man from Memphis would not be deterred.

Jerry eventually moved on to a promotion run by Jackie Fargo. Jerry trained and competed for three years until he won the Southern Tag Team title in 1973 and soon after captured the Southern Heavyweight Championship in 1974. Through numerous injuries Lawler persevered, holding onto the Southern Heavyweight title on and off for six years. After returning from an injury in 1979 Lawler defeated “Superstar” Billy Graham for the CWA World title. Jerry would travel through many other promotions. In August 1992 Jerry went to the "promised land" of the WWE. Jerry would remain with the WWE throughout the rest of the 1990s making guest appearances in ECW before settling in as the WWE color-commentator.

Jerry “The King” Lawler will probably be best known for his confrontation with “Mr. Hollywood” Andy Kaufman who starred in the popular 70’s sitcom Taxi. Kaufman entered the wrestling scene and started wrestling women from the audience. Lawler’s masculinity and respect for professional wrestling wouldn’t let this go down. The rivalry reached a climax when Lawler slapped Kaufman out of his chair on a nationwide talk show. Kaufman was upset that Lawler had performed his famous Piledriver on him twice in response to his wrestling against women. After the feud ended, Jerry would be forever recognized as a true legend and a defender of the ways of professional wrestling.

**ATTRIBUTES**

- **Power:** 2
- **Regeneration:** 3
- **Excitement:** 5
- **Grappling:** 1
- **Stealth:** 2
- **Constitution:** 1
Of all the great wrestling families in the world, the Harts stand supreme. Owen Hart was a perfect example of what wrestling was all about in the Hart family. Trained in Stu Hart’s Dungeon and learning the ropes in the Hart’s Stampede Wrestling promotion, Owen was on track to reach the same level of success as his brother, Bret "Hitman" Hart.

After getting his feet wet in Stampede Wrestling, Owen spent some time in Europe and then in Japan with New Japan Wrestling. It was here that he’d be the first westerner to win the IWGP Junior Heavyweight Championship. Owen wouldn’t look back, moving on to the WWE for a brief stint as the Blue Blazer and then to Mexico, Japan and Europe before finally going back to the WWE again where he would spend the rest of his career.

His career in the WWE was full of highlights. Most notable of which were his feuds with Shawn Michaels and his brother, Bret. Owen also captured the Intercontinental Championship twice: once on April 28, 1997 against Rocky Maivia and then again on October 5, 1997 defeating Faarooq. Owen Hart was set to take the wrestling world by storm when a tragic accident occurred during a pay-per-view event in May of 1999, ending Owen’s life. Owen’s career embodied the sheer persistence and heart that it takes to make it in professional wrestling. And, as others try to emulate his relentless drive and work ethic, Owen’s legacy as a true legend of wrestling lives on.

**Attributes**

- **Power**: 2
- **Regeneration**: 4
- **Excitement**: 3
- **Grappling**: 5
- **Stealth**: 4
- **Constitution**: 0
“Big” John Studd

John Studd will always be remembered as one of the biggest and best in the world of professional wrestling. He was a wrestler who was very good at throwing his considerable size around and he never apologized for it. With his career-ending finishing move, Studd would drive fear into the minds of many opponents and make them very wary to ever step into the ring with him again.

Starting in the mid 1970s, Studd captured his first piece of gold in the WWWF teaming up with his trainer “Killer” Kowalski to capture the Tag Team championship. Known as one of The Executioners then, Studd and his teammate Kowalski would have many title defenses and hold on to the tag titles for a considerable amount of time.

Studd’s biggest splash came during his feuds in the mid 1980s with Andre the Giant. Managed by Bobby “The Brain” Heenan, the feud began when Studd, teamed with Ken Patera, beat Andre senseless and chopped off all of Andre’s hair. This culminated in the hugely infamous Wrestlemania match on March 31, 1985 entitled the “$15,000 Body Slam Challenge.” If Studd won the match Andre would have to leave the WWE forever and if Andre won he would get the money. Needless to say Andre prevailed planting Studd with a massive body slam.

Studd’s career continued after that including many other memorable bouts with Andre and others. Studd went into retirement in the early 1990s leaving behind a stunning career as one of the truly big men of professional wrestling.

**Attributes**

- **Power:** 5
- **Regeneration:** 1
- **Excitement:** 2
- **Grappling:** 0
- **Stealth:** 0
- **Constitution:** 5
British Bulldog

Davey Boy Smith, The British Bulldog was born in Manchester England in 1962. From a young age, the Bulldog knew he wanted to be a pro wrestler. He began wrestling in 1979 at the age of 17. He would gain significant local fame touring England and Germany, but it wasn’t until he joined the Hart family’s Stampede Wrestling that his future as a legend of wrestling would start to take shape.

Joining with his cousin The Dynamite Kid, the team would call themselves the British Bulldogs. Davey Boy and the Dynamite Kid soon joined the WWE. The British Bulldogs took the tag team world by storm defeating the Dream Team of Greg “the Hammer” Valentine and Brutus Beefcake in 1986 for the WWE Tag Team Championships. Their reign would last for 8 months, which was a long time in the ever-shifting WWE. Davey Boy’s career took a turn when a car accident robbed his partner, the Dynamite Kid, of his wrestling career.

The British Bulldog would continue to have success despite the tragedy and win the Intercontinental title from Bret Hart on August 29, 1992 in the famous “Battle of The Brothers-In-Law” at Wembly Stadium in England. The Bulldog would enter the tag ranks again, teaming up with his other brother-in-law, Owen Hart. The two, undoubtedly with the benefit of The Bulldog’s tag experience, defeated The Smoking Gunns (Billy and Bart Gunn) to capture WWE Tag gold in 1996. Davey Boy would leave the WWE in 1998 only to return again in 1999 after what most thought was a career-ending back injury. Davey Boy’s popularity and skill as a wrestler whether it was as part of one of the greatest tag teams ever or by himself, has undoubtedly made a mark in professional wrestling. Davey Boy Smith is truly a legend of wrestling.

| Height: | 5'11" |
| Weight: | 260 lbs. |
| Hometown: | Leeds, United Kingdom |
| Crowd Reaction: | Loved |
| Finisher Move: | Running Powerslam |

Hart family’s Stampede Wrestling that his future as a legend of wrestling would start to take shape.

| Attributes | Power 4 | Regeneration 3 | Excitement 4 |
| Grappling 3 | Stealth 2 | Constitution 2 |
Hailing from the Fiji Islands, Jimmy Snuka would become one of the most recognized wrestlers in the history of the sport. Jimmy started his career in the NWA and soon adopted the Jimmy “Superfly” Snuka moniker. He would pair up with the likes of “Mr. Wonderful” Paul Orndorff and the two would capture the NWA Tag Team titles in 1978.

In the early 1980’s Snuka made his way to the WWE where Capt. Lou Albano took him under his wing. Albano got Snuka a title shot at the WWE champion Bob Backlund in a steel cage match. Snuka got Backlund on the mat unconscious, climbed to the top of the cage and performed his Superfly Leap. Unfortunately for Jimmy, Backlund moved out of the way and got out of the cage to get the victory. But a year or so later, Snuka would find himself in the same position against Don Muraco. This time Snuka landed the Superfly Leap and the entire crowd at Madison Square Garden went crazy. A little known fact is that in attendance at Madison Square Garden that night was a young Mick Foley who would watch Snuka perform that move… a move that inspired Mick to train and become a hardcore legend himself.

Snuka remained in the WWE before leaving for the AWA at the height of his popularity. Snuka was everywhere and his WWE merchandise was selling at least as well as Hulk Hogan’s or Roddy Piper’s. In 1989, Snuka returned to the WWE and was the first man to fight the Undertaker at Wrestlemania. Snuka was defeated and the loss marked a major turning point for the WWE from the days of Saturday mornings to Monday Night Raw Is War. Snuka remained in the WWE until 1992 when he started to frequent various independent promotions. Always able to entertain, Snuka continues to work for various independent wrestling promotions. He is a true legend.

**Attributes**

- **Power**: 3
- **Regeneration**: 1
- **Excitement**: 4
- **Grappling**: 1
- **Stealth**: 4
- **Constitution**: 2
Starting out in Amarillo, Terry Funk wrestled a lot with his brother Dory Funk, Jr. and in 1968 the two would capture the Amarillo Tag Team titles. He was soon invited to join the NWA and he soon proved he was up to the challenge by winning the NWA Western States Tag Team title with Ricky Romero. He and Ricky would end up feuding often in the early 1970s. The end result being that Terry would win the NWA Western States title a record six times. Terry would continue to spend the rest of the 1970s in the NWA.

At the start of the 1980s Terry diversified his résumé by wrestling for promotions other than the NWA. He spent sometime with SCW, capturing the Television and Tag titles (with Wahoo McDaniel) and also went to Japan where he would become a huge success. The Japanese fell in love with Terry’s brand of hardcore wrestling.

Terry spent some time in the WWE feuding with the Junkyard Dog. This feud would eventually lead to a match against Junkyard Dog and Tito Santana at Wrestlemania II. The rest of the eighties were relatively quiet for Terry. But, he would return in tremendous fashion to the insurgent ECW promotion defeating Jimmy “Superfly” Snuka for the ECW TV title and then beating Sabu on December 26, 1993 for the ECW Championship. He returned to the WWE in 1997 under the name Chainsaw Charlie.

Terry Funk would eventually leave the WWE again and spend time in Japan with the WCW winning their Hardcore Championship. Today the veteran of the squared circle still travels the world and defines what it means to be tough. He is truly a legend of wrestling.

**TERRY FUNK**

- **Height:** 6’1”
- **Weight:** 247 lbs.
- **Hometown:** Amarillo, Texas
- **Crowd Reaction:** Loved
- **Finisher Move:** Spinning Toe Hold

**ATTRIBUTES**

- **Power:** 2
- **Regeneration:** 5
- **Excitement:** 4
- **Grappling:** 0
- **Stealth:** 1
- **Constitution:** 5

**HEIGHT:** 6’1”

**WEIGHT:** 247 lbs.

**HOMETOWN:** Amarillo, Texas

**CROWD REACTION:** Loved

**FINISHER MOVE:** Spinning Toe Hold
Ted DiBiase’s story begins where his father’s ended. Ted was only 15 when his father, “Iron Mike” DiBiase passed away. Ted was also separated from his mother after she fell into a deep depression after the death of her husband. Ted went to live with his grandmother and eventually enrolled in West Texas State University. It was there that he was trained by another wrestling legend, Dory Funk, Jr.

Ted DiBiase was an immediate success partly due to his training from Dory but also because he was the son of “Iron Mike.” Ted traveled through different wrestling federations in Amarillo, Texas and Baton Rouge before ending up in Atlanta where he’d meet the love of his life Melanie. Ted and Melanie married in 1981 and then the DiBiasies moved to Mississippi where Ted joined Mid-South Wrestling. He wasn’t there long before he was noticed by Vince McMahon’s scouts and asked to join the WWE.

Fans were soon calling Ted DiBiase, “The Million Dollar Man.” Ted was a tremendous enemy of fan-favorite champions from day one. The highlight of his wrestling career came in Wrestlemania IV when Andre the Giant beat Hulk Hogan for the WWE Heavyweight Title. Andre handed the title belt over to DiBiase two minutes after he won it. “The Million Dollar Man” had just become the new WWE Champion after double-crossing the most popular wrestler in history. Ted wrestled until 1999, when a back injury finally forced him to leave the squared circle. His brazen attitude and unique managing skills coupled with his uncommon ability to get what he wanted makes Ted “The Million Dollar Man” DiBiase a legend of his time.

**“THE MILLION DOLLAR MAN”**
**TED DIBIASE**

<table>
<thead>
<tr>
<th>Height:</th>
<th>6'3&quot;</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weight:</td>
<td>245 lbs.</td>
</tr>
<tr>
<td>Hometown:</td>
<td>Omaha, Nebraska</td>
</tr>
<tr>
<td>Crowd Reaction:</td>
<td>Hated</td>
</tr>
<tr>
<td>Finisher Move:</td>
<td>DiBiase Dream</td>
</tr>
</tbody>
</table>

Ted DiBiase's attributes:
- **Power**: 2
- **Regeneration**: 4
- **Excitement**: 3
- **Grappling**: 3
- **Stealth**: 3
- **Constitution**: 0
“SUPERSTAR” BILLY GRAHAM

Height: 6’4”
Weight: 275 lbs.
Hometown: Paradise Valley, California
Crowd Reaction: Hated
Finisher Move: Bear Hug

Boastful, blond and buffed is the best way to describe "Superstar" Billy Graham. This hulk of a man caused such a stir in the AWA, NWA and WWWF that he was in main event bouts within two years of his career start. Graham was managed by the likes of Bobby “The Brain” Heenan in the AWA and the Grand Wizard in the WWWF. While not always liked by many in the crowd, there was always a solid fan base of “tweeners” who would root for him regardless of his actions.

When Graham returned to the WWWF in the spring of 1977, he was given a title match against Bruno Sammartino for the WWWF Heavyweight Championship. Graham won the match using the extra leverage gained from having his feet on the rope. He held the title for more than 10 months before losing it to Bob Backlund.

Graham spent the rest of his days in the WWWF enjoying a huge rivalry with Backlund until leaving in 1980. After rumors of his death surfaced in 1982, “Superstar” Billy Graham returned on the fourth anniversary of Backlund’s winning of the title, and ripped the championship belt in half. He remained in the WWE for a few more years until retiring to do television shows like The World’s Strongest Man competitions with Lou Ferrigno.

While having been a “Legend of Wrestling” for what he achieved in his career, he is also a legend because of his style and in-ring persona which have been used by countless others after his departure.

ATTRIBUTES

<table>
<thead>
<tr>
<th>Power</th>
<th>Regeneration</th>
<th>Excitement</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>3</td>
<td>4</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Grappling</th>
<th>Stealth</th>
<th>Constitution</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0</td>
<td>2</td>
</tr>
</tbody>
</table>
Bob Backlund didn’t just burst onto the scene of professional wrestling. He made his mark as a “straight-as-an-arrow,” technically proficient wrestler with no gimmick other than his skills on the mat. After winning the Div. II 190 lb. amateur championship in college, Backlund immediately began his pro career in the Minneapolis based AWA wrestling promotion in 1974. His baby-face appeal brought him wide acclaim and he was invited to tour the NWA where he got his first taste of gold teaming up with Gerald Brisco to capture the NWA Georgia tag title championship. Backlund continued to succeed in the NWA culminating in his winning of the NWA Missouri championship.

Joining the WWE in 1978, Bob Backlund didn’t have to wait long until he was pitted against the top villain of the WWE, who also happened to be the champion, “Superstar” Billy Graham. The two wrestled for the championship on February 20, 1978 with Backlund emerging as the new WWE World Heavyweight Champion. Backlund would be known as a fighting champion, who always did the right thing and always relied on his technically proficient wrestling style to defeat whomever he faced. He was the last of an era of professional wrestling that was based less on personality and more on wrestling skill.

Backlund’s title reign would run for almost six years until he went up against the Iron Sheik in late 1983. The Sheik dominated Backlund and applied the infamous camel clutch causing Backlund’s manager to throw in the towel and lose the championship for his wrestler. After his loss to the Iron Sheik, Backlund disappeared from professional wrestling for some time, returning once in the 1990s to recapture the WWE Heavyweight Championship, which he held for a short time.

**Attributes**

- **Power:** 2
- **Regeneration:** 4
- **Excitement:** 1
- **Grappling:** 5
- **Stealth:** 4
- **Constitution:** 0
Throughout his professional wrestling career, Killer Kowalski was one of the most hated and feared wrestlers of his time. Standing 6'7" tall and weighing almost 300 pounds, Kowalski instilled fear among fellow wrestlers and fans alike. It is even been said that he once ripped the ear right off one of his opponents. Yet despite of his size, Kowalski was a very skilled and agile combatant.

Killer Kowalski’s first title came in 1950 after he defeated "Nature Boy" Buddy Rogers for the NWA Texas Heavyweight belt. If that weren’t enough, Kowalski cemented his spot as a legitimate up-and-comer by winning the Texas Tag Team title later that year and the Central States Heavyweight title in 1951, pounding “Whipper” Bill Longson into submission. This proved that Kowalski had what was needed to dominate the US wrestling regions, so he moved north into Canada where he would arguably find his greatest success. This success would come in the form of his winning the AWA/IWA World Heavyweight Championship 8 times during his tenure, which lasted into the mid-1960s. To win these titles he defeated such greats as Don Leo Jonathon and Verne Gagne. These victories made Kowalski one of the biggest TV draws of the era.

In 1963, Kowalski moved to the World Wide Wrestling Federation (WWWF) feuding with Bruno Sammartino and other fan favorites until he teamed up with future ring announcer Gorilla Monsoon to win the WWWF US Tag Team title. Kowalski would remain in the East Coast based WWWF before jumping to the NWA’s Hawaiian territory where he would win more gold and then eventually retire in the mid 1970s. Kowalski continues to be involved in the business of professional wrestling as a trainer of some of today’s top superstars.
Eddie Guerrero has wrestling in his blood. With his father Gory Guerrero being one of the founding fathers of Luche Libre in Mexico, and all three of his brothers being prominent wrestlers in their own right, Eddie was bound to pick up wrestling as well. He did just that, debuting in Mexico’s MLL promotion in 1987. Primarily wrestling in tag matches with his brothers, Chavo, Mando and Hector, Eddie wouldn’t break off into singles competition until 1992 when he captured his first tile, the WWA Welterweight title as Mascara Magica.

Eddie would move on to different promotions at this point including AAA in Mexico and New Japan Pro Wrestling where he would gain considerable success and make a name for himself as an up-and-coming superstar. After tragically losing his AAA tag partner, Guerrero went to the Northeast United States to wrestle in Paul Heyman’s Extreme Championship Wrestling. It was here that his career-defining feud with Dean Malenko would take shape and even carry over to his time in WCW in 1995.

Guerrero would win his first title in the WCW by defeating “Diamond” Dallas Page in 1996 for the US Heavyweight Championship. This would raise Eddie’s profile in the wrestling world even higher and start some of the best feuds ever seen in the squared-circle including matches against people like Chris Jericho, Chris Benoit, and even his nephew Chavo Guerrero Jr.. Eddie would soon join the WWE in 2001 as one of the Radicals and continue his winning ways, capturing Intercontinental gold. Today, Guerrero continues to charm the ladies and carry on his family name in the top promotion of the world.

**Attributes**

- **Power**: 2
- **Regeneration**: 4
- **Excitement**: 3
- **Grappling**: 5
- **Stealth**: 4
- **Constitution**: 0
“Hacksaw” Jim Duggan, throughout the course of his career has had many highlights. Forever known as the man with an outstretched “thumbs-up” and a 2 x 4 resting on his shoulder, Duggan was an uncontrollable force never motivated by money nor fame as so many others. His motivation was what he felt was right in his heart and of course the good ‘ole US of A.

Starting in the WWWF in the mid to late 1970s, Duggan would start to get some push by transferring over to the NWA Mid-South. There he would win the Tag Team Championship in July of 1983 defeating Ted DiBiase and Mr. Olympia. After his time in the NWA was over Duggan went to the UWF, where he would find success until losing a “loser leaves town” match against the One Man Gang. This would prompt Duggan to return to the WWE where he originally started his career. The majority of Duggan’s accomplishments took place during this time. The most impressive of which was his winning the first ever Royal Rumble in 1988.

Duggan would remain in the WWE until 1994 when he joined the resurgent WCW promotion donning many roles. His most notable role came in the form of janitor for all WCW events, where he found the WCW Television Title belt in the trash and began to defend it as his own. Duggan finished his career in the WCW and will always be known as a man of many jobs and victories in all the promotions in which he competed.

**Attributes**

- **Power**: 3
- **Regeneration**: 2
- **Excitement**: 3
- **Grappling**: 0
- **Stealth**: 1
- **Constitution**: 3
The man known as “Bam-Bam” Bigelow isn’t considered a legend for the amount of titles he’s won or for the amount of Wrestlemania’s he’s competed in. Bigelow is a legend because of his brute strength in the ring and for the number of different promotions he has been a part of.

Also known as “The Beast from the East,” Bigelow started his career in the WWE in the mid 1980s teaming up on many occasions with their top star Hulk Hogan. His popularity began to rise with these pairings and he soon got an offer from the NWA, which he accepted. His decision to leave turned out to be a wise one because he captured the NWA Southern Heavyweight title in July 1986.

Bigelow would continue with stints in the WWE, New Japan Pro Wrestling, WCW and ECW. It was in ECW, however, that he began to collect titles once again defeating Shane Douglas for the ECW Heavyweight title in October of 1997 and also defeating Taz for the ECW Television title in late 1997. He then went to WCW where his hardcore side fully emerged as the self-proclaimed “King of Extreme” constantly feuding with Brian Knobbs in hardcore contests that have gone down in the history books as some of the most gruesome spectacles ever to be exhibited. Bigelow stayed with WCW through 2001.
Ricky "The Dragon" Steamboat

Ricky Steamboat started his career after leaving his home in Hawaii in the early seventies and going to Verne Gagne's AWA training camp. Steamboat was one of the few to graduate the program overcoming its ruthless difficulty. Ricky then joined the NWA's Mid-Atlantic territory and scored an upset victory over NWA's rookie of the year Ric Flair to win the Mid-Atlantic TV Championship. This would start a feud with Flair that would span decades crossing over into many other wrestling promotions.

Ricky Steamboat would remain in the NWA, building a name for himself with an eventual win over Ivan Koloff to take the Mid Atlantic Heavyweight title. Also a tag team partnership with "Chief" Jay Youngblood turned out to be very successful, as well, bringing them the NWA World Tag Team Championship. This would end with the death of Jay Youngblood in 1983. Ricky retired from wrestling to spend more time with his wife and child.

"The Dragon" couldn't stay away for long and returned to wrestling with the WWE in 1985 where he would feud with fellow legends, Don Muraco, Jake "The Snake" Roberts and Randy Savage. It was with Randy Savage that Steamboat would participate in what many consider to be the best Wrestlemania match ever when he defeated Randy Savage for the WWE Intercontinental Championship.

During the latter part of his career Ricky "The Dragon" Steamboat would reappear many times at other promotions as a special guest and then return to retirement. The last title Steamboat would win was a defeat over "Mr. Wonderful" Paul Orndorff for the WCW World TV title. Unfortunately a severe injury forced Steamboat to leave wrestling for good in 1993. He will always be remembered as a wrestler with un-paralleled skill in the ring and an insatiable appetite to entertain. Rick Steamboat is truly a legend of wrestling.

---

**Attributes**

- **Power:** 2
- **Regeneration:** 4
- **Excitement:** 3
- **Grappling:** 4
- **Stealth:** 5
- **Constitution:** 0
George “The Animal” Steele

The man known as George “The Animal” Steele, began wrestling in 1962 out of Pittsburgh, PA. Trained by Detroit promoter Vern Ruby, Steele soon became a hit in the WWWF and made waves throughout the professional wrestling business.

One of the strangest things Steele was most known for was his propensity to tear apart turnbuckles with his teeth. This ritual began while wrestling in a Pittsburgh promotion. The fans that night were given free couch pillows as a gift for coming to the show. At the end of Steele’s match a fan threw one of the pillows into the ring. Needless to say, George tore up the pillow with his teeth, the crowd went absolutely wild and from then on “The Animal” transferred his aggression at the end of a match to the turnbuckle.

His brand of wrestling translated well for the WWE’s programming once Hulk Hogan had become a household name and everyone had seen the first Wrestlemania. It was right after Wrestlemania I when George “The Animal” Steele took a liking to Randy Savage’s girlfriend, the lovely Miss Elizabeth. Obviously Savage wouldn’t stand for another man, much less an “Animal” looking at his woman, so the two began a feud culminating in a wildly popular Wrestlemania II match-up. Unfortunately for Steele, Savage would win the bout. But a kind smile from Elizabeth warmed “The Animal’s” heart, and that had to have been at least as good as a pin-fall for George.

George’s in-the-ring activities drew people back week after week to watch the WWE. In a way, George “The Animal” Steele, with his hairy chest, green tongue, and his half-eaten turnbuckles should get just as much credit for the WWE’s success as any other wrestler.

** Attributes **

- **Power:** 3
- **Regeneration:** 2
- **Excitement:** 5
- **Grappling:** 0
- **Stealth:** 5
- **Constitution:** 4

Height: 6’2”
Weight: 261 lbs.
Hometown: Detroit, Michigan
Crowd Reaction: Loved
Finisher Move: Steele Slam
Paul Orndorff has probably been called many things throughout his career; one thing he has never been called though is a loser. Early in his career Orndorff burst onto the scene and captured the North American Championship in 1978. He would go on from there to the Mid-Atlantic region and then eventually to the NWA in 1978. Here he teamed up with Jimmy “Superfly” Snuka and won the NWA World Tag Team Titles defeating Greg “The Hammer” Valentine and Baron Von Raschke. The team would lose the belts on April 28th, 1979 forcing Paul Orndorff to move on to Mid-South and Southeastern promotions. This would carry Paul throughout the early 1980s during which time he would win the North American title two more times, the final time after defeating another up-and-comer, Jake “The Snake” Roberts.

“Mr. Wonderful” Paul Orndorff’s biggest moment in the spotlight would come once he entered the WWE. Here he would eventually team with “Rowdy” Roddy Piper and be thrown right into the battle that would be the main event at the first WrestleMania: Roddy Piper and Paul Orndorff vs. Hulk Hogan and Mr. T. Although Orndorff would be on the losing end of that match, his popularity soared. After losing the WrestleMania match his partner Piper turned on him and Orndorff saw the error in his ways.

Orndorff would continue wrestling in the WWE through the mid 1980s until he took some much needed time off in 1988. He would reappear in the early 1990s wrestling in a stable called “The Dudes with Attitudes,” constructed to rival the Four Horsemen in the NWA wrestling promotion. From there, he segued to WCW where he was a strong draw, constantly feuding with wrestlers like Chris Benoit, Ric Flair and Brian Pillman.
Greg “The Hammer” Valentine

Height: 6’
Weight: 255 lbs.
Hometown: Seattle, Washington
Crowd Reaction: Hated
Finisher Move: Figure Four Leglock

At the age of 19 Greg Valentine was put on a plane by his father professional wrestler Johnny Valentine, bound for Alberta, Canada. Once he arrived Stu Hart, the most famous of all professional wrestling trainers at the time, met Greg at the airport. This would be the start of a career that spanned 30 years and multiple promotions.

Greg will probably always be best known for his time spent in the WWE, and his reign as the WWE Intercontinental Champion. But there was a whole other era spent in the NWA that few people really know about. In the NWA during the 1970s, Greg was teamed up with superstar Ric Flair. Greg’s training from Stu Hart paid off as he and Ric won the NWA World Tag Team Championship in 1978 when they defeated the Andersons. Greg would continue to pursue tag team titles before moving to the WWE in the early 1980s.

It was in the WWE that Greg would benefit from the huge popularity the WWE gained during this decade, appearing on TV just about every weekend. He continued to prove his championship caliber by winning the WWE Intercontinental Championship from Tito Santana in 1984 and the WWE Tag Team title with Brutus Beefcake in 1985.

Today Greg “The Hammer” Valentine still wrestles in Canada’s ICW. While his size still remains, he realizes that the time to hang up his tights will eventually come and he hopes to pass on whatever knowledge he’s gained throughout the years to the superstars of tomorrow. Greg “The Hammer” Valentine remains a legend in and outside the wrestling community.

**ATTRIBUTES**

- **Power**: 3
- **Regeneration**: 4
- **Excitement**: 0
- **Grappling**: 1
- **Stealth**: 1
- **Constitution**: 5
Debuting in 1973, the Iron Sheik, then known as The Great Hosein, rose through the ranks of professional wrestling, culminating in his first title while teamed up with The Texas Outlaw. Together they won the Canadian Tag Team Championship in 1978. It was this victory that got him noticed by the WWF where he debuted in 1979. The Iron Sheik announced his arrival in the promotion where he'd make a name for himself by winning the first ever Battle Royale in Madison Square Garden. The victory got the Iron Sheik a shot at WWF champion Bob Backlund 30 minutes later. The Iron Sheik battled Backlund for thirty minutes before Backlund pinned him.

Upon returning to the WWE in 1983, the Iron Sheik finally got a rematch with Bob Backlund who was still the WWE champion. The Sheik soundly defeated him on December 26, 1983 with his awesome finishing submission move “The Camel Clutch.” Winning the WWE championship was huge for the Iron Sheik… a victory that would place his name in the history books for years to come.

The Iron Sheik would lose the belt a short time later to Hulk Hogan, but this was to be expected. The Iron Sheik's next step was to team up with Russian, Nikolai Volkoff and win the Tag Team Championship at the first Wrestlemania. The Iron Sheik would leave the WWE eventually only to return for a bit in the early 90s. This time around the Iron Sheik didn't fair as well, so he continued on to wrestle with independent promotions into his 60s! The Iron Sheik's combination of technical ability and raw power made him arguably one of the most fearsome legends the sport has ever seen.

**Attributes**

- **Power:** 4
- **Regeneration:** 1
- **Excitement:** 0
- **Grappling:** 4
- **Stealth:** 1
- **Constitution:** 3

**Iron Sheik**

- Height: 6’
- Weight: 275 lbs.
- Hometown: Tehran, Iran
- Crowd Reaction: Hated
- Finisher Move: Camel Clutch
On November 7th, 1957 a baby was born in Atlantic City, NJ. No one would have expected that this small infant would grow into the giant brute of wrestling promotions throughout the world known as King Kong Bundy.

Bundy's story about his beginnings in the business is a unique one. Bundy's brother was friends with WWE referee Dick Wohrlee and he called Dick leaving a message that he'd like tickets to an upcoming WWE event. The message was so garbled by the time it got to Dick Wohrlee, Wohrlee got the impression that Bundy wanted to actually get into the wrestling business. When Wohrlee met the man who would become Bundy, he knew immediately that this 400 pound mass of man standing before him would fit in quite nicely.

It was during a tour of Japan that Bundy would get the break he had been waiting for when Hogan convinced him to come and join the insurgent WWE that Hogan had just joined. Bundy made a huge name for himself at the first Wrestlemania when he pummeled S.D. Jones in 9 seconds flat, a huge feat for any wrestler and a testament to the huge powerhouse that Bundy was. King Kong Bundy's greatest moment came the following year however, when he headlined Wrestlemania II against Hulk Hogan in a cage match. Unfortunately for Bundy, Hogan was victorious.

During the remainder of the 1980s King Kong Bundy appeared in various network television shows and full-length feature films. He continued to wrestle but wouldn't have another huge PPV match until Wrestlemania XI in 1995 when he took on The Undertaker and lost once again. Things quieted down after that Wrestlemania for Bundy. Today, he still wrestles in various independent promotions and will always remain a legend of the squared-circle.

### Attributes

**Power:** 5  
**Regeneration:** 3  
**Excitement:** 3  
**Grappling:** 1  
**Stealth:** 0  
**Constitution:** 5
Perhaps best be known as the father of today’s most popular wrestling superstar with a similar first name, “Soulman” Rocky Johnson had quite a successful wrestling career in his own day as well.

Rocky got his first taste of success in 1967 when he captured the Canadian Tag Championship with Don Leo Jonathan in Vancouver. The “Soulman” would stay in Canada for a few years until the early 1970s when he moved to the NWA. In the NWA, Rocky would continue to prove himself, winning the Los Angeles Battle Royal in 1970 and continuing to capture more Tag Championships with partners like Pat Patterson, Earl Maynard, Jerry Brisco and Pedro Morales. During this time, Rocky would make his home in Hawaii. Here, he would meet his future wife, the daughter of wrestling great Peter Maivia. Their union would bring about Dwayne Johnson, one of today’s most popular and respected superstars.

Rocky continued to be successful throughout the decade of the 70s. He was so successful, in fact, that the WWE invited him to join their ranks in the early 1980s. Rocky would eventually be teamed up with WWE Superstar Tony Atlas to capture the WWE Tag Team titles in 1983 and hold them all the way through 1984. Rocky would finish his career touring in the Pacific and Memphis professional wrestling alliances continuing to capture tag team titles. “Soulman” Rocky Johnson now leads a quieter life in Florida, close to the rest of his family.

**Attributes**

- **Power**: 5
- **Regeneration**: 1
- **Excitement**: 3
- **Grappling**: 2
- **Stealth**: 1
- **Constitution**: 3
Few can lay claim to the title “The most feared man in wrestling.” But if anyone can claim that title it would be native-born Hawaiian, Don Muraco. Muraco was a huge powerhouse from the first day he stepped onto the professional wrestling scene in the NWA’s Florida territory in 1979. Muraco’s first title came in 1980 after defeating “The Raging Bull” Manny Fernandez for the NWA Florida Heavyweight Championship.

Don Muraco began his tenure in the WWE managed by Capt. Lou Albano. Albano got Muraco tons of prime matches, and it wasn’t long before Muraco was fighting Pedro Morales for the Intercontinental belt on June 20, 1981. Muraco would win this bout but give the title back to Morales in five months at Madison Square Garden. Muraco increased his size which proved too much for his nemesis Morales, and he won back the Intercontinental Championship in blazing fashion. However, it was during this title reign that he would be on the wrong end of one of the most memorable wrestling moments in history when Jimmy “Superfly” Snuka landed on him from the top of the cage during a match in 1983. Muraco would ultimately win the match, but would eventually lose the belt in February of 1984. It was then that Muraco and Capt. Lou parted ways, and Don picked up Mr. Fuji who was, at the time, one the top managers in the WWE.

Muraco would continue to dominate in the WWE. Don later went to Calgary to Stu Hart’s Stampede Wrestling promotion. There he won the North American Heavyweight Championship. From there, Muraco moved on to various independent promotions before landing in ECW along with two men who had made such a huge impact on his life, Jimmy Snuka and Tito Santana. All three wrestlers realized championship gold in the ECW. It was just like 1983-84 all over again. Muraco gradually reduced his wrestling schedule after that, but will always remain in the minds of his former opponents as one of the most feared men in wrestling history.

**ATTRIBUTES**

- **Power**: 5
- **Regeneration**: 0
- **Excitement**: 2
- **Grappling**: 0
- **Stealth**: 1
- **Constitution**: 5
Nikolai Volkoff

No other man has been more hated in the professional wrestling ranks than Nikolai Volkoff. Known mostly for carrying a Soviet flag to the ring and singing the Soviet anthem before a match, Volkoff's long career started at the 1968 Summer Olympics in Mexico City. It was there that he wrestled for his home country of the USSR before coming to the US in 1970.

As soon as Volkoff was in the United States, he began wrestling in the WWWF. Managed by Lou Albano and partnered with Gito Mongol, the two immediately captured the WWWF Tag Team titles after defeating Victor Rivera and Tony Marino. Volkoff would move onto singles matches after losing the tag titles. In 1974 he had what he considers to be the most memorable match of his life when he sold out the "new" Madison Square Garden wrestling Bruno Sammartino. Greater things were to follow, as Nikolai would get a considerable amount of title shots from whoever the current WWWF Champion was at the time. Nikolai would continue his crusade for some time before leaving the wrestling world, only to re-enter a few years later.

Nikolai returned to the new WWE after being asked back by Vince McMahon Jr. It was then, in 1984, that he would team up with the Iron Sheik to become the most hated tag team in professional wrestling's history. The two competed at the first Wrestlemania against Mike Rotundo and Barry Wyndham to capture the WWE Tag Team titles that Volkoff had held 15 years before. Hate him or love him, Volkoff's influence in the WWE and professional wrestling in general is undeniable. Nikolai Volkoff is truly a legend of wrestling.

**Attributes**

<table>
<thead>
<tr>
<th>Power</th>
<th>Regeneration</th>
<th>Excitement</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>3</td>
<td>0</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Grappling</th>
<th>Stealth</th>
<th>Constitution</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>1</td>
<td>4</td>
</tr>
</tbody>
</table>
Throughout the annals of wrestling history the title of “hardcore” is given to many men. Only four or five actually deserve the title these days and there is only one man who can be credited with starting the “Hardcore Revolution.” That man is Abdullah the Butcher.

Abdullah began wrestling professionally in 1958 in a Canadian independent promotion. It wouldn’t be until the 1960s after Abdullah proved himself that he would be called upon by the larger more organized promotions like the AWA and NWA. The 60s would start a career for Abdullah that would require him to travel constantly to many different regions with the promotion. When Abdullah appeared with his favorite weapon, a fork, you knew 2 things... there was going to be blood (and lots of it) and the future for whomever he was facing wasn’t looking too bright. That’s not to say that Abdullah was indestructible. What was daunting about Abdullah, though, was his knowledge of how many pints of blood it would take to bring him down. Throughout the 60s, 70s, 80s and 90s Abdullah had some truly brutal feuds with the likes of other hardcore legends such as Cactus Jack, Bobo Brazil, Dusty Rhodes and most notably the Sheik.

Abdullah did win his share of championships during his travels between different regions and countries. Most notably the NWA North American Heavyweight title a number of times in the early 70s and the PWF Heavyweight Championship in All Japan Pro Wrestling. While Abdullah has retired from his daily ring regiment, a number of special appearances he’s made have proven that no promotion is truly safe from one of the most feared wrestlers in history, Abdullah the Butcher.
Mil Mascaras

Height: 5'11"
Weight: 245 lbs.
Hometown: Mexico City, Mexico
Crowd Reaction: Loved
Finisher Move: Crossbody

The Mexican version of professional wrestling, Luche Libre, has had many high-flying, masked superstars, but none as prolific as Mil Mascaras. Born in 1942, Mil Mascaras, whose name means “1,000 masks,” began wrestling at age 22 in Mexico. He quickly developed a style that would be imitated by professional wrestlers for years to come.

Grabbing his first title in 1967, Mil Mascaras would soon leave the familiar confines of Mexico for the United States, luckily gold would follow as well, winning America’s Heavyweight title multiple times and the IWA World Heavyweight title in 1976. Mil Mascaras would also frequently visit Japan where his high-flying style inspired many huge names in Japan, namely Tiger Mask. Upon returning to America he would always have competition lined up, since many wrestlers’ idea of “making it” was to have a feud with Mil Mascaras. The list of wrestlers Mascaras battled reads like a who’s who of 1970s wrestling: “Superstar” Billy Graham, Ox Baker, Harley Race and Ivan Koloff to name a few.

Mascaras would continue to travel through the 1980s and star in dozens of Mexican action films to boot! He won his final title in Mexico in 1991. He also held the WWA World Heavyweight Championship for 3 years, until in 1991 when his defeat would signal his retirement from wrestling. This high-flyer’s long and hugely successful career, wowing and inspiring the fans of the world certainly earns him a place among the legends of wrestling.

Attributes

- Power: 2
- Regeneration: 2
- Excitement: 4
- Grappling: 3
- Stealth: 4
- Constitution: 0
While Steve Williams is known as an excellent athlete who’s earned football honors as an offensive lineman for the Oklahoma Sooners, his wrestling career has truly made him a legend. His raw brutality and drive took him to a number of different promotions throughout his career. The first of which was the UWF where he captured the World Heavyweight title and the Television title. He soon moved on to the NWA, which was soon to become the WCW.

Steve acclimated himself very quickly to the new promotion and was involved in the WCW Tag team circuit, teaming up with Mike Rotundo and Terry Gordy to win the tag belts on two different occasions. Williams would eventually get a big deal with All-Japan Pro Wrestling where he won the Triple Crown and many other belts. In the All-Japan promotion, Steve Williams had found the right venue where his grittiness and skills would flourish into a tremendous amount of popularity for him. As with everything though, all good things must come to an end. So after leaving Japan, Steve Williams attempted a stint in the WWE before returning once again to the WCW.

Never before has such a wrestler harnessed so much raw power into his in-ring skills. “Doctor Death” Steve Williams is a force to be reckoned with, making him a legend of wrestling.

---

**“DR. DEATH” STEVE WILLIAMS**

**Height:** 6'2"

**Weight:** 255 lbs.

**Hometown:** Norman, Oklahoma

**Crowd Reaction:** Loved

**Finisher Move:** Elevated Powerbomb

---

**ATTRIBUTES**

- **POWER:** 4
- **REGENERATION:** 1
- **EXCITEMENT:** 2
- **GRAPPLING:** 3
- **STEALTH:** 2
- **CONSTITUTION:** 4
Rick Steiner, the older of the two Steiner Brothers, began his professional wrestling career in 1983 after enjoying huge amateur success at the University of Michigan. Rick would quickly “learn the ropes” of professional wrestling and garner significant singles popularity before having his brother Scott join him in 1986. The team of The Steiner Brothers would never look back. Capturing accolade after accolade in the NWA, the team continued their winning ways when the NWA became the WCW.

In the WCW the two would follow a pattern of winning the Tag Titles and then one out of the two would get injured. Despite setbacks such as these, the unstoppable force of the Steiner Brothers would continue on. Success would follow the team in the WWE during 1993 winning the WWE Tag Team Championships twice from the team of Ted DiBiase and Irwin Schyster otherwise known as Money, Inc. Their time in WWE was short lived however, and they traveled the globe before ending up in the Philadelphia-based ECW in 1995 and then the WCW again in 1996.

The second half of the 1990s would prove to be the end of the successful tag team when Scott turned on Rick and joined the New World Order. Rick would have the last laugh, though, as he single-handedly defeated Scott Steiner and The Giant for the WCW Tag Team titles in October of 1998. Rick continued to have success with great feuds against Booker T and his brother, Scott. Rick’s success as a Steiner Brother may out-shadow his singles career, but his heart and “never-say-die” attitude surpass it all. Rick Steiner is a legend of wrestling of the highest degree.

**Rick Steiner**

- **Height:** 5’11”
- **Weight:** 248 lbs.
- **Hometown:** Detroit, Michigan
- **Crowd Reaction:** Loved
- **Finisher Move:** Spinning Belly-to-Belly Suplex

Rick Steiner's attributes:

- **Power:** 4
- **Regeneration:** 2
- **Excitement:** 1
- **Grappling:** 5
- **Stealth:** 2
- **Constitution:** 1
**KERRY VON ERICH**

Kerry Von Erich was arguably the best wrestler of all the Von Erichs. His life started in Niagara Falls on February 3, 1960 as a son to the “Iron Claw” Fritz Von Erich. Kerry was a discus thrower just as his dad had been and was even considered for the U.S. Olympic team after breaking his father’s record at Southern Methodist University. The Olympics never panned out for Kerry because of the Summer Olympics boycott in 1980. Kerry turned this disappointment into an opportunity because now he could pursue the true love of his life, professional wrestling.

Kerry started out as a tag partner with his brother Kevin in the World Class Championship Wrestling promotion. The two won that promotion’s tag titles four times. Kerry quickly made a name for himself and showed that he deserved that recognition by winning the WCCW Heavyweight Championship three times in the late 1970s and early 1980s. Kerry also spent a lot of time in the NWA, winning multiple tag titles and the elusive NWA World Six-Man Championship 8 times! Kerry went on to win the NWA World Championship, defeating Ric Flair during a tribute card commemorating his deceased brother. This was a huge boost for Kerry’s career.

In the early Summer of 1990, Kerry debuted in the WWE as “The Texas Tornado”. In a weird twist of fate another wrestler injuring himself opened the door for Kerry to wrestle “Mr. Perfect” Curt Hennig at the 1990 Summerslam for the WWE Intercontinental Championship. Kerry won the belt and while only holding the belt for 3 months, he was now one of the top five wrestlers in the business. Unfortunately, after suffering serious injuries in a motorcycle accident Kerry’s career would come to a bittersweet end. As the shining star of the fabulous Von Erich family, Kerry Von Erich is known throughout the world as a true champion.

**ATTRIBUTES**

- **Power**: 3
- **Regeneration**: 3
- **Excitement**: 2
- **Grappling**: 4
- **Stealth**: 3
- **Constitution**: 0
Hawk was born in Chicago, Illinois and moved to Minneapolis when he was fourteen years old. Prior to his wrestling career he worked as a bouncer and collector of gambling debts. In his early years Hawk was “broken in” by Ed Sharkey, learning the ropes with the likes of the late, great Rick Rude. Hawk, together with his long-time tag team partner, Animal, has been a tag team champion since day one.

Hawk and Animal set the professional wrestling world on fire for nearly two decades as the tag team known as the Legion of Doom Road Warriors. More commonly known as only the Road Warriors the tag team started their career as champions winning the National Wrestling Alliance (NWA) tag team belts in a tournament on June 11th, 1983. Their rookie year was capped off with being named Pro Wrestling Illustrated’s “Tag Team of the Year.”

The 1990’s brought the Road Warriors more vindication that they were still on the top of their game when the WWE signed the tag team in 1990. The Legion of Doom, as they would be known in the WWE soon won “their” tag team belts by defeating the Nasty Boys at Madison Square Garden in New York City at the 1991 Summer Slam PPV. Their popularity skyrocketed in the next two years until Animal sustained an injury in 1992, forcing the Legion of Doom to go on a hiatus until Animal was able to rehabilitate.

Hawk still wrestled during the hiatus in many different federations including ECW, All Japan, and WCW. It was in WCW when Animal made a return in February of 1996. The two worked in WCW for under a year until the mass-market power of the WWE called them back. The gamble paid off when the Legion of Doom Road Warriors won the WWE Tag Team Title in the Fall of 1997. Shortly after they stepped away from wrestling, Wrestling All-Stars Magazine named Legion of Doom Road Warriors the top tag team of the century, further cementing their place among the legends in professional wrestling.

**Attributes**

- **Power**: 4
- **Regeneration**: 1
- **Excitement**: 3
- **Grappling**: 1
- **Stealth**: 1
- **Constitution**: 4
Before Animal was a wrestler, he was a high school All-American in both baseball and football. Although he was offered several scholarships for baseball, Animal set his sights on the gridiron. Many thought he would be drafted by the NFL. Unfortunately, he blew out his knee in his second-to-last college game. Together with his tag team partner Hawk, the pair would go on to become one of the best tag teams the wrestling world had ever seen.

Hawk and Animal set the professional wrestling world on fire for nearly two decades as the tag team known as the Legion of Doom Road Warriors. More commonly known as only the Road Warriors the tag team started their career as champions with manager “Precious” Paul Ellering winning the National Wrestling Alliance (NWA) tag team belts in a tournament on June 11th, 1983. Their rookie year was capped off with being named Pro Wrestling Illustrated’s “Tag Team of the Year.”

Many dismissed the Road Warriors as having reached their peak too soon, but they continued to compete at a championship level through the 1980's with the NWA and a short stint with the American Wrestling Association. The 1980's also saw the development of one of the most vicious finishing maneuvers of all time... The Doomsday Device. The Legion of Doom, as they would be known in the WWE soon won “their” tag team belts by defeating the Nasty Boys at Madison Square Garden in New York City at the 1991 Summer Slam PPV. Their popularity skyrocketed in the next two years until Animal sustained an injury in 1992, forcing the Legion of Doom to go on a hiatus until Animal was able to rehabilitate.

It was in WCW when Animal made a return in February of 1996. The two worked in WCW for under a year until the mass-market power of the WWE called them back. The gamble paid off when the Legion of Doom Road Warriors won the WWE Tag Team title in the Fall of 1997. The duo’s time with the WWE ended after Wrestlemania XIV. Shortly after they stepped away from wrestling, Wrestling All-Stars Magazine named Legion of Doom Road Warriors the top tag team of the century, further cementing their place among the legends in professional wrestling.

**Road Warriors**

**Animal**

- **Height:** 6’1”
- **Weight:** 295 lbs.
- **Hometown:** Chicago, Illinois
- **Crowd Reaction:** Loved
- **Finisher Move:** Powerslam

Before Animal was a wrestler, he was a high school All-American in both baseball and football. Although he was offered several scholarships for baseball, Animal set his sights on the gridiron. Many thought he would be drafted by the NFL. Unfortunately, he blew out his knee in his second-to-last college game. Together with his tag team partner Hawk, the pair would go on to become one of the best tag teams the wrestling world had ever seen.

Hawk and Animal set the professional wrestling world on fire for nearly two decades as the tag team known as the Legion of Doom Road Warriors. More commonly known as only the Road Warriors the tag team started their career as champions with manager “Precious” Paul Ellering winning the National Wrestling Alliance (NWA) tag team belts in a tournament on June 11th, 1983. Their rookie year was capped off with being named Pro Wrestling Illustrated’s “Tag Team of the Year.”

Many dismissed the Road Warriors as having reached their peak too soon, but they continued to compete at a championship level through the 1980's with the NWA and a short stint with the American Wrestling Association. The 1980's also saw the development of one of the most vicious finishing maneuvers of all time... The Doomsday Device. The Legion of Doom, as they would be known in the WWE soon won “their” tag team belts by defeating the Nasty Boys at Madison Square Garden in New York City at the 1991 Summer Slam PPV. Their popularity skyrocketed in the next two years until Animal sustained an injury in 1992, forcing the Legion of Doom to go on a hiatus until Animal was able to rehabilitate.

It was in WCW when Animal made a return in February of 1996. The two worked in WCW for under a year until the mass-market power of the WWE called them back. The gamble paid off when the Legion of Doom Road Warriors won the WWE Tag Team title in the Fall of 1997. The duo’s time with the WWE ended after Wrestlemania XIV. Shortly after they stepped away from wrestling, Wrestling All-Stars Magazine named Legion of Doom Road Warriors the top tag team of the century, further cementing their place among the legends in professional wrestling.

**Attributes**

- **Power:** 4
- **Regeneration:** 2
- **Excitement:** 2
- **Grappling:** 1
- **Stealth:** 2
- **Constitution:** 4
“Mr. U.S.A.” Tony Atlas was immediately accepted into the professional wrestling ranks in 1975 when he started his professional career with the NWA in their Georgia territory. Tony was quick to join up with other wrestlers like Mr. Wrestling #2 and Kevin Sullivan with whom he captured the NWA Georgia Tag Team straps.

His most memorable NWA partnership came in 1980 when he captured the NWA tag belts again, this time with Tommy Rich. This championship run would culminate in huge success for Tony, known as “Mr. USA” because of the many power-lifting championships he captured including Mr. Georgia, Mr. USA and the New York Power Lifting Championship in 1981.

Tony Atlas would go on to be one of the only men ever to cleanly pin Hulk Hogan in Madison Square Garden or anywhere else. His career would reach its peak in 1983 when he partnered with Rocky Johnson to win the WWE Tag Team titles from The Samoans in 1983. Tony Atlas left the WWE soon after he lost the tag straps and wrestled in many hardcore matches in the Caribbean wrestling leagues.

Tony would return briefly to the WWE in the 1990s. Tony then spent his time wrestling in many northeast independent promotions. “Mr. USA” Tony Atlas is still a force to be reckoned with in the ring today and a genuinely good person. His monstrous size and huge heart label him a legend of wrestling.

**Attributes**

- **Power**: 5
- **Regeneration**: 0
- **Excitement**: 2
- **Grappling**: 1
- **Stealth**: 2
- **Constitution**: 4
Brian Pillman started his wrestling career after his football career in the NFL ended with an injury. As with many other champion technical wrestlers, Brian received his training from the “Maker of Champions” Stu Hart and began wrestling in Hart’s promotion, Stampede Championship Wrestling in 1987. Pillman would get his first belt when he teamed with Tom Zenk and defeated the Fabulous Freebirds to win the US Tag Team title.

Brian moved on to the WCW winning the tag-team gold, and quickly made a splash there as well, defeating Scotty Flamingo on October 27, 1991 to win the WCW World Light Heavyweight Championship. After eventually losing this title, “Flyin” Brian Pillman joined with “Stunning” Steve Austin to create The Hollywood Blondes. The Hollywood Blondes were one of WCW’s most dominating tag teams and quickly won the Tag Team Championship before starting their most popular feud in 1993 with Ric Flair’s Four Horsemen. The Hollywood Blondes would eventually lose to “The Horsemen” while Pillman was out with an injury.

After a stop in ECW, Pillman landed in the WWE as a commentator and eventually into the ring. Brian had incredible interview and microphone skills. These assets started to build momentum for Brian. He was asked to join the Hart Foundation’s stable and feud with his old Hollywood Blondes partner “Stone Cold” Steve Austin. In 1997, before the WWE’s Badd Blood PPV, Pillman’s body was found in his locker room. An obscure heart disease had taken this superstar too soon. Brian Pillman’s career will always be remembered as an exciting one that brought out the best in Brian as well as the people he worked with.

**ATTRIBUTES**

<table>
<thead>
<tr>
<th>POWER</th>
<th>REGENERATION</th>
<th>EXCITEMENT</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>5</td>
<td>3</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>GRAPPLING</th>
<th>STEALTH</th>
<th>CONSTITUTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>4</td>
<td>0</td>
</tr>
</tbody>
</table>
Harley Race's career in the NWA is akin to that of Bruno Sammartino's in the WWWF. He was the man to beat for twenty years of his career. Harley started his career at age 16 under the guidance of his trainer, Gus Karras. His career would immediately take a turn for the worse when a horrible car accident put Race in a hospital bed. Doctors told Harley there was little chance of him walking again. However the character of this working class hero came through during the next few months as Race slowly rehabilitated himself and eventually made a full recovery, returning to the wrestling ring.

Once back in the squared circle, Harley made waves when he teamed up with Larry “The Ax” Hennig and won AWA Tag Team gold. Through many title defenses they were widely acclaimed as the AWA's most successful tag team of the 1960s.

Harley’s greatest success came after he moved to the NWA and was given a title shot against Dory Funk Jr. for the World Heavyweight Championship on May 23, 1973. He won and became the new champion of the NWA, but lost the title four months later to Jack Brisco. This is a pattern that would repeat itself throughout the 1970s and into the 1980s. Harley Race would lose the title and regain it eight times once all was said and done. He battled opponents like “Nature Boy” Ric Flair, Terry Funk, “The American Dream” Dusty Rhodes and countless others. Harley was also involved in the first NWA-WWF cross-promotional event when he battled champion “Superstar” Billy Graham to a spectacular one-hour draw. Race would finally lose the title to Ric Flair in 1984 before moving over to the WWE.

Harley left the WWE shortly after arriving, returning to the new NWA, called WCW, to manage the Kolossal Kongs to championship gold in the early 1990s. Today, Harley Race promotes his own wrestling promotion, the WLW which exists in the same central states that Harley rampaged through in his younger years.

**Attributes**

- **Power**: 3
- **Regeneration**: 4
- **Excitement**: 3
- **Grappling**: 2
- **Stealth**: 1
- **Constitution**: 2

**Height**: 6’1”  
**Weight**: 268 lbs.  
**Hometown**: Kansas City, Missouri  
**Crowd Reaction**: Hated  
**Finisher Move**: Fisherman Suplex

**Height**: 6'1”  
**Weight**: 268 lbs.  
**Hometown**: Kansas City, Missouri  
**Crowd Reaction**: Hated  
**Finisher Move**: Fisherman Suplex
Tito Santana

Height: 6'3”
Weight: 244 lbs.
Hometown: Toluca, Mexico
Crowd Reaction: Loved
Finisher Move: Flying Forearm

Tito grew up in Mission, Texas and eventually entered West Texas University where he played football. There, he met future pro wrestling star Tully Blanchard and the two discussed professional wrestling and the likelihood of pursuing that path if football didn’t work out. After graduating Tito was drafted into the CFL, but soon decided it wasn’t for him. He wanted to be a wrestler.

Tito Santana traveled back to the southern U.S. and started training and competing in the AWA. Tito quickly ignited a feud with AWA World Champion Nick Bockwinkle. Failing to capture the title after many attempts Tito went to the WWWF where he got together with Ivan Putski and captured the tag titles from the Valient brothers in 1979. Tito wouldn’t remain in WWWF for too long before he went after Bockwinkle again in the AWA. Things didn’t pan out for Tito, so in a wise move Santana returned to the WWE in late 1983. There he got title matches against the WWE Champion the Iron Sheik. Tito actually lost to the Iron Sheik two days before Hulk Hogan would defeat the Iron Sheik and go on to wrestling immortality. Tito’s greatest success would occur after he defeated Don Muraco for the WWE Intercontinental Championship.

Tito Santana would become one of wrestling’s superstars and compete at the Intercontinental level for the rest of his career, battling opponents like Greg “The Hammer” Valentine, Rick Martel and Papa Shango. It was with Rick Martel that Tito would form one of the most successful tag teams in WWE history known as the StrikeForce. Tito left the WWE for a short time and captured the ECW World Championship before moving on to other promotions. Tito Santana’s enormous staying power at the Intercontinental level, is unmatched.
Known as “The Polish Power,” Ivan Putski was born in Krakow, Poland in 1941. Putski’s family immigrated to the United States when he was only nine. After a very successful career as a professional football player, an injury on the gridiron opened a door to the profession of wrestling where Putski would truly shine.

One of the things Putski was known for was his outstanding physique. This fan-favorite would use that physique to win the World Class American Tag Team Championship with his partner Jose Lothario in 1973. This title would raise Putski to the main event level and he was soon given the chance to show his talent in the WWWF ring when Vince McMahon Sr. invited the “Polish Power” Ivan Putski into his east coast promotion. It was here that Putski would meet a young wrestler named Tito Santana. Tito teamed with Putski and together they captured the WWWF Tag Team titles defeating Johnny and Jerry Valient on October 22, 1979. The two would hold the titles for 6 months before eventually losing the straps to The Samoans.

Ivan Putski continued on and had many memorable matches and feuds with the likes of Jesse “The Body” Ventura, Ivan Koloff and the Iron Sheik. Most of these feuds were started by the jealousy others showed towards Putski’s amazing physique. Eventually, when his son Scott started to step into the squared circle, Ivan retired from wrestling until one day in 1997. It was on this day when he would team up with his son and defeat the father-son team of Jerry “The King” Lawler and Brian Christopher.

Ivan Putski, “The Polish Power” is a testament to turning a bad situation such as a career-ending football injury, into multiple title reigns and an amazing professional wrestling career.

**Attributes**

- **Power**: 4
- **Regeneration**: 1
- **Excitement**: 0
- **Grappling**: 2
- **Stealth**: 1
- **Constitution**: 3
Just as with every crowd-friendly pro wrestling champion there is a fearsome wrestler waiting in the wings to steal the champion’s glory. Ivan Koloff was arguably the best at this and wrote the script on how to upset a champion. Born in Russia, the boy who would become “The Russian Bear” moved with his family to Canada in 1948 at the age of 6. He started to learn the ropes from former British Empire champion Jake Wentworth and then entered the ring two years later in 1965. Wrestling in various promotions in Canada and the US, Koloff found himself in the WWWF in 1970, wrestling under promoter Vince McMahon Sr. Koloff’s biggest moment of his career, came on January 18th, 1971 in Madison Square Garden when he ended Bruno Sammartino’s record breaking 7 year title reign. Managed by Captain Lou Albano, “The Russian Bear” cleanly pinned Sammartino in the middle of the ring. While this shocked wrestling fans everywhere, they rejoiced when Pedro Morales won the title back three weeks later. This movement of the WWWF title drew tremendous numbers of new fans to the sport. The saga of good verses evil could not be denied, and professional wrestling’s popularity began to skyrocket.

Koloff spent the rest of his years in notable tag teams, constantly winning gold. His best teammates were his Soviet comrades Nikita Koloff and Krusher Krushchev. Ivan Koloff continued to compete against other legends such as Dusty Rhodes, Andre the Giant, Bob Backlund and even Ric Flair through the middle of the 1990’s until he retired.

Today Ivan Koloff trains new wrestlers so he can give back some of his considerable knowledge to the superstars and legends of tomorrow.
Many new fans to the sport of professional wrestling believe that being hardcore or “extreme” is something new, introduced by the likes of Mick Foley, the Sandman or Sabu. This isn’t true by a long shot. The Sheik defined and created hardcore wrestling more than 40 years ago in the 1950s.

The Sheik started his career managed by a man who would later become the Grand Wizard. Anyone who went to see The Sheik wrestle knew that they were in store for a blood bath. His early battles with Bobo Brazil, Johnny Valentine and Harley Race attracted huge crowds. Blood was the name of The Sheik’s game... not championships. He did win his fair share of championships though, but there was a bloody reason why The Sheik was invited to wrestling promotions all over the country.

His greatest challenger by far was Abdullah the Butcher, who brought a fork to just about every match and saw it as his job to take away The Sheik’s crown as the “most hardcore” wrestler. Their constant battles for respect were the matches of legend. Grapplers like his nephew Sabu, Rob Van Dam and Scott Steiner all owe their careers to this man who trained them in his own image.

The Sheik is truly a legend although not much else is known about this secretive man who took the world of professional wrestling by storm for more than 30 years with his blood, sweat and violent tendencies.

The Sheik

Height: 6’
Weight: 250 lbs.
Hometown: The Syrian Desert
Crowd Reaction: Hated
Finisher Move: Camel Clutch

1950s.

Many new fans to the sport of professional wrestling believe that being hardcore or “extreme” is something new, introduced by the likes of Mick Foley, the Sandman or Sabu. This isn’t true by a long shot. The Sheik defined and created hardcore wrestling more than 40 years ago in the 1950s.

The Sheik started his career managed by a man who would later become the Grand Wizard. Anyone who went to see The Sheik wrestle knew that they were in store for a blood bath. His early battles with Bobo Brazil, Johnny Valentine and Harley Race attracted huge crowds. Blood was the name of The Sheik’s game... not championships. He did win his fair share of championships though, but there was a bloody reason why The Sheik was invited to wrestling promotions all over the country.

His greatest challenger by far was Abdullah the Butcher, who brought a fork to just about every match and saw it as his job to take away The Sheik’s crown as the “most hardcore” wrestler. Their constant battles for respect were the matches of legend. Grapplers like his nephew Sabu, Rob Van Dam and Scott Steiner all owe their careers to this man who trained them in his own image.

The Sheik is truly a legend although not much else is known about this secretive man who took the world of professional wrestling by storm for more than 30 years with his blood, sweat and violent tendencies.

<table>
<thead>
<tr>
<th>Height: 6’</th>
<th>Weight: 250 lbs.</th>
<th>Hometown: The Syrian Desert</th>
</tr>
</thead>
</table>
| Crowd Reaction: Hated | Finisher Move: Camel Clutch | The Sheik

**ATTRIBUTES**

- **Power:** 3
- **Regeneration:** 5
- **Excitement:** 4
- **Grappling:** 0
- **Stealth:** 0
- **Constitution:** 3

Many new fans to the sport of professional wrestling believe that being hardcore or “extreme” is something new, introduced by the likes of Mick Foley, the Sandman or Sabu. This isn’t true by a long shot. The Sheik defined and created hardcore wrestling more than 40 years ago in the 1950s.

The Sheik started his career managed by a man who would later become the Grand Wizard. Anyone who went to see The Sheik wrestle knew that they were in store for a blood bath. His early battles with Bobo Brazil, Johnny Valentine and Harley Race attracted huge crowds. Blood was the name of The Sheik’s game... not championships. He did win his fair share of championships though, but there was a bloody reason why The Sheik was invited to wrestling promotions all over the country.

His greatest challenger by far was Abdullah the Butcher, who brought a fork to just about every match and saw it as his job to take away The Sheik’s crown as the “most hardcore” wrestler. Their constant battles for respect were the matches of legend. Grapplers like his nephew Sabu, Rob Van Dam and Scott Steiner all owe their careers to this man who trained them in his own image.

The Sheik is truly a legend although not much else is known about this secretive man who took the world of professional wrestling by storm for more than 30 years with his blood, sweat and violent tendencies.

Many new fans to the sport of professional wrestling believe that being hardcore or “extreme” is something new, introduced by the likes of Mick Foley, the Sandman or Sabu. This isn’t true by a long shot. The Sheik defined and created hardcore wrestling more than 40 years ago in the 1950s.

The Sheik started his career managed by a man who would later become the Grand Wizard. Anyone who went to see The Sheik wrestle knew that they were in store for a blood bath. His early battles with Bobo Brazil, Johnny Valentine and Harley Race attracted huge crowds. Blood was the name of The Sheik’s game... not championships. He did win his fair share of championships though, but there was a bloody reason why The Sheik was invited to wrestling promotions all over the country.

His greatest challenger by far was Abdullah the Butcher, who brought a fork to just about every match and saw it as his job to take away The Sheik’s crown as the “most hardcore” wrestler. Their constant battles for respect were the matches of legend. Grapplers like his nephew Sabu, Rob Van Dam and Scott Steiner all owe their careers to this man who trained them in his own image.

The Sheik is truly a legend although not much else is known about this secretive man who took the world of professional wrestling by storm for more than 30 years with his blood, sweat and violent tendencies.
Sabu, the man who became known as the “Arabian Machine of Destruction,” started his training with his uncle The Sheik. The Sheik was the wrestler who started the wheels of “hardcore” in wrestling and it was no coincidence that Sabu would innovate in that vein as well.

Sabu burst onto the wrestling scene in 1990. It was in these early days that Sabu laid down the framework of what would be known as “Extreme” wrestling. He didn’t create the Moonsault but he raised the move to a prominence it never had before. Every night after a match whether he won or lost, Sabu would drag a table into the ring and perform a Moonsault onto the table until he broke it with his own body. This routine also branched off into Sabu’s frequent employment of tables for use in his matches.

In 1993, once Sabu had earned a name for himself, he signed up with Eastern Championship Wrestling based out of Philadelphia. This is the company that would soon become Extreme Championship Wrestling once it broke away from the NWA. Sabu’s first victory came against the Tasmaniac. The two wrestlers would be constantly involved with each other’s career throughout their tenure at ECW.

Sabu would find it hard remaining in ECW in 1995 after he was betrayed by the Tasmaniac. Sabu left to spend some time in Japan, where he was asked to join WCW. Sabu accepted and spent a few months there, but found that it wasn’t for him. At ECW’s November to Remember PPV in 1995, Sabu returned to ECW to chants of “Welcome Back!” from a crowd that missed Sabu’s brand of wrestling.
Kevin Von Erich was born in the late 1950s, becoming Fritz Von Erich's second child. Kevin's father was known as the brutal brawler Fritz Von Erich. Tragedy struck Kevin's life early. The premature death of Kevin's older brother Jack Jr. had a strong impact on him. The passing of Jack Jr. steeled Kevin's resolve to become the best. He and his Dad vowed to wrestle harder than ever before, generating a considerable amount of fame and glory for the Von Erich family. They were becoming as famous outside the ring as in!

Kevin would step into the ring as a high-flyer in 1976 and gained immediate success as a testament to his top-notch abilities. Within his first five years Kevin would win the American Heavyweight title, the NWA American Tag Team title with his brother David, the Missouri Heavyweight Championship and the NWA World Tag Team belt also with his brother David.

As David, Kerry and Kevin Von Erich built up their careers, they created their own legendary brand that would be known throughout the world... the Von Erichs. Years before the WWE had its own syndicated television show, the NWA sponsored a show called The Von Erichs. This show chronicled the matches of The Von Erichs in their promotion WCCW.

The mid-eighties were a tough time for Kevin and the Von Erich family, but he continued wrestling for a while before stepping away from the ring for good. Today, Kevin lives a quiet life with his family. His life and career as a professional wrestler are immortalized in this game, and the wrestling world will always remember him as a legend.

**Attributes**

- **Power**: 2
- **Regeneration**: 4
- **Excitement**: 2
- **Grappling**: 4
- **Stealth**: 3
- **Constitution**: 0
The Dynamite Kid started competing in independent promotions during the mid-seventies in his home country of Britain. His high-impact style of wrestling brought him immediate success when he won the British Lightweight Championship in 1977 and the British Welterweight title in 1978. Feeling that he had done all there was to do in Europe with respect to wrestling, the Dynamite Kid turned west across the ocean to Canada and joined Stu Hart’s Stampede Wrestling promotion. Here he would start a brutal rivalry with Bret Hart after winning the World Mid-Heavyweight belt in 1979.

Another noteworthy rivalry came against Davey Boy Smith. The two were much smaller in size during the early eighties and were perfectly matched middleweights. Eventually, the two put their differences aside and became the British Bulldogs, one of the greatest tag teams of the 20th century. The WWE saw the talent these two possessed and invited the Bulldogs into their super-popular promotion. Good wrestling prevailed as the Dynamite Kid and Davey Boy Smith had some excellent feuds with the extraordinary Hart Foundation. After their reign in the WWE, they returned to Calgary, Alberta and Stampede Wrestling.

In 1989 a serious car accident took Davey Boy Smith out of wrestling, ending the British Bulldogs partnership. It was about that time in 1990 when the Dynamite Kid realized that 15 years of wrestling had done serious damage to his body. The Dynamite Kid retired then, and now lives in his native England. His legacy lives on in the wrestling styles of many of today’s great middleweights. The Dynamite Kid is, without a doubt, a legend of professional wrestling.

**ATTRIBUTES**

- **POWER**: 2
- **REGENERATION**: 3
- **EXCITEMENT**: 4
- **GRAPPLING**: 4
- **STEALTH**: 5
- **CONSTITUTION**: 0
Koko B. Ware

Hailing from Union City, Tennessee, “The Birdman” Koko B. Ware, drew huge crowds during the mid-eighties in the booming WWE. Koko and his mascot, Frankie the parrot were regulars on just about every WWE show. People absolutely loved to see “The Birdman” take out opponents left and right with his death defying maneuvers from the top rope.

Involved in more than a few Wrestlemania events, Koko B. Ware would go on to develop his mind bending finishing move, “The Birdbuster,” which he used with deadly accuracy on any number of opponents. Later, Koko teamed up with Owen Hart to create the high-flying tag team called High Energy in the AWA. In addition to being known as an all-around great guy and fun personality, “The Birdman” had what many consider to be the most dominating Drop Kick of any wrestler ever in the business. This coupled with crowds cheering every time he came into the ring made Koko B. Ware a huge star in the WWE during the 1980s.

Who couldn’t love a wrestler with his own dance? Every time Koko B. Ware came to the squared-circle he’d perform the “Birdman Flap.” Together with everyone in the entire arena, Koko would flap his arms in unison with the crowd. Many individual superstars and tag teams of today have copied this “over-the-top” style time and time again. For being the most dangerously fun guy in the world of wrestling, “The Birdman” Koko B. Ware is given legend status.

Height: 5’8”
Weight: 240 lbs.
Hometown: Union City, Tennessee
Crowd Reaction: Loved
Finisher Move: Birdbuster

ATTRIBUTES

- Power: 3
- Regeneration: 2
- Excitement: 3
- Grappling: 3
- Stealth: 2
- Constitution: 0
Fritz Von Erich was an amazing wrestler. However, he is probably best remembered as the patriarch of one of the most famous families in professional wrestling.

Fritz grew up in Dallas, Texas showing great promise as an athlete. He became a track star and played for a short time with the American Football League’s Dallas Texans. Eventually he turned his sights to professional wrestling. Competing in the NWA promotions, Fritz held the US Heavyweight title three times, the NWA Texas Heavyweight belt three times, the NWA American Heavyweight Championship thirteen times and the NWA World Heavyweight title two times.

Fritz left the NWA and started his own promotion, the World Class Championship Wrestling promotion. When searching for wrestlers to compete, Fritz had to look no further than his own sons. Unfortunately, his oldest son Jack, an aspiring wrestler, died at an early age. This was very traumatic for Fritz and the rest of the family, but they continued on. His other five sons became huge draws in Texas and everything seemed fine until David Von Erich died on February 2, 1984 while touring in Japan. Three years later, Mike Von Erich would also pass away. In 1991, the same fate struck Chris Von Erich. And finally the most famous of the Von Erichs, Kerry died at the tender age of 33. What was destined to become the most powerful family in professional wrestling history had, for the most part disappeared.

Through it all, Fritz did what he could to continue on. He died quietly at his ranch on September 10, 1997. For his part in bringing his sons to prominence in the world of professional wrestling, along with his achievements inside the ring, Fritz Von Erich will always be remembered as a legend of the squared-circle.

**Attributes**

- **Power**: 3
- **Regeneration**: 1
- **Excitement**: 3
- **Grappling**: 2
- **Stealth**: 1
- **Constitution**: 3
Brian Knobbs

Height: 6'2"
Weight: 295 lbs.
Hometown: Nastyville
Crowd Reaction: Hated
Finisher Move: Nasty Splash

Brian Knobbs is one-half of the wildly destructive tag team known as The Nasty Boys. Brian Knobbs and tag partner Jerry Saggs began wrestling in the late 1980s. They burst onto the scene in the WWE in the early 90s. The Nasty Boys’ made it clear from the beginning that they were there to disgust the audience and demolish their opponents.

Knobbs got his first taste of WWE gold when he and Saggs defeated The Hart Foundation at Wrestlemania VII to become the WWE Tag Team Champions. Their title reign would only last for 5 months ending with a loss to the Legion of Doom in a Summerslam event.

Knobbs and Saggs went on to the WCW in the mid 1990s where they would continue to have success. They won their first WCW tag team championship in 1993 after defeating the team of Arn Anderson and Paul Roma. They would gain the title two more times after this defeating the likes of 2 Cold Scorpio and Marcus Alexander Bagwell later in 1993 and then defeating Harlem Heat 2 years later in 1995.

Knobbs would also have notable singles success in the WCW, becoming the WCW Hardcore Champion multiple times. During this time there were a lot of great hardcore matches against the likes of Norman Smiley, Bam Bam Bigelow and 3 Count. Brian Knobbs had a truly successful and gruesome career, continuing to wrestle and disgust to this very day.

ATTRIBUTES

- Power: 3
- Regeneration: 4
- Excitement: 2
- Grappling: 1
- Stealth: 1
- Constitution: 2
As the darker and more brooding member of The Nasty Boys, Jerry Saggs displayed a tenacity and ability to gross out fans unlike anyone else in the squared-circle. The Nasty Boys who formed in the late 1980s had considerable success in the WWE. They developed long-term feuds against the likes of the Hart Foundation whom they beat for the WWF Tag Team Titles and The Legion of Doom who they later lost the titles to.

The Nasty Boys also spent a large part of their career in the WCW during the mid 1990s, capturing gold there as well. Jerry Saggs and Brian Knobbs had found their niche, and their winning ways got them the WCW Tag Titles against teams like Arn Anderson and Paul Roma and 2 Cold Scorpio and Marcus Alexander (Buff) Bagwell.

Saggs greatest challenge as a Nasty Boy came in 1995 when he and Brian Knobbs went up against Harlem Heat for the WCW Tag Team Championship. No one was expecting the Nasty Boys to get the victory against the younger and more fit team of Harlem Heat. But The Nasty Boys showed that they were truly “nasty” by getting the win and becoming the tag champions for the 3rd time in the WCW.

All in all, Jerry Saggs has made, and continues to make, his mark in professional wrestling by terrifying and nauseating crowds and opponents alike.
Baron Von Raschke

Baron Von Raschke started his career on September 16th, 1966 wrestling as James Raschke. His first match wasn’t a huge success and sent Raschke back to the drawing board. A friend suggested he adopt the German moniker of Baron Von Raschke. This was the start of a career that would gain the Nebraska native huge notoriety around the country as one of the most-hated and feared wrestlers of his era.

Von Raschke wrestled in many of the early territories like the AWA and Von Erich Texas promotions. In Texas he would feud with the highly popular Von Erich family in what was dubbed a “Battle of the Germans.” Next up for the Baron was a tour in Indiana’s WWA promotion where he defeated Dick the Bruiser on March 7th, 1970 for the WWA Heavyweight Title. It was then that Baron Von Raschke's signature hold, the Von Raschke Claw, became one of the most feared holds in professional wrestling.

Von Rascke would return to Verne Gagne’s AWA promotion in the mid-seventies where he would team up with Horst Hoffman and feud against the formidable team of “Superstar” Billy Graham and Dusty Rhodes. While as a tag team they never really succeeded in overcoming Graham and Rhodes, the Baron would stay in the AWA for a short time before going to the highly popular NWA promotion in the mid 1970s. He was an immediate success capturing the TV title from Ricky Steamboat on October 12, 1977.

The Baron would return again to his “home” promotion, the AWA, where he would wind down his career despite a brief stint in the WWE managing the Warlord and the Barbarian. His last matches were wrestled in the early 1990s in independent promotions in Wisconsin and Minnesota.

**Attributes**

- **Power:** 2
- **Regeneration:** 3
- **Excitement:** 2
- **Grappling:** 2
- **Stealth:** 4
- **Constitution:** 1

**Height:** 6'3''  
**Weight:** 271 lbs.  
**Hometown:** Berlin, Germany  
**Crowd Reaction:** Hated  
**Finisher Move:** Von Raschke Claw
Rick Martel started his career in 1972 when he did a favor for his brother, wrestler Pierre Martel, by substituting for another wrestler. This gave Rick the wrestling bug and he started wrestling in the same promotion as Don Muraco, who he later teamed with to win the Hawaiian Tag Team Championship in 1978. In 1980 Martel won the Pacific Northwest title and gained the Canadian Tag Team belts with “Rowdy” Roddy Piper.

This success brought a lot of attention to Rick and the WWE soon came calling. Rick was paired with Tony Garea and together they won tag team gold. Rick later left to pursue singles gold in the AWA. The AWA of 1983 had Hulk Hogan as the rising star who was destined to soon become champion. In a surprising move, Hogan suddenly left for the WWE. This was just the opportunity Rick Martel was waiting for. On May 13, 1984, Martel won the AWA World Heavyweight Championship. The crowd loved their new champion and it seemed that nothing could bring the young man down.

Vince McMahon, saw what Martel was capable of achieving, and asked him to return to the WWE. This time in the WWE, a 6’0” Rick Martel didn’t stand a chance against the likes of Andre the Giant or Hulk Hogan so he remained in tag team competition with partner Tom Zenk. The two did capture tag team gold eventually in October 1987 after defeating the Hart Foundation. Rick would also achieve gold again with Tito Santana as Strikeforce. In 1989, the man now known as “The Model” Rick Martel left the WWE for independent promotions before ending up in WCW toward the end of the 1990s. It was here that a knee injury would force him to retire after winning the WCW Television title. His role as fan favorite and a consummate professional in the ring has garnered Rick Martel legend status.

**Attributes**

- **Power**: 3
- **Regeneration**: 5
- **Excitement**: 3
- **Grappling**: 2
- **Stealth**: 3
- **Constitution**: 1
Ricky Morton and Robert Gibson created a pattern that many have tried to imitate but are never able to duplicate. Their high-flying, anti-authority, rock and roll attitude brought the team to the very heights of success in the NWA and WWF.

At the apex of their careers in the mid-eighties, Ricky Morton and Robert Gibson defeated Ivan Koloff and Krusher Kruschev in various bouts to win the NWA World Tag Team titles. While Koloff and Kruschev were two of their most hated tag rivals, the Rock and Roll Express’ arch nemesis was without a doubt The Midnight Express managed by Jim Cornette.

One occasion in particular highlights why the two teams were such fierce rivals. In 1986 after Cornette cut a promo on NWA TV slandering Ricky Morton’s mother, Morton was instigated into interrupting the promo and attacking Cornette. Later that night as the Rock and Roll Express were coming to the ring for a championship match against Arn Anderson and Tully Blanchard, the Midnight Express jumped the Rock and Roll Express, severely injuring Morton’s ribs. Forced to wrestle the match or forfeit the title belts to Anderson and Blanchard, Robert Gibson ran into the ring and did the best he could. Morton would eventually run out from backstage, all bandaged up, but his effort would be in vein as he would crumple to the mat in pain after getting the tag from the badly beaten Gibson. The Midnight Express had beaten the Rock and Roll Express out of their tag titles. Their legend remains firm however, since no one will ever be able to take away the fact that they are 8-time NWA World Tag Team champions.
Robert Gibson

Height: 6’
Weight: 228 lbs.
Hometown: Pensacola, Florida
Crowd Reaction: Loved
Finisher Move: Drop Kick

Ricky Morton and Robert Gibson created a pattern that many have tried to imitate but are never able to duplicate. Their high-flying, anti-authority, rock and roll attitude brought the team to the very heights of success in the NWA and WWF.

At the apex of their careers in the mid-eighties, Ricky Morton and Robert Gibson defeated Ivan Koloff and Krusher Kruschev in various bouts to win the NWA World Tag Team titles. While Koloff and Kruschev were two of their most hated tag rivals, the Rock and Roll Express’ arch nemesis was without a doubt The Midnight Express managed by Jim Cornette.

One occasion in particular highlights why the two teams were such fierce rivals. In 1986 after Cornette cut a promo on NWA TV slandering Ricky Morton's mother, Morton was instigated into interrupting the promo and attacking Cornette. Later that night as the Rock and Roll Express were coming to the ring for a championship match against Arn Anderson and Tully Blanchard, the Midnight Express jumped the Rock and Roll Express, severely injuring Morton's ribs. Forced to wrestle the match or forfeit the title belts to Anderson and Blanchard, Robert Gibson ran into the ring and did the best he could. Morton would eventually run out from backstage, all bandaged up, but his effort would be in vain as he would crumple to the mat in pain after getting the tag from the badly beaten Gibson. The Midnight Express had beaten the Rock and Roll Express out of their tag titles. Their legend remains firm however, since no one will ever be able to take away the fact that they are 8-time NWA World Tag Team champions.
Dory Funk Jr.

As a part of the famous Funk wrestling family, Dory Funk Jr. had a lot to live up to. The pressure of living up to his family name began when he enrolled at West Texas University. There, Dory excelled in football and wrestling. While still in school, Dory began wrestling at independent promotions but never asked for any special favors because of his father’s famous legacy. This gained him a lot of respect in an industry.

Dory was very successful in the ring as was illustrated on January 7, 1966 when he defeated “Big Thunder” Gene Kiniski for the NWA World Championship. This was a huge upset at the time. For such a young wrestler to win the NWA Championship, Dory’s place in the history books was firmly cemented. The victory’s exclamation point came when Dory made “Big Thunder” Kiniski submit to his brutal Spinning Toehold. Dory held onto the belt consistently for 7 years until he lost the strap to Harley Race in 1973.

Dory went on to feud with professional wrestling’s top stars such as Hulk Hogan, Dusty Rhodes, the Briscos and many others. He eventually left the NWA to wrestle in many other promotions like the AWA, WWWF and All Japan.

Today, Dory Funk Jr. resides in Florida where he teaches Japanese and does financial consulting. But don’t be fooled by those occupations. To think that he no longer is involved with the world of professional wrestling, a sport he was such a huge part of, would be a big mistake. He also trains tomorrow’s superstars grooming them for the tough life of a professional wrestler.

Dory Funk, Jr.

**Attributes**

- **Power:** 2
- **Regeneration:** 4
- **Excitement:** 2
- **Grappling:** 1
- **Stealth:** 1
- **Constitution:** 3
**ONE MAN GANG**

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Height</td>
<td>6'10&quot;</td>
</tr>
<tr>
<td>Weight</td>
<td>350 lbs.</td>
</tr>
<tr>
<td>Hometown</td>
<td>Chicago, Illinois</td>
</tr>
<tr>
<td>Crowd Reaction</td>
<td>Hated</td>
</tr>
<tr>
<td>Finisher Move</td>
<td>747 Splash</td>
</tr>
<tr>
<td>Power</td>
<td>5</td>
</tr>
<tr>
<td>Regeneration</td>
<td>3</td>
</tr>
<tr>
<td>Excitement</td>
<td>1</td>
</tr>
<tr>
<td>Grappling</td>
<td>0</td>
</tr>
<tr>
<td>Stealth</td>
<td>0</td>
</tr>
<tr>
<td>Constitution</td>
<td>5</td>
</tr>
</tbody>
</table>

The One Man Gang is a powerhouse of brute strength and psychological intensity. While not having the most finesse in the ring, he definitely made up for it with his extreme hardcore style.

Growing up in South Carolina, One Man Gang (OMG) started wrestling at age 16. His first big break came as Crusher Broomfield in the ICW promotion. He didn’t earn the name One Man Gang until wrestling in a Mid-South promotion. There he was given the name by future RAW play-by-play man Jim Ross.

The biggest promotion OMG would be involved in was the WWE during the mid to late 1980s. He was constantly involved in main event matches with the likes of Hulk Hogan, Randy Savage and other top WWE superstars. The WWE gave him the Akeem name to wrestle under. OMG would continue to brutalize opponents under this name just as he had when he was One Man Gang.

One Man Gang would eventually leave the WWE for the WCW where he would win the U.S. Heavyweight Championship in 1995. WCW brought a lot of success for OMG, but he would come into his own in ECW where hardcore was the name of the game. One memorable match was against Abdullah the Butcher. It was a match where either man was lucky to come out of the ring alive. If not for the sheer hardcore edge to his wrestling style, One Man Gang’s legendary matches have earned him a place among wrestling’s elite as a “Legend of Wrestling.”
“Hot Stuff” Eddie Gilbert was an intimidating force that made waves in many professional wrestling organizations throughout the 70s, 80s and 90s. Eddie was brought into the sport as soon as he could walk because of his father, wrestler Tommy Gilbert. Being around the industry fostered a huge interest in Eddie that led to his first match on April 20th, 1979, a month before he would graduate from high school. Eddie went on to team up with his father to win the WWC Tag Team Championship. After wrestling in Tennessee for a few years, Eddie was brought into the WWE where he got his first taste of stardom. In the early years of his career Eddie learned a lot from WWE Champion Bob Backlund. It was Backlund who would rehabilitate Eddie after a car accident put Eddie in the hospital and took him out of wrestling temporarily.

Upon returning to the WWE, Eddie’s neck was attacked during a match sending him into another period of injury and re-hab. Eddie left the WWE for Mid-South wrestling where he realized his true “self” and made a huge decision to join forces with Jimmy Hart’s “First Family.” This culminated in Eddie defeating his childhood hero Jerry Lawler for the Mid-Southern International belt.

Eddie Gilbert then moved on to the UWF where he earned the nickname “Hot Stuff” and began a feud in 1985 with Sting who was, at the time, billed as Gilbert’s protégé. The rivalry would last throughout the rest of the 1980s.

Gilbert would make one of his last moves to another organization when he re-kindled his feud with Jerry Lawler by throwing fireballs at him during a match in the USWA in 1990. It was there that Gilbert captured his final championship holding on to a one-week tag team title reign with Lawler’s son Brian Christopher in 1994. One year later “Hot Stuff” Eddie Gilbert would wrestle his last match in Humacoa, Puerto Rico on February 17th, 1995, before passing away at the young age of 33.

**Attributes**

- **Power**: 2
- **Regeneration**: 4
- **Excitement**: 2
- **Grappling**: 3
- **Stealth**: 4
- **Constitution**: 0
If there is a wrestler synonymous with “tough” it would have to be “Cowboy” Bob Orton. For over thirty years, the “man with wrestling in his blood” has given his heart and soul to the sport that he loves so much.

Orton, who started wrestling in amateur promotions at the age of 9, began training for the professional leagues with greats Hiro Matsuda, Jack Brisco and Eddie Graham. Starting in a Florida promotion Orton was on the road constantly, chasing down the dream of so many wrestlers... superstardom. During the seventies, Orton wrestled mostly in promotions in the Southeast.

But it wasn’t until he got a shot at the WWE that he would become more popular than anyone had expected. Proving his critics wrong “Cowboy” Bob Orton was involved with the main event of the first-ever Wrestlemania, helping it become an unbelievable success. While not actually wrestling, he would play a major role in the match. It was his cast of characters that cost the team of “Rowdy” Roddy Piper and “Mr. Wonderful” Paul Orndorff the match. This event made “Cowboy” Bob Orton a huge player in the WWE.

The highlight of Orton’s career would come two years later when he wrestled in the opening match of Wrestlemania III. Orton has said on many occasions that there is nothing more thrilling than wrestling in front of 93,000 screaming fans. So, whether “Cowboy” Bob Orton was loved or hated by the fans, he always stood for one thing... “When you get knocked down, get right back up again.”
Andy Kaufman

Height: 5'10"
Weight: 156 lbs.
Hometown: Hollywood, California
Crowd Reaction: Hated
Finisher Move: Fallback Piledriver

You may be asking the question, “Andy Kaufman is a legend of wrestling?” While Andy's main body of work throughout his life was a very successful acting career, Andy Kaufman, along with Jerry Lawler, conceived and executed one of the most famous and publicly visible feuds in professional wrestling history.

Andy began wrestling in the late 70s challenging women to pin him and win $1,000 dollars. Following the flamboyantly villainous style of his childhood idol Buddy “Nature Boy” Rogers, Andy would insult the southern crowd at USWA shows during his rare appearances and crowned himself the “Inter-gender” World Champion. Jerry Lawler eventually took offense to all of this and started a feud with Andy that would culminate in a match on April 5, 1982. It was in this match that Lawler would piledrive Andy a few times, causing an injury in Andy’s neck. The feud really heated up after the match when both Kaufman and Lawler sat in on “Late Night with David Letterman.” Andy, apparently upset at how Lawler disposed of him in the ring, became very insulting and provoked Lawler to slap Andy across the face on national television. When Letterman came back from a commercial break, Andy walked off the set spouting more obscenities. Never before had the world of professional wrestling reached so many people.

This historic feud showed the professional wrestling world that there was a huge market for these types of storylines on a national level. Feuds and involved storylines had existed previously, but never before had there been a time when so many people knew about it. Like it or not, Andy Kaufman is a legend of wrestling.
Mr. Fuji is probably best known as one of the most hated manger in the WWE’s early years but many have forgotten that Mr. Fuji was a tag team champion in the early 1970s. When Mr. Fuji started his career, he was partnered with the late Toru Tanaka. After being trained in Japan, New Zealand and Australia, Mr. Fuji came back to America and joined with Vince McMahon Sr.'s WWWF. Fuji and Tanaka were immediate successes and became the WWWF Tag Team Champions, holding the titles for 15 months after defeating Chief Jay Strongbow and Sonny King in 1972. Tanaka would eventually fade from the scene and Mr. Fuji would get a new partner, Mr. Saito, who was a huge talent from Japan.

Once Vince McMahon took over the company, he had an idea for Mr. Fuji that would raise his popularity on a worldwide basis. Mr. Fuji the star wrestler would become Mr. Fuji the star manager. Mr. Fuji went on to manage many of the WWE’s most feared heavyweights, but his most successful protégé was, by far, Yokozuna. Mr. Fuji had an interesting habit of often “managing” a match with one of his wrestlers by throwing salt in the opponent’s eyes!

Wrestlemania IX was just such an occasion as Yokozuna faced Hulk Hogan for the WWE Heavyweight Championship. Yokozuna would benefit from having the Hulkster salted, but unfortunately he wouldn’t win the match. Mr. Fuji didn’t remain in the WWE for long after that. His new ambition was to spend more time with his family and children. Today, Mr. Fuji runs a wrestling school in Knoxville, Tennessee where he is close to his family and friends.

**Attributes**

- **Power**: 1
- **Regeneration**: 2
- **Excitement**: 4
- **Grappling**: 1
- **Stealth**: 2
- **Constitution**: 0
Turning pro in 1978, David began wrestling in the NWA's Texas Territory. He would gain a relative amount of success very quickly in the NWA, winning their Texas territory Heavyweight Championship in his rookie year. Such success in the Von Erich family had only been seen with David's father Fritz Von Erich.

In addition to the Texas Heavyweight Championship, David teamed with his brother Kevin to win the NWA Texas Tag Team title also in 1978. This would soon lead to the American Tag Team title later that same year.

The titles kept rolling in for David Von Erich in this early part of his career. He'd win the Texas Heavyweight title 5 more times, the NWA Southern Heavyweight Championship, the North American Tag Team belt with fellow Texan Dory Funk Jr., the Florida TV title, the Missouri Heavyweight Championship and the NWA World Tag Team title with his brother Kevin.

With three Von Erichs wrestling at the time, David, Kevin and Fritz became huge stars, attracting bigger and bigger audiences at each event. Then tragedy struck at the heart of wrestling's biggest and best family in 1984. While David was on a tour in Japan, he unexpectedly passed away. David was loved throughout the entire state of Texas, as well as by wrestling fans around the country and his unfortunate death would come as a tough blow to the Von Erich family and the entire wrestling world. Even at such a young age, David Von Erich was considered by all that followed him, a true legend of wrestling.
Michael Von Erich stepped into the ring in 1983. From his first tie-up move, Mike was immediately compared to all of his brothers and he struggled to get his game up to the high expectations set by his family.

Mike was never the biggest nor the strongest Von Erich, but his work ethic was arguably the best. There are certain things that, even with a great work ethic, are impossible or very difficult to work past. One such event was the death of his brother David Von Erich on February 10, 1984. The entire Von Erich family was devastated.

A few months later, the Von Erich's wrestling promotion, the WCCW, held a tribute show in Texas drawing 43,000, an incredible attendance figure for an independent wrestling promotion. The show was a great success, but the fans looked to the smaller Michael Von Erich to try and fill the shoes of his departed brother. Mike was up to the challenge and slowly but surely, began to improve his skills and physical size year by year. Also his ring and microphone skills started to improve considerably. Mike Von Erich began to build a huge name for himself and increase the overall greatness of the Von Erich legacy. 1986 would be a much better year than 1987, when tragedy would strike the family once again.

As a result of an illness, Michael's wrestling career and life had come to a premature end. But Michael Von Erich's legacy of hard work coupled with his underlying ring ability made him a legend of professional wrestling.
Bobby “The Brain” Heenan

Bobby “The Brain” Heenan is known throughout pro wrestling as one of the best color-commentary announcers, but few realize he started out as a wrestler. Heenan first stepped into the ring in the early 1960s as a part of the AWA with the moniker “Pretty Boy” Bobby Heenan. He fought long and hard to gain recognition as a wrestler and while he reached the mid-card level in the AWA, Heenan soon realized that he would be much more effective as a manager. With this knowledge Bobby “The Brain” Heenan was born.

If there was a top rule-breaker in the AWA, Bobby Heenan managed him. Whether it was Nick Bockwinkle, “Superstar” Billy Graham or “Cowboy” Bob Orton among others, Heenan always seemed to have a solution for anyone who stepped in his wrestler’s way. Bobby remained in the AWA until 1980 when he went to the NWA where he stayed for a year causing havoc before returning to the AWA. All of this jumping between promotions would end when he went to the WWE in 1984. Here he established himself as the top manager in the top wrestling promotion in the world, managing greats like Andre the Giant, “Big” John Studd and “Ravishing” Rick Rude. In addition to his managing duties, Bobby moved into the role of color-commentator and took that position over as well.

Bobby Heenan would remain in the WWE for a decade before moving to the WCW in 1994. Heenan remained in WCW for the rest of his career as a color-commentator and continued to speak his mind... no matter whom it upset.
The Grand Wizard

More times than not, behind every great wrestler there is a mastermind. One of the greatest masterminds ever was the Grand Wizard. The Grand Wizard started his career as Abdullah Farouk, the manager of the barbaric wrestler known as the Sheik. Their coupling would last from the mid 1960s through the beginning of the 1970s. Together they would lay the groundwork for the “win-by-any-means-necessary” philosophy that defined the Grand Wizard’s management style.

The Grand Wizard first appeared in the WWWF managing Stan “The Man” Stasiak in 1972. Their grouping made waves immediately when Stasiak, with the Grand Wizard’s help, beat the WWWF champion Pedro Morales for the WWWF Heavyweight title. Although Bruno Sammartino would reclaim the title soon afterward, the Grand Wizard’s influence in the WWWF was taking hold. He began showing up on a nightly basis; disrupting matches, distracting referees and snatching wins for the wrestlers he managed. The Grand Wizard would taste victory again in a big way when he managed “Superstar” Billy Graham to a WWWF Heavyweight title in 1977 by defeating the man who took the Grand Wizard’s first title, Bruno Sammartino.

The Grand Wizard would continue his evil ways even after Graham lost the title to Bob Backlund. Focused on making Backlund’s life a living hell, the Grand Wizard would expand his roster of wrestlers in the early 1980s managing Greg “The Hammer” Valentine and Don Muraco. The Grand Wizard helped his wrestlers to win by any means necessary and through that winning mantra, he raked in Heavyweight, Tag and Intercontinental championships. The Grand Wizard passed away at the age of 54 on October 12, 1983.

**ATTRIBUTES**

- **POWER**: 0
- **REGENERATION**: 1
- **EXCITEMENT**: 4
- **GRAPPLING**: 2
- **STEALTH**: 5
- **CONSTITUTION**: 0

---

The Grand Wizard

- **Height**: 5’11”
- **Weight**: 130 lbs.
- **Hometown**: Ft. Lauderdale, Florida
- **Crowd Reaction**: Hated
- **Finisher Move**: Texas Cloverleaf
If there was ever any one person labeled as the “biggest mouth” in professional wrestling, it would definitely have to be Jimmy Hart. Armed with a megaphone, Jimmy was always able to keep the fans informed about how amazing his stable of wrestlers were.

Starting out in Memphis with Jerry Lawler, Hart came from a musical background and actually toured with superstars like Sonny and Cher and The Beach Boys. But it wasn’t until a chance encounter with Lawler that would lead Jimmy to stardom. Hart first came to national prominence when he became involved in the infamous Jerry Lawler verses Andy Kaufman feud. While Hart managed Kaufman, as much as Kaufman could be managed, Jimmy regretted a lot of what Andy was saying about Memphis. Luckily, the feud finally ended, and as a result, Vince McMahon came calling on the man known as the “Mouth of the South.”

At the time, the WWE was a regional promotion and needed to have Southern credibility to become the giant it is today. That’s what Jimmy Hart brought to the table. Hart managed many wrestlers up to main event status, most notably The Honky Tonk Man, Hulk Hogan, and Jesse “The Body” Ventura among others.

With his signature bright-colored blazers, sunglasses, mullet haircut and megaphone, Jimmy Hart was arguably the most recognizable manager ever. During his time with the WCW, Hart proved that he was no “one hit wonder” as he continued to make wrestlers’ dreams come true by coaching and promoting them to new heights. Many owe their careers to this ear-shattering, megaphone-man from the South.
In the world of managers, no one has had such an impact on the world of professional wrestling as Captain Lou Albano. Few know that Captain Lou started out his career as a wrestler in the late fifties. Teamed with partner Tony Altimore they were popularly known as The Sicilians. Though they were never the most earth-shaking tag team to walk the planet, they did capture the Midwest Tag Team title in Chicago on June 30, 1961 and the United States Tag Team Championship in Atlantic City, New Jersey on July 10, 1967.

Around 1970 Albano went out on his own to start his wrestling career anew as a manager. Unlike most managers today, Capt. Lou Albano had a single-minded purpose throughout the seventies... get the WWWF title away from Bruno Sammartino. To that end, he employed men like Freddie Blassie, Crusher Verdu, Prof. Toru Tanaka and Ivan Koloff. He achieved success in 1971 when “The Russian Bear,” Ivan Koloff actually defeated Sammartino in front of a stunned audience in Madison Square Garden.

As the 1970s ended Albano shifted his concentration to Bob Backlund in much the same way he concentrated on Sammartino a few years earlier. That didn’t last more than a short time. Then Capt. Lou began to have a change of heart. His bad-guy reputation was disappearing, becoming one of the most adored managers in the business. Now, Lou Albano became a major force in bringing the WWE to so many people. In a huge “talent exchange” deal with MTV, Albano began appearing on the hugely popular MTV cable network. Towards the end of the 1980s Albano’s interests diverged into other programs but he would always make an appearance or two on WWE programming.
A warning to you my friend... If you don’t learn your wrestling moves then you’re headed for a real beat down by the likes of me. It took me quite a long time to earn a shot at the Heavyweight Championship. During that time I perfected my moves which ultimately brought big, bad Booker T to his knees in 2000... and the championship belt was all mine!

In Legends of Wrestling 2, it's all about the ISP (Intermediate Start Position) control system. Knowing how to grapple, attack, tie-up and put that big finisher on your opponent is what this game is all about. This chapter will tell you what you need to know to become the master of moves. Once the ISP control system becomes second nature to you there will be no stopping the rain of pain you can inflict on your opponents.

Whether you choose to play as "Big Poppa Pump" or The Steiner Brothers be sure to bone up on your skills. The last thing you want to do is embarrass me! If you choose to step into the ring against me unprepared, you’ll definitely find yourself on the wrong end of a devastating Frankensteiner or Steiner Recliner. It’s your choice... fame or pain!

"Big Poppa Pump"
Scott Steiner
ISP STANDS FOR INTERMEDIATE START POSITION. THIS ACRONYM REVOLVES AROUND THE WAY TWO WRESTLERS GRAPPLE WITH EACH OTHER AND HOW THE MOVES COME OUT AT THE END.

THE BASICS

THERE ARE A NUMBER OF BASIC MANEUVERS THAT YOU MUST MASTER IN ORDER TO GRAPPLE YOUR WAY TO SUPER-STARDOM. THEY ARE: STRIKE, ATTACK, TIE-UP, BEHIND TIE-UP, TURNBUCKLE, OUTSIDE THE RING AND WEAPONS/OBJECTS.

STRIKES

There are three basic strikes; weak, medium and strong. They are generally performed from the ready position. Perform the three strikes as follows:

**PLAYSTATION®2**

![PlayStation®2 controls for weak, medium, and strong strikes](image)

**X-Box**

![X-Box controls for weak, medium, and strong strikes](image)

**GameCube**

![GameCube controls for weak, medium, and strong strikes](image)
There are three basic types of attacks. There are also Behind Attacks, Bent Over Attacks and Behind Bent Over Attacks. These are generally performed from the ready position.
FROM THE TIE-UP

Many moves are initiated when you have your opponent in a tie-up or grapple position. Once you have your enemy in a tie-up, pressing one of the action buttons will begin the move (for example: The Triangle Button for PS2; the Y Button for GameCube and X-Box). After that, pressing an additional action button will perform another ISP maneuver.

There is a possible total of up to 4 ISP moves for many ISPs but not all. Check the move list of your particular wrestler to see switch situations have all four ISPs.

FROM THE TURNBUCKLE

Once your wrestler climbs the turnbuckle, he will be able to perform aerial moves. For PS2 press the L1 button to climb (for X-Box press the Left Trigger and for GameCube press the L Button). Then press any of the action buttons to begin your assault. Once again, check your wrestler’s particular move set to see how many aerial moves he can perform.

Here is an example of a typical move set for one of the wrestlers. From here you can get an idea as to the various moves available and the button combinations for executing them. Each wrestler has a distinct set of moves available, however once you grasp the ISP concept, performing these moves should be easy no matter which wrestler you choose.

<table>
<thead>
<tr>
<th>READY</th>
<th>MOVE</th>
<th>PS2</th>
<th>GAMECUBE</th>
<th>XBOX</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weak Strike</td>
<td>Calf Kick</td>
<td>Square</td>
<td>A</td>
<td>X</td>
</tr>
<tr>
<td>Medium Strike</td>
<td>Right Hook</td>
<td>Left or Right Square</td>
<td>Left or Right A</td>
<td>Left or Right X</td>
</tr>
<tr>
<td>Strong Strike</td>
<td>Power Left</td>
<td>Up or Down Square</td>
<td>Up or Down A</td>
<td>Up or Down X</td>
</tr>
<tr>
<td>Ready Attack 1</td>
<td>Enziguiiri</td>
<td>Triangle</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>Ready Attack 2</td>
<td>Small Package</td>
<td>Left or Right Triangle</td>
<td>Left or Right Y</td>
<td>Left or Right Y</td>
</tr>
<tr>
<td>Ready Attack 3</td>
<td>Stinger</td>
<td>Up or Down Triangle</td>
<td>Up or Down Y</td>
<td>Up or Down Y</td>
</tr>
<tr>
<td>Weapon Attack</td>
<td>Cane Strike Combo</td>
<td>Triangle</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>Behind Ready</td>
<td>Move</td>
<td>PS2</td>
<td>Gamecube</td>
<td>Xbox</td>
</tr>
<tr>
<td>Behind Attack 1</td>
<td>Abstretch</td>
<td>Triangle</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>Behind Attack 2</td>
<td>Reverse DDT</td>
<td>Left or Right Triangle</td>
<td>Left or Right Y</td>
<td>Left or Right Y</td>
</tr>
<tr>
<td>Behind Attack 3</td>
<td>Backslide</td>
<td>Up or Down Triangle</td>
<td>Up or Down Y</td>
<td>Up or Down Y</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>BENT OVER</th>
<th>MOVE</th>
<th>PS2</th>
<th>GAMECUBE</th>
<th>XBOX</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bent Over Attack 1</td>
<td>Swing Ding</td>
<td>Triangle</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>Bent Over Attack 2</td>
<td>Snake DDT</td>
<td>Left or Right Triangle</td>
<td>Left or Right Y</td>
<td>Left or Right Y</td>
</tr>
<tr>
<td>Bent Over Attack 3</td>
<td>Spinning Neckbreaker</td>
<td>Up or Down Triangle</td>
<td>Up or Down Y</td>
<td>Up or Down Y</td>
</tr>
<tr>
<td>Bent Over Bulldog</td>
<td>Bent Over Bulldog</td>
<td>Triangle</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>Behind Bent Over Attack 1</td>
<td>Cobra Twist</td>
<td>Left or Right Triangle</td>
<td>Left or Right Y</td>
<td>Left or Right Y</td>
</tr>
<tr>
<td>Behind Bent Over Attack 2</td>
<td>Stretch Plum</td>
<td>Up or Down Triangle</td>
<td>Up or Down Y</td>
<td>Up or Down Y</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>RUNNING</th>
<th>MOVE</th>
<th>PS2</th>
<th>GAMECUBE</th>
<th>XBOX</th>
</tr>
</thead>
<tbody>
<tr>
<td>Running Attack 1</td>
<td>Flying Back Elbow</td>
<td>Square</td>
<td>A</td>
<td>X</td>
</tr>
<tr>
<td>Running Attack 2</td>
<td>Hard Clothesline</td>
<td>Triangle</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>Running Attack 3</td>
<td>Sunset Flip</td>
<td>Circle</td>
<td>X</td>
<td>B</td>
</tr>
<tr>
<td>Running Ground Attack 1</td>
<td>Knee Drop</td>
<td>Square</td>
<td>A</td>
<td>X</td>
</tr>
<tr>
<td>Running Ground Attack 2</td>
<td>Running Elbow Drop</td>
<td>Triangle</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>Running Ground Attack 3</td>
<td>Fist Drop</td>
<td>Circle</td>
<td>X</td>
<td>B</td>
</tr>
<tr>
<td>Whipped Opponent Attack 1</td>
<td>Drop Toe Hold</td>
<td>Square</td>
<td>A</td>
<td>X</td>
</tr>
<tr>
<td>Whipped Opponent Attack 2</td>
<td>Fujiwara Arm Bar</td>
<td>Triangle</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>Whipped Opponent Attack 3</td>
<td>Opp Run Dropkick</td>
<td>Circle</td>
<td>X</td>
<td>B</td>
</tr>
<tr>
<td>GROUND MOVE</td>
<td>MOVE</td>
<td>PS2</td>
<td>GAMECUBE</td>
<td>XBOX</td>
</tr>
<tr>
<td>-------------</td>
<td>------</td>
<td>-----</td>
<td>----------</td>
<td>------</td>
</tr>
<tr>
<td>Head Attack 1</td>
<td>Camel Clutch</td>
<td>Triangle</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>Head Attack 2</td>
<td>Crossface Punches</td>
<td>Left or Right Triangle</td>
<td>Left or Right Y</td>
<td>Left or Right Y</td>
</tr>
<tr>
<td>Head Attack 3</td>
<td>Seated Chinlock</td>
<td>Up or Down Triangle</td>
<td>Up or Down Y</td>
<td>Up or Down Y</td>
</tr>
<tr>
<td>Feet Attack 1</td>
<td>STF</td>
<td>Triangle</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>Feet Attack 2</td>
<td>Oklahoma Roll</td>
<td>Left or Right Triangle</td>
<td>Left or Right Y</td>
<td>Left or Right Y</td>
</tr>
<tr>
<td>Feet Attack 3</td>
<td>Puncho Choke Combo</td>
<td>Up or Down Triangle</td>
<td>Up or Down Y</td>
<td>Up or Down Y</td>
</tr>
<tr>
<td>Chin Lock Attack 1</td>
<td>Blatant Choke</td>
<td>Square</td>
<td>A</td>
<td>X</td>
</tr>
<tr>
<td>Chin Lock Attack 2</td>
<td>Rear Chin Lock</td>
<td>Triangle</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>Chin Lock Attack 3</td>
<td>Flip Over Neck Whip</td>
<td>Circle</td>
<td>X</td>
<td>B</td>
</tr>
<tr>
<td>Holding Legs Attack 1</td>
<td>Figure Four</td>
<td>Square</td>
<td>A</td>
<td>X</td>
</tr>
<tr>
<td>Holding Legs Attack 2</td>
<td>Fist to Groin</td>
<td>Triangle</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>Holding Legs Attack 3</td>
<td>Texas Cloverleaf</td>
<td>Circle</td>
<td>X</td>
<td>B</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>CORNER MOVE</th>
<th>MOVE</th>
<th>PS2</th>
<th>GAMECUBE</th>
<th>XBOX</th>
</tr>
</thead>
<tbody>
<tr>
<td>Corner Attack 1</td>
<td>Ringpost Slam</td>
<td>Triangle</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>Corner Attack 2</td>
<td>Bulldog</td>
<td>Circle</td>
<td>X</td>
<td>B</td>
</tr>
<tr>
<td>Running Corner Attack 1</td>
<td>Back Elbow</td>
<td>Square</td>
<td>A</td>
<td>X</td>
</tr>
<tr>
<td>Running Corner Attack 2</td>
<td>Monkey Flip</td>
<td>Triangle</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>Running Corner Attack 3</td>
<td>Running Clothesline</td>
<td>Circle</td>
<td>X</td>
<td>B</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>AERIAL MOVE</th>
<th>MOVE</th>
<th>PS2</th>
<th>GAMECUBE</th>
<th>XBOX</th>
</tr>
</thead>
<tbody>
<tr>
<td>TB Strike 1</td>
<td>Shoulder Block</td>
<td>Square</td>
<td>A</td>
<td>X</td>
</tr>
<tr>
<td>TB Strike 2</td>
<td>TB Dropkick</td>
<td>Triangle</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>TB Strike 3</td>
<td>Jumping Lariat</td>
<td>Circle</td>
<td>X</td>
<td>B</td>
</tr>
<tr>
<td>TB Dizzy 1</td>
<td>Crossbody</td>
<td>Square</td>
<td>A</td>
<td>X</td>
</tr>
<tr>
<td>TB Dizzy 2</td>
<td>Splash</td>
<td>Triangle</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>TB Ground 1</td>
<td>Leaping Elbow</td>
<td>Square</td>
<td>A</td>
<td>X</td>
</tr>
<tr>
<td>TB Ground 2</td>
<td>TB Leg Drop</td>
<td>Triangle</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>Springboard Attack</td>
<td>SB Shoulder Block</td>
<td>Triangle</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>Springboard Ground</td>
<td>SB Leg Drop</td>
<td>Triangle</td>
<td>Y</td>
<td>Y</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>APRON MOVE</th>
<th>MOVE</th>
<th>PS2</th>
<th>GAMECUBE</th>
<th>XBOX</th>
</tr>
</thead>
<tbody>
<tr>
<td>Apron Tie-up In Attack</td>
<td>Bring In Hard Way</td>
<td>Square, Triangle, Circle, X, A, Y, X, B</td>
<td>X, Y, B, A</td>
<td></td>
</tr>
<tr>
<td>Apron Tie-up Out Attack</td>
<td>Bring Out Hard Way</td>
<td>Square, Triangle, Circle, X, A, Y, X, B</td>
<td>X, Y, B, A</td>
<td></td>
</tr>
<tr>
<td>Apron Floor Attack 1</td>
<td>SB Clothesline</td>
<td>Triangle</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>Apron Floor Attack 2</td>
<td>Double Axehandle</td>
<td>Circle</td>
<td>X</td>
<td>B</td>
</tr>
<tr>
<td>Apron Floor Ground Attack 1</td>
<td>Falling Back Elbow</td>
<td>Triangle</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>Apron Floor Ground Attack 2</td>
<td>Leaping Elbow</td>
<td>Circle</td>
<td>X</td>
<td>B</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>VERTICAL SUPLEX ISP MOVE</th>
<th>MOVE</th>
<th>PS2</th>
<th>GAMECUBE</th>
<th>XBOX</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vertical Suplex Attack 1</td>
<td>Front Suplex</td>
<td>Square</td>
<td>A</td>
<td>X</td>
</tr>
<tr>
<td>Vertical Suplex Attack 2</td>
<td>Seated Front Suplex</td>
<td>Triangle</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>Vertical Suplex Attack 3</td>
<td>Giant Chop</td>
<td>Circle</td>
<td>X</td>
<td>B</td>
</tr>
<tr>
<td>Vertical Suplex Attack 4</td>
<td>Vertical Crusher</td>
<td>X</td>
<td>B</td>
<td>A</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>SCOOP SLAM ISP MOVE</th>
<th>MOVE</th>
<th>PS2</th>
<th>GAMECUBE</th>
<th>XBOX</th>
</tr>
</thead>
<tbody>
<tr>
<td>Scoop Slam Attack 1</td>
<td>Scoop Slam</td>
<td>Square</td>
<td>A</td>
<td>X</td>
</tr>
<tr>
<td>Scoop Slam Attack 2</td>
<td>Shoulder Breaker</td>
<td>Triangle</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>Scoop Slam Attack 3</td>
<td>Fall Away Slam</td>
<td>Circle</td>
<td>X</td>
<td>B</td>
</tr>
<tr>
<td>Scoop Slam Attack 4</td>
<td>Side Neck Buster</td>
<td>X</td>
<td>B</td>
<td>A</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>HEAD BETWEEN LEGS ISP MOVE</th>
<th>MOVE</th>
<th>PS2</th>
<th>GAMECUBE</th>
<th>XBOX</th>
</tr>
</thead>
<tbody>
<tr>
<td>Head Between Legs Attack 1</td>
<td>Sitout Piledriver</td>
<td>Square</td>
<td>A</td>
<td>X</td>
</tr>
<tr>
<td>Head Between Legs Attack 2</td>
<td>Fall Forward Pombmb</td>
<td>Triangle</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>Head Between Legs Attack 3</td>
<td>Cradle Piledriver</td>
<td>Circle</td>
<td>X</td>
<td>B</td>
</tr>
<tr>
<td>Head Between Legs Attack 4</td>
<td>Crucifix Drop</td>
<td>X</td>
<td>B</td>
<td>A</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>BELLY BELLY SUPLEX ISP MOVE</th>
<th>MOVE</th>
<th>PS2</th>
<th>GAMECUBE</th>
<th>XBOX</th>
</tr>
</thead>
<tbody>
<tr>
<td>Belly Belly Attack 1</td>
<td>Northern Lights</td>
<td>Square</td>
<td>A</td>
<td>X</td>
</tr>
<tr>
<td>Belly Belly Attack 2</td>
<td>Belly Belly Suplex</td>
<td>Triangle</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>Belly Belly Attack 3</td>
<td>Head Arm Suplex</td>
<td>Circle</td>
<td>X</td>
<td>B</td>
</tr>
<tr>
<td>Belly Belly Attack 4</td>
<td>Spinning Piledriver</td>
<td>X</td>
<td>B</td>
<td>A</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>GUTWRENCH ISP MOVE</th>
<th>MOVE</th>
<th>PS2</th>
<th>GAMECUBE</th>
<th>XBOX</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gutwrench Attack 1</td>
<td>High Angle Back</td>
<td>Square</td>
<td>A</td>
<td>X</td>
</tr>
<tr>
<td>Gutwrench Attack 2</td>
<td>German Suplex</td>
<td>Triangle</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>Gutwrench Attack 3</td>
<td>Fall Back</td>
<td>Circle</td>
<td>X</td>
<td>B</td>
</tr>
<tr>
<td>Gutwrench Attack 4</td>
<td>Electric Chair</td>
<td>X</td>
<td>B</td>
<td>A</td>
</tr>
</tbody>
</table>
An ISP starts whenever you lock up with another legend. The most common lock-up is the tie-up. This is the beginning of the ISP and you are at the Intermediate Start Position. After initiating the tie-up (or any of the other lock-up or action positions like back tie-up, choke, running, etc.), press one of your move buttons of which there are four. This will make your wrestler perform a secondary ISP like “Head Between Legs” where you put the opponent in the Pile Driver position, or the “Belly to Belly” position where you pull the opponent in close for a suplex move.

Certain ISPs have only one secondary position that you’ll get when you press any of the four face buttons. But some ISPs like the tie-up may have four secondary ISP positions. Once you’re in this secondary ISP you have some options. If you press no additional buttons, your wrestler will perform the default move for that secondary ISP (If the secondary ISP is the “Scoop Slam” position, then default would probably be the Scoop Slam). If you press one of the four face buttons and you have multiple moves for that secondary ISP, each face button would either perform its own trick or the default one. So for example, if you have four secondary ISP moves 3 of the face buttons will perform a different move and the 4th button will do the default move. If you only have three secondary ISP moves, two of the buttons will perform the default move, while the third and fourth face buttons will do the third and fourth move for that ISP respectively. To find out which buttons are attached to which moves refer to the move sets in the Create-A-Legend Mode.

ISPs that aren’t lock-up positions, like Running, Opponent Running and others have no secondary ISPs in the same way that lock-up moves do. They’re similar in the sense that

<table>
<thead>
<tr>
<th>FULL NELSON ISP</th>
<th>MOVE</th>
<th>PS2</th>
<th>GAMECUBE</th>
<th>XBOX</th>
</tr>
</thead>
<tbody>
<tr>
<td>Full Nelson Attack 1</td>
<td>Sleeping NeckBreak</td>
<td>Square</td>
<td>A</td>
<td>X</td>
</tr>
<tr>
<td>Full Nelson Attack 2</td>
<td>Front Leg Sweep</td>
<td>Triangle</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>Full Nelson Attack 3</td>
<td>Full Nelson Sitout</td>
<td>Circle</td>
<td>X</td>
<td>B</td>
</tr>
<tr>
<td>Full Nelson Attack 4</td>
<td>Sleeper</td>
<td>X</td>
<td>B</td>
<td>A</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>SAMOAN DROP ISP</th>
<th>MOVE</th>
<th>PS2</th>
<th>GAMECUBE</th>
<th>XBOX</th>
</tr>
</thead>
<tbody>
<tr>
<td>Samoan Drop Attack 1</td>
<td>Fireman Toss</td>
<td>Square</td>
<td>A</td>
<td>X</td>
</tr>
<tr>
<td>Samoan Drop Attack 2</td>
<td>Samoan Drop</td>
<td>Triangle</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>Samoan Drop Attack 3</td>
<td>Twirling Samoan</td>
<td>Circle</td>
<td>X</td>
<td>B</td>
</tr>
<tr>
<td>Samoan Drop Attack 4</td>
<td>Falling Reverse DDT</td>
<td>X</td>
<td>B</td>
<td>A</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>SPECIAL</th>
<th>MOVE</th>
<th>PS2</th>
<th>GAMECUBE</th>
<th>XBOX</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ready Taunt 1</td>
<td>Plead for Mercy</td>
<td>Right Analog</td>
<td>Up Direction Pad</td>
<td>Direction Pad</td>
</tr>
<tr>
<td>Ready Taunt 2</td>
<td>Irish Boxer</td>
<td>Right Analog</td>
<td>Up Direction Pad</td>
<td>Direction Pad</td>
</tr>
<tr>
<td>Turnbuckle Taunt</td>
<td>I Will Destroy You TB</td>
<td>X</td>
<td>B</td>
<td>A</td>
</tr>
<tr>
<td>Stance</td>
<td>Amateur Wrestler</td>
<td>N/A</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>Finisher</td>
<td>Superplex</td>
<td>Right Analog</td>
<td>Up Direction Pad</td>
<td>Direction Pad</td>
</tr>
</tbody>
</table>
a movement ISP’s secondary action is dependent upon where the opponent is. For instance, in the Tie-up ISP, the secondary ISP would be “Belly To Belly” or “Scoop Slam” depending on what position you have your opponent in. If you’re doing a Running ISP, the move you will do at the end is all based on where the opponent is, whether the opponent is standing, sitting, on the arena floor outside of the ring or is in the corner. This allows for a wider range of possibilities and higher numbers of tricks for you to perform in the end.

All in all, the ISP system is very useful for performing different combinations of moves. But there’s one game play tactic that is the ISP’s worst enemy... the reversal.

When you begin a lock-up ISP move, a red swoosh will appear underneath your opponent’s life meter. This is the reversal meter. Within the red swoosh is a small section of green known as the reversal window. As soon as the swoosh appears a white line will slide from left to right, along the swoosh and it’s your opponent’s job to hit the main face button to stop the line in the green reversal window. If he does this, then your move will be reversed and you’ll have a new move performed on you.

Your defense to the reversal is two-fold. First, when the new move is performed on you, you’ll have the opportunity to reverse with a faster moving reversal meter that has a smaller reversal window. While it’s tough to hit the window when you’re counter-reversing, it’s almost impossible for the opponent to hit his next, even faster reversal window.

Your second line of defense is a little more complicated and requires a lot of coordination. When you first start to lock up with your opponent and his reversal meter comes up, you can stop his white line before he does. If you press the button while the line is in the green window before your opponent hits the green window, then his reversal is locked out and your intended move is performed.

No one said mastering the art of professional wrestling would be easy.
OUTSIDE THE RING

Often you will find yourself in a situation that calls for your wrestler to exit the ring and continue your combat on the arena floor. This is especially true when it's time to grab a nasty weapon, or find the ladder you’ll need to grab the belt and emerge victorious in those infamous Ladder Matches.

First you must climb over the ropes (The L1 Button for PS2, the Left Trigger for X-Box and the L Button for GameCube). Then it’s on down to the floor (L1 Button and Directional Pad for PS2, Left Trigger and Directional Pad for X-Box and the L Button for GameCube). Use the same actions for returning into the ring. Should your opponent follow you outside the ring be sure to press your action buttons in any situation outside the ring to continue your assault.

WEAPONS AND OBJECTS

If your enemy is giving you the beating of your life, perhaps it’s time to exit the ring and grab a weapon or object to help even the score. This may appear dirty and underhanded, but remember, you’ve got to do whatever it takes to get to that championship match!

You'll find all these handy items under the ring. Once you've exited the ring, press the R2 Button for PS2, the Black Button for X-Box and the Z Button for GameCube to pick up your weapon. Should your foe follow you outside the ring, use your new toy immediately to gain the upper hand. Should your opponent stay within the ropes, jump back in with your implement of destruction and bring the combat to him.

With your weapon you can do a number of things such as attack with it, throw it, strike with it or drop it. For attack, it's the Triangle Button for PS2 and the Y Buttons for X-Box and GameCube. To throw your weapon use the Circle Button for PS2, the B Button for X-Box and the X Button for GameCube. To strike with your weapon use the Square Button for PS2, the X Button for X-Box and the A Button for GameCube. And finally, when you’ve had enough you can drop your weapon using the X Button for PS2, the A Button for X-Box and the B Button for GameCube.

LADDERS

When there is a ladder involved you’ve got to know how to open and position it, close it and use it as a weapon. To open and position your ladder press the Triangle Button for PS2, the Y Buttons for X-Box and GameCube. To close the ladder press the Triangle button for PS2, the Black Button for X-Box and the Y Button for GameCube. And, of course you can use the ladder to deliver a pummeling to your opponent by pressing the Square Button for PS2, the X Button for X-Box and the A Button for GameCube.
Welcome to Piper's Pit...I've been called by some "irritating, and sometimes down-right nasty." Can you believe that? Although "some" of that may be true, toughness in the ring is my claim to fame. I've wrestled the best, including Hulk Hogan at Wrestlemania 1 and my infamous "Dog-Collar" match against Greg "The Hammer" Valentine in 1983. I say never go into a match without knowing the ropes. This chapter of the Legends of Wrestling 2 strategy guide will give you the lowdown on all the available match types, along with strategies and even more important cheats!

Knowing the best strategy for whatever situation you find yourself in will be vital to victory. Whether you're grappling in a 3 Way Dance, a Cage Match or a Battle Royal, knowing how to outsmart and outwrestle your opponents is key. Once you know how to bring your enemy to his knees, you can take on anyone. And one last thing... Don't forget to use your taunts! I found out early in my career that infuriating your opponent is a hell of a lot of fun!

"Rowdy" Roddy Piper
The Career Mode in Legends of Wrestling 2 is a lot more involved than you’d expect. You’re asked to win matches, please promoters and eventually become the world champion. The Career Mode is also the best place to capture the green coins you’ll need to use in the Shop Mode to unlock certain wrestlers and other features.

The mode is broken up into 6 regions for you to play through: Northeast, Pacific, Southeast, Southwest, Midwest, and the World region. You’ll begin in the 5 domestic regions, each having 5 cities where that promotion wrestles. Each region will have its own randomly selected story line. This affects the path that the region’s promoter will set for you to raise your recognition in the area. Once you raise your popularity to 100%, you’ll get a title shot against the champion of the region. Defeat the champion then defend your belt a couple times and you’ll be off to the next region. Once you capture the 5 domestic regional championships, you’ll travel around the globe in the World Region to capture the prize of all prizes... the World Championship.

Each region’s promoter is set to give you a very hard time, but who said becoming a legend would be easy. Here’s a look at Legends of Wrestling 2’s promoters:
NORTHEAST REGION

THE BOSS, TONY PAVORATI: The Boss is a tough guy to get to know, so don’t make the mistake of disrespecting him or talking back. He has a habit of dealing with troublemakers in a quick and painful manner.

MIDWEST REGION

SCOTTY MACDOUGAL: Scotty’s gruff exterior is no show. Don’t get on this man’s bad side or you’ll be wrestling outside in the snow. Scotty was once a fine wrestler in his own right, so pay attention to his advice because you may learn something.

SOUTHEAST REGION

BELLE JACKSON: Don’t let her good looks and batting eyelashes fool you. This woman is one of the most cutthroat promoters in the business. Belle will always motivate you in one of numerous ways, but take her warnings about the champion to heart. They could but you over the top when you get your title match.

SOUTHWEST REGION

TEX MCGRAW: Tex may be the soft-spoken type, but don’t think for one second that this cowboy is a wimp. As the promoter of one of the toughest regions in the country, Tex will lay down the law and he’ll also make your life a living hell. Your best bet is to keep your mouth shut and let Tex push you to a title match with its champion.

PACIFIC REGION

RANDALL SCHMANDALL: Many professional wrestlers before you have wanted to be in pictures, and if you feel the same way, Randall is the man to talk to. Producing movies and promoting a region’s matches is tough work, but you know that a man who can do both will surely have the drive to push you to the top of the pack. Listen to Randall and you’ll go places kid!

WORLD REGION

MR. HIRO NATSUUME: Mr. Natsuume is more dangerous than he looks and he will not, under any circumstances, approve of you losing any matches at all. He’s been in the wrestling business longer than anyone, so do yourself a favor and let this Japanese visionary guide you on your way to the top of professional wrestling.

You’ll experience a lot of action on your road to greatness. One of the things you’ll come across between regional matches are special matches that usually involve a stipulation. For instance, there is the Body Slam Contest where the object of the game is to body slam your opponent before he can do the same to you. These special matches will often open up things in the Shop Mode, so be sure to check the Shop after a special match has been successfully completed. And don’t forget that you accumulate 15 green coins with every region you complete.
All the legends will be trying to squash your dreams of title gold from the start. It’s quite possible that the first match in your first region could be a 3 Way Dance with Andre the Giant and Hulk Hogan. Lace up your boots, eat your vitamins and say your prayers, the time to become a legend of wrestling has arrived.

**TOURNAMENT MODE**

The Tournament Mode in Legends of Wrestling 2 is where you can set up huge 4, 8 or 16 team tournaments to find out who’s the “Best of the Best.”

The Standard Tournament is a singles tournament that lets you select from a 4, 8 or 16 man tournament where only one man can be crowned “King of the Hill.” Each match is performed individually as opposed to one right after another. You can assign all the tournament participants to the CPU also, if you just feel like watching some great wrestling without having to get involved yourself.

The Tag and Tag Belt Tournaments let you pick from the best tag teams in the world in tournaments made up of 4 and 8 teams in the Tag tournament and 16 teams in the Tag Belt Tournament. The Tag Belt Tournament will obviously be for the more experienced player, since there is a long line of opponents, but its worth it considering you can capture the highest prize a tag team can win, the Tag Team Championship belts.

The Standard and Tag Tournaments are gruesome, physically draining modes but when you come out on top you’ll prove, without question, that you are a legend of wrestling that can’t be beat!

**SHOP MODE AND CHEATS**

In Legends of Wrestling 2, there are tons of great things to unlock, all of which can be opened up through the Shop Mode. To purchase different items in the Shop Mode, you need to accumulate GREEN, BLUE and RED coins. Green coins can be earned mainly through the Career Mode, and also by playing general matches. To get blue and red coins, you’ll have to gamble some of your green. Some of the items in Shop Mode, such as certain locked wrestlers, are only available to purchase and unlock if you’ve performed a certain task in the Career Mode.

**UNLOCKABLE GOODS**

- Wrestlers
- Textures
- Arenas
- Abilities
- Cheats
- Concept Art

**UNLOCKING COINS**

Green coins are obtained throughout different gameplay modes. Career Mode offers the greatest option to obtain green coins and/or “Special” cheats.

Blue and red coins can be obtained by going into the Shop Mode and gambling your green coins. You have to pay 2 green coins to get a blue coin and 5 green coins to get a red coin.
You’re asked to place your bet on a 4 x 4 board. A selector will highlight different squares and you’re charged with pushing the button when the selector is over the square with your bet on it. Try using the middle 4 squares since it’s easier to see when the selector highlights that square.

Below is a chart detailing how many green coins you’ll receive when playing the Career Mode and certain match types.

### UNLOCKING POINTS

<table>
<thead>
<tr>
<th>CAREER</th>
<th>RED</th>
<th>BLUE</th>
<th>GREEN</th>
<th>NOTES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Beat a Region</td>
<td>5</td>
<td></td>
<td>10</td>
<td>5 regions, 10 coins a piece</td>
</tr>
<tr>
<td>Beat Career Mode</td>
<td>50</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Body Slam</td>
<td>35</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>TOURNAMENT</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Standard 4</td>
<td></td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Standard 8</td>
<td></td>
<td>6</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Standard 16</td>
<td></td>
<td>9</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tag 4</td>
<td></td>
<td>6</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tag 8</td>
<td></td>
<td>9</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>EXHIBITION</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>All Modes</td>
<td></td>
<td>25</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Cage</td>
<td></td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ladder</td>
<td></td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Battle Royal</td>
<td></td>
<td>5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Vs</td>
<td></td>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tag</td>
<td></td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3 Way Dance</td>
<td></td>
<td>2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4 Way Dance</td>
<td></td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6 Man Tag</td>
<td></td>
<td>4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>8 Man Tag</td>
<td></td>
<td>5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3 Way Tag</td>
<td></td>
<td>4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4 Way Tag</td>
<td></td>
<td>5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Belt Defense</td>
<td></td>
<td>5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Time Played above 10</td>
<td>above 10</td>
<td>5</td>
<td></td>
<td>above 10 minutes played in 1 match</td>
</tr>
</tbody>
</table>

| **MODIFIERS**           |     |      |       |                                    |
| Elimination             |     | 3    |       |                                    |
| Submission Only         |     | 3    |       |                                    |
| Finisher Only           |     | 2    |       |                                    |
| **TOTAL**               |     |      |       |                                    |
| RED                     |     |      |   166 |                                    |
| BLUE                    |     |      |       |                                    |
| GREEN                   |     |      |       |                                    |

### SPECIAL CHEATS

When you play through certain sections of the game or beat the Career Mode with a certain legend, Special Cheats will open up in the Shop Mode that are the “Cream-of-the-Crop” in unlockable goodies within the game. Below are listings of the special cheats and the coins it takes to unlock them.

**SPECIAL 1 - ANDY KAUFMAN**

When you fight as Jerry Lawler through a Career and match up against Andy Kaufman, Kaufman will be available in Shop Mode.
**SPECIAL 2 - PROMOTERS**

When you play through a region in Career Mode, all of the promoters become available to be unlocked. Every time you play through a region after the first time you complete it, the promoter of that particular region will have a reduction in his price to unlock by 2 Red, 2 Blue, and 3 Green.

<table>
<thead>
<tr>
<th>DISPLAY NAME</th>
<th>RED COINS</th>
<th>GREEN COINS</th>
<th>BLUE COINS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Promoter Tex</td>
<td>8</td>
<td>16</td>
<td>7</td>
</tr>
<tr>
<td>Promoter Randall</td>
<td>8</td>
<td>16</td>
<td>7</td>
</tr>
<tr>
<td>Promoter Scotty</td>
<td>8</td>
<td>16</td>
<td>7</td>
</tr>
<tr>
<td>Promoter The Boss</td>
<td>8</td>
<td>16</td>
<td>7</td>
</tr>
<tr>
<td>Promoter Belle</td>
<td>8</td>
<td>16</td>
<td>7</td>
</tr>
<tr>
<td>Promoter Mr. Natsuume</td>
<td>8</td>
<td>16</td>
<td>7</td>
</tr>
</tbody>
</table>

For example, if you pass through the Northeast Region twice, the price of The Boss will be down to 6 Red, 5 Blue, and 13 Green.

1st time through a region: 8 Red 7 Blue 16 Green
2nd time through a region: 6 Red 5 Blue 13 Green
3rd time through a region: 4 Red 3 Blue 10 Green
4th time through a region: 2 Red 1 Blue 7 Green

The minimum price a Promoter may be purchased for is 2 Red, 1 Blue, and 7 Green coins.

**SPECIAL 3 - WORLD CHEAT**

After playing through the Career Mode with each wrestler, the World Cheat will automatically be available. The World Cheat gives you an unlimited amount of green coins.

**SPECIAL 4 - CHEATS**

After you play through all modes of play, including Career Mode, with the same legend 6 awesome cheats will open up in Shop Mode.

<table>
<thead>
<tr>
<th>DISPLAY NAME</th>
<th>RED COINS</th>
<th>GREEN COINS</th>
<th>BLUE COINS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Slow-Mo</td>
<td>7</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>Speed Up</td>
<td>7</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>Anti-Gravity</td>
<td>7</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>Insane Damage</td>
<td>10</td>
<td>13</td>
<td>7</td>
</tr>
<tr>
<td>Full Reversals</td>
<td>10</td>
<td>13</td>
<td>7</td>
</tr>
<tr>
<td>Full Momentum</td>
<td>10</td>
<td>13</td>
<td>7</td>
</tr>
</tbody>
</table>

**SPECIAL 5 - INTERVIEWS (NOT AVAILABLE ON GAMECUBE)**

Interviews are available to you in the Theater Mode. This allows you to get a glimpse of the real-life side of each wrestler, tips on the business, and some of their greatest matches.

**SPECIAL 6 - CAREER-ENDING MOVIES**

Career-ending movies become available in Theater Mode once you complete a Career Mode with any legend. Wrestlers who are locked or unavailable won’t have career-ending movies until they’re unlocked. The legend that you play through Career Mode with will have his movie available for 2 green coins, while all the other movies will cost 50 green coins. If you complete a Career Mode multiple times, the prices of all of the other legends’ movies will fall in price in the following way:

1st Career completed: 50 green coins
2nd Career completed: 25 green coins
3rd Career completed: 12 green coins
4th Career completed: 2 green coins

So after completing the Career Mode 4 times, all movies will cost just two green coins, what a deal!

**SPECIAL 7 - BIG JOHN STUDD**
When you play through a legend’s career and come up against Big John Studd in a Body Slam Match his character will become available in Shop Mode to be unlocked, but only if you defeat him.

**SPECIAL 8 - BRUNO SAMMARTINO**
When you complete Career Mode with Hulk Hogan, Bruno Sammartino will become available in Shop Mode to be unlocked.

**SPECIAL 9 - OWEN HART**
When you complete Career Mode with Bret Hart, Owen Hart will become available in Shop Mode to be unlocked.

**SPECIAL 10 - BRITISH BULLDOG**
When you complete Career Mode with the Dynamite Kid, the British Bulldog will become available in Shop Mode to be unlocked.

**WRESTLER INFORMATION**
There are 15 legends to unlock in Legends of Wrestling 2. Five of the fifteen have to be triggered through Career Mode as mentioned earlier. Here are the coin values for each of the locked wrestlers. The 10 legends that do not have to be unlocked through the Career Mode can be purchased to unlock at any time, assuming you have enough money to do so.

<table>
<thead>
<tr>
<th>DISPLAY NAME</th>
<th>RED COINS</th>
<th>GREEN COINS</th>
<th>BLUE COINS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Captain Lou Albano</td>
<td>2</td>
<td>1</td>
<td>5</td>
</tr>
<tr>
<td>Mr. Fuji</td>
<td>2</td>
<td>1</td>
<td>5</td>
</tr>
<tr>
<td>Jimmy Hart</td>
<td>2</td>
<td>1</td>
<td>5</td>
</tr>
<tr>
<td>Bobby Heenan</td>
<td>2</td>
<td>1</td>
<td>5</td>
</tr>
<tr>
<td>Grand Wizard</td>
<td>2</td>
<td>1</td>
<td>5</td>
</tr>
<tr>
<td>Killer Kowalski</td>
<td>3</td>
<td>0</td>
<td>8</td>
</tr>
<tr>
<td>King Kong Bundy</td>
<td>3</td>
<td>0</td>
<td>8</td>
</tr>
<tr>
<td>Abdullah the Butcher</td>
<td>3</td>
<td>0</td>
<td>8</td>
</tr>
<tr>
<td>Nasty Boy Saggs</td>
<td>3</td>
<td>0</td>
<td>8</td>
</tr>
<tr>
<td>Nasty Boy Knobs</td>
<td>3</td>
<td>0</td>
<td>8</td>
</tr>
<tr>
<td>Big John Studd</td>
<td>3</td>
<td>1</td>
<td>5</td>
</tr>
<tr>
<td>Bruno Sammartino</td>
<td>3</td>
<td>1</td>
<td>5</td>
</tr>
<tr>
<td>British Bulldog</td>
<td>3</td>
<td>1</td>
<td>5</td>
</tr>
<tr>
<td>Owen Hart</td>
<td>3</td>
<td>1</td>
<td>5</td>
</tr>
<tr>
<td>Andy Kaufman</td>
<td>3</td>
<td>1</td>
<td>5</td>
</tr>
</tbody>
</table>

**ABILITIES**
There are four abilities that you can purchase if you have the coinage. Each one will make you a true superstar and very hard to defeat. Resilient and Comeback are defensive abilities, while Hardcore and Sadist abilities will really give you an unstoppable offense.

<table>
<thead>
<tr>
<th>DISPLAY NAME</th>
<th>RED COINS</th>
<th>GREEN COINS</th>
<th>BLUE COINS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Resilient</td>
<td>0</td>
<td>9</td>
<td>3</td>
</tr>
<tr>
<td>Comeback</td>
<td>0</td>
<td>9</td>
<td>3</td>
</tr>
<tr>
<td>Hardcore</td>
<td>0</td>
<td>9</td>
<td>3</td>
</tr>
<tr>
<td>Sadist</td>
<td>0</td>
<td>9</td>
<td>3</td>
</tr>
</tbody>
</table>
TEXTURES
In Legends of Wrestling 2, there are 19 sets of textures to unlock. The textures available are either, Create-A-Legend clothing sets, consisting of a face, shirt, pants, boots and hands or entrance gear. Once unlocked, these textures will become available in Create-a-Legend Mode.

<table>
<thead>
<tr>
<th>DISPLAY NAME</th>
<th>RED COINS</th>
<th>GREEN COINS</th>
<th>BLUE COINS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Camouflage</td>
<td>0</td>
<td>7</td>
<td>1</td>
</tr>
<tr>
<td>Canada Set</td>
<td>0</td>
<td>7</td>
<td>1</td>
</tr>
<tr>
<td>Claw</td>
<td>0</td>
<td>7</td>
<td>1</td>
</tr>
<tr>
<td>Gator Skin</td>
<td>0</td>
<td>4</td>
<td>2</td>
</tr>
<tr>
<td>Gladiator</td>
<td>0</td>
<td>6</td>
<td>3</td>
</tr>
<tr>
<td>Japan Set</td>
<td>0</td>
<td>4</td>
<td>2</td>
</tr>
<tr>
<td>Jolt</td>
<td>0</td>
<td>6</td>
<td>3</td>
</tr>
<tr>
<td>Mexico Set</td>
<td>0</td>
<td>4</td>
<td>2</td>
</tr>
<tr>
<td>Relaxed</td>
<td>0</td>
<td>6</td>
<td>3</td>
</tr>
<tr>
<td>Rotting</td>
<td>0</td>
<td>6</td>
<td>3</td>
</tr>
<tr>
<td>Spacecross</td>
<td>0</td>
<td>6</td>
<td>3</td>
</tr>
<tr>
<td>USA Set</td>
<td>0</td>
<td>4</td>
<td>2</td>
</tr>
<tr>
<td>Devil</td>
<td>0</td>
<td>8</td>
<td>2</td>
</tr>
<tr>
<td>Checker Drop</td>
<td>0</td>
<td>8</td>
<td>2</td>
</tr>
<tr>
<td>Marine Man</td>
<td>0</td>
<td>8</td>
<td>2</td>
</tr>
<tr>
<td>Jester</td>
<td>0</td>
<td>8</td>
<td>2</td>
</tr>
<tr>
<td>Flame</td>
<td>0</td>
<td>8</td>
<td>2</td>
</tr>
<tr>
<td>Fire</td>
<td>0</td>
<td>8</td>
<td>2</td>
</tr>
<tr>
<td>Thunder</td>
<td>0</td>
<td>8</td>
<td>2</td>
</tr>
</tbody>
</table>

ARENAS
There are 4 arenas that are locked from the start. These arenas will appear in the World Region during the Career Mode after you’ve unlocked them and they’ll also be available for normal Exhibition matches.

<table>
<thead>
<tr>
<th>DISPLAY NAME</th>
<th>RED COINS</th>
<th>GREEN COINS</th>
<th>BLUE COINS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tokyo</td>
<td>0</td>
<td>5</td>
<td>4</td>
</tr>
<tr>
<td>Cairo</td>
<td>0</td>
<td>5</td>
<td>4</td>
</tr>
<tr>
<td>Rome</td>
<td>0</td>
<td>5</td>
<td>4</td>
</tr>
<tr>
<td>Moscow</td>
<td>0</td>
<td>5</td>
<td>4</td>
</tr>
</tbody>
</table>

CONCEPT ART
Many pieces of concept art are available to be purchased through the Shop Mode and can be viewed in Theatre Mode.

<table>
<thead>
<tr>
<th>DISPLAY NAME</th>
<th>RED COINS</th>
<th>GREEN COINS</th>
<th>BLUE COINS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Abdullah The Butcher Sketch</td>
<td>0</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Abdullah The Butcher</td>
<td>0</td>
<td>5</td>
<td>1</td>
</tr>
<tr>
<td>Andre The Giant Sketch</td>
<td>0</td>
<td>0</td>
<td>3</td>
</tr>
<tr>
<td>Andre The Giant</td>
<td>0</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>Road Warrior Animal Sketch</td>
<td>0</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>Tony Atlas</td>
<td>0</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>Bob Backlund</td>
<td>0</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>Bam Bam Bigelow</td>
<td>0</td>
<td>6</td>
<td>2</td>
</tr>
<tr>
<td>Baron Von Raschke Sketch</td>
<td>0</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Baron Von Raschke</td>
<td>0</td>
<td>6</td>
<td>2</td>
</tr>
<tr>
<td>Promoter Belle Jackson</td>
<td>0</td>
<td>5</td>
<td>3</td>
</tr>
<tr>
<td>Billy Graham</td>
<td>0</td>
<td>0</td>
<td>2</td>
</tr>
<tr>
<td>Promoter Tony Pavorati</td>
<td>0</td>
<td>5</td>
<td>3</td>
</tr>
<tr>
<td>Bret Hart</td>
<td>0</td>
<td>4</td>
<td>2</td>
</tr>
<tr>
<td>Bruno Sammartino</td>
<td>0</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>British Bulldog</td>
<td>0</td>
<td>6</td>
<td>2</td>
</tr>
<tr>
<td>Cowboy Bob Orton</td>
<td>0</td>
<td>0</td>
<td>2</td>
</tr>
<tr>
<td>David Von Erich</td>
<td>0</td>
<td>0</td>
<td>2</td>
</tr>
<tr>
<td>Character</td>
<td>Page 1</td>
<td>Page 2</td>
<td>Page 3</td>
</tr>
<tr>
<td>---------------------------------</td>
<td>--------</td>
<td>--------</td>
<td>--------</td>
</tr>
<tr>
<td>Ted DiBiase</td>
<td>0</td>
<td>6</td>
<td>2</td>
</tr>
<tr>
<td>Dr. Death Sketch</td>
<td>0</td>
<td>6</td>
<td>2</td>
</tr>
<tr>
<td>Dory Funk</td>
<td>0</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>Dynamite Kid</td>
<td>0</td>
<td>6</td>
<td>2</td>
</tr>
<tr>
<td>Eddie Gilbert</td>
<td>0</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>Fritz Von Erich</td>
<td>0</td>
<td>6</td>
<td>2</td>
</tr>
<tr>
<td>Mr. Fuji</td>
<td>0</td>
<td>7</td>
<td>2</td>
</tr>
<tr>
<td>Eddie Guerrero</td>
<td>0</td>
<td>7</td>
<td>2</td>
</tr>
<tr>
<td>Hacksaw Jim Duggan</td>
<td>0</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>Harley Race</td>
<td>0</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>Road Warrior Hawk</td>
<td>0</td>
<td>0</td>
<td>2</td>
</tr>
<tr>
<td>Bobby Heenan</td>
<td>0</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>Hulk Hogan</td>
<td>0</td>
<td>4</td>
<td>3</td>
</tr>
<tr>
<td>Iron Sheik</td>
<td>0</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>Trainer</td>
<td>0</td>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>Jimmy Hart</td>
<td>0</td>
<td>7</td>
<td>2</td>
</tr>
<tr>
<td>Andy Kaufman</td>
<td>0</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>Kerry Von Erich</td>
<td>0</td>
<td>0</td>
<td>2</td>
</tr>
<tr>
<td>Kevin Von Erich</td>
<td>0</td>
<td>0</td>
<td>2</td>
</tr>
<tr>
<td>Killer Kowalski</td>
<td>0</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>King Kong Bundy</td>
<td>0</td>
<td>6</td>
<td>2</td>
</tr>
<tr>
<td>Brian Knobs</td>
<td>0</td>
<td>0</td>
<td>2</td>
</tr>
<tr>
<td>Andy Kaufman Sketch</td>
<td>0</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Koko B. Ware</td>
<td>0</td>
<td>6</td>
<td>2</td>
</tr>
<tr>
<td>Ivan Koloff</td>
<td>0</td>
<td>0</td>
<td>2</td>
</tr>
<tr>
<td>Jerry Lawler</td>
<td>0</td>
<td>6</td>
<td>2</td>
</tr>
<tr>
<td>Captain Lou Albano</td>
<td>0</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>Michael Von Erich</td>
<td>0</td>
<td>0</td>
<td>2</td>
</tr>
<tr>
<td>Mil Mascaras</td>
<td>0</td>
<td>0</td>
<td>3</td>
</tr>
<tr>
<td>Don Muraco</td>
<td>0</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>Promoter Hiro Natsuume</td>
<td>0</td>
<td>5</td>
<td>3</td>
</tr>
<tr>
<td>One Man Gang</td>
<td>0</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Paul Orndorff</td>
<td>0</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>Owen Hart</td>
<td>0</td>
<td>0</td>
<td>3</td>
</tr>
<tr>
<td>Rowdy Roddy Piper</td>
<td>0</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>Ivan Putski</td>
<td>0</td>
<td>0</td>
<td>2</td>
</tr>
<tr>
<td>Promoter Randall King</td>
<td>0</td>
<td>5</td>
<td>3</td>
</tr>
<tr>
<td>Ricky Morton</td>
<td>0</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>Rick Martel</td>
<td>0</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>Rick Steiner</td>
<td>0</td>
<td>0</td>
<td>3</td>
</tr>
<tr>
<td>Robert Gibson</td>
<td>0</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>Rocky Johnson</td>
<td>0</td>
<td>0</td>
<td>3</td>
</tr>
<tr>
<td>Sabu</td>
<td>0</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>Jerry Sags</td>
<td>0</td>
<td>0</td>
<td>2</td>
</tr>
<tr>
<td>Tito Santana</td>
<td>0</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>Scott Steiner</td>
<td>0</td>
<td>0</td>
<td>3</td>
</tr>
<tr>
<td>Promoter Scotty MacDougall</td>
<td>0</td>
<td>5</td>
<td>3</td>
</tr>
<tr>
<td>Iron Sheik Sketch</td>
<td>0</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Sid Vicious</td>
<td>0</td>
<td>7</td>
<td>2</td>
</tr>
<tr>
<td>Sid Vicious Sketch</td>
<td>0</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Jimmy Snuka</td>
<td>0</td>
<td>0</td>
<td>3</td>
</tr>
<tr>
<td>Ricky Steamboat</td>
<td>0</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>George Steele</td>
<td>0</td>
<td>0</td>
<td>3</td>
</tr>
<tr>
<td>George Steele Sketch</td>
<td>0</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>Big John Studd</td>
<td>0</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>Terry Funk</td>
<td>0</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>Promoter Tex McGraw</td>
<td>0</td>
<td>5</td>
<td>3</td>
</tr>
<tr>
<td>The Sheik</td>
<td>0</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>Greg Valentine</td>
<td>0</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>Nikolai Volkoff</td>
<td>0</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>Grand Wizard Sketch</td>
<td>0</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>Grand Wizard</td>
<td>0</td>
<td>7</td>
<td>2</td>
</tr>
<tr>
<td>Road Warrior Animal Sketch 2</td>
<td>0</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>
MATCH TYPES AND STRATEGIES

Legends of Wrestling 2 features many sights, sounds, modes and match types to wet your wrestling appetite. New to Legends of Wrestling 2 are the fierce Steel Cage Matches; the death defying Ladder Match and a whole host of new tag match types to keep you grappling for a long time. Also, you have to spend some time with the Shop Mode, detailed earlier in this chapter. The Shop is the one place to unlock all of the goods that’ll get you drooling from wrestlers to wardrobes. Now it’s time to read on and get the best strategy to make your way through the legend’s gauntlet.

EXHIBITION MATCHES

The Exhibition Mode will probably be the mode you play most often. Without the restrictions of the Career Mode, Exhibition lets you match up legends and pit them against each other. The Exhibition menu had ten different types of matches you can play and an arenas menu so you can pick your favorite venue.

VERSUS

Versus is the match type that is one-on-one at its very best. Going “mano-a-mano” is sometimes much more difficult than match types involving three or more people, simply because there isn’t anyone else to distract your opponent. This is also an advantage for you, because you won’t have to worry about anyone else getting in the way of your offense. Your strategy in Versus matches should revolve around the basics. Keep tying up with your opponent and try to plan an attack using your knowledge of your legend’s move set. Once he is down to the end of his blue health meter leave the ring and start pounding on him with any weapons you might pull out from under the ring. This will get him into the red rather quickly and you’ll soon be able to perform your finishing move or any other pin and end the match quickly.

3 WAY DANCE

The first thing you should know about a 3 Way Dance is that it isn’t an elimination match type meaning that the match ends when the first wrestler is pinned. Start by selecting any three wrestlers who are unlocked and then proceed on to the match.

There are a lot of things you can do to succeed in this match type. First of all, since only two people can lock up with each other, it invariably means that one wrestler will be left alone. If that wrestler is you, you’ll have a number of options available. You can wait for the two wrestlers to damage each other before stepping into the mix or you can double-team one of the wrestlers locking up. The first option is probably your best. In addition, it may be a good idea to grab a weapon to use once the two wrestlers start looking for you. Unfortunately both of your opponents will be looking to get you as well. This could definitely
get out of hand quickly so don’t panic. Running away is the worst thing to do at this point because you will usually get caught. The best thing to do is to tie up with one of your opponents and concentrate on him. The other wrestler has a hard time connecting with you while you’re in the process of performing moves, so you can continually work on the other wrestler until he gets into his red health meter. If the other wrestler turns his attention to your victim, let him take his health down but be ready to stamp out any pin attempt. Once one of the two other legends are in the red, start trying to get your opponents unconscious and then go for the pin on the opponent with the least amount of health.

**4 Way Dance**

This is the match type only recommended for expert players. It gets very frustrating if you can’t maneuver yourself well in the ring and decide which opponent to get to first. If you can manage those things then you’ll really have a lot of fun in the knockdown, drag-out, epic fight to be the first with a pin.

Since these matches involve four different people it’s really difficult to try to plan an attack when you’re surrounded by three opponents so the first thing you want to do is get out side of the ring quickly. If all 3 follow make sure to get a weapon. If only two follow the third will come sooner or later to take one of the chasers off your back, so sit tight in this situation because help’s on the way. If only one of your opponents comes outside of the ring, just fight your “one-on-one” game and take your opponent out quickly. Since you’re out of the ring, always take advantage of the weapons at your disposal.

Don’t forget that your back is always in danger. The two wrestlers in the ring could decide that you’re the real target and go after you. In this case it’s best if you can dizzy the legend you were fighting first and then tie up each of the incoming attackers until they too are dizzy. Always work towards getting that weapon from underneath the apron. A weapon here will save the match for you as well.

Always be aware of what the legends you aren’t fighting are up to. If they attempt a pin, you need to be there with your stomp to break it up. Make your main opponent unconscious outside of the ring and then go in to finish off the other two legends, beginning with the one with the most health. The pin should be a hop, skip and a jump from there.

**Ladder Match**

This is the most gruesome of all match types. You should use a legend with a high speed rating in this match type so pick someone like Eddie Guerrero or Brian Pillman for this match. They have the speed it will take to succeed.

The most important thing to remember in a ladder match is to get your opponent out for the count. For this task, the ladder is your best friend. Go out, grab it and beat your opponent senseless. This is why the strength rating of the legend you’re using isn’t as important as
speed, because you’ll have to shift your position constantly and avoid your opponent’s tie-up to use the ladder as a weapon.

Once you have your opponent below his red health, now is the time to go for the bag of cash. Unfortunately, if you do all this too fast, the bag won’t have been lowered to ladder height yet. If this happens just hang around and have some fun with your opponent until it does get lowered all the way. Climb the ladder and hit your Grapple/Tie-up Button to grab for the bag. You’ll have enough time to get the bag if your opponent’s health is completely depleted.

**CAGE MATCH**

The cage match is where it’s just you and your opponent... No refs, no run-ins, no weapons. This is the place where escaping alive is considered “breaking even.” Seriously though, the cage is a rough match type with only two ways out, breaking down the door then either exiting through it or then choosing to climb up and over the top of the cage. And, of course, you’ll need the best strategy to get you there.

Try to select a legend for this match type that has a great deal of strength. Begin tying up as soon as possible and get a headstart on your opponent’s health bar. Remember that the “Whip to the Ropes” move becomes very important here because you’re now whipping your opponent into the cage wall. The whip move is pretty easy to counter if you’re ready for it, so keep an eye on your reversal bar.

The main exit is the cage door. After you’ve destroyed the door, only then can you choose to climb over the cage, or exit through the doorway for the victory. Destroying the cage door is relatively easy, simply target it and punch or throw your opponent against it. Your opponent will often go to the cage door as well, so try to gauge the cage door’s damage versus your opponent’s health. You could spend all your time on the door, knock it down, get knocked down by your opponent and let him win the match by escaping. This is why it’s very important to get your opponent in the red before any escape is attempted. Once he’s in the red and out cold, get out of the cage through the door and take the win.

**BATTLE ROYAL**

The Battle Royal match is tons of fun. You can face up to 14, 19, 24 or 29 other opponents. Only 4 legends can be in the ring at once so when someone is eliminated, a new legend will join the fray.

Your strategy here is contingent on knowing how to get someone over the top rope and out onto the floor. The best and easiest way to do this is to whip the person into the ropes on the
side you are closest to. This means getting close to one of the 4 sides of the ring and let your opponent come to you. Once he comes to your position, tie-up and whip him into the ropes. If his energy is still too high, he’ll hang on and jump back into the ring, but if it’s low then he’ll land out on the floor. You can also get an opponent out of the ring if they’re dumb enough to climb the turnbuckle. If this happens just go up to the turnbuckle and punch him off. That being said, you shouldn’t get up on the turnbuckle for any reason at all.

This is definitely an endurance-heavy match so let other wrestlers fight each other as much as possible. When someone targets you, look for the reversal and send him into the ropes trying to avoid as much brawling as possible until a lot of the legends have been eliminated. You can also keep the match moving at a steady pace by keeping an eye on the opponents’ health bars and going after the ones in the red after other wrestlers have done most of the dirty work.

The most important asset to have in this match type is smarts. Knowing when to fight and when not to fight will have you winning Battle Royals in no time.

**TAG TEAM MATCHES**

Being in a tag team means that you act a very different role than you would in singles competition. This is admittedly hard for most wrestlers to do since they’re trained with singles wrestling in mind, but some teams of wrestlers are strangely stronger together than they would be as singles. The best of these Tag Teams are here in Legends of Wrestling 2. You can pit Mr. Fuji and Nikolai Volkoff against The Rock and Roll Express or The Road Warriors against the Steiner Brothers.

As your match starts out you should be attempting to get your opponent into your corner. This is the opportunity you’ve been waiting for. Call your partner in and do some double-teaming. This is the quickest way to vanquish any tag team. Your tag partner can only come into the ring for five seconds so be very mindful that when you hit ‘cheat’ you should be at the point in the match where that five seconds will count the most. When you get your opponent down into the red and go for the pin, make sure to do it near your corner. In addition, make sure to call your tag partner in to deal with the other team’s tag partner. The secret to any match is using your tag partner effectively.

It is also important to know when to tag out of the match. If you’re not mounting much offense on your opponent and he is killing your health meter, block his advances and tag out. The tag will cause the other team’s tag partner to leave the opponent’s corner and initiate a four-person brawl in the middle of the ring for five seconds. This mayhem is what makes tag teaming so much fun.
3 WAY TAG

3 Way Tag involves 3 teams of 2 legends each. The name of the game is to get the first pin. This isn’t an elimination-style match where you let an opponent get the pin to take out the third team. Your strategy should be to take on the team with the lowest health as the match progresses and work on pinning a member of that team.

4 WAY TAG

4 Way Tag is like 3 Way Tag except with one more team. You should follow the strategy above for 3 Way Tag, but watch out for that extra team. They may force you in to attack one team for most of the match while the other two teams are preoccupied with each other. This is ok, just keep watching for the weak team and once they get below halfway into the red, concentrate your attack on them for the win.

6 MAN TAG

6 Man Tag... now things are starting to get interesting! A 6 Man Tag match is made up of 2 teams of 3 legends each. Energy will begin to deplete a lot faster in this match type, so utilize your team’s corner and make your opponent enter that area of the ring. You’ll also find times where your teammates are attacking your main opponent, so take that opportunity to go after some of your opponent’s teammates. As long as you constantly try to keep your freshest man in the spotlight and take advantage of your opportunities to get in some cheap shots, you’ll get the pin and the victory.

8 MAN TAG

8 Man Tag is the ultimate score-settler in the tag team match types. Here you’ll compete with 2 teams of 4 legends each and it’s going to get a little out of control. As long as you keep with the flow of the match you should be all right. In addition to the strategy for 6 Man Tag above, you need to watch your health meter, since the damage is raised even more here than 6 Man Tag. The match could be won or lost in the space of 3-4 ISP tie-ups so stay on your feet and be ready to tag out at any moment.

CREATE-A-LEGEND

The Create-a-Legend Mode in Legends of Wrestling™ 2 is a veritable cornucopia of creative outlets for you. This book doesn’t go into strategy on the Create-a-Legend mode because simply, it’s all up to you; there’s no right or wrong to it. Just remember to check out the Shop Mode because there are a lot of cool outfits and other things that you can open up to build the best creation around. Your friends will be very jealous!
Credibility and respect are two of the most important attributes a wrestler can ever hope to achieve. Throughout my more than 30 years in the ring, I've had the honor to hold the championship belt during two title reigns lasting 11 years. I take pride in my contributions to professional wrestling, helping to bring national recognition to the sport I love. But it's all about hard work, dedication and knowing The Moves!

I may never have been known as a "high-flyer" but I had what it took to get the job done... technique and execution. In this chapter you'll find detailed listings of all the moves available to each of the 66 legends. Each set of moves is unique to that wrestler based on their personal wrestling style. If you like "high-flying" then play as Jimmy "Superfly" Snuka or "Flyin" Brian Pillman. For sheer size you may want to choose Andre the Giant. But, for great all-around technique, I'm your man, Bruno Sammartino! Remember that size doesn't always matter. In one of my most famous matches, I used my moves to out-maneuver 600 lb. Haystacks Calhoun setting him up for the bodyslam he never forgot!

Once you know the strengths and weaknesses of your legend, and those of your opponent, you'll be able to develop a wrestling strategy that will get you respect and gold every time!

Bruno Sammartino
**Hulk Hogan**

**READY**
- Weak Strike
- Medium Strike
- Strong Strike
- Ready Attack 1
- Ready Attack 2
- Ready Attack 3
- Weapon Attack

**MOVE**
- Right Jab
- Left Hook
- Power Right
- Gorilla Press Slam
- Hip Toss
- Sidewalk Slam
- Triple Can Hit

**BEHIND READY**
- Behind Attack 1
- Behind Attack 2
- Behind Attack 3

**MOVE**
- Side Slam
- Atomic Drop
- Behind Bulldog

**BENT OVER**
- Bent Over Attack 1
- Bent Over Attack 2
- Bent Over Attack 3
- Behind Bent Over Attack 1
- Behind Bent Over Attack 2
- Behind Bent Over Attack 3

**MOVE**
- Butterfly Suplex
- Impact DDT
- Neckbreaker
- Backbreaker
- Stretch Plum

**RUNNING**
- Running Attack 1
- Running Attack 2
- Running Attack 3
- Running Ground Attack 1
- Running Ground Attack 2
- Running Ground Attack 3
- Whipped Opponent Attack 1
- Whipped Opponent Attack 2
- Whipped Opponent Attack 3

**MOVE**
- Hard Clothesline
- Shoulder Tackle
- Flying Shoulder
- Fast Drop
- Running Elbow Drop
- Front Elbow Drop
- Big Boot
- Power Slam
- Flapjack

**GROUND**
- Head Attack 1
- Head Attack 2
- Head Attack 3
- Feet Attack 1
- Feet Attack 2

**MOVE**
- Crossface Punches
- Seated Chinlock
- Camel Clutch
- Oklahoma Roll
- Romero Chin Lock

**Feet Attack 1**
- Inverted STF

**Feet Attack 2**
- Sidewalk Slam

**Feet Attack 3**
- Rear Chinlock

**Head Attack 1**
- Multiple Headbutts
- Fujiwara Combo
- Seated Chinlock
- Sideboard
- Inverted STF
- Romero Chin Lock
- Blatant Choke

**Head Attack 2**
- Stiff Chinlock

**Head Attack 3**
- Stiff Chinlock

**HEAD ATTACK**
- Head Attack 1
- Head Attack 2
- Head Attack 3
- Head Attack 4

**MOVE**
- Turnbuckle Taunt
- Waving To The Crowd
- Ready Taunt 1
- Super Hero Laugh
- Andre Stretch

**SPECIAL**
- Running Leg Drop

**ABILITIES**
- Comeback
- Resilient
- Lucky

**Belly Belly Suplex ISP**
- Belly Belly Attack 1
- Belly Belly Attack 2
- Belly Belly Attack 3
- Belly Belly Attack 4

**GUTWRENCH ISP**
- Gutwrench Attack 1
- Gutwrench Attack 2
- Gutwrench Attack 3
- Gutwrench Attack 4

**FULL NELSON ISP**
- Full Nelson Attack 1
- Full Nelson Attack 2
- Full Nelson Attack 3
- Full Nelson Attack 4

**SAMOA DROP ISP**
- Samoan Drop Attack 1
- Samoan Drop Attack 2
- Samoan Drop Attack 3
- Samoan Drop Attack 4

**SPECIAL**
- Ready Taunt 1
- Ready Taunt 2
- Turnbuckle Taunt
- Waving To The Crowd
- Butterfly Suplex

**ABILITIES**
- Comeback
- Brawler
- Resilient

**Chin Lock Attack 1**
- Kick to Spine
- Surfboard Stretch
- Single Leg Crab

**Chin Lock Attack 2**
- Rear Chinlock
- Figure Four

**Chin Lock Attack 3**
- Stiff Chinlock

**Corner Attack 1**
- Neckbreaker
- Front Elbow Drop

**Corner Attack 2**
- Backbreaker
- Shoulder Tackle

**Corner Attack 3**
- Backbreaker

**AERIAL**
- TB Strike 1
- TB Strike 2
- TB Dizzy 1
- TB Dizzy 2
- TB Ground 1
- TB Leg Drop

**APRON**
- Apron Tie Up Attack
- Apron Floor Attack 1
- Apron Floor Attack 2
- Apron Floor Attack 3

**VERTICAL SUPLEX ISP**
- Vertical Suplex 1
- Vertical Suplex 2
- Vertical Suplex 3
- Vertical Suplex 4

**SCOP SLAM ISP**
- Scoop Slam 1
- Scoop Slam 2
- Scoop Slam 3
- Scoop Slam 4

**Vertical Suplex Attack 1**
- Horizontal Suplex

**Vertical Suplex Attack 2**
- Vertical Suplex

**Vertical Suplex Attack 3**
- Vertical Suplex

**Vertical Suplex Attack 4**
- Vertical Suplex

**Falling Back Elbow**
- Falling Back Elbow

**APRON**
- Apron Tie Up Attack
- Apron Tie Up Out Attack
- Apron Floor Ground Attack 1

**VERTICAL SUPLEX ISP**
- Vertical Suplex 1
- Vertical Suplex 2
- Vertical Suplex 3
- Vertical Suplex 4

**SCOP SLAM ISP**
- Scoop Slam 1
- Scoop Slam 2
- Scoop Slam 3
- Scoop Slam 4

**Gutwrench Attack 1**
- Gutwrench Attack 2
- Gutwrench Attack 3
- Gutwrench Attack 4

**Full Nelson Attack 1**
- Full Nelson Attack 2
- Full Nelson Attack 3
- Full Nelson Attack 4

**Samoan Drop Attack 1**
- Samoan Drop Attack 2
- Samoan Drop Attack 3
- Samoan Drop Attack 4

**SPECIAL**
- Ready Taunt 1
- Ready Taunt 2
- Turnbuckle Taunt
- Waving To The Crowd
- Butterfly Suplex

**ABILITIES**
- Comeback
- Resilient
### Bruno Sammartino

- **Weak Strike**
- **Strong Strike**
- **Ready Attack 1**
- **Ready Attack 2**
- **Ready Attack 3**
- **Weapon Attack**
- **Behind Ready Attack 1**
- **Behind Ready Attack 2**
- **Behind Ready Attack 3**
- **Bent Over Attack 1**
- **Bent Over Attack 2**
- **Bent Over Attack 3**
- **Behind Bent Over Attack 1**
- **Behind Bent Over Attack 2**
- **Running Attack 1**
- **Running Attack 2**
- **Running Attack 3**
- **Running Ground Attack 1**
- **Running Ground Attack 2**
- **Running Ground Attack 3**
- **Whipped Opponent Attack 1**
- **Whipped Opponent Attack 2**
- **Whipped Opponent Attack 3**
- **Scoop Slam Attack 1**
- **Scoop Slam Attack 2**
- **Scoop Slam Attack 3**
- **Scoop Slam Attack 4**
- **Vertical Suplex Attack 1**
- **Vertical Suplex Attack 2**
- **Vertical Suplex Attack 3**
- **Vertical Suplex Attack 4**
- **TB Ground 1**
- **TB Ground 2**
- **TB Strike 1**
- **TB Strike 2**
- **TB Strike 3**
- **TB Ground 1**
- **TB Ground 2**
- **Aerial Moves**

### Scott Steiner

- **Weak Strike**
- **Medium Strike**
- **Strong Strike**
- **Ready Attack 1**
- **Ready Attack 2**
- **Ready Attack 3**
- **Weapon Attack**
- **Behind Ready Attack 1**
- **Behind Ready Attack 2**
- **Behind Ready Attack 3**
- **Bent Over Attack 1**
- **Bent Over Attack 2**
- **Bent Over Attack 3**
- **Behind Bent Over Attack 1**
- **Behind Bent Over Attack 2**
- **Running Attack 1**
- **Running Attack 2**
- **Running Attack 3**
- **Running Ground Attack 1**
- **Running Ground Attack 2**
- **Running Ground Attack 3**
- **Whipped Opponent Attack 1**
- **Whipped Opponent Attack 2**
- **Whipped Opponent Attack 3**
- **Scoop Slam Attack 1**
- **Scoop Slam Attack 2**
- **Scoop Slam Attack 3**
- **Vertical Suplex Attack 1**
- **Vertical Suplex Attack 2**
- **Vertical Suplex Attack 3**
- **Vertical Suplex Attack 4**
- **TB Ground 1**
- **TB Ground 2**
- **TB Strike 1**
- **TB Strike 2**
- **TB Strike 3**
- **TB Ground 1**
- **TB Ground 2**
- **Aerial Moves**

### Abilities

- **Comeback**
- **Resilient**
- **Clear Minded**
- **Cheating**
- **Stretcher**

---

### FULL NELSON ISP

- **Full Nelson Attack 1**
- **Full Nelson Attack 2**
- **Full Nelson Attack 3**
- **Full Nelson Attack 4**

### Gutwrench ISP

- **Gutwrench Attack 1**
- **Gutwrench Attack 2**
- **Gutwrench Attack 3**
- **Gutwrench Attack 4**

---

### SPECIAL

- **Ready Taunt 1**
- **Ready Taunt 2**
- **Turnbuckle Taunt**
- **Finisher**

---

### HEAD BETWEEN LEGS ISP

- **Head Between Legs Attack 1**
- **Head Between Legs Attack 2**
- **Head Between Legs Attack 3**
- **Head Between Legs Attack 4**

---

### Gutwrench ISP

- **Gutwrench Attack 1**
- **Gutwrench Attack 2**
- **Gutwrench Attack 3**
- **Gutwrench Attack 4**

---

### Full Nelson ISP

- **Full Nelson Attack 1**
- **Full Nelson Attack 2**
- **Full Nelson Attack 3**
- **Full Nelson Attack 4**

---

### Gutwrench ISP

- **Gutwrench Attack 1**
- **Gutwrench Attack 2**
- **Gutwrench Attack 3**
- **Gutwrench Attack 4**

---

### SPECIAL

- **Ready Taunt 1**
- **Ready Taunt 2**
- **Turnbuckle Taunt**
- **Finisher** (Belly Belly ISP)

---

### FULL NELSON ISP

- **Full Nelson Attack 1**
- **Full Nelson Attack 2**
- **Full Nelson Attack 3**
- **Full Nelson Attack 4**

---

### Gutwrench ISP

- **Gutwrench Attack 1**
- **Gutwrench Attack 2**
- **Gutwrench Attack 3**
- **Gutwrench Attack 4**

---

### Full Nelson ISP

- **Full Nelson Attack 1**
- **Full Nelson Attack 2**
- **Full Nelson Attack 3**
- **Full Nelson Attack 4**

---

### Gutwrench ISP

- **Gutwrench Attack 1**
- **Gutwrench Attack 2**
- **Gutwrench Attack 3**
- **Gutwrench Attack 4**

---

### SPECIAL

- **Ready Taunt 1**
- **Ready Taunt 2**
- **Turnbuckle Taunt**
- **Finisher** (Belly Belly ISP)

---

### HEAD BETWEEN LEGS ISP

- **Head Between Legs Attack 1**
- **Head Between Legs Attack 2**
- **Head Between Legs Attack 3**
- **Head Between Legs Attack 4**

---

### Gutwrench ISP

- **Gutwrench Attack 1**
- **Gutwrench Attack 2**
- **Gutwrench Attack 3**
- **Gutwrench Attack 4**

---

### Full Nelson ISP

- **Full Nelson Attack 1**
- **Full Nelson Attack 2**
- **Full Nelson Attack 3**
- **Full Nelson Attack 4**

---

### Gutwrench ISP

- **Gutwrench Attack 1**
- **Gutwrench Attack 2**
- **Gutwrench Attack 3**
- **Gutwrench Attack 4**

---

### Full Nelson ISP

- **Full Nelson Attack 1**
- **Full Nelson Attack 2**
- **Full Nelson Attack 3**
- **Full Nelson Attack 4**

---

### Gutwrench ISP

- **Gutwrench Attack 1**
- **Gutwrench Attack 2**
- **Gutwrench Attack 3**
- **Gutwrench Attack 4**

---

### SPECIAL

- **Ready Taunt 1**
- **Ready Taunt 2**
- **Turnbuckle Taunt**
- **Finisher** (Belly Belly ISP)
### OWEN HART

#### ABILITIES
- **COMEBACK**: Brawler, Resilient
- **STRETCHER**: Fowl Legs

#### Moves
- **Corner**: 1. Attack 2
- **Chin Lock**: 1. Straight Jacket
- **Feet**: 1. Dragon Cross
- **Head**: 1. Seat Chinlock
- **Ground**: 1. Pump Handle Slam
- **Running**: 1. Dropkick to Head
- **Behind**: 1. Octopus Hold
- **Bent Over**: 1. Headlock
- **Whipped**: 1. Dragon Wheel Kick
- **Belly Belly**: 1. Northern Lights
- **Head Between Legs**: 2. Sakuhistyle
- **Belly Belly Suplex**: 1. Inverted Atomic Drop
- **Gutwrench Suplex**: 1. Belly Back Suplex
- **Full Nelson**: 1. Reverse Facebuster
- **Samoan Drop**: 1. Samoan Drop
- **Special**: Owen Woo, Turnbuckle Taunt
- **Finisher**: Tornado DDT

### "BIG" JOHN STUDD

#### ABILITIES
- **COMEBACK**: Brawler, Resilient
- **STRETCHER**: Fowl Legs

#### Moves
- **Corner**: 1. Attack 2
- **Chin Lock**: 1. Straight Jacket
- **Feet**: 1. Dragon Cross
- **Head**: 1. Seat Chinlock
- **Ground**: 1. Pump Handle Slam
- **Running**: 1. Dropkick to Head
- **Behind**: 1. Octopus Hold
- **Bent Over**: 1. Headlock
- **Whipped**: 1. Dragon Wheel Kick
- **Belly Belly**: 1. Northern Lights
- **Head Between Legs**: 2. Sakuhistyle
- **Belly Belly Suplex**: 1. Inverted Atomic Drop
- **Gutwrench Suplex**: 1. Belly Back Suplex
- **Full Nelson**: 1. Reverse Facebuster
- **Samoan Drop**: 1. Samoan Drop
- **Special**: Owen Woo, Turnbuckle Taunt
- **Finisher**: Tornado DDT
TERRY FUNK

READY
Weak Strike
Medium Strike
Strong Strike
Ready Attack 1
Ready Attack 2
Ready Attack 3
Weapon Attack
BEHIND READY
Behind Attack 1
Behind Attack 2
Behind Attack 3
BENT OVER

BENT OVER MOVE

Bent Over Attack 1
Bent Over Attack 2
Bent Over Attack 3
Behind Bent Over Attack 1
Behind Bent Over Attack 2
Behind Bent Over Attack 3

RUNNING

Running Attack 1
Running Attack 2
Running Attack 3
Running Ground Attack 1
Running Ground Attack 2
Running Ground Attack 3
Whipped Opponent Attack 1
Whipped Opponent Attack 2
Whipped Opponent Attack 3
Whipped Opponent Attack 4

GROUND

Head Attack 1
Feet Attack 1
Feet Attack 2
Feet Attack 3
Chin Lock Attack 1
Chin Lock Attack 2

SCOP SLAM ISP
Scop Slam Attack 1

...
**Feet Attack**
1. Inverted STF
2. Punch Choke Combo
3. Surfboard

**Head Attack**
1. Camel Clutch
2. Dropkick to Face
3. Fujiwara Combo

**Ground Move**
1. Double Chain Shot
2. Octopus Hold

**Running Ground Move**
1. Running Clothesline
2. Crossbody

**Running Move**
1. Shoulder Block
2. Double Axe Handle
3. Leaping Elbow

**Aerial**
1. Shoulder Block
2. Double Axe Handle
3. Leaping Elbow

**Vertical Suplex ISP**
1. Front Suplex
2. Vertical Suplex
3. Back to Back
4. Hanging Brainbuster

**Scoop Slam ISP**
1. Side Neck Buster
2. Scoop Slam
3. Power Driver
4. Fall Forward Scoop

**TB ISP**
1. Leaping Elbow
2. Flip Over DDT
3. Double Axe Handle

**TB ISP Move**
1. Falling Back Elbow
2. Double Axehandle
3. Crossbody

**Head Between Legs ISP**
1. Fall Forward Piledriver
2. Sitout Powerbomb
3. Cradle Piledriver
4. Fallback Piledriver

**Scoop ISP**
1. Scoop Slam
2. Scoop Slam
3. Scoop Slam
4. Overhead Belly Belly

**Scoop ISP Move**
1. Scoop Slam
2. Side Neckbreaker
3. Fall Forward Slam
4. Scoop Slam

**Gutwrench ISP**
1. Rev Firemans
2. Rolling German
3. Belly Back Suplex
4. High Angle Back

**Full Nelson ISP**
1. Dragon Sleeper
2. Russian Leg Sweep
3. Katahajime Flex
4. Katahajime

**Samoa Drop ISP**
1. Samoa Droop
2. Mummy Driver
3. Elevated Ace Crusher
4. Fireman Toss

**Special**
1. King Kong TB
2. Angry
3. Finisher
4. Kowalski Claw Hold

**Abilities**
- Sadist
- Brawler
- Resilient
- Frog Legs
- Clear Minded
- Lucky

**Finisher**
- Kowalski Claw Hold
- Dragon Sleeper
- Russian Leg Sweep
- Katahajime Flex
- Katahajime

---

**“Killer” Kowalski**

**Eddie Guerrero**

---
**Hacksaw** Jim Duggan

**READY**
- Weak Strike: Knee to Groin
- Medium Strike: Left Hook
- Strong Strike: Power Right
- Ready Attack 1: Divine Hammer
- Ready Attack 2: Headbutt
- Ready Attack 3: Free Press
- Weapon Attack: Cane Strike Combo

**BEHIND READY**
- Behind Attack 1: Layout Reverse DDT
- Behind Attack 2: Reverse Suplex
- Behind Attack 3: Low Blow

**BENT OVER**
- Bent Over Attack 1: Double Arm DDT
- Bent Over Attack 2: Butterfly Suplex
- Bent Over Attack 3: Power Wheelbarrow
- Whipped Opponent Attack 1: Impact Spinebuster
- Whipped Opponent Attack 2: PowerSlam
- Whipped Opponent Attack 3: Spinebuster

**RUNNING**
- Running Attack 1: Flying Shoulder
- Running Attack 2: Running Splash
- Running Ground Attack 1: Chokeslam
- Whipped Opponent Attack 1: Penalty Kick
- Whipped Opponent Attack 2: Reverse PowerSlam
- Whipped Opponent Attack 3: Spinebuster

**GROUND**
- Head Attack 1: Diving Headbutts
- Head Attack 2: Multiple Headbutts
- Feet Attack 1: Punch Choke Combo
- Chin Lock Attack 1: Bitter Choke
- Chin Lock Attack 2: Kick to Spine
- Head Lock Attack 1: Front Headlock
- Holding Legs Attack 1: Headlock
- Corner Attack 1: Belly Buckle
- Corner Attack 2: Running Corner Attack 1: Belly Buckle

**AERIAL**
- TB Strike 1: Double Axe Handle
- TB Strike 2: Jumping Lariat
- TB Strike 3: Shoulder Block
- TB Dizzy 2: Splash
- TB Ground 1: Leaping Elbow

**APRON**
- Apron Tag-up In Attack: Bring in Hard Way
- Apron Tie-up Out Attack: Double Axehandle
- Apron Floor Attack 1: Crossbody to Floor
- Apron Floor Ground Attack 1: Falling Back Elbow
- Apron Floor Ground Attack 2: Leg Drop to Floor

**VERTICAL SUPLEX ISP**
- Vertical Suplex Attack 1: Giant Knee
- Vertical Suplex Attack 2: Hanging Vert Suplex
- Vertical Suplex Attack 3: Seated Front Suplex
- Vertical Suplex Attack 4: Vertical Suplex

**SCOP SHAMISP**
- Scoop Slam Attack 1: Shoulder Breaker
- Scoop Slam Attack 2: Side Neckbreaker
- Scoop Slam Attack 3: Fall Forward Scoop
- Scoop Slam Attack 4: Scoop Slam

**HEAD BETWEEN LEGS ISP**
- Head Between Legs Attack 1: Fall Forward PBomb
- Head Between Legs Attack 2: Drive Brawler
- Head Between Legs Attack 3: Grizzly Drop
- Head Between Legs Attack 4: Powerbomb

**BELLY BELLY SUPLEX ISP**
- Belly Buckle Attack 1: Neckdrop
- Belly Buckle Attack 2: Overhead Belly Buckle
- Belly Buckle Attack 3: Spinning Belly Buckle
- Belly Buckle Attack 4: Fly Swatter
### Ricky Steamboat

<table>
<thead>
<tr>
<th>Categories</th>
<th>Moves</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ready Move</td>
<td>Weak Strike, Medium Strike, Strong Strike, Ready Attack 1, Ready Attack 2, Ready Attack 3, Weapon Attack</td>
</tr>
<tr>
<td>Behind Ready Move</td>
<td>Attack 1, Attack 2, Attack 3, Neutralize DDT</td>
</tr>
<tr>
<td>Ground Move</td>
<td>Head Attack 1, Head Attack 2, Head Attack 3, Feet Attack 1, Feet Attack 2</td>
</tr>
</tbody>
</table>

### George “The Animal” Steele

<table>
<thead>
<tr>
<th>Categories</th>
<th>Moves</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ready Move</td>
<td>Weak Strike, Medium Strike, Strong Strike, Ready Attack 1, Ready Attack 2, Ready Attack 3, Weapon Attack</td>
</tr>
<tr>
<td>Behind Ready Move</td>
<td>Attack 1, Attack 2, Attack 3, Neutralize DDT</td>
</tr>
<tr>
<td>Ground Move</td>
<td>Head Attack 1, Head Attack 2, Head Attack 3, Feet Attack 1, Feet Attack 2, Chin Lock Attack 1</td>
</tr>
</tbody>
</table>

### Abilities

- **COMEBACK FROG LEGS CLEAR MINDED**
- **CHEATING BRAWLER LUCKY**
Greg "The Hammer" Valentine

**ABILITIES**

<table>
<thead>
<tr>
<th>Brawler</th>
<th>Stretcher</th>
<th>Resilient</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sadist</td>
<td>Cheating</td>
<td>Clear Minded</td>
</tr>
</tbody>
</table>

**READY**

- Weak Strike: Left Jab
- Medium Strike: Right Hook
- Strong Strike: Right Upper Cut
- Ready Attack 1: Hip Toss
- Ready Attack 2: Sideway Slam
- Ready Attack 3: Small Package
- Weapon Attack: Double Chair Hit

**BENT OVER**

- Bent Over Attack 1: Neckbreaker
- Bent Over Attack 2: Gutwrench Slopener
- Bent Over Attack 3: Backbreaker
- Behind Bent Over Attacker 1: A Little Bit
- Behind Bent Over Attacker 2: Bent Over Bulldog
- Behind Bent Over Attacker 3: Phoenix Power slam

**RUNNING**

- Running Attack 1: Flying Back Elbow
- Running Attack 2: Knee To Face Run
- Running Ground Attack 1: Knee To Face Run
- Running Ground Attack 2: Knee Drop
- Running Ground Attack 3: Front Elbow Drop
- Whipped Opponent Attack 1: Back Body Drop
- Whipped Opponent Attack 2: Knee To Face

**GROUND**

- Head Attack 1: Wind Up Hammer
- Feet Attack 1: Surfboard
- Chin Lock Attack 1: Blunt Choke
- Chin Lock Attack 2: To Spine
- Chin Lock Attack 3: Straight Jacket
- Head Branches Attack 1: Head Branch to Brain
- Holding Legs Attack 1: Fist To Groin
- Holding Legs Attack 2: Kick to Groin

**CORNER**

- Corner Attack 1: Ring Post Slam
- Corner Attack 2: Lein In Choke
- Running Corner Attack 1: Running Clothesline
- Running Corner Attack 2: Shoulder Charge
- Running Corner Attack 3: Back Elbow

**AERIAL**

- TB Strike 1: Double Axehandle
- TB Strike 2: Jumping Lariat
- TB Strike 3: Crossbody
- TB Dizy 1: Splash
- TB Dizy 2: Leaping Elbow

**APRON**

- Apron Tie-up In Attack: Snap Suplex
- Apron Tie-up Out Attack: Double Axehandle
- Apron Floor Attack 1: Leaping Elbow
- Apron Floor Ground Attack 1: Choke Hold
- Apron Floor Ground Attack 2: Leaping Elbow

**VERTICAL SUPLEX ISP**

- Vertical Suplex Attack 1: Hanging Vert Suplex
- Vertical Suplex Attack 2: Snap Suplex
- Vertical Suplex Attack 3: Double Axehandle
- Vertical Suplex Attack 4: Front Suplex

**SCOP SLAM ISP**

- Scoop Slam Attack 1: Power Driver
- Scoop Slam Attack 2: Shoulder Breaker
- Scoop Slam Attack 3: Fall Forward Slam
- Scoop Slam Attack 4: Scoop Slam

**HEAD BETWEEN LEGS ISP**

- Head Between Legs Attack 1: Trunk Piledriver
- Head Between Legs Attack 2: Sit Out Piledriver
- Head Between Legs Attack 3: Fall Back Piledriver
- Head Between Legs Attack 4: Cradle Piledriver

**BELLY BELLY SUPLEX ISP**

- Belly Belly Attack 1: Head Arm Suplex
- Belly Belly Attack 2: Bear Rug Slam
- Belly Belly Attack 3: Inverted Atomic Drop
- Belly Belly Attack 4: Overhead Belly Belly

**GUTWRENCH ISP**

- Gutwrench Attack 1: Belly Back Suplex
- Gutwrench Attack 2: Release German
- Gutwrench Attack 3: DDT Slam
- Gutwrench Attack 4: Electric Chair

**FULL NELSON ISP**

- Full Nelson Attack 1: Front Leg Sweep
- Full Nelson Attack 2: Full Nelson Slam
- Full Nelson Attack 3: Sleeping Neck Break
- Full Nelson Attack 4: Head Arm Choke

**SAMOA DROP ISP**

- Samoan Drop Attack 1: Chestbreaker
- Samoan Drop Attack 2: Fireman’s Carry
- Samoan Drop Attack 3: Samoan Drop
- Samoan Drop Attack 4: Twirling Samoan

**SPECIAL**

- Ready Taunt 1: It’s Over
- Ready Taunt 2: Big Poppa Pose
- Turnbuckle Taunt: Number One TB
- Stance: Acrobat
- Finisher: Sitout Piledriver

**SAMOAN DROP ISP**

- Samoan Drop Attack 1: Chestbreaker
- Samoan Drop Attack 2: Fireman’s Carry
- Samoan Drop Attack 3: Samoan Drop
- Samoan Drop Attack 4: Twirling Samoan

**ABILITIES**

<table>
<thead>
<tr>
<th>Brawler</th>
<th>Stretcher</th>
<th>Resilient</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sadist</td>
<td>Cheating</td>
<td>Clear Minded</td>
</tr>
</tbody>
</table>

**HEAD BETWEEN LEGS ISP**

- Head Between Legs Attack 1: Fall Forward Pomb
- Head Between Legs Attack 2: Sitout Powerbomb
- Head Between Legs Attack 3: Powerbomb
- Head Between Legs Attack 4: Hooked Facebuster

**BELLY BELLY SUPLEX ISP**

- Belly Belly Attack 1: Head Arm Suplex
- Belly Belly Attack 2: Bear Rug Slam
- Belly Belly Attack 3: Inverted Atomic Drop
- Belly Belly Attack 4: Overhead Belly Belly

**GUTWRENCH ISP**

- Gutwrench Attack 1: Belly Back Suplex
- Gutwrench Attack 2: Release German
- Gutwrench Attack 3: DDT Slam
- Gutwrench Attack 4: Electric Chair

**FULL NELSON ISP**

- Full Nelson Attack 1: Front Leg Sweep
- Full Nelson Attack 2: Full Nelson Slam
- Full Nelson Attack 3: Sleeping Neck Break
- Full Nelson Attack 4: Head Arm Choke

**SAMOA DROP ISP**

- Samoan Drop Attack 1: Chestbreaker
- Samoan Drop Attack 2: Fireman’s Carry
- Samoan Drop Attack 3: Samoan Drop
- Samoan Drop Attack 4: Twirling Samoan

**SPECIAL**

- Ready Taunt 1: It’s Over
- Ready Taunt 2: Big Poppa Pose
- Turnbuckle Taunt: Number One TB
- Stance: Acrobat
- Finisher: Sitout Piledriver

**SAMOA DROP ISP**

- Samoan Drop Attack 1: Chestbreaker
- Samoan Drop Attack 2: Fireman’s Carry
- Samoan Drop Attack 3: Samoan Drop
- Samoan Drop Attack 4: Twirling Samoan

**SPECIAL**

- Ready Taunt 1: Valentine’s Arm
- Ready Taunt 2: Andre Stretch
- Turnbuckle Taunt: I Will Destroy You TB
- Stance: Angry
- Finisher: Figure Four Leglock
IRON SHEIK

READY
Weak Strike Move Weak Strike
Medium Strike Move Medium Strike
Strong Strike Move Strong Strike
Ready Attack 1 Move Ready Attack 1
Ready Attack 2 Move Ready Attack 2
Ready Attack 3 Move Ready Attack 3
Weapon Attack Move Weapon Attack

BEHIND READY
Move

BENT OVER
Move

RUNNING
Move

GROUND
Move

CORNER
Move

IRON SHEIK

KING KONG BUNDY

READY
Weak Strike Move Weak Strike
Medium Strike Move Medium Strike
Strong Strike Move Strong Strike
Ready Attack 1 Move Ready Attack 1
Ready Attack 2 Move Ready Attack 2
Ready Attack 3 Move Ready Attack 3
Weapon Attack Move Weapon Attack

BEHIND READY
Move

BENT OVER
Move

RUNNING
Move

GROUND
Move

CORNER
Move

KING KONG BUNDY

ABILITIES

IRON SHEIK

ABILITIES

KING KONG BUNDY

ABILITIES
Nikolai Volkoff

**ABILITIES**

<table>
<thead>
<tr>
<th>Brawler</th>
<th>Stretch</th>
<th>Resilient</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sadist</td>
<td>Brawler</td>
<td>Resilient</td>
</tr>
</tbody>
</table>

**READY**

- Weak Strike
- Medium Strike
- Strong Strike
- Ready Attack 1
- Ready Attack 2
- Ready Attack 3
- Weapon Attack

**BEHIND READY**

- Behind Attack 1
- Behind Attack 2
- Behind Attack 3

**BENT OVER**

- Bent Over Attack 1
- Bent Over Attack 2
- Bent Over Attack 3
- Behind Bent Over Attack 1

**RUNNING**

- Running Attack 1
- Running Attack 2
- Running Ground Attack 1
- Running Ground Attack 2
- Running Ground Attack 3
- Whipped Opponent Attack 1
- Whipped Opponent Attack 2
- Whipped Opponent Attack 3

**GROUND**

- Head Attack 1
- Feet Attack 1
- Feet Attack 2
- Chin Lock Attack 1
- Holding Legs Attack 1
- Holding Legs Attack 2
- Holding Legs Attack 3

**CORNER**

- Corner Attack 1
- Corner Attack 2
- Corner Attack 3
- Running Corner Attack 1
- Running Corner Attack 2

**AERIAL**

- TB Strike 1
- TB Dizzy 1
- TB Ground 1

**APRON**

- Apron Tie-up In Attack
- Apron Tie-up Out Attack
- Apron Floor Attack 1
- Apron Floor Ground Attack 1

**VERTICAL SUPLEX ISP**

- Vertical Suplex Attack 1
- Vertical Suplex Attack 2
- Vertical Suplex Attack 3

**SCOOP SLAM ISP**

- Scoop Slam Attack 1
- Scoop Slam Attack 2
- Scoop Slam Attack 3
- Scoop Slam Attack 4

**HEAD BETWEEN LEGS ISP**

- Head Between Legs Attack 1
- Head Between Legs Attack 2

**BELLY BELLY SUPLEX ISP**

- Belly Belly Attack 1
- Belly Belly Attack 2
- Belly Belly Attack 3
- Belly Belly Attack 4

**VERTICAL SUPLEX**

- Vertical Suplex Attack 1
- Vertical Suplex Attack 2
- Vertical Suplex Attack 3

**SCOOP SLAM**

- Scoop Slam Attack 1
- Scoop Slam Attack 2
- Scoop Slam Attack 3
- Scoop Slam Attack 4

**SCREWDRIVER ISP**

- Screwdriver Attack 1
- Screwdriver Attack 2
- Screwdriver Attack 3

**FULL NELSON ISP**

- Full Nelson Attack 1
- Full Nelson Attack 2
- Full Nelson Attack 3
- Full Nelson Attack 4

**SPECIAL**

- Ready Taunt 1
- Ready Taunt 2
- Turnbuckle Taunt
- Finisher

**ABILITIES**

<table>
<thead>
<tr>
<th>Sadist</th>
<th>Brawler</th>
<th>Hardcore</th>
</tr>
</thead>
<tbody>
<tr>
<td>Abdullah the Butcher</td>
<td>Abdullah the Butcher</td>
<td>Abdullah the Butcher</td>
</tr>
</tbody>
</table>


**“DR. DEATH” STEVE WILLIAMS**

<table>
<thead>
<tr>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>FROG LEGS</td>
</tr>
<tr>
<td>STRETCHER</td>
</tr>
<tr>
<td>RESILIENT</td>
</tr>
</tbody>
</table>

### HEAD BETWEEN LEGS ISP MOVE

- Head Between Legs Attack 1: Double Powerbomb
- Head Between Legs Attack 2: Fall Forward Pombomb
- Head Between Legs Attack 3: Hooked Facebuster
- Head Between Legs Attack 4: Sitout Powerbomb

### BELLY BELLY SUPLEX ISP MOVE

- Belly Belly Attack 1: Reverse Tiger Suplex
- Belly Belly Attack 2: Push Suplex
- Belly Belly Attack 3: Northern Lights
- Belly Belly Attack 4: Spinning Piledriver

### GUTWRENCH ISP MOVE

- Gutwrench Attack 1: Reverse Pombomb Plex
- Gutwrench Attack 2: Electric Chair
- Gutwrench Attack 3: Release German
- Gutwrench Attack 4: Rolling German

### FULL NELSON ISP MOVE

- Full Nelson Attack 1: Dragon Sleeper
- Full Nelson Attack 2: Dragon Suplex
- Full Nelson Attack 3: Katahajime Plex
- Full Nelson Attack 4: Full Nelson Sweep

### SAMOAN DROP ISP MOVE

- Samoan Drop Attack 1: Elevated Ace Crusher
- Samoan Drop Attack 2: Face Drop
- Samoan Drop Attack 3: Twirling Samoan
- Samoan Drop Attack 4: Falling Reverse DDT

### SPECIAL MOVE

- Ready Taunt 1: Owen Woo
- Ready Taunt 2: Fly
- Turnbuckle Taunt: Wave to Crowd TB
- Stance: High Energy

### SPECIAL MOVE

- Special Taunt 1: Dr Death Shuffle
- Ready Taunt 2: Big Guy Dance
- Turnbuckle Taunt: King Kong TB
- Stance: Amauter Wrestler

### ABILITIES

#### SADIST

- Belly Belly Attack 1: Overhead Belly Belly
- Belly Belly Attack 2: Belly Belly Suplex
- Belly Belly Attack 3: Spinning Belly Belly
- Belly Belly Attack 4: Push Suplex

#### BRAVELER

- Full Nelson Attack 1: Full Nelson Slam
- Full Nelson Attack 2: Full Nelson Slam
- Full Nelson Attack 3: German Suplex
- Full Nelson Attack 4: Rolling German

#### STRETCHER

- Samoan Drop Attack 1: Samoan Drop
- Samoan Drop Attack 2: Samoan Drop
- Samoan Drop Attack 3: Samoan Drop
- Samoan Drop Attack 4: Samoan Drop

#### RESILIENT

- Head Between Legs Attack 1: Powerbomb
- Head Between Legs Attack 2: Shoulder Pombomb
- Head Between Legs Attack 3: Double Powerbomb
- Head Between Legs Attack 4: Crucifix Drop

### ABILITIES

#### SADIST

- Full Nelson Attack 1: Full Nelson Slam
- Full Nelson Attack 2: Full Nelson Slam
- Full Nelson Attack 3: German Suplex
- Full Nelson Attack 4: Rolling German

#### BRAVELER

- Samoan Drop Attack 1: Samoan Drop
- Samoan Drop Attack 2: Samoan Drop
- Samoan Drop Attack 3: Samoan Drop
- Samoan Drop Attack 4: Samoan Drop

#### STRETCHER

- Head Between Legs Attack 1: Powerbomb
- Head Between Legs Attack 2: Shoulder Pombomb
- Head Between Legs Attack 3: Double Powerbomb
- Head Between Legs Attack 4: Crucifix Drop

#### RESILIENT

- Head Between Legs Attack 1: Powerbomb
- Head Between Legs Attack 2: Shoulder Pombomb
- Head Between Legs Attack 3: Double Powerbomb
- Head Between Legs Attack 4: Crucifix Drop
## RICK STEINER

<table>
<thead>
<tr>
<th>SKILLS</th>
<th>MOVE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weak Strike</td>
<td>Back Fist</td>
</tr>
<tr>
<td>Medium Strike</td>
<td>Big Gut Shot</td>
</tr>
<tr>
<td>Strong Strike</td>
<td>Right Uppercut</td>
</tr>
<tr>
<td>Ready Attack 1</td>
<td>Enzuilart</td>
</tr>
<tr>
<td>Ready Attack 2</td>
<td>Gorilla Press Slam</td>
</tr>
<tr>
<td>Ready Attack 3</td>
<td>Single Headbut</td>
</tr>
<tr>
<td>Weapon Attack</td>
<td>Double Chain Shot</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>BEHIND READY</th>
<th>MOVE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attack</td>
<td>Behind Bulldog</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>BENT OVER</th>
<th>MOVE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Over Attack 1</td>
<td>Butterfly Suplex</td>
</tr>
<tr>
<td>Over Attack 2</td>
<td>Gutbrench Suplex</td>
</tr>
<tr>
<td>Over Attack 3</td>
<td>Impact DDT</td>
</tr>
<tr>
<td>Over Attack 4</td>
<td>Backbreaker</td>
</tr>
<tr>
<td>Over Attack 5</td>
<td>Pumphandle Slam</td>
</tr>
<tr>
<td>Over Attack 6</td>
<td>Impact Spinebuster</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>RUNNING</th>
<th>MOVE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Running 1</td>
<td>Prying Shoulder</td>
</tr>
<tr>
<td>Running 2</td>
<td>Spear</td>
</tr>
<tr>
<td>Running 3</td>
<td>Vertical Body Split</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>STANCE</th>
<th>MOVE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Amateur Wrestler</td>
<td></td>
</tr>
<tr>
<td>Taunt</td>
<td>Pump Up The Crowd</td>
</tr>
</tbody>
</table>

## KERRY VON ERICH

<table>
<thead>
<tr>
<th>SKILLS</th>
<th>MOVE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weak Strike</td>
<td>Right Jab</td>
</tr>
<tr>
<td>Medium Strike</td>
<td>Superkick</td>
</tr>
<tr>
<td>Strong Strike</td>
<td>Tornado Punch</td>
</tr>
<tr>
<td>Ready Attack 1</td>
<td>Enzuilart</td>
</tr>
<tr>
<td>Ready Attack 2</td>
<td>Fireman's Carry</td>
</tr>
<tr>
<td>Ready Attack 3</td>
<td>Small Package</td>
</tr>
<tr>
<td>Weapon Attack</td>
<td>Critical Spin Kick</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>BEHIND READY</th>
<th>MOVE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attack</td>
<td>Side Slam</td>
</tr>
<tr>
<td>Backside</td>
<td>Backside</td>
</tr>
<tr>
<td>Attack 3</td>
<td>Atomic Drop</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>BENT OVER</th>
<th>MOVE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Over Attack 1</td>
<td>Impact DDT</td>
</tr>
<tr>
<td>Over Attack 2</td>
<td>Face Buster</td>
</tr>
<tr>
<td>Over Attack 3</td>
<td>Double Arm DDT</td>
</tr>
<tr>
<td>Over Attack 4</td>
<td>Back Over Bulldog</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>RUNNING</th>
<th>MOVE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Running 1</td>
<td>Running Crossbody</td>
</tr>
<tr>
<td>Running 2</td>
<td>Running Slingshot</td>
</tr>
<tr>
<td>Running 3</td>
<td>Running Springboard</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>GROUND</th>
<th>MOVE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Head Attack 1</td>
<td>LaMagistral</td>
</tr>
<tr>
<td>Feet Attack 1</td>
<td>Oklahoma Roll</td>
</tr>
<tr>
<td>Chin Lock Attack 1</td>
<td>Rear Chinkock</td>
</tr>
<tr>
<td>Chin Lock Attack 2</td>
<td>Straight Jacket</td>
</tr>
<tr>
<td>Holding Legs Attack 1</td>
<td>Texas Cloverleaf</td>
</tr>
<tr>
<td>Holding Legs Attack 2</td>
<td>Spinning Toe Hold</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>CORNER</th>
<th>MOVE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Corner Attack 1</td>
<td>Belly Belly Suplex</td>
</tr>
<tr>
<td>Corner Attack 2</td>
<td>Superkick</td>
</tr>
<tr>
<td>Corner Attack 3</td>
<td>Knee Lift</td>
</tr>
<tr>
<td>Corner Attack 4</td>
<td>Running Clothesline</td>
</tr>
</tbody>
</table>

## ABILITIES

### CHEATING

- Head Between Legs Attack 1: Powerbomb
- Head Between Legs Attack 2: Fall Forward Pombomb

### BRAWLER STRETCHER

- Belly Belly Suplex ISP: Overhead Belly Belly
- Belly Belly Suplex ISP: Inverted Belly Belly

### GUTWRENCH ISP

- Gutwrench ISP: Tiger Suplex

### FULL NELSON ISP

- Full Nelson ISP: Russian Leg Sweep

### SAMOAN DROP ISP

- Samoan Drop ISP: Death Valley Driver

## SPECIAL

- Ready Taunt 1: Dr. Death Shuttle
- Ready Taunt 2: Big Guy Dance
- Turnbuckle Taunt: King Kong TB
- Stance: Amateur Wrestler
- Finisher: Spinning Belly Belly
“Mr. U.S.A.” Tony Atlas

AERIAL
- TB Strike 1: Double Axehandle
- TB Strike 2: Double Axehandle
- TB Ground 1: TB Leg Drop

APRON
- Apron Tie-Up In Attack: Bring in Hard Way
- Apron Tie-Up Out Attack: Bring Out Hard Way
- Apron Floor Attack 1: Double Axehandle
- Apron Floor Ground 1: Falling Back Elbow

VERTICAL SUPLEX
- Vertical Suplex Attack 1: Hanging Vert Suplex
- Vertical Suplex Attack 2: Hanging Brainbuster
- Vertical Suplex Attack 3: Hanging Powerslam
- Vertical Suplex Attack 4: Vertical Chest Breaker

SCOOP SLAM
- Scoop Slam Attack 1: Twirl Forward Slam
- Scoop Slam Attack 2: Fall Away Slam
- Scoop Slam Attack 3: Fall Forward Scoop
- Scoop Slam Attack 4: Power Driver

HEAD BETWEEN LEGS
- Head Between Legs Attack 1: Powerbomb
- Head Between Legs Attack 2: Trunk Piledriver
- Head Between Legs Attack 3: Hooked Facebuster

BELLY BELLY SUPLEX
- Belly Bella Attack 1: Bearhug
- Belly Bella Attack 2: Fly Swatter
- Belly Bella Attack 3: Head Arm Suplex
- Belly Bella Attack 4: Neck Drop

GUTWRENCH
- Gutwrench Attack 1: 360 Belly Back
- Gutwrench Attack 2: Belly Back Slam
- Gutwrench Attack 3: DDT Slam
- Gutwrench Attack 4: Torture Rack

READY
- Ready Attack 1: One Hand Chokeslam
- Ready Attack 2: Sidewalk Slam
- Ready Attack 3: Single Leg Crab

FULL NELSON
- Full Nelson Attack 1: Crossface Chicken
- Full Nelson Attack 2: Dragon Sleeper
- Full Nelson Attack 3: Sleeping Neck Break
- Full Nelson Attack 4: Russian Leg Sweep

SAIMOAN DROP
- Samoan Drop Attack 1: Fireman Toss
- Samoan Drop Attack 2: Mummy Driver
- Samoan Drop Attack 3: Russian Leg Sweep
- Samoan Drop Attack 4: Face Drop

SPECIAL
- Ready Taunt 1: Bulldog Pose
- Ready Taunt 2: Hulk Pump Flex
- Ready Taunt 3: King Kong TB
- Ready Taunt 4: Slow
- Ready Finisher: Gorilla Press Slam

ABILITIES
- FROG LEGS CLEAR MINDED LUCKY
  - BRAWLER HARDCORE RESILIENT

Brian Pillman

- Head Lock Attack 1: Dropkick to Face
- Head Lock Attack 2: LaMagistral
- Head Lock Attack 3: Diving Head Butt
- Feet Attack 1: Oklahoma Roll
- Feet Attack 2: Romero Chin Lock
- Feet Attack 3: STF
- Chin Lock Attack 1: Dropkick to Head
- Chin Lock Attack 2: Flip Over Neck Whip
- Chin Lock Attack 3: Kick to Spine
- Holding Legs Attack 1: Single Leg Crab
- Holding Legs Attack 2: Lion Tamer
- Holding Legs Attack 3: Kick to Groin
- Corner Attack 1: Rear Eye
- Corner Attack 2: Tornado DDT
- Corner Attack 3: Monkey Flip
- Corner Attack 4: Back Elbow
- Scoop Slam Attack 1: Missle Dropkick
- Scoop Slam Attack 2: TB Wheel Kick
- Scoop Slam Attack 3: TB Drop Kick
- Scoop Slam Attack 4: Top Hurricanarana
- Scoop Slam Attack 5: Sicilian Slice
- Scoop Slam Attack 6: Flip Over DDT
- Scoop Slam Attack 7: Moonsault
- Scoop Slam Attack 8: SB Wheelkick
- Scoop Slam Attack 9: SB Dropkick
- Scoop Slam Attack 10: 450 Splash
- Scoop Slam Attack 11: Flip Over Leg Drop
- Scoop Slam Attack 12: Top Rope Plancha
- Scoop Slam Attack 13: Plancha Attack
- Scoop Slam Attack 14: Clear Plancha
- Scoop Slam Attack 15: Sunset Flip In
- Scoop Slam Attack 16: Sunset Flip Out
- Scoop Slam Attack 17: SB Clothesline
- Scoop Slam Attack 18: SB Dropkick
- Scoop Slam Attack 19: Asai Moonsault
- Scoop Slam Attack 20: Corkscrew
- Vertical Suplex Attack 1: Seated Front Suplex
- Vertical Suplex Attack 2: Snap Suplex
- Vertical Suplex Attack 3: Fisherman Buster
- Vertical Suplex Attack 4: Vertical Suplex

ABILITIES
- FROG LEGS CLEAR MINDED LUCKY
  - BRAWLER HARDCORE RESILIENT

Ready Taunt 1: Owen Wingo
- Ready Taunt 2: Bret Hart Taunt
- Ready Taunt 3: Turnbuckle Taunt
- Ready Finisher: High Energy
- Ready Finisher: Air Pillman
### Harley Race

- **Weak Strike**: Right Jab
- **Medium Strike**: Right Hook
- **Strong Strike**: Double Air Clap
- **Ready Attack 1**: Fireman’s Carry
- **Ready Attack 2**: Stinger
- **Ready Attack 3**: Headbutt
- **Weapon Attack**: Double Chair Shot

#### Feet Attack
- **1**: Inverted STF
- **2**: STF
- **3**: Surfboard

#### Head Attack
- **1**: Dropkick to Face
- **2**: LaMagistral
- **3**: Fujiwara Combo

#### Ground Move
- **1**: Drop Toe Hold
- **2**: Back Body Drop
- **3**: Headlock

#### Running Move
- **1**: Running Senton
- **2**: Wrap Around DDT
- **3**: Back Body Drop

#### Behind Move
- **1**: Octopus Hold
- **2**: Spinning Neckbreaker
- **3**: Side Slam

#### Ready Move
- **1**: Fireman’s Carry
- **2**: Double Arm DDT
- **3**: Stretch Plum

### Tito Santana

- **Weak Strike**: Calf Kick
- **Medium Strike**: Roundhouse Kick
- **Strong Strike**: Jumping Spin Kick
- **Ready Attack 1**: Ace Crusher
- **Ready Attack 2**: Enziguri
- **Ready Attack 3**: Small Package
- **Weapon Attack**: Critical Spin Kick

#### Behind Ready Move
- **1**: Backside
- **2**: Abstretch
- **3**: Behind Bulldog

#### Bent Over Move
- **1**: Rocker Dropper
- **2**: Fate Sealer
- **3**: Spinning Neckbreaker

#### Running Move
- **1**: Flying Back Elbow
- **2**: Running Wheel Kick
- **3**: Drop Leg Drop

#### Ground Move
- **1**: Dropkick to Face
- **2**: LaMagistral
- **3**: Inverted STF

### Abilities

#### Harley Race
- **COMEBACK FROG LEGS LUCKY**

#### Tito Santana
- **COMEBACK FROG LEGS LUCKY**

---

**Note:** The text provided is a list of various moves and abilities associated with different wrestlers, each categorized by type (e.g., Feet Attack, Head Attack, Ground Move). The moves are listed numerically, with some additional notes on techniques such as stunts and special moves.
<table>
<thead>
<tr>
<th>MOVEMENTS</th>
<th>STANCE</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>The Sheik</strong></td>
<td>High Energy</td>
<td>Sadist, Brawler, Hardcore</td>
</tr>
<tr>
<td><strong>Sabu</strong></td>
<td>Angry</td>
<td>Sadist, Frog Legs, Hardcore</td>
</tr>
</tbody>
</table>

**The Sheik**
- Ready: Chop, Big Boot, Power Right, Sidewalk Slam, Hip Toss, Chin Crusher, Triples Can Hit
- Ready Move: Dropkick to Head, Surf Boot Stretch, Single Leg Grab, Headlock to Groin
- Corner: Sleeper Stretch, Single Leg, Shoulder Charge, Shoulder Driver
- Aerial: Double Axehandle, Jumping Lariat, Crossbody, TB DDT
- Vertical Suplex: Hanging Vert Suplex, Hanging Powerslam, Vertical Suplex, Giant Chop
- Scoop Slam: Scoop Slam, Full Fall Slam, Scoop Slam Driver, Shoulder Breaker
- Gutwrench: Tiger Suplex
- Full Nelson: Dragon Sleeper
- Belly Belly: Inverted Piledriver, Bearhug Slam, Inverted Atomic Drop
- Head between Legs: Trunk Piledriver
- Special: Two Arms Up, Arm Up Pointing

**Sabu**
- Ready: Hip Toss, Dropkick to Head, Flip Over Neck Whip, Kick to Spine
- Corner: Sleeper Stretch, Single Leg, Shoulder Charge, Shoulder Driver
- Aerial: Double Axehandle, Jumping Lariat, Crossbody, TB DDT
- Vertical Suplex: Hanging Vert Suplex, Hanging Powerslam, Vertical Suplex, Giant Chop
- Scoop Slam: Scoop Slam, Full Fall Slam, Scoop Slam Driver, Shoulder Breaker
- Gutwrench: Tiger Suplex
- Full Nelson: Dragon Sleeper
- Belly Belly: Inverted Piledriver, Bearhug Slam, Inverted Atomic Drop
- Head between Legs: Trunk Piledriver
- Special: Two Arms Up, Arm Up Pointing

**ABILITIES**
- Sadist: Head Drop, Neck Break, Sleeper, Shoulder Breaker
- Brawler: Head Whip, Shoulder Driver
- Hardcore: Headlock, Sleeper, Shoulder Driver

**HEAD BETWEEN LEGS ISP**
- Move: Head Drop, Neck Break, Sleeper, Shoulder Breaker

**BELLY BELLY SUPLEX ISP**
- Move: Inverted Piledriver, Bearhug Slam, Inverted Atomic Drop

**GUTWRENCH ISP**
- Move: 360 Back, Belly Back Slam, DDT Slam, Tiger Suplex

**FULL NELSON ISP**
- Move: Dragon Sleeper, Dragon Suplex, Front Leg Sweep, Reverse Facebuster

**SAMOAN DROP ISP**
- Move: Leaping Ace Driver, Face Drop, Samoa Driver, Twirling Samoa

**SPECIAL**
- Move: Two Arms Up, Arm Up Pointing, Punch Palm Taunt TB, Finisher, Camel Clutch

**SCOOPE SLAM ISP**
- Move: Shoulder Breaker, Power Driver

**GUTWRENCH ISP**
- Move: Tiger Suplex, Rolling German, 360 Back, Reverse Powerbomb

**FULL NELSON ISP**
- Move: Dragon Sleeper, Dragon Suplex, Katahajime Plex, Sleeping Neckbreaker

**SAMOAN DROP ISP**
- Move: Face Drop, Samoa Driver, Samoa Driver, Falling Reverse DDT

**SPECIAL**
- Move: Arm Up, Shoulder Shrug, Why Me TB, Finisher, Camel Clutch
KEVIN VON ERICH

READY

Weak Strike
Medium Strike
Strong Strike
Ready Attack
Ready Attack 2
Ready Attack 3
Weapon Attack
BEHIND READY

Behind Attack 1
Behind Attack 2
Behind Attack 3
BENT OVER

Bent Over Attack 1
Bent Over Attack 2
Bent Over Attack 3
Behind Bent Over Attack 1
RUNNING

Running Attack 1
Running Attack 2
Running Ground Attack 1
Running Ground Attack 2
Whipped Opponent Attack 1
Whipped Opponent Attack 2
GROUND

Head Attack 1
Feet Attack 1
Chin Lock Attack 1
Holding Legs Attack 1
BEHIND

Behind Attack 1
Behind Attack 2
Behind Attack 3
CORNER

Corner Attack 1
Corner Attack 2

ABILITIES

FROG LEGS

STRETCHER

CLEAR MINDED

GUTWRENCH ISP

AERIAL

TB Strike 1
TB Strike 2
TB Dizzy 1
TB Dizzy 2
TB Ground 1
Springboard Attack
Springboard Ground
Pescado Attack
Plancha Attack

APRON

Apron Tie-up In Attack
Apron Tie-up Out Attack
Apron Floor Attack 1
Apron Floor Ground Attack 1

VERTICAL SUPLEX ISP

Vertical Suplex Attack 1
Vertical Suplex Attack 2
Vertical Suplex Attack 3

SCOOP SLAM ISP

Scop Slam Attack 1
Scop Slam Attack 2

HEAD BETWEEN LEGS ISP

Head Between Legs Attack 1
Head Between Legs Attack 2
Head Between Legs Attack 3

BELLY BELLY SUPLEX ISP

Belly Belly Attack 1
Belly Belly Attack 2
Belly Belly Attack 3

READY

Weak Strike
Medium Strike
Strong Strike
Ready Attack
Ready Attack 2
Ready Attack 3
Weapon Attack
BEHIND READY

Behind Attack 1
Behind Attack 2
Behind Attack 3
BENT OVER

Bent Over Attack 1
Bent Over Attack 2
Bent Over Attack 3
Behind Bent Over Attack 1
RUNNING

Running Attack 1
Running Attack 2
Running Ground Attack 1
Running Ground Attack 2
Whipped Opponent Attack 1
Whipped Opponent Attack 2
GROUND

Head Attack 1
Feet Attack 1
Chin Lock Attack 1
Holding Legs Attack 1
CORNER

Corner Attack 1
Corner Attack 2

ABILITIES

FROG LEGS

STRETCHER

CLEAR MINDED

GUTWRENCH ISP

AERIAL

TB Strike 1
TB Strike 2
TB Dizzy 1
TB Dizzy 2
TB Ground 1
Springboard Attack
Springboard Ground
Pescado Attack
Plancha Attack

APRON

Apron Tie-up In Attack
Apron Tie-up Out Attack
Apron Floor Attack 1
Apron Floor Ground Attack 1

VERTICAL SUPLEX ISP

Vertical Suplex Attack 1
Vertical Suplex Attack 2
Vertical Suplex Attack 3

SCOOP SLAM ISP

Scop Slam Attack 1
Scop Slam Attack 2

HEAD BETWEEN LEGS ISP

Head Between Legs Attack 1
Head Between Legs Attack 2
Head Between Legs Attack 3

BELLY BELLY SUPLEX ISP

Belly Belly Attack 1
Belly Belly Attack 2
Belly Belly Attack 3

DYNAMITE KID

READY

Weak Strike
Medium Strike
Strong Strike
Ready Attack
Ready Attack 2
Ready Attack 3
Weapon Attack
BEHIND READY

Behind Attack 1
Behind Attack 2
Behind Attack 3
BENT OVER

Bent Over Attack 1
Bent Over Attack 2
Bent Over Attack 3
Behind Bent Over Attack 1
RUNNING

Running Attack 1
Running Attack 2
Running Ground Attack 1
Running Ground Attack 2
Whipped Opponent Attack 1
Whipped Opponent Attack 2
GROUND

Head Attack 1
Feet Attack 1
Chin Lock Attack 1
Holding Legs Attack 1
CORNER

Corner Attack 1
Corner Attack 2

ABILITIES

FROG LEGS

STRETCHER

CLEAR MINDED

GUTWRENCH ISP

AERIAL

TB Strike 1
TB Strike 2
TB Dizzy 1
TB Dizzy 2
TB Ground 1
Springboard Attack
Springboard Ground
Pescado Attack
Plancha Attack

APRON

Apron Tie-up In Attack
Apron Tie-up Out Attack
Apron Floor Attack 1
Apron Floor Ground Attack 1

VERTICAL SUPLEX ISP

Vertical Suplex Attack 1
Vertical Suplex Attack 2
Vertical Suplex Attack 3

SCOOP SLAM ISP

Scop Slam Attack 1
Scop Slam Attack 2

HEAD BETWEEN LEGS ISP

Head Between Legs Attack 1
Head Between Legs Attack 2
Head Between Legs Attack 3

BELLY BELLY SUPLEX ISP

Belly Belly Attack 1
Belly Belly Attack 2
Belly Belly Attack 3
Brian Knobbs

Feet Attack 2 Oklahoma Roll
Feet Attack 1 Punch Choke Combo
Head Attack 2 Multiple Headbutts
Head Attack 1 Crossface Punches

GROUND MOVE
Whipped Opponent Attack 2 Flapjack
Whipped Opponent Attack 1 Opp Run Dropkick
Running Ground Attack 3 Running Splash
Running Ground Attack 1 Front Elbow Drop
Running Attack 3 Vertical Body Splash
Running Attack 2 Flying Shoulder
Running Attack 1 Hard Clothesline

RUNNING MOVE
Behind Bent Over Attack 2 Reverse DDT
Behind Bent Over Attack 1 Pump Handle Slam
Behind Bent Over Attack 3 Cobra Twist

BENT OVER MOVE
Bent Over Attack 1 Gutwrench Phomb
Bent Over Attack 2 Rocker Dropper
Bent Over Attack 3 Double Arm DDT

Ready Taunt 1 Sniff Arm Pits
Ready Taunt 2 Crack Knuckles
Turnbuckle Taunt King Kong TB
Stance Slow

SPECIAL MOVE

ABILITIES
Sadist Cheating Brawler

Belly Belly Suplex ISP MOVE
Belly Belt Attack 1 Inverted Atomic Drop
Belly Belt Attack 2 Bearhug
Belly Belt Attack 3 Bearhug Slam
Belly Belt Attack 4 Belly Belly Suplex

Gutwrench ISP MOVE
Gutwrench Attack 1 DDT Slam
Gutwrench Attack 2 Belly Back Slam
Gutwrench Attack 3 Electric Chair
Gutwrench Attack 4 Belly Back Suplex

FULL Nelson ISP MOVE
Full Nelson Attack 1 Sleeper
Full Nelson Attack 2 Full Nelson Slam
Full Nelson Attack 3 Russian Leg Sweep
Full Nelson Attack 4 Head Arm Choke

SAMOAN DROP ISP MOVE
Samoan Drop Attack 1 Death Valley Driver
Samoan Drop Attack 2 Face Drop
Samoan Drop Attack 3 Fireman Toss
Samoan Drop Attack 4 Samoan Drop

Scoop Slam ISP MOVE
Scoop Slam Attack 1 Fall Away Slam
Scoop Slam Attack 2 Scoop Slam
Scoop Slam Attack 3 Scoop Slam
Scoop Slam Attack 4 Scoop Slam

ABILITIES
Sadist Cheating Brawler

Head Between Legs ISP MOVE
Head Between Legs Attack 1 Crucifix Drop
Head Between Legs Attack 2 Fall Forward Pomb
Head Between Legs Attack 3 Shoulder Pomb
Head Between Legs Attack 4 Trunk Pdriver

Sacoan Drop Attack 1 Death Valley Driver
Sacoan Drop Attack 2 Face Drop
Sacoan Drop Attack 3 Fireman Toss
Sacoan Drop Attack 4 Samoan Drop

Scoop Slam ISP MOVE
Scoop Slam Attack 1 Fall Away Slam
Scoop Slam Attack 2 Scoop Slam
Scoop Slam Attack 3 Scoop Slam
Scoop Slam Attack 4 Scoop Slam

ABILITIES
Sadist Cheating Brawler

Ready Taunt 1 Sniff Arm Pits
Ready Taunt 2 Crack Knuckles
Turnbuckle Taunt King Kong TB
Stance Slow

SPECIAL MOVE

Scoop Slam ISP MOVE
Scoop Slam Attack 1 Fall Away Slam
Scoop Slam Attack 2 Scoop Slam
Scoop Slam Attack 3 Scoop Slam
Scoop Slam Attack 4 Scoop Slam

Scoop Slam ISP MOVE
Scoop Slam Attack 1 Fall Away Slam
Scoop Slam Attack 2 Scoop Slam
Scoop Slam Attack 3 Scoop Slam
Scoop Slam Attack 4 Scoop Slam

ABILITIES
Sadist Cheating Brawler

Ready Taunt 1 Sniff Arm Pits
Ready Taunt 2 Scratch Butt and Crotch
Turnbuckle Taunt Scratch and Wave TB
Stance Slow

SPECIAL MOVE

Jerry Sags

Weak Strike Left Jab
Medium Strike Big Gut Shot
Strong Strike Right Upper Cut
Ready Attack 1 Snare
Ready Attack 2 Headbutt
Ready Attack 3 Bareback
Weapon Attack Triple Can Hit

BEHIND READY MOVE
Behind Bent Over Attack 1 Gutwrench Phomb
Behind Bent Over Attack 2 Rocker Dropper
Behind Bent Over Attack 3 Double Arm DDT

BENT OVER MOVE
Bent Over Attack 1 Gutwrench Phomb
Bent Over Attack 2 Rocker Dropper
Bent Over Attack 3 Double Arm DDT

Ready Taunt 1 Sniff Arm Pits
Ready Taunt 2 Scratch Butt and Crotch
Turnbuckle Taunt Scratch and Wave TB
Stance Slow

SPECIAL MOVE

ABILITIES
Sadist Cheating Brawler

Head Between Legs Attack 1 Powerbomb
Head Between Legs Attack 2 Trunk Pdriver
Head Between Legs Attack 3 Sit Out Pldriver
Head Between Legs Attack 4 Slout Pomb

Belly Belly Suplex ISP MOVE
Belly Belt Attack 1 Inverted Atomic Drop
Belly Belt Attack 2 Bearhug
Belly Belt Attack 3 Bearhug Slam
Belly Belt Attack 4 Belly Belly Suplex

Gutwrench ISP MOVE
Gutwrench Attack 1 DDT Slam
Gutwrench Attack 2 Belly Back Slam
Gutwrench Attack 3 Electric Chair
Gutwrench Attack 4 Belly Back Suplex

FULL Nelson ISP MOVE
Full Nelson Attack 1 Sleeper
Full Nelson Attack 2 Full Nelson Slam
Full Nelson Attack 3 Russian Leg Sweep
Full Nelson Attack 4 Head Arm Choke

Samoan Drop ISP MOVE
Samoan Drop Attack 1 Death Valley Driver
Samoan Drop Attack 2 Face Drop
Samoan Drop Attack 3 Fireman Toss
Samoan Drop Attack 4 Samoan Drop

Scoop Slam ISP MOVE
Scoop Slam Attack 1 Fall Away Slam
Scoop Slam Attack 2 Scoop Slam
Scoop Slam Attack 3 Scoop Slam
Scoop Slam Attack 4 Scoop Slam

ABILITIES
Sadist Cheating Brawler

Ready Taunt 1 Sniff Arm Pits
Ready Taunt 2 Scratch Butt and Crotch
Turnbuckle Taunt Scratch and Wave TB
Stance Slow

SPECIAL MOVE
BARRON VON RASCHKE

READY MOVE
Weak Strike Knee to Groin
Medium Strike Double Air Drop
Strong Strike Tornado Punch
Ready Attack 1 Headbutt
Ready Attack 2 Bareback
Ready Attack 3 Chin Crushee
Weapon Attack Double Chair Shot

BEHIND READY MOVE
Behind Attack 1 Low Blow
Behind Attack 2 Layout Reverse DDT
Behind Attack 3 Swing Thing

BENT OVER MOVE
Bent Over Attack 1 Implant DDT
Bent Over Attack 3 Swing Ding
Behind Bent Over Attack 1 Cobra Twist

RUNNING MOVE
Running Attack 1 Knee to Face Run
Running Attack 2 Spear
Running Attack 3 Flying Forearm
Running Ground Attack 1 Double Leg Drop
Running Ground Attack 2 Knee Drop
Whipped Opponent Attack 1 Steamboat Combo
Whipped Opponent Attack 2 Hooked Clothesline
Whipped Opponent Attack 3 Fujinawa Armbar

GROUND MOVE
Head Attack 1 Nasty Claw
Feet Attack 1 Romero Chin Lock
Feet Attack 2 Dragon Cross
Feet Attack 3 STF
Chin Lock Attack 1 Blantant Choke
Holding Legs Attack 1 Shargeshooter
Holding Legs Attack 2 Liontamer
Holding Legs Attack 3 Texas Clover Leaf

CORNER MOVE
Corner Attack 1 Bake Eyes
Corner Attack 2 Lean In Choke
Running Corner Attack 1 Flying Butt

AERIAL MOVE
TB Strike 1 Jumping Lariat
TB Dizzy 1 Kamikaze Headbutt
TB Ground 1 Senton Bomb
TB Ground 2 TB Leg Drop
Springboard Attack SB Lanat
Springboard Ground Flip Over Senton
Pescado Attack Standing Pancha
Plancha Attack Clear Pancha

APRON MOVE
Aron Tie-in Up Attack Pledriver In
Aron Tie-in Out Attack Pledriver Out
Aron Floor Attack 1 SB Clotheline
Aron Floor Attack 2 SB Dropkick
Aron Floor Ground Attack 1 Corkscrew
Aron Floor Ground Attack 2 Splash to Floor

VERTICAL SUPLEX ISP MOVE
Vertical Suplex Attack 1 Snap Suplex
Vertical Suplex Attack 2 Fisherman Buster

SCOOPLIAM ISP MOVE
Scop Slam Attack 1 Side Neck Buster
Scop Slam Attack 2 Scoop Slam

HEAD BETWEEN LEGS ISP MOVE
Head Between Legs Attack 1 Sit Out Facebuster
Head Between Legs Attack 2 Hooked Facebuster
Head Between Legs Attack 3 Uock Pledriver

SPECIAL MOVE
Ready Taunt 1 Claw Taunt
Ready Taunt 2 Vampire
Turnbuckle Taunt I will Destroy You TB
Finisher High Energy

ABILITIES

SAMOA DROP ISP MOVE
Samoan Drop Attack 1 Fireman Toss
Samoan Drop Attack 2 Leaping AceCrusher
Samoan Drop Attack 3 Elevated Ace Crusher

GUTWRENCH ISP MOVE
Gutwrench Attack 1 German Suplex
Gutwrench Attack 2 Belly Back Suplex
Gutwrench Attack 3 Fall Back
Gutwrench Attack 4 DDT Slam

FULL NELSON ISP MOVE
Full Nelson Attack 1 Sleeper
Full Nelson Attack 2 Dragon Suplex
Full Nelson Attack 3 Full Nelson Sitout
Full Nelson Attack 4 Crossface Chicken

SAMOA DROP ISP MOVE
Samoan Drop Attack 1 Fireman Toss
Samoan Drop Attack 2 Leaping AceCrusher
Samoan Drop Attack 3 Elevated Ace Crusher

SPECIAL MOVE
Ready Taunt 1 Model Pose
Ready Taunt 2 Please For Mercy
Turnbuckle Taunt Kiss the Crowd TB
Finisher Amateur Wrestler

ABILITIES

SAMOA DROP ISP MOVE
Samoa Drop Attack 1 Fireman Toss
Samoa Drop Attack 2 Leaping AceCrusher
Samoa Drop Attack 3 Elevated Ace Crusher

SPECIAL MOVE
Ready Taunt 1 Model Pose
Ready Taunt 2 Please For Mercy
Turnbuckle Taunt Kiss the Crowd TB
Finisher Amateur Wrestler

ABILITIES

GUTWRENCH ISP MOVE
Gutwrench Attack 1 German Suplex
Gutwrench Attack 2 Belly Back Suplex
Gutwrench Attack 3 Fall Back
Gutwrench Attack 4 DDT Slam

FULL NELSON ISP MOVE
Full Nelson Attack 1 Sleeper
Full Nelson Attack 2 Dragon Suplex
Full Nelson Attack 3 Full Nelson Sitout
Full Nelson Attack 4 Crossface Chicken

SPECIAL MOVE
Ready Taunt 1 Model Pose
Ready Taunt 2 Please For Mercy
Turnbuckle Taunt Kiss the Crowd TB
Finisher Amateur Wrestler

ABILITIES

RICK MARTEL

READY MOVE
Weak Strike Shin Kick
Medium Strike Superkick
Strong Strike Power Right
Ready Attack 1 Hip Toss
Ready Attack 2 Stinger
Ready Attack 3 Snapmare
Weapon Attack Butterfly Suplex

BEHIND READY MOVE
Behind Attack 1 Abstrecth
Behind Attack 2 Cobra Slam
Behind Attack 3 Behind Bulldog

BENT OVER MOVE
Bent Over Attack 1 Snake DDT
Bent Over Attack 2 Butterfly Suplex
Bent Over Attack 3 Rocker Dropper
Behind Bent Over Attack 1 Bent Over Bulldog
Behind Bent Over Attack 2 Stretch Plum
Behind Bent Over Attack 3 Backbreaker

RUNNING MOVE
Running Attack 1 Flying Forearm
Running Attack 2 Vertical Body Splash
Running Attack 3 Hard Clothesline
Running Ground Attack 1 Running Sdenton
Running Ground Attack 2 Fist Drop
Running Ground Attack 3 Knee Drop
Whipped Opponent Attack 1 Opp Run Dropkick
Whipped Opponent Attack 2 Time Bomb
Whipped Opponent Attack 3 Drop Toe Hook

GROUND MOVE
Head Attack 1 Dropkick to Face
Feet Attack 1 Surfboard
Feet Attack 2 Anklock
Feet Attack 3 Dragon Cross
Chin Lock Attack 1 Kick to Spine
Chin Lock Attack 2 Rear Chinlock
Chin Lock Attack 3 Dropkick to Head

CORNER MOVE
Corner Attack 1 Spinning Toe Hold
Corner Attack 2 Fist to Groin
Corner Attack 3 Kick to Groin

AERIAL MOVE
TB Strike 1 Double Axehandle
TB Strike 2 Missile Dropkick
TB Dizzy 1 TB Right Chop
TB Dizzy 2 Crossbody
TB Ground 1 Splash
TB Ground 2 Leaping Elbow
Springboard Attack SB Lanat
Springboard Ground Flip Over Senton
Pescado Attack Standing Pancha
Plancha Attack Clear Pancha

APRON MOVE
Aron Tie-in Up Attack Pledriver In
Aron Tie-in Out Attack Pledriver Out
Aron Floor Attack 1 SB Clotheline
Aron Floor Attack 2 SB Dropkick
Aron Floor Ground Attack 1 Corkscrew
Aron Floor Ground Attack 2 Splash to Floor

VERTICAL SUPLEX ISP MOVE
Vertical Suplex Attack 1 Snap Suplex
Vertical Suplex Attack 2 Fisherman Buster

SCOOPLIAM ISP MOVE
Scop Slam Attack 1 Side Neck Buster
Scop Slam Attack 2 Scoop Slam

HEAD BETWEEN LEGS ISP MOVE
Head Between Legs Attack 1 Sit Out Facebuster
Head Between Legs Attack 2 Hooked Facebuster
Head Between Legs Attack 3 Uock Pledriver

SPECIAL MOVE
Ready Taunt 1 Claw Taunt
Ready Taunt 2 Vampire
Turnbuckle Taunt I will Destroy You TB
Finisher High Energy

ABILITIES
**RICKY MORTON**

<table>
<thead>
<tr>
<th>ABILITY</th>
<th>MOVE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chin Lock Attack 1</td>
<td>Shin Kick</td>
</tr>
<tr>
<td>Chin Lock Attack 2</td>
<td>Side Round House</td>
</tr>
<tr>
<td>Chin Lock Attack 3</td>
<td>Double Arm DDT</td>
</tr>
<tr>
<td>Bent Over Attack 1</td>
<td>Double Leg Drop</td>
</tr>
<tr>
<td>Bent Over Attack 2</td>
<td>Front Elbow Drop</td>
</tr>
<tr>
<td>Bent Over Attack 3</td>
<td>Opp Run Dropkick</td>
</tr>
<tr>
<td>Running Attack 1</td>
<td>Leaping Elbow</td>
</tr>
<tr>
<td>Running Attack 2</td>
<td>Double Axehandle</td>
</tr>
<tr>
<td>Vertical Suplex Attack 1</td>
<td>Inverted STF</td>
</tr>
</tbody>
</table>

**ROBERT GIBSON**

<table>
<thead>
<tr>
<th>ABILITY</th>
<th>MOVE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Holding Legs Attack 1</td>
<td>Ankle Stretch</td>
</tr>
<tr>
<td>Holding Legs Attack 2</td>
<td>Figure Four</td>
</tr>
<tr>
<td>Holding Legs Attack 3</td>
<td>Kick to Groin</td>
</tr>
<tr>
<td>Corner Attack 1</td>
<td>Bulldog</td>
</tr>
<tr>
<td>Corner Attack 2</td>
<td>Back Elbow</td>
</tr>
<tr>
<td>Corner Attack 3</td>
<td>Running Clothesline</td>
</tr>
<tr>
<td>Aerial</td>
<td>Double Axehandle</td>
</tr>
<tr>
<td>Vertical Suplex</td>
<td>Snap Suplex</td>
</tr>
<tr>
<td>Vertical Suplex</td>
<td>Inverted STF</td>
</tr>
</tbody>
</table>

**SPECIAL MOVE**

<table>
<thead>
<tr>
<th>ABILITY</th>
<th>MOVE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chin Lock Attack 1</td>
<td>Dragon Lock</td>
</tr>
<tr>
<td>Chin Lock Attack 2</td>
<td>Sunburst Stretch</td>
</tr>
<tr>
<td>Chin Lock Attack 3</td>
<td>Texas Clover Leaf</td>
</tr>
<tr>
<td>Holder Legs Attack 1</td>
<td>Elevated Crab</td>
</tr>
<tr>
<td>Holder Legs Attack 2</td>
<td>Ankle Stretch</td>
</tr>
<tr>
<td>Holder Legs Attack 3</td>
<td>Double Axehandle</td>
</tr>
<tr>
<td>Aerial</td>
<td>Jumping Lariat</td>
</tr>
<tr>
<td>Vertical Suplex</td>
<td>Snap Suplex</td>
</tr>
<tr>
<td>Vertical Suplex</td>
<td>Vertical Suplex</td>
</tr>
<tr>
<td>Vertical Suplex</td>
<td>Front Suplex</td>
</tr>
</tbody>
</table>

**VERIFICAL MOVE**

<table>
<thead>
<tr>
<th>ABILITY</th>
<th>MOVE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Head Attack 1</td>
<td>Double Leg Drop</td>
</tr>
<tr>
<td>Head Attack 2</td>
<td>Front Elbow Drop</td>
</tr>
<tr>
<td>Head Attack 3</td>
<td>Opp Run Dropkick</td>
</tr>
<tr>
<td>Stance</td>
<td>High Energy</td>
</tr>
<tr>
<td>Finisher</td>
<td>Crossbody</td>
</tr>
</tbody>
</table>
Andy Kaufman

Mr. Fuji

READY
Weak Strike
Medium Strike
Strong Strike
Ready Attack 1
Ready Attack 2
Ready Attack 3
Weapon Attack
BEHIND READY
Behind Attack 1
Behind Attack 2
Behind Attack 3
BEAT OVER
Beat Over Attack 1
Beat Over Attack 2
Beat Over Attack 3
Beat Over Bulldog
Behind Beat Over Attack 1
Behind Beat Over Attack 2
Behind Beat Over Attack 3
RUNNING
Running Attack 1
Running Attack 2
Running Attack 3
Running Ground Attack 1
Running Ground Attack 2
Running Ground Attack 3
Whipped Opponent Attack 1
Whipped Opponent Attack 2
Whipped Opponent Attack 3
GROUND
Head Attack 1
Head Attack 2
Head Attack 3
Feet Attack 1
Feet Attack 2
Feet Attack 3
Chin Lock Attack 1
Chin Lock Attack 2
Abilities
Cheating
Cheat
Ripple
Eating
Frog Legs
Clear Minded
Lucky
Access
...
DAVID VON ERICH

READY MOVE
Weak Strike Shin Kick
Medium Strike Front Kick to Gut
Strong Strike Tornado Punch
Ready Attack 1 Enzu Lariat
Ready Attack 2 Hurricanranna
Ready Attack 3 Prying Head Scissors
Weapon Attack Double Chain Shot

BEHIND READY MOVE
Behind Attack 1 Side Slam
Behind Attack 2 Backslide
Behind Attack 3 Atomic Drop

BENT OVER MOVE
Bent Over Attack 1 Snake DDT
Bent Over Attack 2 Face Buster
Bent Over Attack 3 Double Arm DDT
Bent Over Attack 4 Bent Over Bulldog

GROUND MOVE
Head Attacking 1 Loma Magistral
Feet Attacking 1 Oklahoma Roll
Chin Locking 1 Rear Chichon
Chin Locking 2 Straight Jacket
Chin Locking 3 Texas Cloverleaf
Leg Locking 1 Texas Cloverleaf
Leg Locking 2 Texas Cloverleaf
Leg Locking 3 Texas Cloverleaf

CORNER MOVE
Corner Attack 1 Climb TB and Pummel Superplex
Corner Attack 2 Superplex
Corner Attack 3 Back Elbow

AERIAL MOVE
TB Strike 1 Missle Dropkick
TB Strike 2 TB Wheel Kick
TB Strike 3 Corkscrew Lariat
TB Dizzy 1 TB DDT
TB Dizzy 2 Flip Over DDT
TB Dizzy 3 Top Hurricanranna
TB Ground 1 5 Star Frog Splash
TB Ground 2 Split Leg Moonsault
TB Ground 3 SB Wheel Kick
Springboard Attack 1 Flip Over Sexton
Springboard Attack 2 Top Rope Moonsault
Springboard Attack 3 Senton Plancha

APRON MOVE
Apron Tie-up In Attack Vertical Suplex into Ring
Apron Tie-up Out Attack Sunset Flip Out
Apron Floor Attack 1 Crossbody to Floor
Apron Floor Attack 2 Leaping Elbow

VERTICAL SUPLEX ISP MOVE
Vertical Suplex Attack 1 Snap Suplex
Vertical Suplex Attack 2 Fisherman Suplex
Vertical Suplex Attack 3 Vertical Suplex

SCOOP SLAM ISP MOVE
Scoop Slam Attack 1 Scoop Slam
Scoop Slam Attack 2 Shoulder Breaker

MICH AEL VON ERICH

READY MOVE
Weak Strike Calf Kick
Medium Strike Font Kick to Gut
Strong Strike Tornado Punch
Ready Attack 1 Enzu Lariat
Ready Attack 2 Hurricanranna
Ready Attack 3 Prying Head Scissors
Weapon Attack Double Chain Shot

BEHIND READY MOVE
Behind Attack 1 Side Slam
Behind Attack 2 Backslide
Behind Attack 3 Atomic Drop

BENT OVER MOVE
Bent Over Attack 1 Snake DDT
Bent Over Attack 2 Face Buster
Bent Over Attack 3 Double Arm DDT
Bent Over Attack 4 Bent Over Bulldog

GROUND MOVE
Head Attacking 1 Loma Magistral
Feet Attacking 1 Oklahoma Roll
Chin Locking 1 Rear Chichon
Chin Locking 2 Straight Jacket
Chin Locking 3 Texas Cloverleaf
Leg Locking 1 Texas Cloverleaf
Leg Locking 2 Texas Cloverleaf
Leg Locking 3 Texas Cloverleaf

CORNER MOVE
Corner Attack 1 Climb TB and Pummel Superplex
Corner Attack 2 Superplex
Corner Attack 3 Back Elbow

AERIAL MOVE
TB Strike 1 Missle Dropkick
TB Strike 2 TB Wheel Kick
TB Strike 3 Corkscrew Lariat
TB Dizzy 1 TB DDT
TB Dizzy 2 Flip Over DDT
TB Dizzy 3 Top Hurricanranna
TB Ground 1 5 Star Frog Splash
TB Ground 2 Split Leg Moonsault
TB Ground 3 SB Wheel Kick
Springboard Attack 1 Flip Over Sexton
Springboard Attack 2 Top Rope Moonsault
Springboard Attack 3 Senton Plancha

APRON MOVE
Apron Tie-up In Attack Vertical Suplex into Ring
Apron Tie-up Out Attack Sunset Flip Out
Apron Floor Attack 1 Crossbody to Floor
Apron Floor Attack 2 Leaping Elbow

VERTICAL SUPLEX ISP MOVE
Vertical Suplex Attack 1 Snap Suplex
Vertical Suplex Attack 2 Fisherman Suplex
Vertical Suplex Attack 3 Vertical Suplex

SCOOP SLAM ISP MOVE
Scoop Slam Attack 1 Scoop Slam
Scoop Slam Attack 2 Shoulder Breaker

HEAD BETWEEN LEGS ISP MOVE
Head Between Legs Attack 1 Fall Back Piledriver
Head Between Legs Attack 2 Unhook Piledriver
Head Between Legs Attack 3 Hooked Facebuster

BELLY BELLY SUPLEX ISP MOVE
Belly Belly Attack 1 Spinning Belly Belly
Belly Belly Attack 2 Overhead Belly Belly
Belly Belly Attack 3 Inverted Atomic Drop

GUTWRENCH ISP MOVE
Gutwrench Attack 1 Tiger Suplex
Gutwrench Attack 2 DDT Slam
Gutwrench Attack 3 Release German

FULL NELSON ISP MOVE
Full Nelson Attack 1 Sleeper
Full Nelson Attack 2 Head Arm Choke
Full Nelson Attack 3 Dragon Sleeper

SAMOAN DROP ISP MOVE
Samoan Drop Attack 1 Samoan Drop

SPECIAL MOVE
Ready Taunt 1 Claw Taunt
Ready Taunt 2 Steamboat Finger
Turnbuckle Taunt 1 Pump Up The Crowd TB
Turnbuckle Taunt 2 Amateur Wrestler
Finisher 1 Von Erich Claw

ABILITIES
FROG LEGS CLEAR MINDED LUCKY
BELLY BELLY SUPLEX ISP MOVE
Belly Belly Attack 1 Spinning Belly Belly
Belly Belly Attack 2 Overhead Belly Belly
Belly Belly Attack 3 Inverted Atomic Drop

GUTWRENCH ISP MOVE
Gutwrench Attack 1 Tiger Suplex
Gutwrench Attack 2 DDT Slam
Gutwrench Attack 3 Release German

FULL NELSON ISP MOVE
Full Nelson Attack 1 Sleeper
Full Nelson Attack 2 Head Arm Choke
Full Nelson Attack 3 Dragon Sleeper

SAMOAN DROP ISP MOVE
Samoan Drop Attack 1 Samoan Drop

SPECIAL MOVE
Ready Taunt 1 Claw Taunt
Ready Taunt 2 Steamboat Finger
Turnbuckle Taunt 1 Pump Up The Crowd TB
Turnbuckle Taunt 2 Amateur Wrestler
Finisher 1 Von Erich Claw

ABILITIES
CHEATING FROG LEGS LUCKY
HEAD BETWEEN LEGS ISP MOVE
Head Between Legs Attack 1 Fall Back Piledriver
Head Between Legs Attack 2 Unhook Piledriver
Head Between Legs Attack 3 Hooked Facebuster