Prima Games
A Division of Random House, Inc.
3000 Lava Ridge Court
Roseville, CA 95661
1-800-733-3000
www.primagames.com

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Associate Product Manager: Christy L. Curtis
Project Editor: Matt Sumpter
Design & Layout: Derek Hocking

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Acknowledgments:
Thanks to Kirk Somdal and Devin Knudsen at THQ for their invaluable assistance throughout this project, you guys are great! Thanks also to all the nice folks at Prima for their patience and hard work, and to Colby Reynolds, the man himself.

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Library of Congress Catalog Card Number: 2003111136
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SmackDown! not only offers you the ability to create your own personalized Superstars, it also lets you create unique moves and animations for them. Anything and everything dealing with the game’s powerful Create Mode is found in this section.

**Here Comes The Pain™: Season Mode**

If you thought the Season Mode in *WWE SmackDown! Shut Your Mouth* was cool, wait until you experience this year’s Season Mode in *Here Comes the Pain!* A number of improvements have been made over the past year, all of which are detailed in this section.

**Superstars**

Knowing your opponent’s strengths and weaknesses can be a deciding factor in any matchup. This section provides fact-filled biographical information as well as comprehensive move lists for each of the 65 Superstars in *Here Comes the Pain.*
Basic Controls

If you're new to SmackDown!, you may find the control scheme a bit overwhelming at first, because there are so many types of moves to perform. Practice each move in the following tables in Exhibition matches until you get a feel for them. Once you can react to any situation quickly and effectively, you're ready to take on the very best that the WWE has to offer. After a bit of practice, most SmackDown! fans find that its controls are second to none.

If you're a veteran of the SmackDown! series, you'll be happy to note that most of the controls are unchanged (why mess with perfection, right?). But the inclusion of new match types, an all-new grappling system and a much-improved damage interface means there are a few things even SmackDown! vets need to learn. We've highlighted each part of this introductory section that provides information on these brand-new additions...

So that veterans of the SmackDown! series can quickly scan this section without having to hunt for the new stuff.

Menu Controls

<table>
<thead>
<tr>
<th>Button</th>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>Directional buttons</td>
<td>Highlight/alter options</td>
</tr>
<tr>
<td>×</td>
<td>Confirm selection</td>
</tr>
<tr>
<td>▲</td>
<td>Cancel/return to previous menu</td>
</tr>
</tbody>
</table>

Basic In-Ring Controls

<table>
<thead>
<tr>
<th>Button</th>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>Directional buttons/ left analog stick</td>
<td>Move Superstar</td>
</tr>
<tr>
<td>Right analog stick</td>
<td>Taunt opponent</td>
</tr>
<tr>
<td>▲</td>
<td>Run</td>
</tr>
<tr>
<td>▲ + ⊕, ⊖, + ⊕, ○, ●(2) ⊕</td>
<td>Climb turnbuckle, ladder, cage, table, etc.</td>
</tr>
<tr>
<td>▼</td>
<td>Pick up nearby weapon/object</td>
</tr>
<tr>
<td>▲ + ⊕, ⊖, ○, or ⊕</td>
<td>Enter/exit ring</td>
</tr>
<tr>
<td>▲ + d-pad toward nearby turnbuckle</td>
<td>Remove turnbuckle cover</td>
</tr>
<tr>
<td>×</td>
<td>Striking attack</td>
</tr>
<tr>
<td>●</td>
<td>Irish Whip</td>
</tr>
<tr>
<td>● + ⊕, ⊖, ○, or ⊕</td>
<td>Initiate grapples/perform grapple moves</td>
</tr>
<tr>
<td>▲ (while grappling opponent)</td>
<td>Turn behind the opponent</td>
</tr>
<tr>
<td>(1)</td>
<td>Change focus</td>
</tr>
<tr>
<td>(1)</td>
<td>Layeth the SmackDown!</td>
</tr>
<tr>
<td>(1) + (2)</td>
<td>Steal opponent's SmackDown!</td>
</tr>
<tr>
<td>(2)</td>
<td>Counter a striking attack</td>
</tr>
<tr>
<td>(2)</td>
<td>Counter a grapple move</td>
</tr>
<tr>
<td>(2) + (2)</td>
<td>Counter a SmackDown!</td>
</tr>
<tr>
<td>▲ + ○, ⊖, ⊕, or ⊙</td>
<td>Pause</td>
</tr>
</tbody>
</table>

NOTE

If you have accumulated at least two SmackDown! icons, you can steal your opponent's special SmackDown! finisher! Naturally, this requires you to know the situation in which your opponent's SmackDown! move must be executed. To steal your opponent's special move, press and hold (1), then press (2). Talk about ultimate “in-your-face” humiliation!

Base Grapples and Grapple Moves

In WWE SmackDown! Here Comes the Pain, you first must capture your opponent in one of four specific types of base grapple lock-ups (Submission, Signature, Power or Quick) before you may execute standing grapple moves. Once you've locked up with your opponent in a base grapple, you may perform exciting, powerful grapple moves.

Press ● and a directional button to lock up with your opponent in a base grapple. The directional button you press here determines the type of grapple you initiate (see the table below for details). Once you've entered into an initial or base grapple with your opponent, you may execute a devastating grapple move by pressing ● + ⊕, ⊖, ⊕, or ⊙.
Each base grapple features its own set of grapple moves. For example, pressing • + ○ while locked up in the Submission base grapple executes an entirely different move when pressed from the Power base grapple. Because of this intuitive new grappling system, you always have a wide variety of grapple moves at your disposal.

**Initiating Grapples**

<table>
<thead>
<tr>
<th>Button</th>
<th>Command</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>• + ○</td>
<td>Enter Submission grapple (base grapple)</td>
<td></td>
</tr>
<tr>
<td>• + ○, ○, ○, or ○</td>
<td>Submission grapple moves</td>
<td></td>
</tr>
<tr>
<td>• + ○</td>
<td>Enter Signature grapple (base grapple)</td>
<td></td>
</tr>
<tr>
<td>• + ○, ○, ○, or ○</td>
<td>Signature grapple moves</td>
<td></td>
</tr>
<tr>
<td>• + ○</td>
<td>Enter Power grapple (base grapple)</td>
<td></td>
</tr>
<tr>
<td>• + ○, ○, ○, or ○</td>
<td>Power grapple moves</td>
<td></td>
</tr>
<tr>
<td>• + ○</td>
<td>Enter Quick grapple (base grapple)</td>
<td></td>
</tr>
<tr>
<td>• + ○, ○, ○, or ○</td>
<td>Quick grapple moves</td>
<td></td>
</tr>
<tr>
<td>×</td>
<td>Quick grapple strike</td>
<td></td>
</tr>
<tr>
<td>× + ○ or ○</td>
<td>Quick grapple strike</td>
<td></td>
</tr>
<tr>
<td>× + ○ or ○</td>
<td>Quick grapple strike</td>
<td></td>
</tr>
</tbody>
</table>

**Running**

Not only is a moving target hard to hit, it also hurts a lot more when you’re hit by one! While running, you can execute moves and attacks that pack more of a punch than most regular standing attacks.

Running is also the best (and sometimes the only) way to climb a turnbuckle, ladder, steel cage, or elevated object, such as a set-up table. Press ▲ and a directional button to begin running in the desired direction. Pressing ▲ with no directional button causes you to run straight ahead or directly toward the opponent you’re focused on.

**Running Moves**

<table>
<thead>
<tr>
<th>Opponent Situation</th>
<th>Button</th>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>Any</td>
<td>▲</td>
<td>Run forward/toward focused opponent</td>
</tr>
<tr>
<td></td>
<td>▲ + d-pad</td>
<td>Run in desired direction</td>
</tr>
</tbody>
</table>

**While Running at Opponent**

<table>
<thead>
<tr>
<th>Standing</th>
<th>d-pad</th>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>Standing</td>
<td>×</td>
<td>Running strike</td>
</tr>
<tr>
<td>Standing, facing</td>
<td>○</td>
<td>Irish Whip</td>
</tr>
<tr>
<td>Standing, facing</td>
<td>○ + d-pad</td>
<td>Turn behind opponent</td>
</tr>
<tr>
<td>Standing, back exposed</td>
<td>○</td>
<td>Running grapple</td>
</tr>
<tr>
<td>Standing, back exposed</td>
<td>○ + d-pad</td>
<td>Running grapples</td>
</tr>
<tr>
<td>Down</td>
<td>■, ×</td>
<td>Running ground attack</td>
</tr>
</tbody>
</table>

**When the Opponent Is Down**

Common sense tells us that when an opponent is down, he or she is in a highly vulnerable position. When your opponent is on the ground, you can freely attack them with little fear of retaliation. If you’re feeling cocky, you can even taunt them as they attempt to recover from your previous assault! Most important, however, is the ability to lift your opponent from the ground by pressing ● or ●, ●, setting them up for your next devastating move.

**Moves vs. Opponent on Mat**

<table>
<thead>
<tr>
<th>Your Situation</th>
<th>Button</th>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>Standing near opponent</td>
<td>Hold ●</td>
<td>Drag opponent</td>
</tr>
<tr>
<td>Standing near opponent</td>
<td>●</td>
<td>Lift opponent into grapple</td>
</tr>
<tr>
<td>Standing near opponent</td>
<td>●, ●</td>
<td>Lift opponent (back exposed)</td>
</tr>
<tr>
<td>Standing near opponent’s head</td>
<td>●+○</td>
<td>Pin opponent</td>
</tr>
<tr>
<td>Standing near opponent’s feet</td>
<td>●+○, ▲, ○</td>
<td>Upper body grapple moves</td>
</tr>
<tr>
<td>Standing near opponent’s feet</td>
<td>●+○, ▲, ○</td>
<td>Lower body grapple moves</td>
</tr>
<tr>
<td>Standing near opponent</td>
<td>×</td>
<td>Ground strike attack</td>
</tr>
<tr>
<td>Standing near opponent</td>
<td>×+○ or ○</td>
<td>Ground strike attack</td>
</tr>
<tr>
<td>Standing near opponent</td>
<td>×+○ or ○</td>
<td>Ground strike attack</td>
</tr>
</tbody>
</table>
Using the Turnbuckles

They're only meant to support the ring's ropes, but turnbuckles can be used for much more than that. In a heated matchup, turnbuckles are fantastic places to soften even the most stalwart of Superstars. The moves you can perform at a turnbuckle are different from standing moves, and often use the turnbuckle itself as a tool of mayhem.

When sent reeling into a turnbuckle, your opponent may end up in one of three different positions: facing you, back exposed, or slumped down. Your grapple moves at the turnbuckle vary depending upon your opponent's position. For example, pressing ● + ○ executes an entirely different move when your opponent is leaning against the turnbuckle and facing you than when his or her back is exposed. Experiment with the turnbuckle moves and maneuvers to maximize your in-ring ability.

Irish Whip

The Irish Whip is a highly versatile, yet widely overlooked move that can be used in many ways to set your opponent up for a devastating attack. Becoming comfortable with the various forms of the Irish Whip allows you to control the momentum of a matchup, keeping your opponents guessing at what you'll do to them next. Study the controls in the table below and spend some time discovering the many advantages of the Irish Whip.

<table>
<thead>
<tr>
<th>Irish Whip Controls</th>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>•</td>
<td>Irish Whip</td>
</tr>
<tr>
<td>●, d-pad</td>
<td>Irish Whip in desired direction</td>
</tr>
<tr>
<td>●, d-pad toward nearby ropes</td>
<td>Irish Whip opponent over nearby ropes</td>
</tr>
<tr>
<td>●, d-pad toward distant turnbuckle</td>
<td>Irish Whip opponent into turnbuckle, facing</td>
</tr>
<tr>
<td>●, d-pad toward nearby turnbuckle</td>
<td>Irish Whip opponent into turnbuckle, back exposed</td>
</tr>
<tr>
<td>●, d-pad toward nearby object</td>
<td>Irish Whip opponent into/onto nearby object</td>
</tr>
<tr>
<td>●, ●</td>
<td>Fake Irish Whip: Grapple the opponent</td>
</tr>
<tr>
<td>●, ×</td>
<td>Fake Irish Whip: Stun the opponent</td>
</tr>
<tr>
<td>●, ◎</td>
<td>Fake Irish Whip: Opponent running at you</td>
</tr>
</tbody>
</table>

Turnbuckle, Aerial, and Ring Rope Controls

<table>
<thead>
<tr>
<th>Situation</th>
<th>Button</th>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>Standing near ropes/apron</td>
<td>● + d-pad</td>
<td>Exit/enter ring</td>
</tr>
<tr>
<td>Standing near turnbuckle</td>
<td>▲ + d-pad</td>
<td>Climb turnbuckle</td>
</tr>
<tr>
<td>Standing on top turnbuckle</td>
<td>● + d-pad</td>
<td>Dismount turnbuckle</td>
</tr>
<tr>
<td>Running at opponent leaning</td>
<td>● + d-pad</td>
<td>Hard Clothesline</td>
</tr>
<tr>
<td>on turnbuckle, facing</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Opponent leaning on</td>
<td>● + d-pad</td>
<td>Turnbuckle grapple moves</td>
</tr>
<tr>
<td>turnbuckle, facing</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Opponent leaning on</td>
<td>● + d-pad</td>
<td>Turnbuckle rear grapple</td>
</tr>
<tr>
<td>turnbuckle, back exposed</td>
<td></td>
<td>moves</td>
</tr>
<tr>
<td>Opponent slumped down in</td>
<td>●</td>
<td>Lift opponent</td>
</tr>
<tr>
<td>lower turnbuckle</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Opponent slumped down in</td>
<td>● + d-pad</td>
<td>Lower turnbuckle grapple</td>
</tr>
<tr>
<td>lower turnbuckle</td>
<td></td>
<td>moves</td>
</tr>
<tr>
<td>Any Turnbuckle</td>
<td>Right analog</td>
<td>Turnbuckle taunt</td>
</tr>
<tr>
<td></td>
<td>stick</td>
<td></td>
</tr>
<tr>
<td>Opponent standing</td>
<td>●</td>
<td>Diving strike attack</td>
</tr>
<tr>
<td>Opponent standing</td>
<td>● + d-pad</td>
<td>Diving strike attack</td>
</tr>
<tr>
<td>Opponent down</td>
<td>●</td>
<td>Diving ground attack</td>
</tr>
<tr>
<td>Opponent down</td>
<td>● + d-pad</td>
<td>Diving ground attack</td>
</tr>
</tbody>
</table>

Reversals

When you're taking a serious beating, it's nice to know that there's always a chance to turn the tables in your favor. A well-timed Reversal can be a true lifesaver when the going gets rough. When you're being assaulted by a barrage of striking attacks, press ◎ to attempt a Reversal, then follow up with a crushing counterattack of your own. You must press ◎ to execute a Reversal if your opponent is attempting to catch you with grapple moves. Press ◎ + ◎ at the same time to counter a SmackDown! finisher.

Hammering on Reversal triggers is sometimes effective, but a good sense of timing, developed through patience and practice, is really the best way to go.

Reversals

<table>
<thead>
<tr>
<th>Button</th>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>◎</td>
<td>Reverse striking attacks</td>
</tr>
<tr>
<td>◎</td>
<td>Reverse grapple moves</td>
</tr>
<tr>
<td>◎ + ◎</td>
<td>Reverse a SmackDown! special move</td>
</tr>
</tbody>
</table>
Weapons

Some SmackDown! match types, such as Hardcore and Table matches, allow the use of weapons. Just about anything you see lying around can be used as a weapon in these types of matches—steel chair, a ladder, or even the steps at ringside. The table below lists the basic controls for the various weapons in the game.

Weapon Moves

<table>
<thead>
<tr>
<th>Button</th>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>Basic Weapon Moves</td>
<td></td>
</tr>
<tr>
<td>■</td>
<td>Pick up/drop nearby/current weapon</td>
</tr>
<tr>
<td>×</td>
<td>Weapon strike attack</td>
</tr>
<tr>
<td>× + d-pad</td>
<td>Strong weapon strike attack</td>
</tr>
<tr>
<td>•</td>
<td>Throw weapon at focused opponent</td>
</tr>
<tr>
<td>+ d-pad</td>
<td>Weapon grapple move</td>
</tr>
</tbody>
</table>

Running Toward Opponent

<table>
<thead>
<tr>
<th>Button</th>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>×</td>
<td>Running weapon attack</td>
</tr>
</tbody>
</table>

Facing Groggy Opponent

<table>
<thead>
<tr>
<th>Button</th>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>•</td>
<td>Weapon Special (requires one SmackDown! icon)</td>
</tr>
</tbody>
</table>

Match-Specific Controls

Some matches have unique rules that force competitors to familiarize themselves with new controls. For example, you need to know how to set up and climb a ladder during a Ladder match, and then how to grab the title belt swinging over the center of the ring. The table below lists all the match-specific controls in SmackDown!

Match-Specific Controls

<table>
<thead>
<tr>
<th>Situation</th>
<th>Button</th>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>Teammate awaiting tag</td>
<td>Right analog stick</td>
<td>Call for partner interference</td>
</tr>
<tr>
<td>Teammate in ring</td>
<td>■</td>
<td>Call for a tag-in</td>
</tr>
<tr>
<td>Opponent in your corner</td>
<td>●, ●, ●, ●, or ○</td>
<td>Double team attack and tag-in partner</td>
</tr>
<tr>
<td>Teammate has opponent in a grapple</td>
<td>●, ●, ●, ●, or ○</td>
<td>Double team attack</td>
</tr>
<tr>
<td>Tag Team Matches</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Standing outside the ring, toward ring</td>
<td>× + d-pad</td>
<td>Look for a weapon under the ring near the apron</td>
</tr>
<tr>
<td>Hardcore/No DQ Matches</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Standing near downed, groggy opponent</td>
<td>● + ○</td>
<td>Remove clothes</td>
</tr>
<tr>
<td>Cage Matches</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Climbing out of the cage</td>
<td>× + d-pad</td>
<td>Strike cage, knock opponent down</td>
</tr>
<tr>
<td>Climbing cage wall</td>
<td>■</td>
<td>Diving attack</td>
</tr>
<tr>
<td>Standing at the top of the cage</td>
<td>× + d-pad</td>
<td>Diving elbow</td>
</tr>
<tr>
<td>Hell in the Cell™</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Standing near cell door</td>
<td>× + d-pad or ▲ + d-pad</td>
<td>Open door and pass through</td>
</tr>
<tr>
<td>Standing near outside cell wall</td>
<td>▲ + d-pad</td>
<td>Climb to the top of the cell</td>
</tr>
<tr>
<td>Ladder Matches</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Opponent climbing out of the cage</td>
<td>▲ + d-pad</td>
<td>Strike cage, knock opponent down</td>
</tr>
<tr>
<td>Opponent in your corner</td>
<td>● + ● + ●, ●, ○, ●, or ○</td>
<td>Toss opponent off the ladder</td>
</tr>
<tr>
<td>Holding a ladder</td>
<td>■</td>
<td>Stand the ladder up</td>
</tr>
<tr>
<td>Holding a ladder, standing near turnbuckle</td>
<td>▲ + d-pad</td>
<td>Set the ladder up in the corner</td>
</tr>
<tr>
<td>Standing near a standing ladder</td>
<td>▲</td>
<td>Grab ladder</td>
</tr>
<tr>
<td>Standing near a standing ladder</td>
<td>▲ + d-pad</td>
<td>Climb ladder</td>
</tr>
<tr>
<td>Standing on ladder</td>
<td>▲</td>
<td>Drop down to the ground</td>
</tr>
<tr>
<td>Standing on ladder</td>
<td>●</td>
<td>Reach for the title belt</td>
</tr>
<tr>
<td>Standing on ladder with an opponent</td>
<td>●, ●, ●, ●, ○, ▲, ○, or ○</td>
<td>Attack the opponent</td>
</tr>
<tr>
<td>Special Referee Matches</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Controlling Special Referee</td>
<td>▲</td>
<td>Make pinfall/ring out count</td>
</tr>
<tr>
<td>Controlling Special Referee and running</td>
<td>▲</td>
<td>Make pinfall/ring out count while running</td>
</tr>
</tbody>
</table>
The Damage System

WWE SmackDown! Here Comes the Pain features an intuitive damage system that’s new to the SmackDown! series. When playing a match, notice the small, blue icon of a person’s body next to each Superstar’s Status Bar. This is the damage icon. It shows each Superstar’s current damage level, and it has a significant impact on the outcome of every match.

As you perform moves that damage a specific part of your opponent’s anatomy, such as the head, arms, torso area or legs, that damage is reflected in the damage icon. By “working on” a specific part of your opponent’s body throughout a match, you wear that body part down, weakening your opponent’s attacks and his or her resistance to your Submission moves.

Not only is a heavily damaged Superstar susceptible to Submission moves, but his or her offensive game is also at risk. If you execute a move that involves the use of a heavily damaged body part, you may find your Superstar reeling in agony from the strain of the maneuver shortly afterward. If you notice this happening often, use moves that don’t involve your Superstar’s heavily damaged body parts.

<table>
<thead>
<tr>
<th>Damage Levels</th>
<th>Damage Icon Color</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Blue</td>
<td>I feel great!</td>
<td></td>
</tr>
<tr>
<td>2 Yellow</td>
<td>I’m a bit sore...</td>
<td></td>
</tr>
<tr>
<td>3 Orange</td>
<td>OK, that’s really starting to hurt...</td>
<td></td>
</tr>
<tr>
<td>4 Red</td>
<td>Here Comes the Pain!</td>
<td></td>
</tr>
</tbody>
</table>

Submissions

Along with a new damage system comes an all-new Submission move system for WWE SmackDown! Here Comes The Pain. After performing (or being caught up in) a Submission move, a Submission Meter appears over the Status Bars of the Superstars that are involved in the Submission move. When this occurs, you’ve entered into what’s called a Submission State.

In a Submission State, both the executor and the victim of the Submission move must mash (rapidly press) the buttons on their controller to inflict damage or escape the Submission move. The faster you mash the buttons, the faster you force a tap out or escape the move.

Main Menu

The Main Menu features the following options.

<table>
<thead>
<tr>
<th>Option</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>Exhibition</td>
<td>Set up and play Exhibition matches</td>
</tr>
<tr>
<td>Create</td>
<td>Create a Superstar, move set, animation or stable</td>
</tr>
<tr>
<td>Season</td>
<td>Set up and play or continue a season</td>
</tr>
<tr>
<td>Options</td>
<td>View/modify game options, save/load game data</td>
</tr>
<tr>
<td>Credits</td>
<td>View the credits for WWE SmackDown! Here Comes the Pain</td>
</tr>
</tbody>
</table>

Options

Game Options Menu

Select “Options” from the main menu to bring up the Options menu, where you can view and modify various game options.

<table>
<thead>
<tr>
<th>Option</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>Match Rules</td>
<td>View/modify global match rules</td>
</tr>
<tr>
<td>In Game Options</td>
<td>View/modify global in-game options</td>
</tr>
<tr>
<td>System Data</td>
<td>Save/load/transfer system data</td>
</tr>
</tbody>
</table>

Match Rules

Match Rules Menu

Here, you may edit various match rules. Any changes you make to the match rules are global changes, meaning they become the default rules for all Exhibition matches.
System Data

System Data Menu

Here, you may save and load important system data such as your Season Mode progress, Created Superstars, etc. You may also copy data such as Superstars, Taunts, Fighting Styles, Walking Styles, Running Styles, and Winning Styles that you’ve created. This allows you to quickly and easily transfer any important SmackDown! system data onto another Memory Card for use as a backup.

Save and Load

Save and Load Menu

Anytime you make a significant change to the system data in SmackDown!, you’re asked if you’d like to save your game. Follow the on-screen prompts to save your SmackDown! system data. You may also save your game or load a previously saved game from the System Data menu (see above for details).

In Game Options

In Game Options Menu

Here, you may edit various in-game options. Any changes you make are global, meaning they become the default options for all Exhibition matches.

In-Game Options Menu

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Difficulty</td>
<td>Set opponent difficulty to easy, normal, hard, or SmackDown!</td>
</tr>
<tr>
<td>Superstar Name Bar</td>
<td>Turn the Superstars’ Name Bars on/off</td>
</tr>
<tr>
<td>Player Indicators</td>
<td>Set the Player Indicators to on/auto/off</td>
</tr>
<tr>
<td>Targeting</td>
<td>Set computer-controlled targeting to Auto/Manual 1/Manual 2</td>
</tr>
<tr>
<td>Camera Angles</td>
<td>Turn the TV broadcast-style camera angles on/off</td>
</tr>
<tr>
<td>Sound</td>
<td>Set up your sound for stereo/mono</td>
</tr>
<tr>
<td>In-Game Music Track</td>
<td>Select or randomize your favorite background music</td>
</tr>
<tr>
<td>BGM Volume</td>
<td>Set background music volume to Off/Min/Normal/Max</td>
</tr>
<tr>
<td>Entrance BGM Volume</td>
<td>Set Superstars’ entrance music to Off/Min/Normal/Max</td>
</tr>
<tr>
<td>SFX Volume</td>
<td>Set sound effects volume to Off/Min/Normal/Max</td>
</tr>
<tr>
<td>Commentary Volume</td>
<td>Set the play-by-play volume to Off/Min/Normal/Max</td>
</tr>
<tr>
<td>Vibration</td>
<td>Turn controller vibration on/off for each individual controller</td>
</tr>
<tr>
<td>Set To Default</td>
<td>Return all in-game options to their default settings</td>
</tr>
</tbody>
</table>
There are scores of match types to choose from in SmackDown! Here Comes the Pain, and knowing the particulars of each one is vital to victory.

**Setting Up a Match**

Select Exhibition from the Main Menu to begin an Exhibition Match, then choose from the wide variety of available match types. Once you’ve selected a match type, choose how many players will join in the match (any non-player Superstars are automatically controlled by the computer) and the Superstars they will control from the Superstar Select screen.

Now choose the arena you’d like to compete in from the Arenas Menu. The first menu features television broadcast arenas such as Raw, SmackDown!, Velocity™, and Heat™. Press † or ․ to flip to the PPV Arenas Menu, where you find arenas for Pay-Per-View events such as the Royal Rumble or Survivor Series®.

**NOTE**

Some PPV arenas are locked at the beginning of the game. You must unlock these hidden PPV arenas by winning matches in the Season Mode.

After you choose an arena to compete in, you can select “Play” to start the match or “Match Rules” to view/modify the regulations for the matchup. Please see “Match Rules” in the previous section for more on match Rules.

**NOTE**

Any changes you make to the match rules from this screen affects only the upcoming bout. To make global changes to match rules, select “Options” from the Main Menu, then select “Match Rules.”

**Single Match**

 Players: 1 to 4  
Win Condition: Pinfall, submission, opponent DQ

A Single Match pits one Superstar against another with no special rules or regulations in effect. You may choose to have another Superstar as your manager, who’ll help you attack your opponent whenever the ref’s back is turned. Although having a manager can be a big advantage, only the two “legal” Superstars can score a pinfall or submission victory.

**Match Variations**

- **No Manager:** No Managers escort the Superstars to ringside.
- **No Manager vs. W/Manager:** One Superstar is accompanied to the ring by another Superstar. The opponent is essentially outnumbered two to one.
- **W/Manager vs. W/Manager:** Each Superstar is escorted to the ring by another Superstar.

**Tag Match**

 Players: 1 to 6  
Win Condition: Pinfall, submission, opponent DQ

A Tag Match consists of two teams of two Superstars who battle against each other until one Superstar is pinned, taps out, or is disqualified. Make full use of your tag team partner in every Tag Match—your opponents certainly will!

**Match Variations**

- **Normal Tag:** Classic Tag Match—only the “legal” Superstars are able to win or lose the match by pinfall or submission.
- **Tornado Tag:** All four Superstars are considered legal and allowed to be in the ring simultaneously (no tags are necessary).
- **Tag vs. Tag W/Manager:** A normal Tag Match, but one team has the advantage of a ringside manager.
- **Tag W/Manager vs. Tag W/Manager:** A normal Tag Match in which both teams have the advantage of a ringside manager.

**TIP**

In a Tag Team Match, try to Irish Whip your opponent into your corner and use † †, † ‡, ‡ †, or ‡ ‡ to execute a double-team move, which automatically tags in your partner. For extra viciousness, remove the turnbuckle cover at your team’s corner so that any opponent whipped into it suffers additional damage.

**6-Man Tag Match**

 Players: 1 to 6  
Win Condition: Pinfall, submission, opponent DQ

The 6-Man Tag Match is similar to a standard two-on-two Tag Match, but has an additional Superstar on each team.
**Match Variations**

- **Normal 6-Man Tag**: A three-on-three Tag Match where only one Superstar from each team is legally allowed to be in the ring at a time. Only a team’s legal Superstar can win or lose the match by pinfall or submission.
- **Tornado 6-Man Tag**: A three-on-three Tag Match where all six Superstars are considered legal and allowed to be in the ring simultaneously. Any Superstar may pin any opponent or force the opponent to submit.

**Handicap Match**

**Players**: 1 to 4  
**Win Condition**: Pinfall, submission, opponent DQ

Every Superstar’s worst nightmare, a Handicap Match pits one Superstar against two, or even three opponents at once! This is great for putting your SmackDown! skills to the ultimate test, but don’t be surprised if you find them lacking!

**Match Variations**

- **One on Two**: One Superstar against two Superstars. All three Superstars are considered legal and may be in the ring simultaneously.
- **One on Tag**: One Superstar against a tag team of two Superstars. The team of two Superstars must tag each other in and out of the ring just as in a normal Tag Match, and only the team’s legal Superstar may win or lose the match by pinfall or submission.
- **One on Three**: One Superstar against three Superstars. All four Superstars are considered legal and may be in the ring simultaneously.

**TIP**

If you're outnumbered in a Handicap Match, make good use of your Irish Whip skills. Toss opponents out of the ring or into turnbuckles (especially uncovered ones). If you allow your opponents to gang up on you, you're done for. Keep them split up and you have a much better chance of wearing them down. Don’t even bother going for a pinfall when you’re outnumbered in a Handicap Match; it is almost always interrupted by another opponent. Submissions and KO’s are the best way to go.

**Hardcore Match**

**Players**: 1 to 6  
**Win Condition**: Pinfall or submission

Made famous by Mick “Mankind” Foley, the first holder of the Hardcore Championship, Hardcore Matches are extremely brutal and always take a toll on the Superstars who compete in them. Everything is allowed in a Hardcore Match—you’re permitted to use any weapon or object to punish your opponent as you see fit. Pinfalls and submissions count anywhere, allowing Superstars to take the fight out of the ring and into backstage areas.

**Match Variations**

- **Single**: A one-on-one, no-holds-barred brawl.
- **Tornado Tag**: Identical to a normal Tornado Tag Match, except there are no disqualifications or countouts.
- **Tornado 6-Man Tag**: Add another Superstar to each team in the Hardcore Tornado Tag Match and you have a Hardcore Tornado 6-Man Tag Match.
- **Triple Threat™ Tornado Tag**: Three teams of two Superstars simultaneously battle it out until the first pinfall or submission is scored.
- **Triple Threat™**: A one-on-one-on-one matchup where anything goes. The first Superstar to score a pinfall or submission wins the bout.
- **Fatal Four-Way™**: Add another Superstar to the Hardcore Triple Threat Match and you have a Hardcore Fatal Four-Way Match.
- **Time Limit**: Six Superstars battle it out simultaneously during a timed match. The victor is the Superstar who scores the last pinfall or submission by the end of the time limit.

**Royal Rumble®**

**Players**: 1 to 6  
**Win Condition**: Be the last Superstar in the ring after all others have been eliminated over the top rope.

The Royal Rumble is an experience like no other, pitting 30 Superstars against each other in the ultimate test of skill and endurance. Only two Superstars start the match, but a new Superstar enters the ring every 10 seconds (up to a maximum of six Superstars in the ring at a time).

Superstars are eliminated from the Royal Rumble if they're thrown or knocked over the top rope and land outside the ring. The last Superstar to remain in the ring after the smoke clears is the winner.
During Battle Royal matches, it doesn't matter who gets eliminated, as long as it isn't you. Again, focus on one opponent and eliminate him, then move to the next. If your opponents happen to eliminate other Superstars, so much the better.

Don't attack wildly in a Survival Match, because every Superstar you hit automatically focuses on you. Hit three different opponents right off the bat, for example, and you find yourself on the receiving end of a horrendous beating.

Main Events

Main Events are always the big attraction at Pay-Per-View shows. These are the breathtaking matches that leave many Superstars bloodied and broken—they've made careers and they've ended them. Superstars must be at the top of their game when performing in a Main Event matchup, and must learn to adapt to the special rules set up for most Main Event matches.

Three Stages of Hell

Players: 1 to 2
Win Condition: Win two of the Three Stages of Hell matches

Three Stages of Hell isn't exactly a match in itself—it's more like a grueling, three-match mini-tournament between two feuding Superstars. The first Superstar to win two of the three matches wins the Three Stages of Hell, so familiarize yourself with the match types before competing.

Survival Match

Players: 1 to 6
Win Condition: Pinfall, submission

Survival matches test the mettle of every competing Superstar. There are no teams, partners or allies...it's survival of the fittest, and only one Superstar emerges victorious. There are no disqualifications in a Survival Match, so feel free to win by any means necessary!

Match Variations

• Triple Threat™: Three Superstars face off against each other. The first to score a pinfall or submission is the victor.
• Fatal Four-Way™: Just like a Survival Triple Threat, except an additional Superstar is thrown into the mix.
• 4-Man Battle Royal: Four Superstars square off against each other in this elimination-style match. A Superstar is eliminated if he or she is pinned or forced to submit. The one Superstar that survives is the winner.
• 5-Man Battle Royal: Same as the Survival 4-Man Battle Royal, except there's an additional Superstar in the ring.
• 6-Man Battle Royal: Identical to the 4- and 5-Man Battle Royal Matches, except there are six Superstars striving to survive.

In the Triple Threat and Fatal Four-Way Survival matches, you not only have to worry about getting pinned or stuck in a submission hold, you also need to make sure that your fellow Superstars don't score pinfalls or submissions. If they do, they win the match and you lose by default. Focus on one opponent and wear him down, but break up any potential pinfalls, too.
**Triple Threat™ Pin & Give Up:** Three Superstars battle inside a steel cage they cannot escape. The first Superstar to pin an opponent or force a submission wins.

**Fatal Four-Way™ Pin & Give Up:** Four Superstars face off inside a steel cage they cannot escape. The first Superstar to pin an opponent or force a submission wins.

### TIP
In a Cage Match where you need to escape the cage, the trick is to beat your opponents down and get them in a position where they can't knock you off the cage as you climb out. For example, Irish Whipping your opponents into uncovered turnbuckles is an excellent way to knock them out of commission for a while.

In Cage matches that require pinfalls or submissions, go for the latter. Pinfalls are broken up too easily in a match where none of the Superstars ever leave the ring. Your best bet is to execute submission move after submission move until your opponent can't take any more.

Irish Whipping your opponent into the cage is a great way to knock him for a loop. If an opponent starts climbing up the side of the cage, run to the cage quickly and use striking attacks to knock him off.

### Elimination Chamber Match
**Players:** 1 to 6  
**Win Condition:** Pinfall or submission

The Elimination Chamber Match is a six-Superstar elimination event. Two Superstars begin the match, and another Superstar is released from his or her chamber every 60 seconds to join in the slaughter. The Superstar who remains after all others have been eliminated is the winner.

### TIP
The same basic principles of any Battle Royal Survival Match apply to Elimination Chamber matches. Don’t wildly attack your opponents, or they all focus on you. Instead, concentrate on wearing down and eliminating one opponent at a time.
NOTE
There are no match variations for the First Blood Match.

NOTE
Only male Superstars are allowed to participate in a First Blood Match.

TIP
Use moves and attacks that target an opponent’s head. Be aggressive and use environmental objects, powerful grapple moves and SmackDowns! to soften your opponent. Once an opponent’s damage icon shows that he can’t take much more, use powerful weapon and striking attacks to cause your opponent to bleed.

Hell in a Cell™
Players: 1 to 6
Win Condition: Pinfall or submission
The Hell in a Cell Match is one of the most brutal matches in all of sports-entertainment. Superstars must compete inside a five-sided steel cell, where only a pinfall or submission inside the ring ends the carnage. Anything goes in Hell in a Cell—you can even battle on top of the cell itself.

Match Variations
• Single: A one-on-one Hell in a Cell Match.
• Tornado Tag: Two teams of two Superstars undergo Hell in a Cell.
• Triple Threat™: Three Superstars fight against each other inside the unforgiving cell. The first Superstar to score a pinfall or submission on an opponent inside the ring wins the match.
• Fatal Four-Way™: Four Superstars fight against each other as they suffer Hell in a Cell. The first Superstar to score a pinfall or submission on an opponent inside the ring wins the match.
• Armageddon Hell in a Cell™: The most dangerous Hell in a Cell Match, six Superstars collide. The first to score a pinfall or submission on an opponent wins.

TIP
The most important elimination in any Elimination Tag Match is the first one. If the numbers are on your side, you have more control over the action. Even if you’ve been eliminated from the match, you can still hang around the outside of the ring and assist your teammates at opportune moments.

First Blood Match
Players: 1 to 2
Win Condition: Make your opponent bleed
As its name implies, the objective in a First Blood Match is to make your opponent bleed before you start gushing out blood yourself. There are no holds barred and anything goes in a First Blood Match, so use your environment to help open up your opponent.

Elimination Tag Match
Players: 1 to 6
Win Condition: Varies—eliminate opposing team/captain by pinfall/submission/opponent DQ or by putting them through a table.
In an Elimination Tag Match, the first pinfall or submission doesn’t necessarily end the match. Instead, any Superstar that is pinned or submits is eliminated from the match. When an entire team (or the team’s captain) is eliminated, the other team wins the match.

Match Variations
• Normal Tag: A normal two-on-two Tag Match where both members of the opposing team must be pinned or forced to submit.
• Tornado Tag: A two-on-two match where all four Superstars are considered legal and are allowed to be in the ring simultaneously. Both members of the opposing team must be pinned or forced to submit.
• Captain Fall Tornado 6-Man Tag: A three-on-three Tag Match where the captain of the opposing team must be pinned or forced to submit.
• Normal 6-Man Tag: A three-on-three Tag Match where all three members of the opposing team must be pinned or forced to submit.
• Tornado 6-Man Tag: A three-on-three match where all six Superstars are considered legal and are allowed to be in the ring simultaneously. All three members of the opposing team must be pinned or forced to submit.
• Table Tornado Tag: A two-on-two match where all four Superstars are considered legal and are allowed to be in the ring simultaneously. The first team to smash an opponent through a table wins.
• Table Tornado 6-Man Tag: Exactly the same as the Table Tornado Tag, except there are two teams of three Superstars.
**Triple Threat™**: Three Superstars fight against each other in a Ladder Match.

**Fatal Four-Way™**: Four Superstars fight against each other in a Ladder Match.

---

**Ironman Match**

**Players:** 1 to 2

**Win Condition:** Score more pinfalls or submissions than your opponent within the time limit.

In an Ironman Match, the action doesn’t stop when the first pinfall or submission is scored. Instead, two Superstars must battle until time expires. The Superstar who has scored the highest number of falls against his or her opponent is deemed the winner.

---

**NOTE**

There are no match variations for an Ironman Match.

---

**Ladder Match**

**Players:** 1 to 6

**Win Condition:** Use a ladder to grab the title suspended over the center of the ring.

Ladder Matches are thrilling bouts where Superstars must use a ladder to reach a title belt hanging from a cable above the ring. There are no disqualifications in a Ladder Match, so feel free to use the ladders (or anything else you can get your hands on) as weapons against your opponents.

---

**Tornado Tag**

Two teams of two Superstars duke it out simultaneously in a Ladder Match.

---

**Match Variations**

- **Single:** A one-on-one Ladder Match.
- **Tornado Tag:** Two teams of two Superstars duke it out simultaneously in a Ladder Match.
- **Triple Threat™ Tornado Tag:** Three teams of two Superstars battle simultaneously in a career-shortening Ladder Match.

---

**TIP**

The most important aspect of a Ladder Match is setting up the ladder. Wait until you’ve beaten your opponents silly, then pick up the ladder and set it up in the dead center of the ring. If the ladder is off-center even just a little, you have a harder time grabbing the belt. After setting up the ladder, pummel your opponents some more before you go for the belt.

---

**Last Man Standing Match**

**Players:** 1 to 2

**Win Condition:** Knock your opponent out for the referee’s 10 count.

There’s no question who the winner is of a Last Man Standing Match. Instead of scoring a pinfall or submission on your opponent, you must beat him until he’s unable to stand up as the referee counts to 10.

---

**NOTE**

There are no match variations for a Last Man Standing Match.

---

**TIP**

Powerful grapple moves are the name of the game in a Last Man Standing Match. Weapons are fully legal, so don’t be shy about using that sledgehammer on your opponent’s skull. Don’t bother to use a SmackDown! that results in pinfalls or submissions, because your opponent springs to his feet afterward. After landing a high-impact move, back away from your opponent and see if you can get the ref to start counting. A Superstar must be completely laid out and largely motionless for the referee to begin the count.

---

**Lumber Jack Match**

**Players:** 1 to 6

**Win Condition:** Pinfall, submission, opponent DQ

In a Lumber Jack Match, two Superstars battle inside the ring just as in a Single Match. However, each Superstar has two other Superstars as backups, waiting just outside the ring. The object is to throw your opponent out of the ring, allowing your “lumberjacks” to rough him up a little. Be careful that you don’t end up being thrown out of the ring yourself!
NOTE
There are no match variations for a Lumber Jack Match.

TIP
Make good use of your loyal pals by throwing your opponent to them every chance you get. Toss your opponent toward your own allies, not his. While your buddies work him over outside the ring, stand in the center of the ring and taunt repeatedly to build up your SmackDown! Meter.

Slobber-Knocker™
Players: 1
Win Condition: There’s no way to win a Slobber-Knocker.

The Slobber-Knocker is a unique match that is actually impossible to "win." In a Slobber-Knocker, you face an unlimited number of opponents in one-on-one competition. You score one point every time you KO an opponent, and the match continues until you are KO’d or until the time limit expires (if there is one). Fortunately, you begin a Slobber-Knocker with all five SmackDown! icons at the ready. See how many opponents you can KO!

Match Variations
• Time Limit: The match ends when you are KO'd or when the time limit expires.
• No Limit: There's no time limit, so the match only ends when you're KO'd.
• Anywhere: You're able to exit the ring and battle your opponents anywhere. Otherwise, this is identical to a Slobber-Knocker with no time limit.

TIP
Be sure to use a SmackDown! early on in a Slobber-Knocker, because you can't start building up another one if you already have five saved up. Make good use of Reversals throughout the match as well, because being hit with a SmackDown! likely KO’s you.

Submission Match
Players: 1 to 2
Win Condition: Submission, opponent DQ

This match's name says it all; the only way to win a Submission Match is to force your opponent to tap out to a submission hold. Disqualifications may still occur, so don't push your luck with the ref.

Match Variations
• Single: The first Superstar to submit loses the match.
• Ultimate Submission: The match has a time limit, and each submission scored on your opponent earns you one point. When time expires, the Superstar with the most points wins.

NOTE
There are no match variations for a Lumber Jack Match.

TIP
Make good use of your loyal pals by throwing your opponent to them every chance you get. Toss your opponent toward your own allies, not his. While your buddies work him over outside the ring, stand in the center of the ring and taunt repeatedly to build up your SmackDown! Meter.

Slobber-Knocker™
Players: 1
Win Condition: There’s no way to win a Slobber-Knocker.

The Slobber-Knocker is a unique match that is actually impossible to "win." In a Slobber-Knocker, you face an unlimited number of opponents in one-on-one competition. You score one point every time you KO an opponent, and the match continues until you are KO’d or until the time limit expires (if there is one). Fortunately, you begin a Slobber-Knocker with all five SmackDown! icons at the ready. See how many opponents you can KO!

Match Variations
• Time Limit: The match ends when you are KO'd or when the time limit expires.
• No Limit: There's no time limit, so the match only ends when you're KO'd.
• Anywhere: You're able to exit the ring and battle your opponents anywhere. Otherwise, this is identical to a Slobber-Knocker with no time limit.

TIP
Be sure to use a SmackDown! early on in a Slobber-Knocker, because you can't start building up another one if you already have five saved up. Make good use of Reversals throughout the match as well, because being hit with a SmackDown! likely KO’s you.

Submission Match
Players: 1 to 2
Win Condition: Submission, opponent DQ

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• Ultimate Submission: The match has a time limit, and each submission scored on your opponent earns you one point. When time expires, the Superstar with the most points wins.
TIP

Superstars who use a submission move as their SmackDown! have the upper hand in a Submission Match. Wear your opponent down, slap on a SmackDown! submission move, and the match is over before you know it. Try to counter your opponent’s grapple moves when you’re on the ground, because many grapple moves performed against a downed opponent are submission moves.

It takes some time to force that first submission out of your opponent in an Ultimate Submission Match, but once you get it, the rest follow more quickly. Get the first one!

Table Match

Players: 1 to 6
Win Condition: Smash your opponent through a table.

To win a Table Match, you must smash your opponent through a wooden table—there are no pinfalls, submissions, or disqualifications. Needless to say, most Superstars think twice before signing up for a brutal Table Match...and at least three times if it’s against the Dudleys!

Match Variations

• Single: A one-on-one Table Match.
• Tornado Tag: Two teams of two Superstars compete in a Table Match. All four Superstars are considered legal and are allowed to be in the ring simultaneously.
• Triple Threat™: Three Superstars wreak havoc against each other until one of them smashes another through a table.
• Fatal Four-Way™: Four Superstars undertake a Table Match until one of them smashes another through a table.
• Tornado 6-Man Tag: Two teams of three Superstars compete in a Table Match. All six Superstars are considered legal and are allowed to be in the ring simultaneously.

TIP

Putting opponents through standing tables is tough. You have to Irish Whip them onto the table, run up onto the table, and then execute a grapple move that's powerful enough to put them through the wood. You can also Irish Whip an opponent onto a table and then execute a high-flying move from the top turnbuckle.

But there's an even better method! Set a table up in a turnbuckle and Irish Whip your opponent into it. If the table doesn't break with the initial impact, run at the opponent and perform striking attacks until you smash him through the wood. Keep in mind that a table set up in a turnbuckle is very dangerous. One Reversal of an Irish Whip can send you through a table that was originally meant for your opponent.

TLC™ Match

Players: 1 to 4
Win Condition: Varies—either score a pinfall or grab the title belt that's suspended over the center of the ring.

In a TLC Match (Tables, Ladders, and Chairs), no holds are barred. All weapons are legal, and the match can never be won by a DQ or submission. This is a truly brutal match that only the most talented Superstars have a hope of surviving.

Match Variations

• Single: A one-on-one TLC Match that can only be won by an in-ring pinfall.
• Tornado Tag: Two teams of two Superstars compete in a TLC Match that can only be won by an in-ring pinfall.
• Triple Threat™: Three Superstars face off against each other in a TLC Match that can only be won by an in-ring pinfall.
• Fatal Four-Way™: Four Superstars must battle against one another in a TLC Match that can only be won by an in-ring pinfall.
• Title: A one-on-one TLC Match that can only be won by grabbing the title belt that's suspended above the ring, just like a Ladder Match.
• Title Tornado Tag: Same as a Tornado Tag TLC Match, except the match can only be won by grabbing the title belt that's suspended above the ring, just as in a Ladder Match.
• Title Triple Threat™: Same as a Triple Threat TLC Match, except the match can only be won by grabbing the title belt that's suspended above the ring, just as in a Ladder Match.
• Title Fatal 4-Way™: Same as a Fatal Four-Way TLC Match, except the match can only be won by grabbing the title belt that's suspended above the ring, just as in a Ladder Match.

TIP

Your best bet in any TLC Match is to use the abundant tables, ladders, and chairs as weapons to wear your opponents down. If you’re competing in a pinfall TLC Match, these foreign objects can knock your opponents for a loop and allow you to score the pin. If you’re involved in a Title TLC Match, use the tips and tricks you’ve learned from the Ladder Matches to grab the gold. Remember that an opponent is stunned for a fair amount of time if put through a table. If you already have a ladder set up properly, you should have no trouble reaching the title belt before your opponent gets back up.
The Create Mode in *WWE SmackDown! Here Comes the Pain* is the ultimate evolution of the Create Mode from previous *SmackDown!* games. You have complete control over your created Superstar's appearance, abilities, moves, and animations. With *SmackDown!*'s powerful Create Mode, you're limited only by your imagination and the amount of time you're willing to put into creating a Superstar.

**Create Menu**

Selecting “Create” from the Main Menu takes you to the Create Menu, where you have four options: Create an Appearance, Create a Moves Set, Create an Animation, and Create a Stable. Choose “Create an Appearance” and start creating your personal Superstar.

**Create an Appearance**

The Create an Appearance Menu and its submenus contain all the options you need to define the look of your created Superstar, from the color of hair to the style of boots. The Create an Appearance Menu has five options:

- **New**: Create a new appearance from scratch.
- **Edit**: Edit an existing created Superstar's appearance.
- **Copy**: Copy an existing created Superstar.
- **Delete**: Permanently remove an existing created Superstar from your memory card.
- **Save & Exit**: Save any changes you've made to your Memory Card and return to the Create Menu.

Choose “New” or “Edit” to go to the Create an Appearance tools. Start out by selecting a “Base Model,” which decides the gender and basic body frame of your Superstar.

**Appearance Menu**

After you select your Base Model, you’re taken to the Appearance Menu. Here you may choose from five options:

- **Appearance**: Edit every aspect of your created Superstar's appearance.
- **Profile**: Edit your created Superstar's name, nickname, ring name, etc.
- **Attributes**: Edit your created Superstar's assigned attribute points. This affects your Superstar's in-ring abilities and performance.
- **Logic**: Decide how the computer will control your created Superstar when you're playing as someone else.
- **Decision**: Save the changes you've made and return to the Create an Appearance Menu.

**Appearance Submenu**

Choose “Appearance” from the Appearance Menu to enter the Appearance submenu. Here you may choose to “Edit Parts” or alter your Superstar's “Figure.”

**Edit Parts Menu**

Under “Edit Parts,” you may choose from the following options:

- **Body**: Edit your Superstar's body parts.
- **Attire**: Edit your Superstar's clothing.
- **Accessories**: Add items like face paint and jewelry to your Superstar.
- **Design**: Place patterns, words, and letters onto your Superstar as you please.

**NOTE**

Press the ○ button to check your Superstar's Layer List, where you can view and edit the order in which each article of clothing and every accessory is layered on your Superstar's Base Model.

**NOTE**

Press the □ button to toggle between your Superstar's entrance and match attire.
Profile Menu

Select “Profile” to choose from the following five options:

• Name: Give your Superstar a name.
• Ring name: The name that precedes your Superstar's actual name as he makes his way to the ring (for example, “The Million-Dollar Man” would be Ted DiBiase's ring name).
• Nickname: The name that friendly Superstars enjoy calling you backstage.
• Biography: Decide your Superstar's gender, weight classification, and how much of a face/heel your Superstar is.
• Signboard: Pick the crowd signs you want to see during a matchup that involves your created Superstar.

Attributes Menu

Choose “Attributes” from the Appearance Menu to assign experience points to your Superstar's five attributes, increasing his or her level of proficiency in each category.

• Strength: Amount of damage your Superstar inflicts.
• Submission: Determines how long you can hold submission moves and how fast you can get out of them.
• Endurance: How much damage your Superstar can withstand.
• Technique: Ability to counter attacks.
• Speed: The speed at which your Superstar walks, runs, and climbs.

Logic Menu

Choose “Logic” from the Appearance Menu to choose from the following options:

• Logic 1: Choose your Superstar's primary game plan while being controlled by the computer.

Figure Menu

Select “Figure” to choose from the following options:

• Sample Figure: Load a sample created Superstar. This overwrites the Superstar you’re currently creating.
• Body Morphing: Edit your Superstar's body, choosing how thin, beefy, or buff you want your Superstar to be.

Body Menu

Select “Body” to edit your Superstar’s face, skin, hair, eyebrows, eyes, facial hair, and lips.

Attire Menu

Select “Attire” to add clothing to your Superstar's head, upper body and lower body.

Accessories Menu

Select “Accessories” to add accessories to your Superstar's head, upper body, and lower body.

Design Menu

Select “Design” to add patterns, words, and letters to your created Superstar. You may also rotate and place these designs however you’d like.

Body

Profile Menu

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• Name: Give your Superstar a name.
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Select “Body” to edit your Superstar’s face, skin, hair, eyebrows, eyes, facial hair, and lips.

Attire Menu

Select “Attire” to add clothing to your Superstar's head, upper body and lower body.

Accessories Menu

Select “Accessories” to add accessories to your Superstar's head, upper body, and lower body.

Design Menu

Select “Design” to add patterns, words, and letters to your created Superstar. You may also rotate and place these designs however you’d like.
• Logic 2: Choose your Superstar’s secondary game plan while being controlled by the computer.
• Move: Decide whether your Superstar’s in-ring movements are clever or aggressive while being controlled by the computer.
• Irish Whip: Decide how often your Superstar performs Irish Whips while being controlled by the computer.
• Attack the Referee: Take a stand on whether or not your Superstar will attack the ref while being controlled by the computer.
• Weapon Use: Choose whether or not your Superstar will use weapons while being controlled by the computer.
• Diving Moves: Decide how often you want your Superstar to execute high-risk aerial attacks while being controlled by the computer.
• Taunt: Dictates how often your Superstar performs taunts while being controlled by the computer.

Create a Moves Set

Now that you’ve created an appearance for your Superstar, it’s time to give your Superstar some moves.

Tips for Creating Superstars
• The appearance of a created Superstar doesn’t have much of an effect on his in-ring performance, so don’t feel restricted in any way when designing his look.
• Although your newly created Superstar’s attributes may not be the greatest, you can earn more experience points by winning matches in the Season Mode.
• Don’t underestimate endurance while determining your Superstar’s attributes. Although it isn’t flashy, a high endurance rating allows your Superstar to bounce back from even the worst punishment.
• When choosing moves, match the move types to your Superstar’s attribute strengths. Pick the moves with the highest damage values to wear down your opponents quickly and fill your SmackDowns!
• Pay close attention to the positions that your Superstar’s moves leave your opponents in. Is the opponent standing or groggy, or down on the mat? Start looking for combinations of moves that work well together, like an elbow strike that leaves you standing behind a groggy opponent, followed by a powerful German suplex, for example.
• When choosing your Superstar’s SmackDowns!, pay attention to what the SmackDowns! conditions are. It’s much harder to execute a SmackDowns! that requires your opponent to be slumped down in the lower turnbuckle than it is to pull off a SmackDowns! that only requires that you stand next to a downed opponent.
• At least one of your Superstar’s SmackDowns! should end in either a submission move or pinfall. If your opponent has been worn down, there’s little chance for him to break free of your SmackDowns! submission move or to kick out of your pin.
Create an Animation

Create an Animation Menu

Not only can you create a Superstar in WWE SmackDown! Here Comes the Pain, you can also determine how he moves. Use the “Create an Animation” option from the Create Menu to make a new fighting, running, walking, winning, or taunt animation.

Save the animation to the Memory Card to make it available for any Superstar to choose from the appropriate Create a Moves Set Menu.

Select the category of movement you wish to create, and then choose “New” to create a new animation, “Edit” to alter an existing animation, “Copy” to edit an animation while leaving the original untouched, or “Delete” to dispose of an animation.

Selecting “New” or “Edit” takes you to the animation editor, which offers four options:

- **Base**: Your starting point for the animation.
- **Modify**: Use this to fine-tune and adjust aspects of the animation.
- **Sample**: Start with a sample animation and work from there.
- **Decision**: Choose this once you’ve got your animation set.

Start by selecting “Base” and choosing from the list of animations provided. Select “Decision” from that submenu to return to the animation editor.

The “Modify” option is available as soon as you’ve chosen a base animation for your Superstar. Select this to enter the Modify Menu and fine-tune that animation. Here’s where things get tricky.

To add additional movements to the base animation, select “Modify” from the tools at the bottom of the screen (see below for details on the animation tools). Use the cursor to select a body part from the menu in the upper left corner of the screen, and select an animation for that body part from the submenu that appears.

You then return to the Modify Menu, where the animation is represented as a colored bar. Position this in the gray field next to the names of the body parts. Moving it to the right means that this specific movement occurs later in the animation, moving it to the left means it occurs earlier in the animation. A preview of the animation plays in a loop on the right side of the screen. Press × to set the animation in position.

Along the bottom of the screen are the tools that you can use to further define the animation:

- **Modify**: This option lets you choose a body part to animate.
- **Move**: This moves a body part’s animation to the right or left, making it appear earlier or later in the animation sequence.
- **Expand**: This lengthens or shortens a particular body part animation to speed it up or slow it down.
To create your own Stable, highlight an empty Stable slot (where it says “No Entry”) and elect to form a two- or three-man Stable. You're brought to a Stable setup menu, where you may choose from the following options:

- **Name**: Give your Stable a name.
- **Member**: Select the Superstars for the Stable.
- **Superstars**: Load an existing Stable. This overwrites the current Stable.
- **Entrance**: Give your Stable its own entrance movie, moves, and music.
- **Delete**: Deletes the current Stable.
- **Decision**: Saves the current Stable and returns you to the Create a Stable Menu.

Once you have finished your animation, select “Decision” from the Modify Menu, and then select “Decision” from the Animator Menu to name the animation. Then select “Save & Exit” from the Create an Animation Menu to save your animation to the Memory Card and exit. Your animation appears in the “Bases” section of the Create a Moves Set Menu.

**Create a Stable**

Create a Stable Menu

A Stable is a group of Superstars who work together to achieve their goals in the WWE. If you’ve created more than one Superstar and would like to put them together on the same team, this is the place for you. Select “Create a Stable” from the Create Menu to go to the Create a Stable Menu, where you can add new Stables or edit existing ones.
The Season Mode is where Superstars truly shine. Anyone can win an Exhibition Match or two, but how many Superstars have the guts to stick out an open-ended season, winning belts and defending them against all comers?

As you play through a season, you earn experience points that are used to increase your selected Superstar's attributes, making them stronger competitors. Playing through in Season Mode is also the only way to earn the cash you need to unlock the various Superstars, costumes/attires, moves, arenas, diva loading screens, and other goodies that are hidden in WWE SmackDown! Here Comes the Pain.

Choose “New Season” to start a new season. Your first task is to decide which Superstars will be entered into the season you’re about to begin. Highlight a Superstar and press X to enter or remove him/her from the season. You can also view and edit Stables by highlighting “Check Stables” at the top of this screen.

Next, check over and edit the program rosters. This is where you decide which Superstars appear only on Raw and which ones are loyal to the SmackDown! brand of sports entertainment. Choose “Edit” from the top of the screen to swap Superstars between brands.

Now decide which Superstars you want as faces (good guys) and which ones you want as heels (bad guys). Face Superstars are listed on the left side of the screen; heel Superstars are shown on the right. Choose “Edit” from the top of the screen to switch Superstars between the two lists. Use the program icon in the upper right corner of the screen to switch between Raw and SmackDown! program rosters.

Finally, choose which Superstar you want to play as throughout the Season Mode. Cycle through the list of available Superstars until you find the one you want. Only Superstars who have been entered in the season appear in this list, so if you don’t see the Superstar you’re looking for, back up a few menus by pressing ▲ and check to make sure he or she has been entered in the season.

If you decide to play as a regular WWE Superstar in the Season Mode, you have the option of starting out with their original attributes or with their season attributes (press ▼ or ◄ to switch between original and season attributes before selecting the Superstar). If you choose to use a WWE Superstar’s original attributes, you won’t be able to increase their stats as you play through the season.

The new season begins as soon as you select a Superstar. Just about anything can and does occur in the course of a season, and it’s impossible to list every plot twist you may encounter. But every season begins with a short intro for your selected Superstar, followed by a brief dialogue with your program’s general manager.

After your chat with the general manager, you’re taken to the season’s Weekly Menu. You’ll visit this screen before each week of the season. The following six options are available at the Weekly Menu:
**Shopzone**

You earn SmackDown! dollars every time you win a scheduled matchup during the season. Once you’ve built up enough cash, check the WWE Shopzone to view the long list of hidden, unlockable goodies. If you have enough SmackDown! dollars saved up, go ahead and make a purchase.

### Shopzone Unlockables

<table>
<thead>
<tr>
<th>Item Name</th>
<th>Cost</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Hidden Move Sets</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Moves Set 1</td>
<td>2,500</td>
<td>U.S.A. Set 1—Adds a new set of moves to the Create a Moves Set in Create Mode</td>
</tr>
<tr>
<td>Moves Set 2</td>
<td>2,500</td>
<td>U.S.A. Set 2—Adds a new set of moves to the Create a Moves Set in Create Mode</td>
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<td>Moves Set 3</td>
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<td>U.S.A. Set 3—Adds a new set of moves to the Create a Moves Set in Create Mode</td>
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<td>Moves Set 4</td>
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<td>U.S.A. Set 4—Adds a new set of moves to the Create a Moves Set in Create Mode</td>
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<tr>
<td>Moves Set 5</td>
<td>2,500</td>
<td>Japan Set 1—Adds a new set of moves to the Create a Moves Set in Create Mode</td>
</tr>
<tr>
<td>Moves Set 6</td>
<td>2,500</td>
<td>Japan Set 2—Adds a new set of moves to the Create a Moves Set in Create Mode</td>
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<tr>
<td>Moves Set 7</td>
<td>2,500</td>
<td>Japan Set 3—Adds a new set of moves to the Create a Moves Set in Create Mode</td>
</tr>
<tr>
<td><strong>Hidden Superstars</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>“Superfly” Jimmy Snuka</td>
<td>40,000</td>
<td>Unlocks “Superfly” Jimmy Snuka for use in Exhibition and Season Modes</td>
</tr>
<tr>
<td>The Million-Dollar Man</td>
<td>40,000</td>
<td>Unlocks “The Million-Dollar Man” Ted Dibiase for use in Exhibition and Season Modes</td>
</tr>
<tr>
<td>Sgt. Slaughter</td>
<td>40,000</td>
<td>Unlocks Sgt. Slaughter for use in Exhibition and Season Modes</td>
</tr>
<tr>
<td>Old School Undertaker</td>
<td>40,000</td>
<td>Unlocks Undertaker for use in Exhibition and Season Modes</td>
</tr>
<tr>
<td>Animal</td>
<td>40,000</td>
<td>Unlocks Animal for use in Exhibition and Season Modes</td>
</tr>
<tr>
<td>Hawk</td>
<td>40,000</td>
<td>Unlocks Hawk for use in Exhibition and Season Modes</td>
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<tr>
<td><strong>Hidden Arenas</strong></td>
<td></td>
<td></td>
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<tr>
<td>Times Square</td>
<td>10,000</td>
<td>Unlocks the Times Square arena for use in Exhibition Mode</td>
</tr>
<tr>
<td>SmackDown® B Arena</td>
<td>3,000</td>
<td>Unlocks the SmackDown! B arena for use in Exhibition Mode</td>
</tr>
<tr>
<td>Raw® B Arena</td>
<td>3,000</td>
<td>Unlocks the Raw B arena for use in Exhibition Mode</td>
</tr>
<tr>
<td>WrestleMania® XIX Arena</td>
<td>7,000</td>
<td>Unlocks the WrestleMania XIX arena for use in Exhibition Mode</td>
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<tr>
<td>SummerSlam® Arena</td>
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<td>Unlocks the SummerSlam arena for use in Exhibition Mode</td>
</tr>
<tr>
<td>Rebellion® Arena</td>
<td>5,000</td>
<td>Unlocks the Rebellion arena for use in Exhibition Mode</td>
</tr>
</tbody>
</table>

**Move**

The “Move” option allows you to talk to Superstars at various backstage areas before the show begins. Be sure to check which Superstars you can talk with every time you visit the Weekly Menu, because they change each week. Many events are triggered by one of these chats, so be prepared for anything!
**Shopzone Unlockables**

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<tr>
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<td>5,000</td>
<td>Unlocks The Rock’s hidden attires for use in Exhibition and Season Modes</td>
</tr>
<tr>
<td>Steve Austin™’s Attire</td>
<td>10,000</td>
<td>Unlocks Stone Cold Steve Austin’s hidden attires for use in Exhibition and Season Modes</td>
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<tr>
<td>Triple H™’s Attire</td>
<td>10,000</td>
<td>Unlocks Triple H’s hidden attires for use in Exhibition and Season Modes</td>
</tr>
<tr>
<td>Undertaker®’s Attire</td>
<td>8,000</td>
<td>Unlocks Undertaker’s hidden attires for use in Exhibition and Season Modes</td>
</tr>
<tr>
<td>Rob Van Dam®’s Attire</td>
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<tr>
<td>Kurt Angle®’s Attire</td>
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<td>Unlocks Kurt Angle’s hidden attires for use in Exhibition and Season Modes</td>
</tr>
<tr>
<td>Chris Jericho®’s Attire</td>
<td>8,000</td>
<td>Unlocks Chris Jericho’s hidden attires for use in Exhibition and Season Modes</td>
</tr>
<tr>
<td>Chris Benoit™’s Attire</td>
<td>6,000</td>
<td>Unlocks Chris Benoit’s hidden attires for use in Exhibition and Season Modes</td>
</tr>
<tr>
<td>Kane®’s Attire</td>
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<td>Unlocks Kane’s hidden attires for use in Exhibition and Season Modes</td>
</tr>
<tr>
<td>Big Show®’s Attire</td>
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<td>Unlocks Big Show’s hidden attires for use in Exhibition and Season Modes</td>
</tr>
<tr>
<td>Edge®’s Attire</td>
<td>6,000</td>
<td>Unlocks Edge’s hidden attires for use in Exhibition and Season Modes</td>
</tr>
<tr>
<td>Scott Steiner™’s Attire</td>
<td>6,000</td>
<td>Unlocks Scott Steiner’s hidden attires for use in Exhibition and Season Modes</td>
</tr>
<tr>
<td>Stephanie McMahon™’s Attire</td>
<td>5,000</td>
<td>Unlocks Stephanie McMahon’s hidden attires for use in Exhibition and Season Modes</td>
</tr>
<tr>
<td>Vince McMahon™’s Attire</td>
<td>5,000</td>
<td>Unlocks Vince McMahon’s hidden attires for use in Exhibition and Season Modes</td>
</tr>
<tr>
<td>Eric Bischoff™’s Attire</td>
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<tr>
<td>Ric Flair™’s Attire</td>
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<tr>
<td>Stacy Keibler™’s Attire</td>
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<td>Unlocks Stacy Keibler’s hidden attires for use in Exhibition and Season Modes</td>
</tr>
<tr>
<td>Rico™’s Attire</td>
<td>2,000</td>
<td>Unlocks Rico’s hidden attires for use in Exhibition and Season Modes</td>
</tr>
<tr>
<td>Torrie Wilson™’s Attire</td>
<td>7,000</td>
<td>Unlocks Torrie Wilson’s hidden attires for use in Exhibition and Season Modes</td>
</tr>
<tr>
<td>Brock Lesnar™’s Attire</td>
<td>8,000</td>
<td>Unlocks Brock Lesnar’s hidden attires for use in Exhibition and Season Modes</td>
</tr>
<tr>
<td>Shawn Michaels™’s Attire</td>
<td>8,000</td>
<td>Unlocks Shawn Michaels’ hidden attires for use in Exhibition and Season Modes</td>
</tr>
<tr>
<td><strong>Hidden Bra &amp; Panties</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bra and Panties (Torrie)</td>
<td>10,000</td>
<td>Allows you to change the color of Torrie Wilson’s Bra and Panties (for use with the Bra &amp; Panties Match)</td>
</tr>
<tr>
<td>Bra and Panties (Sable™)</td>
<td>10,000</td>
<td>Allows you to change the color of Sable’s Bra and Panties (for use with the Bra &amp; Panties Match)</td>
</tr>
<tr>
<td>Bra and Panties (Stacy)</td>
<td>10,000</td>
<td>Allows you to change the color of Stacy Keibler’s Bra and Panties (for use with the Bra &amp; Panties Match)</td>
</tr>
<tr>
<td>Bra and Panties (Trish)</td>
<td>10,000</td>
<td>Allows you to change the color of Trish Stratus’ Bra and Panties (for use with the Bra &amp; Panties Match)</td>
</tr>
<tr>
<td>Bra and Panties (Lita™)</td>
<td>10,000</td>
<td>Allows you to change the color of Lita’s Bra and Panties (for use with the Bra &amp; Panties Match)</td>
</tr>
<tr>
<td>Bra and Panties (Jazz™)</td>
<td>10,000</td>
<td>Allows you to change the color of Jazz’s Bra and Panties (for use with the Bra &amp; Panties Match)</td>
</tr>
<tr>
<td>Bra and Panties (Victoria™)</td>
<td>10,000</td>
<td>Allows you to change the color of Victoria’s Bra and Panties (for use with the Bra &amp; Panties Match)</td>
</tr>
<tr>
<td><strong>Hidden WWE™ Diva Loading Screens</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Diva’s Loading Screen 1</td>
<td>5,000</td>
<td>Adds Torrie Wilson’s diva loading screen to the game’s loading screens</td>
</tr>
<tr>
<td>Diva’s Loading Screen 2</td>
<td>5,000</td>
<td>Adds Sable’s diva loading screen to the game’s loading screens</td>
</tr>
<tr>
<td>Diva’s Loading Screen 3</td>
<td>2,000</td>
<td>Adds Stacy Keibler’s diva loading screen to the game’s loading screens</td>
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<tr>
<td>Diva’s Loading Screen 4</td>
<td>2,000</td>
<td>Adds Trish Stratus’ diva loading screen to the game’s loading screens</td>
</tr>
<tr>
<td>Diva’s Loading Screen 5</td>
<td>2,000</td>
<td>Adds Lita’s diva loading screen to the game’s loading screens</td>
</tr>
<tr>
<td>Diva’s Loading Screen 6</td>
<td>2,000</td>
<td>Adds Jazz’s diva loading screen to the game’s loading screens</td>
</tr>
<tr>
<td>Diva’s Loading Screen 7</td>
<td>2,000</td>
<td>Adds Victoria’s diva loading screen to the game’s loading screens</td>
</tr>
</tbody>
</table>
Here you can check out cool and useful statistics, such as Superstar stats (wins, losses, etc.) and title-holding Superstars. You may also add additional Superstars to the season's roster here.

Choose “Stable” if you’d like to view, add or edit Stables of Superstars to your current season. You can’t create Stables here. To do that, you must choose “Create” from the Main Menu and then select “Create a Stable” from the Create Menu.

Attributes

Once you’ve won a few matches and earned some experience points, select “Attributes” from the Weekly Menu to view and edit your Superstar’s attributes. Add experience points to attributes you’ve found to be lacking when you’re in the ring to improve your Superstar’s performance.

Winning your matches is important, because doing so earns you experience points, SmackDown! dollars, and Superstar points. Experience points are used to upgrade your Superstar’s attributes (see below). SmackDown! dollars allow you to purchase and unlock a variety of hidden items from the WWE Shopzone (see above). Finally, Superstar points are a measure of your Superstar’s popularity—you need lots of Superstar points to challenge Superstars for prestigious belts and titles.

Profile

Select the “Match” option when you’re ready to begin the week’s event. You’re taken to a menu that lists the top three matchups of the evening. You may choose to “Watch” or “Skip” any match that your Superstar doesn’t appear in, but you must “Play” the matches you’ve been scheduled for.

Match

Winning your matches is important, because doing so earns you experience points, SmackDown! dollars, and Superstar points. Experience points are used to upgrade your Superstar’s attributes (see below). SmackDown! dollars allow you to purchase and unlock a variety of hidden items from the WWE Shopzone (see above). Finally, Superstar points are a measure of your Superstar’s popularity—you need lots of Superstar points to challenge Superstars for prestigious belts and titles.

Attributes

Once you’ve won a few matches and earned some experience points, select “Attributes” from the Weekly Menu to view and edit your Superstar’s attributes. Add experience points to attributes you’ve found to be lacking when you’re in the ring to improve your Superstar’s performance.
A graduate of the World Wrestling Entertainment's training camp, A-Train is one of the most powerful and colorful Superstars on the roster. His power moves, including his finishing maneuver, the sit-down Powerbomb, is the stuff of nightmares. He was once a feared tag-team competitor with Test, but the duo has since parted ways, and A-Train is now a feared and brutal man in the singles division.
### A-TRAIN™’S MOVES

#### Conditions | Command | Move Name
--- | --- | ---
Towels | Standing | Hold up
Standing | | Cut Throat
Standing | | Hold up
Standing | | Cut Throat
**Weapon Specials**
Holding Weapon | () | DDT
Holding Weapon | ()+,-, or | DDT

**SmashDown Specials**
Facing Groggy Opponent | () | Dor达尔 |
Facing Groggy Opponent | (+,+,+, or ) | Train Wreck

**Ground Grapples**
Opponent Down, Standing Near Head | | DDT
Opponent Down, Standing Near Head | | Leg Lock 8
Opponent Down, Standing Near Head | | Stretch Muffler

**Ground Attacks**
Opponent Down, Standing Near Opponent | | Angry Stamp
Opponent Down, Standing Near Opponent | | Double Axe Handle 4
Opponent Down, Standing Near Opponent | | Elbow Drop 2

**Turnbuckle Grapples**
Opponent Leaning on Turnbuckle, Facing | | Irish Whip
Opponent Leaning on Turnbuckle, Facing | | Hanging In Reverse
Opponent Leaning on Turnbuckle, Facing | | Toss To Turn Buckle
Opponent Leaning on Turnbuckle, Facing | | Big Chop

**Ready Moves: Attacking Groggy**
Facing Opponent | | Irish Whip
Facing Opponent | | Grapple 5
Facing Opponent | | Grapple 10
Facing Opponent | | Grapple 11
Facing Opponent | | Grapple 4

**Submission Grapples**
Opponent Locked in Submission Grapple | | Irish Whip
Opponent Locked in Submission Grapple | | Bearhug 3
Opponent Locked in Submission Grapple | | Headlock 1
Opponent Locked in Submission Grapple | | Big Shoulder Claw
Opponent Locked in Submission Grapple | | Snapmare & Neck Lock

**Signature Groggy**
Opponent Locked in Submission Grapple | | Irish Whip
Opponent Locked in Submission Grapple | | Body Press Bomb
Opponent Locked in Submission Grapple | | Scoop Slam 5
Opponent Locked in Submission Grapple | | Spinning Rack Pancake
Opponent Locked in Submission Grapple | | Suplex 8

**Power Groggy**
Opponent Locked in Submission Grapple | | Irish Whip
Opponent Locked in Submission Grapple | | Powerbomb Pin 3
Opponent Locked in Submission Grapple | | Sidewalk Slam 3
Opponent Locked in Submission Grapple | | Powerbomb 15
Opponent Locked in Submission Grapple | | Flipjack 1

**Quick Groggy**
Opponent Locked in Submission Grapple | | Irish Whip
Opponent Locked in Submission Grapple | | Clothesline 23
Opponent Locked in Submission Grapple | | Kitchen Sink 2
Opponent Locked in Submission Grapple | | Clothesline 30
Opponent Locked in Submission Grapple | | Club to Neck 3

**Ready Moves: Attacks**
Facing Opponent - | Bicycle Kick 1
Facing Opponent | Toe Kick 1
Facing Opponent | Throat Thrust 2
Facing Opponent | Toe Kick 2
Facing Opponent | Clothesline 3
Facing Opponent | Big Boot 1

**Ready Moves: Rear Groggy**
Behind Opponent | Irish Whip
Behind Opponent | Super Atomic Drop
Behind Opponent | Sidewalk Slam 4
Behind Opponent | Elbow To Back Of Head 2
Behind Opponent | Forearm Smash
Behind Groggy Opponent | Irish Whip
Behind Groggy Opponent | Reverse Full Nelson
Behind Groggy Opponent | Breakback 7
Behind Groggy Opponent | Gutbuster 3
Behind Groggy Opponent | Bulldog 2

**Ready Moves: Edge of the Cell**
Opponent Down, Standing Near Head | Raise
Opponent Down, Standing Near Head | Pin Fall
Opponent Down, Standing Near Head | Reverse Chin Lock 2
Opponent Down, Standing Near Head | Mounted Punching 3
Opponent Down, Standing Near Head | Scooper Hold
Opponent Down, Standing Near Feet | Raise
Opponent Down, Standing Near Feet | Pin Fall

**Ground**
Opponent Down, Standing Near Head | Raise
Opponent Down, Standing Near Head | Pin Fall
Opponent Down, Standing Near Head | Reverse Chin Lock 2
Opponent Down, Standing Near Head | Mounted Punching 3
Opponent Down, Standing Near Head | Scooper Hold
Opponent Down, Standing Near Feet | Raise
Opponent Down, Standing Near Feet | Pin Fall

**Enter/Exit Ring Moves**
Enter Ring | Over The Rope
Enter Ring | Over The Rope

**Combination Attacks**
Facing Opponent, First Attack | Austin Punches 1
Facing Opponent, Second Attack | Thrust Thrust 2
Facing Opponent, Third Attack | Big Boot 1
**BIO**

Batista’s size and seemingly unlimited athletic ability caught the eye of 16-time World Champion Ric Flair. Flair and Triple H have taken Batista under their wing and are intent on grooming the young Superstar into a championship contender. Of course, their guidance doesn’t come for free. Flair and The Game are more than willing to make use of Batista’s athletic prowess and surly attitude to further their interests when needed.
### BATISTA™'S MOVES

<table>
<thead>
<tr>
<th>Conditions</th>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tower</td>
<td>➧</td>
<td>Hold up</td>
</tr>
<tr>
<td>Tower</td>
<td>➥</td>
<td>Taunt Chris Jericho 2</td>
</tr>
<tr>
<td>Tower</td>
<td>➧</td>
<td>Hold up</td>
</tr>
<tr>
<td>Tower</td>
<td>➥</td>
<td>Taunt Chris Jericho 2</td>
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#### Weapon Specials

<table>
<thead>
<tr>
<th>Holding Weapon</th>
<th>SmackDown Specials</th>
</tr>
</thead>
<tbody>
<tr>
<td>➧</td>
<td>➥</td>
</tr>
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</table>

<table>
<thead>
<tr>
<th>SmackDown Specials</th>
<th>Face Groggy Opponent</th>
<th>Face Groggy Opponent</th>
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<tbody>
<tr>
<td>➥</td>
<td>➥</td>
<td>Powerbomb 16</td>
</tr>
<tr>
<td>➥</td>
<td>➥</td>
<td>Powerbomb 15</td>
</tr>
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#### Ready Moves: Initiating Grapples

<table>
<thead>
<tr>
<th>Face Standing Opponent</th>
<th>Irish Whip</th>
</tr>
</thead>
<tbody>
<tr>
<td>Face Standing Opponent</td>
<td>Grapple 5</td>
</tr>
<tr>
<td>Face Standing Opponent</td>
<td>Grapple 10</td>
</tr>
<tr>
<td>Face Standing Opponent</td>
<td>Grapple 11</td>
</tr>
<tr>
<td>Face Standing Opponent</td>
<td>Grapple 4</td>
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</tbody>
</table>

#### Submission Grapples (After ➧) ➥

<table>
<thead>
<tr>
<th>Opponent Locked in Submission Grapple</th>
<th>Irish Whip</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>Full Nelson Slam</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>Spinebuster 2</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>Batista Lifting &amp; Toss</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>Backbreaker 3</td>
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</tbody>
</table>

#### Power Grapples (After ➥) ➥

<table>
<thead>
<tr>
<th>Opponent Locked in Submission Grapple</th>
<th>Irish Whip</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>Backbreaker 8</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>Scoop Slam 5</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>Body Press Drop</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>Manhattan Drop 1</td>
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</table>

#### Quick Grapples (After ➥) ➥

<table>
<thead>
<tr>
<th>Opponent Locked in Submission Grapple</th>
<th>Irish Whip</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>Clothesline 28</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>Sleeper</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>Club to Neck 3</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>Clothesline 28</td>
</tr>
</tbody>
</table>

#### Ready Moves: Attacks

<table>
<thead>
<tr>
<th>Face Standing Opponent</th>
<th>Clothesline 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>Face Standing Opponent</td>
<td>Toe Kick 1</td>
</tr>
<tr>
<td>Face Standing Opponent</td>
<td>Back Chop 1</td>
</tr>
<tr>
<td>Face Standing Opponent</td>
<td>Snap Jaw</td>
</tr>
<tr>
<td>Face Standing Opponent</td>
<td>Shuffle Side Kick 1</td>
</tr>
<tr>
<td>Face Standing Opponent</td>
<td>Body Punch</td>
</tr>
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#### Ready Moves: Rear Grapples

<table>
<thead>
<tr>
<th>Behind Standing Opponent</th>
<th>Irish Whip</th>
</tr>
</thead>
<tbody>
<tr>
<td>Behind Standing Opponent</td>
<td>Atomic Drop</td>
</tr>
<tr>
<td>Behind Standing Opponent</td>
<td>Knee Clip</td>
</tr>
<tr>
<td>Behind Standing Opponent</td>
<td>Elbow To Back Of Head 2</td>
</tr>
<tr>
<td>Behind Standing Opponent</td>
<td>Full Nelson Face Buster</td>
</tr>
<tr>
<td>Behind Standing Groggy Opponent</td>
<td>Irish Whip</td>
</tr>
<tr>
<td>Behind Standing Groggy Opponent</td>
<td>Test Full Nelson Slam 2</td>
</tr>
<tr>
<td>Behind Standing Groggy Opponent</td>
<td>Russian Leg Sweep 2</td>
</tr>
<tr>
<td>Behind Standing Groggy Opponent</td>
<td>Sleeper Hold 2</td>
</tr>
<tr>
<td>Behind Standing Groggy Opponent</td>
<td>Back Slopex 3</td>
</tr>
</tbody>
</table>

#### Ready Moves: Edge of the Cell

<table>
<thead>
<tr>
<th>Opponent Near Edge, Facing</th>
<th>It Thrusts Down</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opponent Near Edge, Facing</td>
<td>It Thrusts Down</td>
</tr>
<tr>
<td>Opponent Near Edge, Back Exposed</td>
<td>It Thrusts Down</td>
</tr>
</tbody>
</table>

#### Ground Grapples

<table>
<thead>
<tr>
<th>Opponent Down, Standing Near Head</th>
<th>Raise</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opponent Down, Standing Near Head</td>
<td>Pin Fall</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Head</td>
<td>Elbow &amp; Sleeper Hold</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Head</td>
<td>Mounted Punching 2</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Head</td>
<td>Reverse Chin Lock 2</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Feet</td>
<td>Raise</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Feet</td>
<td>Pin Fall</td>
</tr>
</tbody>
</table>

---

**Conditions**

**Command**

**Move Name**

Opponent Down, Standing Near Feet ➧ Single Leg Grab 1

Opponent Down, Standing Near Feet ➧ Leg Lock 9

Opponent Down, Standing Near Feet ➥ Single Leg Grab 1

### Ground Attacks

<table>
<thead>
<tr>
<th>Opponent Down, Standing Near Opponent</th>
<th>Angry Stamp</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opponent Down, Standing Near Opponent</td>
<td>Shoulder Thrust</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Opponent</td>
<td>Punch 10</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Opponent</td>
<td>Body Strikes</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Opponent</td>
<td>Irish Whip</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Opponent</td>
<td>Turnbuckle Smash</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Opponent</td>
<td>Turnbuckle Toe Kick</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Opponent</td>
<td>Turnbuckle Toe Kick</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Opponent</td>
<td>Raise The Opponent Up</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Opponent</td>
<td>Mudhole Stamping 3</td>
</tr>
</tbody>
</table>

### Turnbuckle Attacks

<table>
<thead>
<tr>
<th>Opponent Down, Standing Near Opponent</th>
<th>Shoulder Block 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opponent Down, Standing Near Opponent</td>
<td>Shoulder Block 2</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Opponent</td>
<td>Running Drop</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Opponent</td>
<td>Running Drop</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Opponent</td>
<td>Dive Through Ropes</td>
</tr>
</tbody>
</table>

### Running Attacks

<table>
<thead>
<tr>
<th>Opponent Down, Standing Near Opponent</th>
<th>Clothesline 14</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opponent Down, Standing Near Opponent</td>
<td>Shoulder Block 2</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Opponent</td>
<td>Elbow Drop 11</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Opponent</td>
<td>Running Drop</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Opponent</td>
<td>Running Drop</td>
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</tbody>
</table>

### Running Counters

<table>
<thead>
<tr>
<th>Opponent Running</th>
<th>Tilt-A-Whirl Sideslam 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opponent Running</td>
<td>Flapjack 3</td>
</tr>
<tr>
<td>Opponent Running</td>
<td>Powerslam Pin 2</td>
</tr>
</tbody>
</table>

### Double Team Moves (vs. Standing Opponent)

<table>
<thead>
<tr>
<th>Standing With Partner, Facing Opponent</th>
<th>Double Punches 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Standing With Partner, Facing Opponent</td>
<td>Double Punches 2</td>
</tr>
<tr>
<td>Standing With Partner, Facing Opponent</td>
<td>Double Slopex 1</td>
</tr>
<tr>
<td>Standing With Partner, Facing Opponent</td>
<td>Double Clothesline</td>
</tr>
<tr>
<td>Standing With Partner, Facing Opponent</td>
<td>Double Head Beat</td>
</tr>
</tbody>
</table>

### Double Team Moves (At Your Team's Corner)

<table>
<thead>
<tr>
<th>Opponent Running on Turnbuckle, Facing</th>
<th>Irish Whip</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opponent Running on Turnbuckle, Facing</td>
<td>Mudhole Stamping 2</td>
</tr>
<tr>
<td>Opponent Running on Turnbuckle, Facing</td>
<td>Mudhole Stamping 1</td>
</tr>
<tr>
<td>Opponent Running on Turnbuckle, Facing</td>
<td>Spine &amp; Neckbreaker</td>
</tr>
<tr>
<td>Opponent Running on Turnbuckle, Facing</td>
<td>Body Splash &amp; Whip</td>
</tr>
</tbody>
</table>

### Enter/Exit Ring Moves

<table>
<thead>
<tr>
<th>Enter Ring</th>
<th>➧ ➥</th>
<th>Normal</th>
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</thead>
<tbody>
<tr>
<td>Exit Ring</td>
<td>➧ ➥</td>
<td>Normal</td>
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### Combination Attacks

<table>
<thead>
<tr>
<th>Facing Standing Opponent, First Attack</th>
<th>Austin Punches 1</th>
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<tr>
<td>Facing Standing Opponent, Second Attack</td>
<td>Shuffle Back Kick 1</td>
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<tr>
<td>Facing Standing Opponent, Third Attack</td>
<td>Shuffle Side Kick 1</td>
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</table>
BIO

The Big Show tore into WWE—literally. He first showed up at the St. Valentine's Day Massacre in February 1999 by ripping through the ring canvas and, in an amazing display of strength, throwing Stone Cold Steve Austin through a steel cage. Since then, he has proved that his debut wasn’t a fluke. Simply put, the Big Show is a blue chipper. Whether it is lifting up an entire ring or pulling the entire TitanTron down to the floor, he puts on a show that fans won’t soon forget.
<table>
<thead>
<tr>
<th>Conditions</th>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Standing</td>
<td>→</td>
<td>Raising Arm 1</td>
</tr>
<tr>
<td>Standing</td>
<td>←</td>
<td>Taunt Big Show</td>
</tr>
<tr>
<td>Standing</td>
<td>→</td>
<td>Raising Arm 1</td>
</tr>
<tr>
<td>Standing</td>
<td>→</td>
<td>Taunt Big Show</td>
</tr>
<tr>
<td><strong>Weapon Specials</strong></td>
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<td></td>
</tr>
<tr>
<td>Holding Weapon (x)</td>
<td>DD T</td>
<td></td>
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<tr>
<td>Holding Weapon (x)</td>
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<tr>
<td><strong>SmackDown Specials</strong></td>
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<tr>
<td>Facing Groggy Opponent (x)</td>
<td>Show Stopper</td>
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<tr>
<td>Facing Groggy Opponent (x)</td>
<td>Final Cut</td>
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<tr>
<td><strong>Ready Moves: Initiating Grapples</strong></td>
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<tr>
<td>Facing Standing Opponent</td>
<td>•</td>
<td>Irish Whip</td>
</tr>
<tr>
<td>Facing Standing Opponent</td>
<td>• →</td>
<td>Grapple 5</td>
</tr>
<tr>
<td>Facing Standing Opponent</td>
<td>• →</td>
<td>Grapple 10</td>
</tr>
<tr>
<td>Facing Standing Opponent</td>
<td>• →</td>
<td>Grapple 11</td>
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<tr>
<td>Facing Standing Opponent</td>
<td>• →</td>
<td>Grapple 4</td>
</tr>
<tr>
<td><strong>Submission Grapples</strong></td>
<td>(After • →)</td>
<td></td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>•</td>
<td>Irish Whip</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>• →</td>
<td>Bearhug 3</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>• →</td>
<td>Wrist &amp; Arm Wrench</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>• +p</td>
<td>Big Shoulder Claw</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>• +p</td>
<td>Headlock 1</td>
</tr>
<tr>
<td><strong>Signature Grapples</strong></td>
<td>(After • +p)</td>
<td></td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>• +p</td>
<td>Irish Whip</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>• +p</td>
<td>The Alleyoop 2</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>• +p</td>
<td>Sidewalk Slam 1</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>• +p</td>
<td>Body Press Drop FW</td>
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<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>• +p</td>
<td>Batista Lifting &amp; Toss</td>
</tr>
<tr>
<td><strong>Power Grapples</strong></td>
<td>(After • +p)</td>
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</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>• +p</td>
<td>Irish Whip</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>• +p</td>
<td>Chokeslam 3</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>• +p</td>
<td>Scoop Slam 5</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>• +p</td>
<td>Full Nelson Slam</td>
</tr>
<tr>
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<td>• +p</td>
<td>Choke Toss 2</td>
</tr>
<tr>
<td><strong>Quick Grapples</strong></td>
<td>(After • →)</td>
<td></td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>• →</td>
<td>Irish Whip</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>• →</td>
<td>Big Knee Smash</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>• →</td>
<td>Kitchen Sink 2</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>• →</td>
<td>Headbutt 1</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>• →</td>
<td>Club to Neck 3</td>
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<tr>
<td><strong>Ready Moves: Attacks</strong></td>
<td></td>
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</tr>
<tr>
<td>Facing Standing Opponent</td>
<td>× →</td>
<td>Big Boot 1</td>
</tr>
<tr>
<td>Facing Standing Opponent</td>
<td>× →</td>
<td>Toe Kick 1</td>
</tr>
<tr>
<td>Facing Standing Opponent</td>
<td>× →</td>
<td>Slip 2</td>
</tr>
<tr>
<td>Facing Standing Opponent</td>
<td>× →</td>
<td>Axe Handle 2</td>
</tr>
<tr>
<td>Facing Standing Opponent</td>
<td>× →</td>
<td>Clothesline 3</td>
</tr>
<tr>
<td>Facing Standing Opponent</td>
<td>× →</td>
<td>Thrust Thrust 1</td>
</tr>
<tr>
<td><strong>Ready Moves: Rear Grapples</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Behind Standing Opponent</td>
<td>• →</td>
<td>Irish Whip</td>
</tr>
<tr>
<td>Behind Standing Opponent</td>
<td>• →</td>
<td>Sidewalk Slam 4</td>
</tr>
<tr>
<td>Behind Standing Opponent</td>
<td>• →</td>
<td>Backbreaker 7</td>
</tr>
<tr>
<td>Behind Standing Opponent</td>
<td>• →</td>
<td>Forearm Smash</td>
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<tr>
<td>Behind Standing Opponent</td>
<td>• →</td>
<td>Russian Leg Sweep 2</td>
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<tr>
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<td>• →</td>
<td>Irish Whip</td>
</tr>
<tr>
<td>Behind Standing Groggy Opponent</td>
<td>• →</td>
<td>Super Atomic Drop</td>
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<td>Behind Standing Groggy Opponent</td>
<td>• →</td>
<td>Pumphandle Slam 2</td>
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<tr>
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<td>• →</td>
<td>Abdominal Stretch 1</td>
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<tr>
<td>Behind Standing Groggy Opponent</td>
<td>• →</td>
<td>Backbreaker 9</td>
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<tr>
<td><strong>Ready Moves: Edge of the Cell</strong></td>
<td></td>
<td></td>
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<tr>
<td>Opponent Near Edge, Facing</td>
<td>•</td>
<td>It Thrusts Down</td>
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<tr>
<td>Opponent Near Edge, Facing</td>
<td>• →</td>
<td>It Thrusts Down</td>
</tr>
<tr>
<td>Opponent Near Edge, Back Exposed</td>
<td>• →</td>
<td>It Thrusts Down</td>
</tr>
<tr>
<td>Opponent Near Edge, Back Exposed</td>
<td>• →</td>
<td>It Thrusts Down</td>
</tr>
<tr>
<td><strong>Ground Grapples</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Opponent Down, Standing Near Head</td>
<td>•</td>
<td>Raise</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Head</td>
<td>• →</td>
<td>Pin Fall</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Head</td>
<td>• →</td>
<td>Darkness Choke 1</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Head</td>
<td>• →</td>
<td>Big Stomp</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Head</td>
<td>• →</td>
<td>Reverse Chin Lock 2</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Feet</td>
<td>• →</td>
<td>Raise</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Feet</td>
<td>• →</td>
<td>Pin Fall</td>
</tr>
</tbody>
</table>
BIO

Booker T came into WWE and quickly established himself as one of its top Superstars. The Bookerman continues to pride himself on his success in WCW, where he held the World Championship on five occasions. Booker T now strives to reach the top of WWE. Can you dig it, sucka?

STATS

<table>
<thead>
<tr>
<th>HEIGHT</th>
<th>WEIGHT</th>
<th>FROM</th>
<th>FINISHING MOVE</th>
</tr>
</thead>
<tbody>
<tr>
<td>6' 3&quot;</td>
<td>250 lbs.</td>
<td>Houston, TX</td>
<td>Scissors Kick</td>
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</table>

CAREER HIGHLIGHTS

WCW Champion (5), WCW U.S. Champion, WCW Television Champion (6), WCW Tag Team Champion (11), WWE Tag Team Champion
### Booker T’s Moves

<table>
<thead>
<tr>
<th>Conditions</th>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ready Moves: Initiating Grapples</td>
<td>Opponent Locked in Submission Grapple</td>
<td>Irish Whip</td>
</tr>
<tr>
<td>Ready Moves: Initiating Grapples</td>
<td>Opponent Locked in Submission Grapple</td>
<td>Armbar 3</td>
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<tr>
<td>Ready Moves: Initiating Grapples</td>
<td>Opponent Locked in Submission Grapple</td>
<td>Leg to Arm</td>
</tr>
<tr>
<td>Ready Moves: Initiating Grapples</td>
<td>Opponent Locked in Submission Grapple</td>
<td>Wrist &amp; Arm Wrench</td>
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<tr>
<td>Ready Moves: Initiating Grapples</td>
<td>Opponent Locked in Submission Grapple</td>
<td>Snapmare &amp; Neck Lock</td>
</tr>
<tr>
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<td>Opponent Locked in Submission Grapple</td>
<td>Irish Whip</td>
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<td>Power Grapples</td>
<td>Opponent Locked in Submission Grapple</td>
<td>Fireman Carry 1</td>
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<tr>
<td>Power Grapples</td>
<td>Opponent Locked in Submission Grapple</td>
<td>Snapmare 1</td>
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<tr>
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<td>Opponent Locked in Submission Grapple</td>
<td>Double Arm Suplex 2</td>
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<td>Opponent Locked in Submission Grapple</td>
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<td>Opponent Locked in Submission Grapple</td>
<td>Irish Whip</td>
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<td>Opponent Locked in Submission Grapple</td>
<td>Clothesline 23</td>
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<td>Quick Grapples</td>
<td>Opponent Locked in Submission Grapple</td>
<td>Booker T Back Chop 1</td>
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<tr>
<td>Quick Grapples</td>
<td>Opponent Locked in Submission Grapple</td>
<td>Arm Wrench &amp; Hook Kick 2</td>
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<tr>
<td>Quick Grapples</td>
<td>Opponent Locked in Submission Grapple</td>
<td>Scoop Slam &amp; Knee</td>
</tr>
<tr>
<td>Running Counters</td>
<td>Opponent Running</td>
<td>Flapjack 4</td>
</tr>
<tr>
<td>Running Counters</td>
<td>Opponent Running</td>
<td>Back Drop 1</td>
</tr>
<tr>
<td>Running Counters</td>
<td>Opponent Running</td>
<td>Spin A Roany 2</td>
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<tr>
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<td>Opponent Running</td>
<td>Booker T Knee Drop 1</td>
</tr>
<tr>
<td>Running Counters</td>
<td>Opponent Running</td>
<td>Low Blow &amp; Knee Attack</td>
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<td>Opponent Running</td>
<td>Double DDT</td>
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<td>Double Suplex 1</td>
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<tr>
<td>Running Counters</td>
<td>Opponent Running</td>
<td>Double Foccrusher</td>
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<tr>
<td>Running Counters</td>
<td>Opponent Running</td>
<td>Double Beat Head</td>
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<tr>
<td>Running Counters</td>
<td>Opponent Running</td>
<td>Body Spike &amp; Whip</td>
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<tr>
<td>Running Counters</td>
<td>Opponent Running</td>
<td>Booker T Spinning Kick</td>
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<tr>
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<td>Opponent Running</td>
<td>Back &amp; Roll 1</td>
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<tr>
<td>Running Counters</td>
<td>Opponent Running</td>
<td>Spinebuster 10</td>
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<td>Opponent Running</td>
<td>Low Blow &amp; Knee Attack</td>
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<tr>
<td>Running Counters</td>
<td>Opponent Running</td>
<td>Double DDT</td>
</tr>
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<td>Opponent Running</td>
<td>Double Suplex 1</td>
</tr>
<tr>
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<td>Opponent Running</td>
<td>Double Foccrusher</td>
</tr>
<tr>
<td>Running Counters</td>
<td>Opponent Running</td>
<td>Double Beat Head</td>
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<tr>
<td>Ready Moves: Edge of the Cell</td>
<td>Opponent Near Edge, Facing</td>
<td>Thrusts Down</td>
</tr>
<tr>
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<td>Opponent Near Edge, Facing</td>
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<tr>
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<tr>
<td>Ready Moves: Edge of the Cell</td>
<td>Opponent Near Edge, Facing</td>
<td>Pumphandle Slam 1</td>
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<td>Ready Moves: Edge of the Cell</td>
<td>Opponent Near Edge, Facing</td>
<td>Half Nelson Suplex 1</td>
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<td>Ready Moves: Edge of the Cell</td>
<td>Opponent Near Edge, Facing</td>
<td>Sleeper Hold 2</td>
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<tr>
<td>Ready Moves: Edge of the Cell</td>
<td>Opponent Near Edge, Facing</td>
<td>Backbreaker 9</td>
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<tr>
<td>Ground Grapples</td>
<td>Opponent Down, Standing Near Head</td>
<td>Raise</td>
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<tr>
<td>Ground Grapples</td>
<td>Opponent Down, Standing Near Head</td>
<td>Pin Fall</td>
</tr>
<tr>
<td>Ground Grapples</td>
<td>Opponent Down, Standing Near Head</td>
<td>Booker T Knee Drop 2</td>
</tr>
<tr>
<td>Ground Grapples</td>
<td>Opponent Down, Standing Near Head</td>
<td>Fury Punch 10</td>
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<tr>
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<td>Opponent Down, Standing Near Head</td>
<td>Shoulder Thrust</td>
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<tr>
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<td>Opponent Down, Standing Near Head</td>
<td>Body Spike &amp; Whip</td>
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<tr>
<td>Ground Grapples</td>
<td>Opponent Down, Standing Near Head</td>
<td>Booker T Knee Drop 1</td>
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</tbody>
</table>

### Booker T’s Specials

<table>
<thead>
<tr>
<th>Conditions</th>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opponent Down, Standing Near Head</td>
<td>Opponent Down, Standing Near Head</td>
<td>Pin Fall</td>
</tr>
<tr>
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<td>Opponent Down, Standing Near Head</td>
<td>Booker T Knee Drop 2</td>
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<td>Opponent Down, Standing Near Head</td>
<td>Opponent Down, Standing Near Head</td>
<td>Fury Punch 10</td>
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<tr>
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<td>Opponent Down, Standing Near Head</td>
<td>Shoulder Thrust</td>
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<tr>
<td>Opponent Down, Standing Near Head</td>
<td>Opponent Down, Standing Near Head</td>
<td>Body Spike &amp; Whip</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Feet</td>
<td>Opponent Down, Standing Near Feet</td>
<td>Pin Fall</td>
</tr>
</tbody>
</table>
BIO

At 6-foot-4, 295 pounds, Brock Lesnar is a rock-solid mountain of chiseled muscle, a Superstar who was seemingly destined to accomplish great things in WWE. Brock lived up to the hype by defeating none other than The Rock at SummerSlam to become the youngest WWE Undisputed Champion ever!

Lesnar has already made an impact in the amateur sporting world. He became an NCAA Champion in 1998. He transferred to the University of Minnesota and promptly won the Big Ten Championship, but was a runner-up in the NCAA Tournament. He capped off his senior season by again winning the Big Ten Championship and then securing the NCAA heavyweight title. In 2000, Lesnar signed a developmental contract with WWE and began to learn the professional game at Ohio Valley Wrestling in Louisville, Kentucky. In doing so, he turned down opportunities to try out with several NFL teams.

In perhaps his most amazing display of strength and athleticism, Lesnar hit his devastating finisher, the F-5, on the 7-foot-2, 500-pound Big Show. That’s a feat made even more unbelievable by the fact that the former champ was suffering from a broken rib at the time! With that kind of drive and dedication, Brock Lesnar will be a perennial contender for the WWE Championship.

STATS

HEIGHT 6’4”  WEIGHT 295 lbs.
FINISHING MOVE F-5
FROM Minneapolis, MN

FINISHING MOVE F-5
CAREER HIGHLIGHTS WWE Champion
### Brock Lesnar's Moves

#### Conditions | Command | Move Name
--- | --- | ---
Towed  | → | Wake Up
Towed  | ← | Taunt Brock Lesnar
Towed  | ↑ | Wake Up
Towed  | ↓ | Taunt Brock Lesnar

#### Weapon Specials
- Holding Weapon
  - (L) | DDT
- Holding Weapon
  - (L)+, (−), (−), or (−) | DDT

#### SmackDown Specials
- Facing Groggy Opponent
  - (L) | F-5
- Facing Groggy Opponent
  - (L)+, (−), (−), or (−) | F-5

#### Ready Moves: Initiating Grapples
- Facing Standing Opponent
  - • | Irish Whip
- Facing Standing Opponent
  - •+ | Grapple 5
- Facing Standing Opponent
  - •+ | Grapple 10
- Facing Standing Opponent
  - •+ | Grapple 11
- Facing Standing Opponent
  - •+ | Grapple 4

#### Submission Grapples (After •+−)
- Opponent Locked in Submission Grapple
  - • | Irish Whip
- Opponent Locked in Submission Grapple
  - •+ | Bearhug 2
- Opponent Locked in Submission Grapple
  - •+ | Bearhug 5
- Opponent Locked in Submission Grapple
  - •+ | Batista Lifting & Toss
- Opponent Locked in Submission Grapple
  - •+ | Bearhug 3

#### Signature Grapples (After •+−)
- Opponent Locked in Submission Grapple
  - • | Irish Whip
- Opponent Locked in Submission Grapple
  - •+ | Belt In Belly 8
- Opponent Locked in Submission Grapple
  - •+ | Lesnar Knee Strike 3
- Opponent Locked in Submission Grapple
  - •+ | Backbreaker 4
- Opponent Locked in Submission Grapple
  - •+ | STO 3

#### Power Grapples (After •+−)
- Opponent Locked in Submission Grapple
  - • | Irish Whip
- Opponent Locked in Submission Grapple
  - •+ | Backbreaker 8
- Opponent Locked in Submission Grapple
  - •+ | Spinbust 8
- Opponent Locked in Submission Grapple
  - •+ | Sideslam
- Opponent Locked in Submission Grapple
  - •+ | Gutbuster 4

#### Quick Grapples (After •+−)
- Opponent Locked in Submission Grapple
  - • | Irish Whip
- Opponent Locked in Submission Grapple
  - •+ | Clothesline 24
- Opponent Locked in Submission Grapple
  - •+ | Lesnar Knee Strike 1
- Opponent Locked in Submission Grapple
  - •+ | Clothesline 27
- Opponent Locked in Submission Grapple
  - •+ | Lesnar Knee Strike 2

#### Ready Moves: Attacks
- Facing Standing Opponent
  - X+ | Clothesline 4
- Facing Standing Opponent
  - X+ or + | Toe Kick 1
- Facing Standing Opponent
  - X+ or + | Back Chop 1
- Facing Standing Opponent
  - X+ or + | Elbow Smash 1
- Facing Standing Opponent
  - X+ or + | Double Axe Handle 2
- Facing Standing Opponent
  - X+ or + | Body Punch

#### Ready Moves: Rear Grapples
- Behind Standing Opponent
  - • | Irish Whip
- Behind Standing Opponent
  - •+ | German Suplex 5
- Behind Standing Opponent
  - •+ | Back 6
- Behind Standing Opponent
  - •+ | Test Foll Nelson Slam 2
- Behind Standing Opponent
  - •+ | Roll Nelson Suplex 2
- Behind Standing Grappage Opponent
  - •+ | Irish Whip
- Behind Standing Grapplage Opponent
  - •+ | Back Jezzmission 2
- Behind Standing Grappage Opponent
  - •+ | German Suplex 7
- Behind Standing Grappage Opponent
  - •+ | Gutbuster 3
- Behind Standing Grappage Opponent
  - •+ | Backbreaker 6

#### Ready Moves: Edge of the Cell
- Opponent Near Edge, Facing
  - • | It Throats Down
- Opponent Near Edge, Facing
  - •+ or •, or − | It Throats Down
- Opponent Near Edge, Back Exposed
  - • | It Throats Down
- Opponent Near Edge, Back Exposed
  - •+ or •, or − | It Throats Down

#### Ground Grapples
- Opponent Down, Standing Near Head
  - • | Raise
- Opponent Down, Standing Near Head
  - •+ | Pin Fall
- Opponent Down, Standing Near Head
  - •+ | Ultimate Knee Attack
- Opponent Down, Standing Near Head
  - •+ | Lesser Raise
- Opponent Down, Standing Near Feet
  - •+ | Headlock 3
- Opponent Down, Standing Near Feet
  - •+ | Raise
- Opponent Down, Standing Near Feet
  - •+ | Pin Fall

#### Opponent Down, Standing Near Feet
- Opponent Down, Standing Near Feet
  - •+ | Single Leg Grab 1
- Opponent Down, Standing Near Feet
  - •+ | Leg Lock 9
- Opponent Down, Standing Near Feet
  - •+ | Single Leg Grab 2

#### Ground Attacks
- Opponent Down, Standing Near Opponent
  - • | Angry Stamp
- Opponent Down, Standing Near Opponent
  - •+ or • | Double Axe Handle 4
- Opponent Down, Standing Near Opponent
  - •+ or • | Elbow Drop 2

#### Turnbuckle Grapples
- Opponent Landing on Turnbuckle, Facing
  - • | Irish Whip
- Opponent Landing on Turnbuckle, Facing
  - •+ | Choke 1
- Opponent Landing on Turnbuckle, Facing
  - •+ | Hanging In Reverse
- Opponent Landing on Turnbuckle, Facing
  - •+ | Superplex 1
- Opponent Landing on Turnbuckle, Back Exposed
  - • | Shoulder Thrust
- Opponent Landing on Turnbuckle, Back Exposed
  - •+ | Turnbuckle Smash
- Opponent Landing on Turnbuckle, Back Exposed
  - •+ | Turnbuckle Smash
- Opponent Landing on Turnbuckle, Back Exposed
  - •+ | Hanging In Reverse
- Opponent Slumped Down at Lower Turnbuckle
  - • | Raise The Opponent Up
- Opponent Slumped Down at Lower Turnbuckle
  - •+ or •, or − | Mudhole Stomping 3

#### Turnbuckle Attacks
- Opponent Landing on Turnbuckle, Facing
  - • | Running Shoulder Attack
- Opponent Landing on Turnbuckle, Facing
  - •+ or •, or − | Running Shoulder Attack
- Opponent Slumped Down at Lower Turnbuckle
  - • | Knee Attack 1

####orial Moves
- From Top Turnbuckle, Opponent Standing
  - •+ | Shoulder Block 5
- From Top Turnbuckle, Opponent Standing
  - •+ | Double Axe Handle 3
- From Top Turnbuckle, Opponent Down
  - •+ | Elbow Drop 3
- From Top Turnbuckle, Opponent Down
  - •+ | Shooting Star Press 1
- From Top Turnbuckle, Opponent Down
  - •+ | Elbow Drop 3

#### Ropes Moves
- Opponent Landing on Ropes
  - • | Irish Whip
- Rebound Off Ropes, Running at Standing Opponent
  - • | Clothesline 19
- Rebound Off Ropes, Running at Opponent Down
  - • | Double Axe Handle 5
- Running toward Ropes, Opponent Outside Ring
  - • | Asi Moonsault
- Running toward Ropes, Opponent Outside Ring
  - • | Vaulting Body Press 1

#### Running Move
- Running toward Opponent
  - • | Irish Whip
- Running toward Opponent
  - •+ or •, or − | Turn Behind
- Running toward Opponent
  - •+ | Running STO
- Running toward Opponent
  - •+ | Spear & Punching
- Running toward Opponent’s Back
  - • | German Suplex 8
- Running toward Opponent’s Back
  - •+ or •, or − | German Suplex 8

#### Running Attacks
- Running toward Opponent
  - • | Clothesline 19
- Running toward Opponent
  - •+ or •, or − | Clothesline 15
- Running toward Opponent
  - • | Elbow Drop 3
- Running toward Opponent
  - •+ or •, or − | Double Axe Handle 5

#### Running Counters
- Opponent Running
  - • | Belly To Belly 8
- Opponent Running
  - •+ or • | Spinbust 8
- Opponent Running
  - •+ or • | Powerslam 2

#### Double Team Moves (vs. Standing Opponent)
- Standing With Partner, Facing Opponent
  - • | Double Flapjack
- Standing With Partner, Facing Opponent
  - •+ | Double DDT
- Standing With Partner, Facing Opponent
  - •+ | Double Suplex 1
- Standing With Partner, Facing Opponent
  - •+ | Double Clothesline
- Standing With Partner, Facing Opponent
  - •+ | Double Back Head

#### Double Team Moves (At Your Team’s Corner)
- Opponent Landing on Turnbuckle, Facing
  - • | Irish Whip
- Opponent Landing on Turnbuckle, Facing
  - •+ | Whip & Lay Down
- Opponent Landing on Turnbuckle, Facing
  - •+ | Mudhole Stomping 1
- Opponent Landing on Turnbuckle, Facing
  - •+ | Mudhole Stomping 1
- Opponent Landing on Turnbuckle, Facing
  - •+ | Body Smash & Whip

#### Enter/Exit Ring Moves
- Enter Ring
  - •+ or •, or − | Brock Lesnar
- Exit Ring
  - •+ or •, or − | Quick

#### Combination Attacks
- Facing Standing Opponent, First Attack
  - • | Angle Punches
- Facing Standing Opponent, Second Attack
  - • | Angle Punches
- Facing Standing Opponent, Third Attack
  - •, • | Clothesline 4
BIO

Bubba Ray and his half brother, D-Von, comprise arguably the greatest tag team in the history of sports-entertainment. Together, the Dudley Boyz have held the WWE Tag Team Championship on many occasions. They also became the first and only tandem ever to hold the ECW, WCW, and WWE Tag Team Championship.

When SmackDown! and Raw each became separate entities, Bubba Ray and D-Von were momentarily split up. Upon their reunification, the Dudley Boyz picked up right where they left off: raising hell in the tag-team division and smashing their enemies through tables!

STATS

- **Height**: 6' 4''
- **Weight**: 275 lbs.
- **From**: Dudleyville

FINISHING MOVE

Bubba Bomb

CAREER HIGHLIGHTS

- Hardcore Champion
- WWE World Tag Team Champion
- WCW Tag Team Champion
- ECW Tag Team Champion
### Bubba Ray Dudley’s Moves

<table>
<thead>
<tr>
<th>Conditions</th>
<th>Command</th>
<th>Move Name</th>
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</thead>
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<tr>
<td>Standing</td>
<td>+→</td>
<td>Taunt Bubba Ray 3</td>
</tr>
<tr>
<td>Standing</td>
<td>+→</td>
<td>Taunt Bubba Ray 2</td>
</tr>
<tr>
<td>Standing</td>
<td>+→</td>
<td>Wake Up</td>
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<tr>
<td>Standing</td>
<td>+→</td>
<td>Taunt Bubba Ray 1</td>
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<tr>
<td><strong>Weapon Specials</strong></td>
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<td></td>
</tr>
<tr>
<td>Holding Weapon</td>
<td>(x)</td>
<td>DDT</td>
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<tr>
<td><strong>SmackDown Specials</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Facing Groggy Opponent</td>
<td>(x)</td>
<td>Bubba Cutter</td>
</tr>
<tr>
<td>Facing Groggy Opponent</td>
<td>(x) +→, +→, or +→</td>
<td>Bubba Bomb</td>
</tr>
</tbody>
</table>

#### Ready Moves: Initiating Grapples

- Facing Standing Opponent: Irish Whip
- Facing Standing Opponent: Grapple 5
- Facing Standing Opponent: Grapple 10
- Facing Standing Opponent: Grapple 11
- Facing Standing Opponent: Grapple 4

#### Submission Grapples (After +→ 𝑥→ 𝑦→ 𝑧→)

- Opponent Locked in Submission Grapple: Irish Whip
- Opponent Locked in Submission Grapple: Powerbomb 10
- Opponent Locked in Submission Grapple: Sulpex 4
- Opponent Locked in Submission Grapple: Powerbomb 13
- Opponent Locked in Submission Grapple: Belly To Belly 2

#### Power Grapples (After +→ 𝑥→ 𝑦→ 𝑧→)

- Opponent Locked in Submission Grapple: Irish Whip
- Opponent Locked in Submission Grapple: Test Full Nelson Slam 1
- Opponent Locked in Submission Grapple: Scoop Slam 5
- Opponent Locked in Submission Grapple: Body Press Slam
- Opponent Locked in Submission Grapple: Sidewalk Slam 1

#### Quick Grapples (After +→ 𝑥→ 𝑦→ 𝑧→)

- Opponent Locked in Submission Grapple: Irish Whip
- Opponent Locked in Submission Grapple: Club To Neck 3
- Opponent Locked in Submission Grapple: DDT 19
- Opponent Locked in Submission Grapple: Elbow To Back Of Head 1
- Opponent Locked in Submission Grapple: Wrist Clutch & Elbow 1

#### Ready Moves: Attacks

- Facing Standing Opponent: Bubba Ray Punches 2
- Facing Standing Opponent: Toe Kick 1
- Facing Standing Opponent: Body Press
- Facing Standing Opponent: Double Axe Handle 2
- Facing Standing Opponent: Clothesline 3
- Facing Standing Opponent: Slip 2

#### Ready Moves: Rear Grapples

- Behind Standing Opponent: Irish Whip
- Behind Standing Opponent: Atomic Drop
- Behind Standing Opponent: Full Nelson Face Buster
- Behind Standing Opponent: Elbow To Back Of Head 2
- Behind Standing Opponent: Sidewalk Slam 4
- Behind Standing Grapply Opponent: Irish Whip
- Behind Standing Grapply Opponent: Mat Slam 2
- Behind Standing Grapply Opponent: Back Suplex 2
- Behind Standing Grapply Opponent: Sleeper Hold 2
- Behind Standing Grapply Opponent: Backbreaker 7

#### Ready Moves: Edge of the Cell

- Opponent Near Edge, Facing: It Thrusts Down
- Opponent Near Edge, Facing: It Thrusts Down
- Opponent Near Edge, Back Exposed: It Thrusts Down
- Opponent Near Edge, Back Exposed: It Thrusts Down

#### Ground Grapples

- Opponent Down, Standing Near Head: Raise
- Opponent Down, Standing Near Head: Pin Fall
- Opponent Down, Standing Near Head: Camel Clutch 2
- Opponent Down, Standing Near Head: Fury Punch 8
- Opponent Down, Standing Near Head: Sleeper Hold 8
- Opponent Down, Standing Near Feet: Raise
- Opponent Down, Standing Near Feet: Pin Fall

#### Ground Attacks

- Opponent Down, Standing Near Opponent: Kick To Leg 8
- Opponent Down, Standing Near Opponent: Kick To Leg 2

#### Turnbuckle Grapples

- Opponent Leaning on Turnbuckle, Facing: Irish Whip
- Opponent Leaning on Turnbuckle, Facing: Superplex 1
- Opponent Leaning on Turnbuckle, Facing: Hanging In Reverse
- Opponent Leaning on Turnbuckle, Facing: Toss To Turnbuckle
- Opponent Leaning on Turnbuckle, Facing: Choke 1
- Opponent Leaning on Turnbuckle, Back Exposed: Irish Whip
- Opponent Leaning on Turnbuckle, Back Exposed: Turnbuckle Smash
- Opponent Leaning on Turnbuckle, Back Exposed: Hanging In Reverse
- Opponent Leaning on Turnbuckle, Back Exposed: Turnbuckle Smash
- Opponent Leaning on Turnbuckle, Back Exposed: Turnbuckle Toe Kick

#### Running Counters

- Running Toward Opponent: Back Elbow Attack 3
- Running Toward Opponent: Diving Leg Drop
- Running Toward Opponent: Diving Elbow
- Running Toward Opponent: Back Elbow Attack 3
- Running Toward Opponent: Diving Leg Drop
- Running Toward Opponent: Diving Elbow

#### Running Grapples

- Opponent Leaning on Ropes: Austin Attack 2
- Opponent Leaning on Ropes: Back Elbow Attack 3
- Opponent Leaning on Ropes: Back Elbow Attack 3
- Opponent Leaning on Ropes: Diving Leg Drop
- Opponent Leaning on Ropes: Diving Elbow

#### Running Attacks

- Opponent Leaning on Turnbuckle, Facing: Clothesline 14
- Opponent Leaning on Turnbuckle, Facing: Back Elbow Attack 3
- Opponent Leaning on Turnbuckle, Facing: Back Elbow Attack 3
- Opponent Leaning on Turnbuckle, Facing: Double Axe Handle 5

#### Combination Attacks

- Opponent Leaning on Turnbuckle, Facing: Irish Whip
- Opponent Leaning on Turnbuckle, Facing: HeadButt To Groat
- Opponent Leaning on Turnbuckle, Facing: Dudley Device
- Opponent Leaning on Turnbuckle, Facing: Dudley Device
- Opponent Leaning on Turnbuckle, Facing: Dudley Device

#### Enter/Exit Ring Moves

- Enter Ring: Normal
- Exit Ring: Roll Down

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CHARLIE HAAS

BIO

Charlie Haas's inclusion in Team Angle should have come as no surprise. Like 1996 Olympic gold medalist Kurt Angle, Haas has an impressive amateur wrestling background. A former state champion high school wrestler, Haas earned a full athletic scholarship to Seton Hall University, becoming a four-year starter and a two-time Big East Champion. But his abilities aren't limited to the wrestling mat. Haas was an Academic All-American while competing for the Pirates, and even worked for a time as a Goldman Sachs stockbroker before signing with World Wrestling Entertainment. Charlie had hoped to enter the WWE spotlight alongside his twin brother Russ. The two once formed a potent tag team combination in the independent wrestling world, competing side-by-side as the Haas Brothers. Russ's untimely death in November 2001 forced Charlie into the singles ranks. The desire to honor his brother's memory by realizing their shared dream of becoming WWE Superstars drives Charlie each time he steps into the ring.

SPECIAL MOVES

Haas Of PainTM

German Suplex Pin 2

STATS

HEIGHT WEIGHT FROM
6' 2" 242 lbs. Edmond, OK

CAREER HIGHLIGHTS
WWE Tag Team Champion
### CHARLIE HAAS™’S MOVES

<table>
<thead>
<tr>
<th>Conditions</th>
<th>Command</th>
<th>Move Name</th>
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</thead>
<tbody>
<tr>
<td><strong>Towels</strong></td>
<td>Standing</td>
<td>Taunt BANZAI 1</td>
</tr>
<tr>
<td><strong>Standing</strong></td>
<td>Taunt BANZAI 1</td>
<td></td>
</tr>
<tr>
<td><strong>Opponent Down, Standing Near Feet</strong></td>
<td>Come On 1 2</td>
<td></td>
</tr>
<tr>
<td><strong>Opponent Down, Standing Near Feet</strong></td>
<td>Come On 1 2</td>
<td></td>
</tr>
</tbody>
</table>

#### Weapon Specials

- **Opponent Down, Standing Near Feet**
- **Opponent Down, Standing Near Head**

#### SmackDown Specials

- **Opponent Down, Standing Near Feet**
- **Opponent Down, Standing Near Head**

#### Ready Moves: Initiating Grapples

- **Facing Standing Opponent**
  - Irish Whip
- **Facing Standing Opponent**
  - Grapple 5
- **Facing Standing Opponent**
  - Grapple 10
- **Facing Standing Opponent**
  - Grapple 11
- **Facing Standing Opponent**
  - Grapple 4

#### Submission Grapples (After + +)

- **Opponent Locked in Submission Grapple**
  - Irish Whip
- **Opponent Locked in Submission Grapple**
  - Armor 7
- **Opponent Locked in Submission Grapple**
  - Dragon Screw 1
- **Opponent Locked in Submission Grapple**
  - Shin Breaker
- **Opponent Locked in Submission Grapple**
  - Snapmare & Neck Lock

#### Signature Grapples (After + +)

- **Opponent Locked in Submission Grapple**
  - Irish Whip
- **Opponent Locked in Submission Grapple**
  - Northern Lights Suplex 2
- **Opponent Locked in Submission Grapple**
  - Fireman Carry 2
- **Opponent Locked in Submission Grapple**
  - Gutwrench Suplex 1
- **Opponent Locked in Submission Grapple**
  - Suplex 11

#### Power Grapples (After + +)

- **Opponent Locked in Submission Grapple**
  - Irish Whip
- **Opponent Locked in Submission Grapple**
  - Gutbuster 2
- **Opponent Locked in Submission Grapple**
  - Scoop Slam 7
- **Opponent Locked in Submission Grapple**
  - Gutbuster 1
- **Opponent Locked in Submission Grapple**
  - Breakback 1

#### Quick Grapples (After + +)

- **Opponent Locked in Submission Grapple**
  - Irish Whip
- **Opponent Locked in Submission Grapple**
  - Jawbreaker 2
- **Opponent Locked in Submission Grapple**
  - Side Slam
- **Opponent Locked in Submission Grapple**
  - Eye Rake 3
- **Opponent Locked in Submission Grapple**
  - Leg Trip 2

#### Ready Moves: Attacks

- **Facing Standing Opponent**
  - Dropkick 4
- **Facing Standing Opponent**
  - Toe Kick 1
- **Facing Standing Opponent**
  - Back Chop 1
- **Facing Standing Opponent**
  - Body Punch
- **Facing Standing Opponent**
  - Dropkick 2
- **Facing Standing Opponent**
  - Elbow Smash 2

#### Ready Moves: Rear Grapples

- **Behind Standing Opponent**
  - Irish Whip
- **Behind Standing Opponent**
  - German Suplex 4
- **Behind Standing Opponent**
  - Knee Clip
- **Behind Standing Opponent**
  - DDT 21
- **Behind Standing Opponent**
  - Russian Leg Sweep 2
- **Behind Standing Grapply Opponent**
  - Irish Whip
- **Behind Standing Grapply Opponent**
  - School Boy Roll Up
- **Behind Standing Grapply Opponent**
  - Backbreaker 7
- **Behind Standing Grapply Opponent**
  - Abdominal Stretch 1
- **Behind Standing Grapply Opponent**
  - Back Suplex 5

#### Ready Moves: Edge of the Cell

- **Opponent Near Edge, Facing**
  - It Thrusts Down
- **Opponent Near Edge, Facing**
  - It Thrusts Down
- **Opponent Near Edge, Back Exposed**
  - It Thrusts Down
- **Opponent Near Edge, Back Exposed**
  - It Thrusts Down

#### Ground Grapples

- **Opponent Down, Standing Near Head**
  - Raise
- **Opponent Down, Standing Near Head**
  - Pin Fall
- **Opponent Down, Standing Near Head**
  - Headlock 3
- **Opponent Down, Standing Near Head**
  - Mounted Punching 2
- **Opponent Down, Standing Near Feet**
  - Takedown 6
- **Opponent Down, Standing Near Feet**
  - Raise
- **Opponent Down, Standing Near Feet**
  - Pin Fall

### Conditions

#### Command

- **Opponent Down, Standing Near Feet**
  - Taunt BANZAI 1
- **Opponent Down, Standing Near Feet**
  - Taunt BANZAI 1
- **Opponent Down, Standing Near Feet**
  - Come On 1 2
- **Opponent Down, Standing Near Feet**
  - Single Leg Grab 3

#### Ground Attacks

- **Opponent Down, Standing Near Opponent**
  - Angry Stomp
- **Opponent Down, Standing Near Opponent**
  - Leg Drop
- **Opponent Down, Standing Near Opponent**
  - Elbow Drop 1

#### SmackDown Grapples

- **Opponent Down, Standing Near Head**
  - Irish Whip
- **Opponent Down, Standing Near Head**
  - Crash 1
- **Opponent Down, Standing Near Head**
  - Suplex 1
- **Opponent Down, Standing Near Head**
  - Back Drop
- **Opponent Down, Standing Near Head**
  - Super Back Suplex

#### Signature Grapples

- **Opponent Down, Standing Near Head**
  - Raise
- **Opponent Down, Standing Near Head**
  - The Opponent Up
- **Opponent Down, Standing Near Head**
  - Choke 2

#### Turnbuckle Attacks

- **Opponent Down, Standing Near Head**
  - Turnbuckle Dropkick 1
- **Opponent Down, Standing Near Head**
  - Turnbuckle Dropkick 2

#### Artistic Moves

- **From Top Turnbuckle, Opponent Standing**
  - Front Dropkick 4
- **From Top Turnbuckle, Opponent Standing**
  - Diving Spear
- **From Top Turnbuckle, Opponent Down**
  - Diving Moonsault Pin
- **From Top Turnbuckle, Opponent Down**
  - Diving Moonsault Pin
- **From Top Turnbuckle, Opponent Down**
  - Elbow Drop 3

#### Rope Moves

- **Opponent Down, Standing Near Head**
  - Irish Whip
- **Opponent Down, Standing Near Head**
  - Spinning Wheel Kick 6
- **Opponent Down, Standing Near Head**
  - Diving Moonsault Pin
- **Opponent Down, Standing Near Head**
  - Diving Moonsault Pin
- **Opponent Down, Standing Near Head**
  - Elbow Drop 3

#### Running Grapples

- **Running Toward Ropes, Opponent Outside Ring**
  - Springboard Kick 1
- **Running Toward Ropes, Opponent Outside Ring**
  - Springboard Kick 1
- **Running Toward Ropes, Opponent Outside Ring**
  - Fake Diving Attack

#### Running Attacks

- **Running Toward Opponent, Opponent Outside Ring**
  - Elbow Drop 4
- **Running Toward Opponent, Opponent Outside Ring**
  - Elbow Drop 4
- **Running Toward Opponent, Opponent Outside Ring**
  - Elbow Drop 4
- **Running Toward Opponent, Opponent Outside Ring**
  - Elbow Drop 4

#### Running Counters

- **Opponent Running**
  - Belly To Belly 8
- **Opponent Running**
  - Belly To Belly 8
- **Opponent Running**
  - Belly To Belly 8
- **Opponent Running**
  - Belly To Belly 8

#### Double Team Moves (vs. Standing Opponent)

- **Standing With Partner, Facing Opponent**
  - Kick & German Suplex Pin
- **Standing With Partner, Facing Opponent**
  - Double DDT
- **Standing With Partner, Facing Opponent**
  - Kick & German Suplex Pin
- **Standing With Partner, Facing Opponent**
  - Double Clothesline
- **Standing With Partner, Facing Opponent**
  - Double Back Head

#### Double Team Moves (At Your Team’s Corner)

- **Opponent Down, Standing Near Head**
  - Irish Whip
- **Opponent Down, Standing Near Head**
  - Gut Crusher
- **Opponent Down, Standing Near Head**
  - Play Leapfrog Attack
- **Opponent Down, Standing Near Head**
  - Fireman Cradle
- **Opponent Down, Standing Near Head**
  - Mat Role Stomping 1

#### Enter/Exit Ring Moves

- **Enter Ring**
  - DDT 1
- **Exit Ring**
  - DDT 1

#### Combination Attacks

- **Facing Standing Opponent, First Attack**
  - Austin Punches 1
- **Facing Standing Opponent, Second Attack**
  - DDT 1
- **Facing Standing Opponent, Third Attack**
  - DDT 1
Besides being able to fly around the ring at lightning-quick speed, Chavo Guerrero holds another advantage over his competitors. Growing up surrounded by legendary competitors in the famed Guerrero family prepared Chavo for the rigors of sports-entertainment. Because of his extensive knowledge and experience, Chavo was chosen as a trainer for WWE Tough Enough 2, where he helped coach newcomers to become the Superstars of tomorrow.

The agile Guerrero helps add even more skill and flash to the Cruiserweight Division. He’s a perennial contender for the Cruiserweight Title. Or, teaming with his uncle, Eddie, he’s always in the running for tag-team gold.
## CHAVO GUERRERO™'S MOVES

### Conditions | Command | Move Name
---|---|---
**Tows**  
Standing | ♦ | Swing Arms
Standing | ◄ | Taunt Kurt Angle 3
Standing | ♦ | Swing Arms
Standing | → | Taunt Kurt Angle 3
**Weapon Specials**  
Holding Weapon | (L) | DDT
Holding Weapon | (L) + ♦, ◄, or → | DDT
**SmackDown! Specials**  
Facing Groggy Opponent | (L) | Brainbuster DDT 3
Opponent Down, Standing Near Feet | (L) + ♦, ◄, or → | STF
**Ready Moves: Initiating Grapples**  
Facing Standing Opponent | ● | Irish Whip
Facing Standing Opponent | ● + ♦ | Grapple 5
Facing Standing Opponent | ● + ◄ | Grapple 10
Facing Standing Opponent | ● + → | Grapple 11
Facing Standing Opponent | ● + ♦ | Grapple 4
**Submission Grapples (After ● + ◄)***  
Opponent Locked in Submission Grapple | ● | Irish Whip
Opponent Locked in Submission Grapple | ● + ♦ | Gorilla Special
Opponent Locked in Submission Grapple | ● + ◄ | Snapmare & Neck Lock
Opponent Locked in Submission Grapple | ● + → | Queen Arm Scissors
Opponent Locked in Submission Grapple | ● + ♦ | Leg Lock 5
**Signature Specials (After ● + ◄)***  
Opponent Locked in Submission Grapple | ● | Irish Whip
Opponent Locked in Submission Grapple | ● + ♦ | DDT 18
Opponent Locked in Submission Grapple | ● + ◄ | Snapmare & Dropkick 1
Opponent Locked in Submission Grapple | ● + → | Headlock
Opponent Locked in Submission Grapple | ● + ♦ | Suplex 7
**Power Grapples (After ● + →)***  
Opponent Locked in Submission Grapple | ● | Irish Whip
Opponent Locked in Submission Grapple | ● + ♦ | Backbreaker 1
Opponent Locked in Submission Grapple | ● + ◄ | Neckbreaker 3
Opponent Locked in Submission Grapple | ● + → | Gutbuster 2
Opponent Locked in Submission Grapple | ● + ♦ | Shoulder Breaker
**Quick Grapples (After ● + →)***  
Opponent Locked in Submission Grapple | ● | Irish Whip
Opponent Locked in Submission Grapple | ● + ♦ | Hopping Sunset Flip
Opponent Locked in Submission Grapple | ● + ◄ | Clothesline 28
Opponent Locked in Submission Grapple | ● + → | Cruisewear Moves 2
Opponent Locked in Submission Grapple | ● + ♦ | Jogbreaker 1
**Ready Moves: Attacks**  
Facing Standing Opponent | X + ♦ | Dropkick 2
Facing Standing Opponent | X + ◄ or ♦ | Toe Kick 1
Facing Standing Opponent | X + ◄ | Back Chop 1
Facing Standing Opponent | X + ♦ or ◄ | Dropkick 4
Facing Standing Opponent | X + ◄ | Enzigig 2
Facing Standing Opponent | X + ♦ | Elbow Smash 2
**Ready Moves: Rear Grapples**  
Behind Standing Opponent | ● | Irish Whip
Behind Standing Opponent | ● + ♦ | Mat Slam 2
Behind Standing Opponent | ● + ◄ | Russian Leg Sweep 2
Behind Standing Opponent | ● + → | Backbreaker 9
Behind Standing Opponent | ● | Sidewalk Slam 4
Behind Standing Groggy Opponent | ● + ♦ | Irish Whip
Behind Standing Groggy Opponent | ● + ◄ | Backside Pin 2
Behind Standing Groggy Opponent | ● + → | Back Suplex
Behind Standing Groggy Opponent | ● + ♦ | Sleeper Hold 2
Behind Standing Groggy Opponent | ● + ◄ | Bulldog 2
**Ready Moves: Edge of the Cell**  
Opponent Near Edge, Facing | ● | It Thrusts Down
Opponent Near Edge, Facing | ♦, ◄, or → | It Thrusts Down
Opponent Near Edge, Back Exposed | ● | It Thrusts Down
Opponent Near Edge, Back Exposed | ♦, ◄, or → | It Thrusts Down
**Ground Grapples**  
Opponent Down, Standing Near Head | ● | Raise
Opponent Down, Standing Near Head | ● + ♦ | Pin Fall
Opponent Down, Standing Near Head | ● + ◄ | Knee 1 Arm
Opponent Down, Standing Near Head | ● + → | Fury Punch 10
Opponent Down, Standing Near Head | ● + ♦ | Short Arm Scissors
Opponent Down, Standing Near Feet | ● | Raise
Opponent Down, Standing Near Feet | ● + ♦ | Pin Fall

### Conditions | Command | Move Name
---|---|---
**Opponent Down, Standing Near Feet** | ● + ◄ or ● + → | Kick To Gut
**Ground Attacks**  
Opponent Down, Standing Near Opponent | X | Lazy Stomp
Opponent Down, Standing Near Opponent | X + ♦ or ◄ | Dropkick 7
Opponent Down, Standing Near Opponent | X + ♂ or ♦ | Dropkick 9
Opponent Down, Standing Near Opponent | X + ♦ or ◄ | Flying Clothesline 9
Opponent Down, Standing Near Opponent | X + ♦ or ◄ | Angle Dropkick
**Turnbuckle Grapples**  
Opponent Down, Facing Turnbuckle | ● | Irish Whip
Opponent Down, Facing Turnbuckle | ● + ♦ | Taiwanese Reversal
Opponent Down, Facing Turnbuckle | ● + ◄ | Headlock
Opponent Down, Facing Turnbuckle | ● + → | Leg Lock 1
Opponent Down, Facing Turnbuckle | ● + ♦ | Tree Breaker
Opponent Down, Facing Turnbuckle | ● + ◄ | Neckbreaker 2
Opponent Down, Facing Turnbuckle | ● + → | Elbow Drop 3
Opponent Down, Facing Turnbuckle | ● + ♦ | Standing Dropkick
**Awful Moves**  
From Top Turnbuckle, Opponent Standing | X + ♦ | Front Dropkick 4
From Top Turnbuckle, Opponent Standing | X + ◄ | Flying Clothesline 1
From Top Turnbuckle, Opponent Down | X + ♦ | Elbow Drop 3
From Top Turnbuckle, Opponent Down | X + ◄ | Diving Moonsault Pin
From Top Turnbuckle, Opponent Down | X + ♦ | Elbow Drop 3
**Rope Moves**  
Opponent Leaning on Turnbuckle, Facing | (L) | Acrobatic Clothesline
Rebound Off Ropes, Running at Standing Opponent | (L) | Dropkick 5
Rebound Off Ropes, Running at Opponent Down | (L) | Dropkick 4
Running Toward Ropes, Opponent Outside Ring | (L) | Running Toward Opponent, Opponent Outside Ring
**Running Grapples**  
Running Toward Standing Opponent | ● | Irish Whip
Running Toward Standing Opponent | ● + ♦, ◄, or → | Turnbuckle Clothesline
Running Toward Standing Opponent | ● + ♦, ◄, or → | Arm Drag
Running Toward Standing Opponent | ● + ♦, ◄ | Neckbreaker 2
Running Toward Standing Opponent | ● + ♦, ◄, or → | Dropkick To Knee 4
**Running Attacks**  
Running Toward Standing Opponent | ● | Clothesline 8
Running Toward Standing Opponent | ● + ♦, ◄, or → | Dropkick 5
Running Toward Standing Opponent | ● + ♦, ◄ | Elbow Drop 11
Running Toward Standing Opponent | ● + ♦, ◄, or → | Dropkick To Knee 4
**Running Counters**  
Opponent Running | ● | samoan Drop 2
Opponent Running | ● + ♦, ◄, or → | Back Drop 1
Opponent Running | ● + ♦ | Hip Toss 1
**Double Team Moves (vs. Standing Opponent)**  
Standing With Partner, Facing Opponent | ● + ♦ | Double Pummel
Standing With Partner, Facing Opponent | ● + ♦ | Double Punch 2
Standing With Partner, Facing Opponent | ● + ◄ | Double Suplex 2
Standing With Partner, Facing Opponent | ● + ◄ | Double Clothesline
Standing With Partner, Facing Opponent | ● + ◄ | Double Head Beat
**Double Team Moves (At Your Team's Corner)**  
Opponent Leaning on Turnbuckle, Facing | ● | Irish Whip
Opponent Leaning on Turnbuckle, Facing | ● + ♦ | Irish Whip
Opponent Leaning on Turnbuckle, Facing | ● + ◄ | Irish Whip
**Enter/Exit Ring Moves**  
Enter Ring | ● + ♦, ◄, or → | Jumping
Exit Ring | ● + ♦, ◄, or → | Quick
**Combination Attacks**  
Facing Standing Opponent, First Attack | X | Snap Kick
Facing Standing Opponent, Second Attack | X, X | Back Chop 1
Facing Standing Opponent, Third Attack | X, X, X | Shuffler Side Kick

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* Asterisks indicate moves that are not commonly used in professional wrestling matches.

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*PRIMAGAMES.COM*
Chris Benoit touts himself as the greatest technical wrestler in the world—and few would argue with him. Benoit’s journey to World Wrestling Entertainment began in his hometown in Edmonton, Alberta, Canada. After working years in Canada, Japan, Extreme Championship Wrestling and WCW, Benoit finally entered WWE in 1999, along with his friends Dean Malenko, Perry Saturn and Eddie Guerrero.

Benoit quickly found success in WWE, capturing the Intercontinental Championship numerous times, and even becoming WWE World Tag Team Champion along with Chris Jericho.

After being forced to sit out from in-ring action for more than a year, Chris Benoit returned to WWE programming on June 3, 2002, on Raw, which was airing live from his hometown in Edmonton. Since returning, Benoit has made it clear that he wants to be back right where he was before his injury—right in the middle of the WWE Championship hunt!

**STATS**
- **Height**: 5’10”
- **Weight**: 220 lbs.
- **From**: Edmonton, Alberta, Canada

**FINISHING MOVE**: Crossface

**CAREER HIGHLIGHTS**: Intercontinental Champion, WWE World Tag Team Champion, WWE Tag Team Champion
### Chris Benoit's Moves

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<th>Command</th>
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### Opponent Down, Standing Near Feet

- Opponent Down, Standing Near Feet: u+a

### Opponent Down, Standing Near Head

- Opponent Down, Standing Near Head: u+a

### Ground Grapples

- Opponent Down, Standing Near Head: x+a
- Opponent Down, Standing Near Feet: x+a

### Taunts

- Opponent Down: u+a
- Opponent Down Standing Near Feet: u+a
- Opponent Down Standing Near Head: x+a
- Opponent Down Standing Near Feet: x+a

### Weapon Specials

- Holding Weapon: DDT
- Holding Weapon: x+a

### SmackDown! Specials

- Opponent Down, From Top Turnbuckle: L+x,a,w,

### Opponent Locked in Submission Grapple

- Opponent Locked in Submission Grapple: u+x, a, w,
- Opponent Locked in Submission Grapple: u+a

### Signature Grapples

- Opponent Locked in Submission Grapple: u+a

### Rear Grapples

- Opponent Down, Standing Near Head: x+a
- Opponent Down, Standing Near Feet: x+a

### Ready Moves: Initial Grapples

- Facing Standing Opponent: Irish Whip
- Facing Standing Opponent: Grapple 5
- Facing Standing Opponent: Armbar 7
- Facing Standing Opponent: Jumping Armbreaker 2

### Submission Grapples

- Opponent Locked in Submission Grapple: Irish Whip

### Power Grapples

- Opponent Locked in Submission Grapple: Northern Lights Suplex 2
- Opponent Locked in Submission Grapple: Suplex 11

### Quick Grapples

- Opponent Locked in Submission Grapple: Falling Neckbreaker
- Opponent Locked in Submission Grapple: Gutbuster 2

### Aerial Moves

- Opponent Leaning on Ropes: Dropkick 2
- Opponent Leaning on Turnbuckle: x+a

### Running Counters

- Opponent Running: x+a
- Opponent Running: x+a
- Opponent Running: x+a
- Opponent Running: x+a

### Aerial Counters

- Opponent Aerial Counters: x+a
- Opponent Aerial Counters: x+a
- Opponent Aerial Counters: x+a

### Running Grapples

- Opponent Running: x+a
- Opponent Running: x+a
- Opponent Running: x+a

###>In Progress...
For more than a century, wrestling fans debated over which promotion possessed the true World Champion. Even while men like Hulk Hogan, "Macho Man" Randy Savage and Shawn Michaels wore WWE gold, matwatchers were torn—since other organizations, like WCW, had their own kingpins. On December 9, 2001, Chris Jericho brought the argument to an end when he became the first Superstar to unify the titles of both WWE and WCW. Today, Jericho remains a top contender—as well as one of the most aggravating men on the roster. In his new interview segment on Raw, Chris Jericho’s Highlight Reel, he antagonizes guests with his caustic comments and boasts of being "King of the World." But neither his fellow Superstars nor the fans can deny his skill. He backs up his mouth in the ring using guile, style and his excruciatingly painful finisher, The Walls of Jericho.
CHRIS JERICHO’S MOVES

Conditions | Command | Move Name
--- | --- | ---
Towns | Taunt Chris Jericho 2
Standing | Taunt Chris Jericho 4
Standing | Taunt Chris Jericho 3
Standing | Taunt Chris Jericho 5
Weapon Specials | Holding Weapon (x) DDT
Holding Weapon (x) or (x) DDT
SmackDown Specials | Opponent Down in Ring, Face Up, Near Head (x) Lionsault Pin
Facing Groggy Opponent (x) or (x) The Walls Of Jericho 1
Ready Moves: Initiating Grapples | Facing Standing Opponent • Irish Whip
Facing Standing Opponent + Grapple 5
Facing Standing Opponent + Grapple 9
Facing Standing Opponent + Grapple 11
Facing Standing Opponent + Grapple 10
Submission Grapples (After • or +) | Opponent Locked in Submission Grapple • Irish Whip
Opponent Locked in Submission Grapple • Jumping Armbreaker 2
Opponent Locked in Submission Grapple • Headlock Takedown
Opponent Locked in Submission Grapple • Shin Breaker
Opponent Locked in Submission Grapple • Ric Flair Headlock
Signature Grapples (After • or +) | Opponent Locked in Submission Grapple • Irish Whip
Opponent Locked in Submission Grapple • Suplex Pin 1
Opponent Locked in Submission Grapple • Snapmare 3
Opponent Locked in Submission Grapple • Flash Back 1
Opponent Locked in Submission Grapple • Suplex 8
Power Grapples (After • or +) | Opponent Locked in Submission Grapple • Irish Whip
Opponent Locked in Submission Grapple • Powerbomb Pin 4
Opponent Locked in Submission Grapple • Backbreaker 3
Opponent Locked in Submission Grapple • Fireman Carry Slam
Opponent Locked in Submission Grapple • Backbreaker 2
Quick Grapples (After • or +) | Opponent Locked in Submission Grapple • Irish Whip
Opponent Locked in Submission Grapple • Low Blow 3
Opponent Locked in Submission Grapple • Snapmare & Dropkick 2
Opponent Locked in Submission Grapple • Hurricanrana 3
Opponent Locked in Submission Grapple • Ric Flair Back Chop 2
Ready Moves: Attacks | Facing Standing Opponent • Dropkick 2
Facing Standing Opponent • Jericho Toe Kick
Facing Standing Opponent • Back Chop 2
Facing Standing Opponent • Austin Punches 1
Facing Standing Opponent • Spinning Wheel Kick 3
Facing Standing Opponent • Spinning Back Kick 1
Ready Moves: Rear Grapples | Behind Standing Opponent • Irish Whip
Behind Standing Opponent • Back Seat 2
Behind Standing Opponent • Backbreaker 3
Behind Standing Opponent • School Boy Roll Up
Behind Standing Grroggy Opponent • Irish Whip
Behind Standing Grroggy Opponent • School Boy 2
Behind Standing Grroggy Opponent • German Suplex 7
Behind Standing Grroggy Opponent • Full Nelson Face Buster
Behind Standing Grroggy Opponent • Bulldogs 6
Ready Moves: Edge of the Cell | Opponent Near Edge, Facing • It Thrusts Down
Opponent Near Edge, Facing • It Thrusts Down
Opponent Near Edge, Back Exposed • It Thrusts Down
Opponent Near Edge, Back Exposed • It Thrusts Down
Ground Grapples | Opponent Down, Standing Near Head • Raise
Opponent Down, Standing Near Head • Pin Fall
Opponent Down, Standing Near Head • Dropkick To Face
Opponent Down, Standing Near Head • Stup & Raise
Opponent Down, Standing Near Head • Reverse Chin Lock 2
Opponent Down, Standing Near Feet • Raise
Opponent Down, Standing Near Feet • Pin Fall

Conditions | Command | Move Name
--- | --- | ---
Opponent Down, Standing Near Feet • Kick To Head
Opponent Down, Standing Near Feet • The Walls Of Jericho 3
Opponent Down, Standing Near Opponent • Angry Stomp
Opponent Down, Standing Near Opponent • Angry Stomp
Opponent Down, Standing Near Opponent • Elbow Drop 1
SmackDown Grapples | Opponent Leaning on Turnbuckle, Facing • Irish Whip
Opponent Leaning on Turnbuckle, Facing • Super Arm Drag
The Walls Of Jericho 3
Opponent Leaning on Turnbuckle, Facing • Big Back Chop 1
Opponent Leaning on Turnbuckle, Facing • Frankensteiner
Opponent Leaning on Turnbuckle, Facing • Big Back Chop 1
Opponent Leaning on Turnbuckle, Back Exposed • Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed • Illegal Pin
Opponent Leaning on Turnbuckle, Back Exposed • Shoulders Strike
Opponent Leaning on Turnbuckle, Back Exposed • Super Back Suplex
Opponent Leaning on Turnbuckle, Back Exposed • Turnbuckle Smash
Opponent Slumped Down at Lower Turnbuckle • Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle • Muds Hole Stamping 3
Turnbuckle Attacks | Opponent Leaning on Turnbuckle, Facing Turnbuckle 2
Opponent Leaning on Turnbuckle, Facing Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle • Turnbuckle Drapack 2
Arctic Moves | From Top Turnbuckle, Opponent Standing • Missle Dropkick
From Top Turnbuckle, Opponent Standing • Elbow Slam
From Top Turnbuckle, Opponent Down • Elbow Drop 3
From Top Turnbuckle, Opponent Down • Elbow Drop 3
From Top Turnbuckle, Opponent Down • Elbow Drop 3
Rope Moves | Opponent Leaning on Ropes • Irish Whip
Rebound Off Ropes, Running at Standing Opponent • Flying Forarm Smash 2
Rebound Off Ropes, Running at Opponent • Lionsault
Running toward Ropes, Opponent Outside Ring • Acai Moansault
Running toward Ropes, Opponent Outside Ring • Rope Flip 2
Running Grapples | Running toward Standing Opponent • Irish Whip
Running toward Standing Opponent • Backbreaker 3
Running toward Standing Opponent • Neckbreaker 2
Running toward Standing Groggy Opponent • School Boy Pin 1
Running toward Standing Groggy Opponent • School Boy Pin 2
Running toward Standing Groggy Opponent’s Back • Bulldogs 6
Running toward Standing Groggy Opponent’s Back • School Boy Pin 2
Running Attacks | Running toward Standing Opponent • Flying Forarm Smash 2
Running toward Standing Opponent • Spinning Wheel Kick 6
Running toward Down Opponent • Elbow Drop 1
Running toward Down Opponent • Dropkick To Knee 4
Running Counters | Opponent Running • Flash Back 1
Opponent Running • Whirl Backbreaker
Opponent Running • Flapjack 4
Double Team Moves (vs. Standing Opponent) | Standing With Partner, Facing Opponent • Double Suplex 2
Standing With Partner, Facing Opponent • Double Suplex 2
Standing With Partner, Facing Opponent • Double Dropkick & Rollup Clutch
Standing With Partner, Facing Opponent • Double Suplex 1
Standing With Partner, Facing Opponent • Double Forcercusher
Standing With Partner, Facing Opponent • Double Dropkick
Double Team Moves (At Your Team’s Corner) | Opponent Leaning on Turnbuckle, Facing • Irish Whip
Opponent Leaning on Turnbuckle, Facing • Whip & Leg Down
Opponent Leaning on Turnbuckle, Facing • Muds Hole Stamping 3
Opponent Leaning on Turnbuckle, Facing • Buckle & Leg Drop
Opponent Leaning on Turnbuckle, Facing • Kick To Gut
Enter/Exit Ring Moves | Enter Ring • Normal
Exit Ring • One Handstand Ring Out
Combination Attacks | Facing Standing Opponent, First Attack • Benoit Punches
Facing Standing Opponent, Second Attack • Spinning Wheel Kick 3
Facing Standing Opponent, Third Attack • Spinning Wheel Kick 3
The Rock is arguably the greatest entertainer in the history of professional wrestling. So to get a compliment from him means a great deal. Christian recently received the greatest of compliments from The People’s Champ, when The Rock told him that he was his favorite wrestler. Christian obviously returned the compliment, and the two went on to develop a great friendship.

When The Rock left Raw to make another movie, he anointed Christian the New People’s Champ. Christian does not take this title lightly. As the New People’s Champ, Christian claims that everything he does in the ring is done for all of his “peeps.”

As of late, Christian’s in-ring performance has been superb. In addition to his athleticism, Christian’s charisma always make for an entertaining segment of Raw.

BIO

The Rock is arguably the greatest entertainer in the history of professional wrestling. So to get a compliment from him means a great deal. Christian recently received the greatest of compliments from The People’s Champ, when The Rock told him that he was his favorite wrestler. Christian obviously returned the compliment, and the two went on to develop a great friendship.

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CHRISTIAN’S MOVES

Conditions | Command | Move Name
---|---|---
Towers |  | Taunt Christian 1
Standing |  | Taunt Undertaker 3
Standing |  | Taunt Christian 4
Standing |  | Taunt Undertaker 3
Weapon Specials | Holding Weapon (L) | DDT
SmackDown Specials | Facing Groggy Opponent (L) | Unprettier

Opponent Down, Standing Near Head
Opponent Down, Standing Near Head
Opponent Down, Standing Near Head

Opponent Down, Standing Near Feet

Ground Grapples

Opponent Down, Standing Near Feet |Raise
Opponent Down, Standing Near Feet | Pin Fall
Opponent Down, Standing Near Feet | Armlock 1
Opponent Down, Standing Near Head |Four Punch 10
Opponent Down, Standing Near Feet |Choke 4
Opponent Down, Standing Near Feet |Raise
Opponent Down, Standing Near Feet |Pin Fall

Ground Attacks
Opponent Down, Standing Near Opponent |Kurt Angle Headlock
Opponent Down, Standing Near Opponent |Leg Drop
Opponent Down, Standing Near Opponent |Single Leg Grab 1

Ready Moves: Initiating Grapples
Facing Standing Opponent |Irish Whip
Facing Standing Opponent |Grapple 5
Facing Standing Opponent |Grapple 10
Facing Standing Opponent |Grapple 11
Facing Standing Opponent |Grapple 4
Facing Standing Opponent |Grapple 4

Submission Grapples (After J
Opponent Locked in Submission Grapple |Irish Whip
Opponent Locked in Submission Grapple |Jumping Armbreaker 2
Opponent Locked in Submission Grapple |Snapmare & Lock Kick
Opponent Locked in Submission Grapple |Wrist & Arm Wrench
Opponent Locked in Submission Grapple |Kurt Angle Headlock

Signature Grapples (After J
Opponent Locked in Submission Grapple |Irish Whip
Opponent Locked in Submission Grapple |DDT 18
Opponent Locked in Submission Grapple |DDT 22
Opponent Locked in Submission Grapple |Gulbuster 2
Opponent Locked in Submission Grapple |Head is Struck

Power Grapples (After J
Opponent Locked in Submission Grapple |Irish Whip
Opponent Locked in Submission Grapple |Manhattan Drop 1
Opponent Locked in Submission Grapple |Neckbreaker 3
Opponent Locked in Submission Grapple |Kitchen Sink 2
Opponent Locked in Submission Grapple |Backbreaker 1

Quick Grapples (After J
Opponent Locked in Submission Grapple |Irish Whip
Opponent Locked in Submission Grapple |Low Blow 5
Opponent Locked in Submission Grapple |Low Blow 3
Opponent Locked in Submission Grapple |Eye Poke 3
Opponent Locked in Submission Grapple |Eye Poke 2

Ready Moves: Attacks
Facing Standing Opponent |Dropkick To Knee 1
Facing Standing Opponent |Dropkick To Knee 1
Facing Standing Opponent |Dropkick To Knee 2
Facing Standing Opponent |Back Elbow Smash
Facing Standing Opponent |Dropkick 4
Facing Standing Opponent |Back Elbow Smash

Ready Moves: Rear Grapples
Behind Standing Opponent |Irish Whip
Behind Standing Opponent |Rolling Clutch Pin
Behind Standing Opponent |Backbreaker 9
Behind Standing Opponent |Backeplex 9
Behind Standing Opponent |DDT 22
Behind Standing Groggy Opponent |Irish Whip
Behind Standing Groggy Opponent |School Boy Roll Up
Behind Standing Groggy Opponent |Backeplex 2
Behind Standing Groggy Opponent |Sleepers Hold 2
Behind Standing Groggy Opponent |Russian Leg Sweep 2

Ready Moves: Edge of the Cell
Opponent Near Edge, Facing |It Thrusts Down
Opponent Near Edge, Facing |It Thrusts Down
Opponent Near Edge, Back Exposed |It Thrusts Down
Opponent Near Edge, Back Exposed |It Thrusts Down

Ground Specials
Opponent Down, Standing Near Head |Raise
Opponent Down, Standing Near Head |Pin Fall
Opponent Down, Standing Near Head |Armlock 1
Opponent Down, Standing Near Head |Four Punch 10
Opponent Down, Standing Near Feet |Choke 4
Opponent Down, Standing Near Feet |Raise
Opponent Down, Standing Near Feet |Pin Fall

Ground Grapples

Opponent Down, Standing Near Opponent |Kurt Angle Headlock
Opponent Down, Standing Near Opponent |Leg Drop
Opponent Down, Standing Near Opponent |Single Leg Grab 1

Ground Attacks
Opponent Down, Standing Near Opponent |Kurt Angle Headlock
Opponent Down, Standing Near Opponent |Leg Drop
Opponent Down, Standing Near Opponent |Single Leg Grab 1

Ready Moves: Initiating Grapples
Facing Standing Opponent |Irish Whip
Facing Standing Opponent |Monkey Flip
Facing Standing Opponent |Superplex 1
Facing Standing Opponent |Mudhole Stomping 2
Facing Standing Opponent, Back Exposed |Irish Whip
Facing Standing Opponent, Back Exposed |Illegal Pin
Facing Standing Opponent, Back Exposed |Hanging In Reverse
Facing Standing Opponent, Back Exposed |Super Back Suplex
Facing Standing Opponent, Back Exposed |Turnbuckle Toe Kick
Facing Standing Opponent |Raise The Opponent Up
Facing Standing Opponent Down at Lower Turnbuckle |Pushes Turnbuckle
Facing Standing Opponent Down at Lower Turnbuckle |Turnbuckle Dropkick 2

Ready Moves: Rear Grapples
Behind Standing Opponent |Irish Whip
Behind Standing Opponent |Rolling Clutch Pin
Behind Standing Opponent |Backbreaker 9
Behind Standing Opponent |Backeplex 9
Behind Standing Opponent |DDT 22
Behind Standing Groggy Opponent |Irish Whip
Behind Standing Groggy Opponent |School Boy Roll Up
Behind Standing Groggy Opponent |Backeplex 2
Behind Standing Groggy Opponent |Sleepers Hold 2
Behind Standing Groggy Opponent |Russian Leg Sweep 2

Ready Moves: Edge of the Cell
Opponent Near Edge, Facing |It Thrusts Down
Opponent Near Edge, Facing |It Thrusts Down
Opponent Near Edge, Back Exposed |It Thrusts Down
Opponent Near Edge, Back Exposed |It Thrusts Down

Ground Specials
Opponent Down, Standing Near Head |Raise
Opponent Down, Standing Near Head |Pin Fall
Opponent Down, Standing Near Head |Armlock 1
Opponent Down, Standing Near Head |Four Punch 10
Opponent Down, Standing Near Feet |Choke 4
Opponent Down, Standing Near Feet |Raise
Opponent Down, Standing Near Feet |Pin Fall

Ground Attacks
Opponent Down, Standing Near Opponent |Kurt Angle Headlock
Opponent Down, Standing Near Opponent |Leg Drop
Opponent Down, Standing Near Opponent |Single Leg Grab 1

Ready Moves: Initiating Grapples
Facing Standing Opponent |Irish Whip
Facing Standing Opponent |Monkey Flip
Facing Standing Opponent |Superplex 1
Facing Standing Opponent |Mudhole Stomping 2
Facing Standing Opponent, Back Exposed |Irish Whip
Facing Standing Opponent, Back Exposed |Illegal Pin
Facing Standing Opponent, Back Exposed |Hanging In Reverse
Facing Standing Opponent, Back Exposed |Super Back Suplex
Facing Standing Opponent, Back Exposed |Turnbuckle Toe Kick
Facing Standing Opponent |Raise The Opponent Up
Facing Standing Opponent Down at Lower Turnbuckle |Pushes Turnbuckle

Turnbuckle Attacks
Opponent Down on Turnbuckle, Facing |Turnbuckle Clothesline
Opponent Down on Turnbuckle, Facing |Turnbuckle Clothesline
Opponent Slammed Down at Lower Turnbuckle |Turnbuckle Dropkick 2

Rope Moves
Opponent Leaning on Ropes |Chokes 3
Rebound Off Ropes, Running at Standing Opponent |Dropkick 6
Rebound Off Ropes, Running at Standing Opponent |Dropkick To Knee 4
Running Toward Ropes, Opponent Outside Ring |Vauling Body Press 2
Running Toward Ropes, Opponent Outside Ring |Dive Through Ropes

Running Grapples
Running Toward Standing Opponent |Irish Whip
Running Toward Standing Opponent |Headlock 2
Running Toward Standing Opponent |Headlock 2
Running Toward Standing Grappler Opponent |Headlock 2
Running Toward Standing Grappler Opponent |Headlock 2
Running Toward Standing Opponent’s Back |Snapmare 4
Running Toward Standing Grappler Opponent’s Back |Snapmare 4
Running Toward Standing Grappler Opponent’s Back |Snapmare 4

Running Attacks
Running Toward Standing Opponent |Kurt Shoulder Block
Running Toward Standing Opponent |Kitchen Sink 2
Running Toward Standing Opponent |Double Axe Handle 5
Running Toward Standing Opponent |Double Axe Handle 5

Running Counters
Opponent Running |Arm Drag 5
Opponent Running |Back Drop 1
Opponent Running |Sleeper Hold 4

Double Team Moves (vs. Standing Opponent)
Standing With Partner, Facing Opponent |Double Suplex 3
Standing With Partner, Facing Opponent |Double Suplex 3
Standing With Partner, Facing Opponent |Double Suplex 3
Standing With Partner, Facing Opponent |Double Suplex 3
Standing With Partner, Facing Opponent |Double Suplex 3
Standing With Partner, Facing Opponent |Double Suplex 3
Standing With Partner, Facing Opponent |Double Suplex 3
Standing With Partner, Facing Opponent |Double Suplex 3

Double Team Moves (At Your Team’s Corner)
Opponent Leaning on Turnbuckle, Facing |Irish Whip
Opponent Leaning on Turnbuckle, Facing |Hip Toss
Opponent Leaning on Turnbuckle, Facing |Kick To Gut
Opponent Leaning on Turnbuckle, Facing |High Angle Superplex
Opponent Leaning on Turnbuckle, Facing |Kick To Gut

Enter/Exit Ring Moves
Enter Ring |Normal
Exit Ring |One Handstand Ring Out

Combination Attacks
Facing Standing Opponent, First Attack |Muscular Punches
Facing Standing Opponent, Second Attack |Back Chop 1
Facing Standing Opponent, Third Attack |Dropkick 2

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D-VON and his half-brother, Bubba Ray, form arguably the greatest tag team in the history of sports-entertainment. Together, the Dudley Boyz are the only tandem to have held the WWE, WCW and ECW Tag Team Championships.

Their powerful team was derailed for several months while each man tried his hand at singles competition on separate shows. At Survivor Series 2002, D-Von was reunited with Bubba Ray and the duo’s famed finishing maneuver: the Dudley Death Drop. Now that the Dudley Boyz are back in action, expect tables to splinter as Bubba Ray and D-Von crash their way back to the top of the tag-team division.

**STATS**

- **HEIGHT**: 6'2''
- **WEIGHT**: 240 lbs.
- **FROM**: Dudleyville
- **FINISHING MOVE**: Dudley Death Drop

**CAREER HIGHLIGHTS**

- WWE Tag Team Champion, WCW Tag Team Champion, ECW Tag Team Champion
- WWE World Tag Team Champion

**SPECIAL MOVES**

- Saving Grace
- D-Von Neck Breaker

**BIO**

D-Von and his half-brother, Bubba Ray, form arguably the greatest tag team in the history of sports-entertainment. Together, the Dudley Boyz are the only tandem to have held the WWE, WCW and ECW Tag Team Championships.

Their powerful team was derailed for several months while each man tried his hand at singles competition on separate shows. At Survivor Series 2002, D-Von was reunited with Bubba Ray and the duo’s famed finishing maneuver: the Dudley Death Drop. Now that the Dudley Boyz are back in action, expect tables to splinter as Bubba Ray and D-Von crash their way back to the top of the tag-team division.
BIO

Eddie Guerrero returned to WWE and made an immediate impact by winning the Intercontinental Championship at Backlash.

Guerrero uses a wide range of offensive maneuvers. Growing up in a family of wrestlers exposed him to the craft at an early age. He’s equally adept at grappling on the mat or sailing off the turnbuckle to deliver his signature Frog Splash. Although other Superstars may use a form of the Frog Splash, Eddie maintains that his finisher surpasses everyone else’s.

Whether it’s in singles action or teaming up with his nephew Chavo, there is always one constant with Eddie Guerrero—cheat to win!

SPECIAL MOVES

HEIGHT  WEIGHT  FROM  FINISHING MOVE
5' 8"  220 lbs.  El Paso, TX  Frog Splash/Lasso From El Paso

CAREER HIGHLIGHTS
European Champion, Intercontinental Champion, WWE Tag Team Champion, WCW Cruiserweight Champion, WWE U.S. Champion

STATS
How many of us can say that we accomplished our lifelong dream? How many of us can say that we’re doing exactly what we wanted to do when we were children? Edge can.

One of the brightest young stars in WWE, Edge sat on the floor for WrestleMania VI at SkyDome in Toronto, watching Hulk Hogan battle Ultimate Warrior. Although he was only 16 at the time, Edge already knew that he wanted to follow in the footsteps of Hogan and Warrior, he wanted to be a WWE Superstar. Twelve years later, almost 70,000 fans watched Edge defeat Booker T at WrestleMania X8 at SkyDome in Toronto. Edge had already accomplished a career highlight at SkyDome—in July 1999, he won the Intercontinental Championship there.

The Canadian Superstar has excelled in both singles and tag-team action. Along with his brother, Christian, he won the Tag Team Championship seven times, a record for a duo. Edge & Christian were also part of some of the most memorable tag matches in history—including the Ladder Match at WrestleMania 2000, the Tables, Ladders, and Chairs (TLC) Match at SummerSlam in 2000, TLC II at WrestleMania X-Seven, and TLC III on the May 24, 2001 episode of SmackDown!

Edge officially became a force in the singles division when he won the 2001 King of the Ring Tournament. A few months later, he defeated Christian in an epic Ladder Match at No Mercy 2001 to become the Intercontinental Champion. In fact, he has already won the Intercontinental Championship on four occasions.
### Conditions Command Move Name

**T Towns**
- Standing
- Standing
- Standing
- Standing

**Weapon Specials**
- Holding Weapon
- Holding Weapon

**SmackDown Specials**
- Facing Groggy Opponent
- Facing Groggy Opponent

**Ready Moves: Initiating Grapples**
- Facing Standing Opponent
- Facing Standing Opponent
- Facing Standing Opponent
- Facing Standing Opponent

**Submission Grapples (After o+a)**
- Opponent Locked in Submission Grapple
- Opponent Locked in Submission Grapple
- Opponent Locked in Submission Grapple
- Opponent Locked in Submission Grapple

**Signature Grapples (After o+a)**
- Opponent Locked in Submission Grapple
- Opponent Locked in Submission Grapple
- Opponent Locked in Submission Grapple
- Opponent Locked in Submission Grapple

**Power Grapples (After o+a)**
- Opponent Locked in Submission Grapple
- Opponent Locked in Submission Grapple
- Opponent Locked in Submission Grapple
- Opponent Locked in Submission Grapple

**Quick Grapples (After o+a)**
- Opponent Locked in Submission Grapple
- Opponent Locked in Submission Grapple
- Opponent Locked in Submission Grapple
- Opponent Locked in Submission Grapple

**Ready Moves: Attacks**
- Facing Standing Opponent
- Facing Standing Opponent
- Facing Standing Opponent
- Facing Standing Opponent

**Ready Moves: Rear Grapples**
- Behind Standing Opponent
- Behind Standing Opponent
- Behind Standing Opponent
- Behind Standing Opponent

**Ready Moves: Edge of the Cell**
- Opponent Near Edge, Facing
- Opponent Near Edge, Facing
- Opponent Near Edge, Facing
- Opponent Near Edge, Facing

**Ground Grapples**
- Opponent Down, Standing Near Head
- Opponent Down, Standing Near Head
- Opponent Down, Standing Near Head
- Opponent Down, Standing Near Feet

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The document contains a list of Edge's moves in "Edge's Moves" section. Each move is categorized under different conditions such as town, weapon special, smackdown special, and submission grapples. The moves include standard grappling techniques, power moves, and signature moves. The section also includes quick grapples and rear grapples. Further down, there are moves at the edge of the cell and ground grapples, each starting with an edge or near edge condition.
BIO

Very few people can say that they once got the best of Vince McMahon, but Eric Bischoff is one of those people. As the former top man in Ted Turner’s WCW, Bischoff helped revolutionize sports-entertainment and came close to single-handedly putting WWE out of business. Bischoff made it his mission to make sure that his company surpassed Vince McMahon’s in every way. First, "The Bisch" lured away WWE’s top stars like Hulk Hogan and Kevin Nash (formerly known as Diesel). Then he turned up the heat even more by revealing Raw results on Nitro and even coerced WWE Women’s Champion Alundra Blayze to dump the title into a trash can during another live broadcast! Stunts like these began the Monday Night Wars that saw WCW’s Monday Nitro top Raw in the ratings for 84 straight weeks. Eventually, WWE would win the Monday Night Wars and purchase WCW, but Bischoff’s tactics made an impression on Mr. McMahon. Bischoff’s ruthless aggression made him Vince’s choice to serve as General Manager of Raw. Bischoff accepted, and promised to put the "E" back in WWE.
# Eric Bischoff's Moves

**Conditions**

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
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<tbody>
<tr>
<td>Taunt Kung-Fu</td>
<td>Opponent Down, Standing Near Feet</td>
</tr>
<tr>
<td>Taunt Eric Bischoff</td>
<td>Opponent Down, Standing Near Head</td>
</tr>
</tbody>
</table>

**Opponent Down, Standing Near Feet**

- Taunt Kung-Fu
- Taunt Eric Bischoff

**Opponent Down, Standing Near Head**

- Taunt Kung-Fu

**Weapon Specials**

- Holding Weapon: DDT

**SmackDown Specials**

- Facing Groggy Opponent: Irish Whip
- Facing Groggy Opponent: Guillotine Strikes

**Combination Attacks**

- Ground Attacks
  - Opponent Down, Standing Near Opponent: Irish Whip
  - Opponent Down, Standing Near Opponent: Big Back Chop 1
  - Opponent Down, Standing Near Opponent: Moonsault Kick

- Turnbuckle Grapples
  - Opponent Leaning on Turnbuckle: Irish Whip
  - Opponent Leaning on Turnbuckle: Irish Whip
  - Opponent Leaning on Turnbuckle: Armbar 2

- Fall
  - Opponent Down, Standing Near Feet: Irish Whip

**Taunts**

- Taunt Eric Bischoff

**Ready Moves: Attacks**

- Facing Standing Opponent: Axe Kick
- Facing Standing Opponent: Karate Slide
- Facing Standing Opponent: High Roundhouse Kick
- Facing Standing Opponent: Kung Fu Roundhouse Kick
- Facing Standing Opponent: Tea Kwan-Do Jump Kick

**Double Team Moves (vs. Standing Opponent)**

- Standing With Partner, Facing Opponent: Arm & Wing Kick
- Standing With Partner, Facing Opponent: Double Drop Kick & Rolling Clutch
- Standing With Partner, Facing Opponent: Double Neck Breaker

- Opponent Leaning on Turnbuckle, Facing: Irish Whip
- Opponent Leaning on Turnbuckle, Facing: Irish Whip

**Double Team Moves**

- Opponent Down, Standing Near Feet: Cross Armbar 2
- Opponent Down, Standing Near Head: Fury Punch 10
- Opponent Down, Standing Near Head: Triangle Hold

**Enter/Exit Ring Moves**

- Enter Ring: Body Slam & Whip

**Combination Attacks**

- Facing Standing Opponent, First Attack: Irish Straight Punch
- Facing Standing Opponent, Second Attack: Irish Straight Punch
- Facing Standing Opponent, Third Attack: Tea Kwan-Do Back Kick
In the late 1990s, the popularity of Goldberg in WCW was equal to that of Stone Cold Steve Austin in WWE at the same time. A bona fide mainstream phenomenon, Goldberg captivated the imagination of fans around the world.

His undefeated streak from 1997 to 1998 is the stuff of legend, as is his victory over Hulk Hogan for the WCW title at the Georgia Dome. But when WCW was purchased by WWE two years ago, Goldberg disappeared.

Just like that, the phenomenon vanished, cutting short an amazing career that lasted a mere four years, and leaving fans to fantasize about what might happen if he joined WWE. At WrestleMania XIX, those fans found out that their fantasies would now be reality.
<table>
<thead>
<tr>
<th>Conditions</th>
<th>Command</th>
<th>Move Name</th>
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<tr>
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</tr>
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<td>-</td>
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<td>Taunt Goldberg 2</td>
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<td>DDT</td>
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<td>(L) + + +</td>
<td>DDT</td>
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<tr>
<td>SmackDown Specials</td>
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<tr>
<td>Facing Groggy Opponent</td>
<td>(L)</td>
<td>Jackhammer Pin 2</td>
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<td>(L) + + +</td>
<td>Spear 5</td>
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<tr>
<td>Facing Standing Opponent</td>
<td>●</td>
<td>Irish Whip</td>
</tr>
<tr>
<td>Facing Standing Opponent</td>
<td>● +</td>
<td>Grapple 5</td>
</tr>
<tr>
<td>Facing Standing Opponent</td>
<td>● +</td>
<td>Grapple 6</td>
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<td>Facing Standing Opponent</td>
<td>● +</td>
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<td>Facing Standing Opponent</td>
<td>● +</td>
<td>Grapple 4</td>
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<tr>
<td>Submission Grapples (After ● + + +)</td>
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<td>Opponent Locked in Submission Grapple</td>
<td>●</td>
<td>Irish Whip</td>
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<tr>
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<td>● +</td>
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<tr>
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<td>● +</td>
<td>Leg Lock 1</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>● +</td>
<td>Jumping Armbreaker 2</td>
</tr>
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<td>● +</td>
<td>Leg Lock 5</td>
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<td>Signature Grapples (After ● + + +)</td>
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<td>●</td>
<td>Irish Whip</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>● +</td>
<td>Double Arm Suplex 3</td>
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<td>● +</td>
<td>Scoop Slam &amp; Knee</td>
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<td>● +</td>
<td>Super Neckbreaker Pin</td>
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<td>● +</td>
<td>Test Full Nelson Slam 1</td>
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<td>Body Press Front Slam 2</td>
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<td>● +</td>
<td>Lesnar Knee Strike 3</td>
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<td>Lesnar Knee Strike 1</td>
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<td>Shuffle Side Kick 3</td>
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<td>Toe Kick 1</td>
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<td>● +</td>
<td>Irish Whip</td>
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<td>Behind Standing Opponent</td>
<td>● +</td>
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<td>● +</td>
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<td>● +</td>
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<td>● +</td>
<td>G月中 3</td>
</tr>
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<td>● +</td>
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<tr>
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<td>Raise</td>
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<td>● +</td>
<td>Pin Fall</td>
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<tr>
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<td>● +</td>
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<tr>
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<td>Raise</td>
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<td>● +</td>
<td>Pin Fall</td>
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</tbody>
</table>
On the surface, Goldust is a self-absorbed eccentric performer, but underneath he is a crafty and knowledgeable athlete who has held the Intercontinental title and vanquished opponent with his "mind games." The son of wrestling legend Dusty Rhodes, Goldust opted to create his own path to ring success. After a lengthy absence, he returned to the WWE for the 2002 Royal Rumble, quickly capturing the Hardcore title. After forming an unlikely partnership with Booker T that culminated in their winning the World Tag Team titles, Goldust was electrocuted in a backstage attack. The incident brought on stuttering and unpredictable movements that, ironically, have successfully kept his foes off balance.

**STATS**

- **HEIGHT:** 6' 6"
- **WEIGHT:** 250 lbs.
- **FROM:** Hollywood, CA
- **FINISHING MOVE:** The Shattered Dreams
- **CAREER HIGHLIGHTS:** Intercontinental Champion, WWE World Tag Team Champion, Hardcore Champion
<table>
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<td>Curtain Call</td>
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<td>Irish Whip</td>
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<td>Snapmare &amp; Deep Breath</td>
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<td></td>
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<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>o</td>
<td>Irish Whip</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>- +</td>
<td>Manhattan Drop 1</td>
</tr>
<tr>
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<td>-</td>
<td>Throat Thrust 9</td>
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<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>-</td>
<td>Russian Leg Sweep 1</td>
</tr>
<tr>
<td>Ready Moves: Attacks</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Facing Standing Opponent</td>
<td>x + -</td>
<td>Dropkick 4</td>
</tr>
<tr>
<td>Facing Standing Opponent</td>
<td>x + o or -</td>
<td>Toe Kick 1</td>
</tr>
<tr>
<td>Facing Standing Opponent</td>
<td>x - -</td>
<td>Back Chop 1</td>
</tr>
<tr>
<td>Facing Standing Opponent</td>
<td>x + -</td>
<td>Knee Popper</td>
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<tr>
<td>Facing Standing Opponent</td>
<td>x + -</td>
<td>Clothesline 3</td>
</tr>
<tr>
<td>Facing Standing Opponent</td>
<td>x + -</td>
<td>Throat Thrust 1</td>
</tr>
<tr>
<td>Ready Moves: Rear Grapples</td>
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</tr>
<tr>
<td>Behind Standing Opponent</td>
<td>o</td>
<td>Irish Whip</td>
</tr>
<tr>
<td>Behind Standing Opponent</td>
<td>o -</td>
<td>Super Atomic Drop</td>
</tr>
<tr>
<td>Behind Standing Opponent</td>
<td>o +</td>
<td>Back Suplex 1</td>
</tr>
<tr>
<td>Behind Standing Opponent</td>
<td>- +</td>
<td>Sleeper Hold 2</td>
</tr>
<tr>
<td>Behind Standing Opponent</td>
<td>-</td>
<td>Forearm Smash</td>
</tr>
<tr>
<td>Behind Standing Groggy Opponent</td>
<td>o -</td>
<td>Irish Whip</td>
</tr>
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<td>Behind Standing Groggy Opponent</td>
<td>o -</td>
<td>School Boy Pin 2</td>
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<td>Behind Standing Groggy Opponent</td>
<td>o -</td>
<td>Black Suplex 5</td>
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<tr>
<td>Behind Standing Groggy Opponent</td>
<td>- +</td>
<td>Black Out</td>
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<td>-</td>
<td>Backbreaker 7</td>
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<tr>
<td>Ready Moves: Edge of the Cell</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Opponent Near Edge, Facing</td>
<td>o</td>
<td>It Thrusts Down</td>
</tr>
<tr>
<td>Opponent Near Edge, Facing</td>
<td>- o, - , or -</td>
<td>It Thrusts Down</td>
</tr>
<tr>
<td>Opponent Near Edge, Back Exposed</td>
<td>o</td>
<td>It Thrusts Down</td>
</tr>
<tr>
<td>Opponent Near Edge, Back Exposed</td>
<td>+ o, - , or -</td>
<td>It Thrusts Down</td>
</tr>
<tr>
<td>Ground Grapples</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Opponent Down, Standing Near Head</td>
<td>o</td>
<td>Raise</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Head</td>
<td>o +</td>
<td>Pin Fall</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Head</td>
<td>o -</td>
<td>Sleeper Hold 8</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Head</td>
<td>o +</td>
<td>Face Stretch 2</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Head</td>
<td>o -</td>
<td>Sleeper Hold 7</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Feet</td>
<td>o</td>
<td>Raise</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Feet</td>
<td>o -</td>
<td>Pin Fall</td>
</tr>
</tbody>
</table>
BIO

Don’t let mild-mannered Gregory Helms fool you. When this ace reporter dons his costume and cape, he becomes an in-ring force, capturing the fans’ enthusiasm with high-flying moves as he crusades for truth and justice. The Hurricane’s skill level is at the top of his craft, and his foes know that they’re in for the battle of their lives. An extremely gifted athlete, this superhero is capable of fleet-footed ring maneuvers and aerial assaults. He made his mark in WWE’s Cruiserweight Division on SmackDown!, before flying to Raw to match his skills with some of the biggest men on the roster.

SPECIAL MOVES

Eye Of The Hurricane®
Chokeslam 7

STATS

HEIGHT  WEIGHT  FROM  FINISHING MOVE

6’0”  191 lbs.  Raleigh, NC  Eye of the Hurricane

CAREER HIGHLIGHTS

European Champion, WCW Cruiserweight Champion, WWE Hardcore Champion, WCW Hardcore Champion, WWE Cruiserweight Champion, WWE World Tag Team Champion
THE HURRICANE’S MOVES

Conditions | Command | Move Name
--- | --- | ---
Towners
Standing | ♦ | Taunt Edge 1
Standing | ◁ | Taunt Kane 4
Standing | ♦ | Taunt Kane 4
Standing | ♦ | Taunt Kane 4

Weapon Specials
Holding Weapon (L) | ♦ | DDT
Holding Weapon (L) | ♦ | DDT

SmackDown Specials
Facing Groggy Opponent (L) | ♦ | Eye Of The Hurricane
Facing Groggy Opponent (L) | ♦ | Chokeslam 7

Ground Grapples
Opponent Down, Standing Near Head | ♦ | Irish Whip
Opponent Down, Standing Near Head | ♦ | Double Beat Head

Ground Attacks
Opponent Down, Standing Near Opponent | ❌ | Angry Stamp
Opponent Down, Standing Near Opponent | + or | Leg Drop
Opponent Down, Standing Near Opponent | ❌ | Flip Splash

Turnbuckle Grapples
Opponent Locked on Turnbuckle, Facing | ◁ | Irish Whip
Opponent Locked on Turnbuckle, Facing | ◁ | Monkey Flip
Opponent Locked on Turnbuckle, Facing | ❌ | Super Arm Drag
Opponent Locked on Turnbuckle, Facing | ❌ | Superplex 1

Ground Grapples
Opponent Locked in Submission Grapple | ❌ | Irish Whip
Opponent Locked in Submission Grapple | ❌ | Snapmare & Neck Lock

Signature Grapples (After ♦ or ❌)
Opponent Locked in Submission Grapple | ❌ | Irish Whip
Opponent Locked in Submission Grapple | ❌ | Arm Drag 1
Opponent Locked in Submission Grapple | ❌ | Soplex 6
Opponent Locked in Submission Grapple | ❌ | Hurricanerama 1
Opponent Locked in Submission Grapple | ❌ | Brain Buster

Quick Grapples (After ♦ or ❌)
Opponent Locked in Submission Grapple | ❌ | Irish Whip
Opponent Locked in Submission Grapple | ❌ | Small Package
Opponent Locked in Submission Grapple | ❌ | Eye Poke 1
Opponent Locked in Submission Grapple | ❌ | Shuffle Side Kick
Opponent Locked in Submission Grapple | ❌ | Snapmare & Dropkick 1

Ready Moves: Attacks
Facing Standing Opponent | ❌ | Dropkick To Knee 2
Facing Standing Opponent | ❌ | Toe Kick 1
Facing Standing Opponent | ❌ | Austin Punches 1
Facing Standing Opponent | ❌ | Elbow Smash 1
Facing Standing Opponent | ❌ | Shuffle Side Kick 5
Facing Standing Opponent | ❌ | Back Chop 1

Ready Moves: Rear Grapples
Behind Standing Opponent | ♦ | Irish Whip
Behind Standing Opponent | 🌅 | Edge O’Matic 2
Behind Standing Opponent | ❌ | Cruisweignt Moves 4
Behind Standing Opponent | ❌ | Abdominal Stretch 1
Behind Standing Opponent | ❌ | Forearm Smash
Behind Standing Groggy Opponent | ❌ | Irish Whip
Behind Standing Groggy Opponent | ❌ | Backside Pin 2
Behind Standing Groggy Opponent | ❌ | Back Slop 2
Behind Standing Groggy Opponent | ❌ | Pumpandl.Drop
Behind Standing Groggy Opponent | ❌ | Backbreaker 9

Ready Moves: Edge of the Cell
Opponent Near Edge, Facing | ❌ | It Thrusts Down
Opponent Near Edge, Facing | ❌ | It Thrusts Down
Opponent Near Edge, Back Exposed | ❌ | It Thrusts Down

Ground Grapples
Opponent Down, Standing Near Head | ♦ | Raise
Opponent Down, Standing Near Head | ❌ | Pin Fall
Opponent Down, Standing Near Head | ❌ | Oklahoma Roll Pin
Opponent Down, Standing Near Head | ❌ | Cruisweignt Moves 5

Enter/Exit Ring Moves
Enter Ring | ❌ | Normal
Exit Ring | ❌ | Quick

Combination Attacks
Facing Standing Opponent, First Attack | ❌ | Snap Job
Facing Standing Opponent, Second Attack | ❌ | Back Chop 1
Facing Standing Opponent, Third Attack | ❌ | Shuffle Side Kick 5
JAZZ

BIO

Jazz has already made an impact on WWE since making her debut at Survivor Series in 2001. The tough-talking Diva didn't waste her time working her way up the ladder.

In ECW, she was known for being one tough woman, and she proved her grittiness in WWE when she man-handled Trish Stratus to become the Women's Champion! A torn ACL put Jazz on the sidelines for several months, but that injury is behind her and she's ready to resume her dominance of the WWE's Women's Division.

SPECIAL MOVES

- Fisherman DDT
- Single Leg Crab 2

STATS

- HEIGHT: 5' 4"
- FROM: New Orleans, LA

FINISHING MOVE:
- STF, Fisherman's Suplex

CAREER HIGHLIGHTS:
- Women's Champion
One needs only to glance at John Cena to realize that he's a phenomenally conditioned athlete. The young Superstar started training at age 15. He went on to play offensive lineman at Springfield (Mass.) College, earning All-American honors as a senior, and a degree in exercise physiology. He also competed in some bodybuilding competitions.

But what you may not know about John Cena is that he's an outstanding freestyle rapper. He's been doing it since he was a young teen, and, more recently, he has been able to display his talents to a worldwide WWE audience.

With his impressive athletic ability and natural charisma, Cena—still in his mid-20s—is one of the hottest stars on SmackDown!
With hellfire and brimstone, this “man-monster” has become an institution in WWE. Since his debut in 1997, Kane has steadily defeated all of the biggest superstars to pass through the organization. Perhaps the biggest highlight of his career came at the 1998 King of the Ring, when he defeated Stone Cold Steve Austin in a First Blood match to win the WWE Championship. Extremely private, Kane had kept his face hidden behind a mask, but all that changed after a contract stipulation that led him to reveal his true appearance once and for all after a loss to Triple H. With his unmasking, Kane’s pent-up rage and anger has been released. So far, he’s assaulted other Superstars, set fire to Jim Ross, and viciously attacked WWE CEO Linda McMahon. He seems intent to unleash the same pain he has suffered on the world. With his size and fury, the question is. Can anyone stop him?

**SPECIAL MOVES**

- **Chokeslam 5**
- **Powerbomb 11**

**STATS**

- **Height**: 7' 0''
- **Weight**: 326 lbs.
- **From**: Unknown
- **Finishing Move**: Chokeslam 1

**Career Highlights**

- WWE Champion, Intercontinental Champion, WWE World Tag Team Champion, WCW Tag Team Champion, Hardcore Champion
KANE’S MOVES

Conditions | Command | Move Name
--- | --- | ---
T攻击s | + | Taunt Kane 2
Standing | + | Taunt Kane 4
Standing | + | Taunt Kane 3
Standing | + | Cut The Air 1
Weapon Specials
Holding Weapon | (L) | DDT
SmackDown Specials
Facing Groggy Opponent | (L) | Chokeslam 5
Facing Groggy Opponent | (L)+, or | Powerbomb 11

Ready Moves: Initiating Grapples
Facing Standing Opponent | ● | Irish Whip
Facing Standing Opponent | ● | Grapple 5
Facing Standing Opponent | ● | Grapple 10
Facing Standing Opponent | ● | Grapple 11
Facing Standing Opponent | ● | Grapple 7
Submission Grapples (After ● +)
Opponent Locked in Submission Grapple | ● | Irish Whip
Opponent Locked in Submission Grapple | ● | Bearhug 3
Opponent Locked in Submission Grapple | ● | Snapmare & Neck Lock
Opponent Locked in Submission Grapple | ● | Hangman Chokehold 1
Opponent Locked in Submission Grapple | ● | Headlock 1
Signature Grapples (After ● +)
Opponent Locked in Submission Grapple | ● | Irish Whip
Opponent Locked in Submission Grapple | ● | Sidewalk Slam 3
Opponent Locked in Submission Grapple | ● | Thrust Thrust 7
Opponent Locked in Submission Grapple | ● | Kane Lifting & Toss
Opponent Locked in Submission Grapple | ● | Suplex 4
Power Grapples (After ● +)
Opponent Locked in Submission Grapple | ● | Irish Whip
Opponent Locked in Submission Grapple | ● | Full Nelson Slam
Opponent Locked in Submission Grapple | ● | Shoulder Breaker
Opponent Locked in Submission Grapple | ● | Batsita Lifting & Toss
Opponent Locked in Submission Grapple | ● | Scoop Slam 6
Quick Grapples (After ● +)
Opponent Locked in Submission Grapple | ● | Irish Whip
Opponent Locked in Submission Grapple | ● | DDT 11
Opponent Locked in Submission Grapple | ● | Throat Thrust 9
Opponent Locked in Submission Grapple | ● | Club to Neck 3
Opponent Locked in Submission Grapple | ● | Shoulder Thrusts

Ready Moves: Attacks
Facing Standing Opponent | ● | Big Boot 4
Facing Standing Opponent | ● | Toe Kick 1
Facing Standing Opponent | ● | Thrust Thrust 4
Facing Standing Opponent | ● | Clothesline 2
Facing Standing Opponent | ● | Kane Uppercut
Facing Standing Opponent | ● | Body Punch

Ready Moves: Rear Grapples
Behind Standing Opponent | ● | Irish Whip
Behind Standing Opponent | ● | DDT 21
Behind Standing Opponent | ● | Sidewalk Slam 5
Behind Standing Opponent | ● | Elbow To Back Of Head 2
Behind Standing Opponent | ● | Forearm Smash
Behind Standing Groggy Opponent | ● | Irish Whip
Behind Standing Groggy Opponent | ● | Test Full Nelson Slam 2
Behind Standing Groggy Opponent | ● | Backbreaker 7
Behind Standing Groggy Opponent | ● | Pumphandle Slam 2
Behind Standing Groggy Opponent | ● | Inverted Suplex 1

Ready Moves: Edge of the Cell
Opponent Near Edge, Facing | | It Thrusts Down
Opponent Near Edge, Facing | ● | It Thrusts Down
Opponent Near Edge, Back Exposed | ● | It Thrusts Down
Opponent Near Edge, Back Exposed | ● | It Thrusts Down

Ground Grapples
Opponent Down, Standing Near Head | ● | Raise
Opponent Down, Standing Near Head | ● | Pin Fall
Opponent Down, Standing Near Head | ● | Darkness Choke 2
Opponent Down, Standing Near Head | ● | Fury Punch 10
Opponent Down, Standing Near Head | ● | Camel Clutch 2
Opponent Down, Standing Near Feet | ● | Raise
Opponent Down, Standing Near Feet | ● | Pin Fall

Conditions | Command | Move Name
--- | --- | ---
Opponent Down, Standing Near Feet | ● | Toss 1
Opponent Down, Standing Near Feet | ● | Leg Lock 9
Opponent Down, Standing Near Feet | ● | Kick To Leg 2

Ground Attacks
Opponent Down, Standing Near Opponent | ● | Angry Stomp
Opponent Down, Standing Near Opponent | ● | Angry Stomp
Opponent Down, Standing Near Opponent | ● | Elbow Drop 2

Turnbuckle Grapples
Opponent Leaning on Turnbuckle, Facing | ● | Irish Whip
Opponent Leaning on Turnbuckle, Facing | ● | Mudhole Stomping 2
Opponent Leaning on Turnbuckle, Facing | ● | Kane Strikes
Opponent Leaning on Turnbuckle, Facing | ● | Toss To Turnbuckle
Opponent Leaning on Turnbuckle, Facing | ● | Big Chop
Opponent Leaning on Turnbuckle, Back Exposed | ● | Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed | ● | Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed | ● | Shoulder Strike
Opponent Leaning on Turnbuckle, Back Exposed | ● | Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed | ● | Turnbuckle Toe Kick
Opponent Slumped Down at Lower Turnbuckle | ● | Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle | ● | Knee Attack 1

Entral Moves
From Top Turnbuckle, Opponent Standing | ● | Flying Clothesline 2
From Top Turnbuckle, Opponent Standing | ● | Double Axe Handle 3
From Top Turnbuckle, Opponent Down | ● | Elbow Drop 3
From Top Turnbuckle, Opponent Down | ● | Elbow Drop 3
From Top Turnbuckle, Opponent Down | ● | Elbow Drop 3

Rope Moves
Opponent Leaning on Ropes | ● | Big Boot 6
Rebound Off Ropes, Running at Standing Opponent, | ● | Clothesline 7
Rebound Off Ropes, Running at Down Opponent, | ● | Running Leg Drop
Running toward Ropes, Opponent Outside Ring | ● | Vaulting Body Press 2
Running toward Ropes, Opponent Outside Ring | ● | Vaulting Body Press 1

Running Grapples
Running toward Standing Opponent | ● | Irish Whip
Running toward Standing Opponent | ● | Double Irish Whip
Running toward Standing Opponent | ● | Neckbreaker 1
Running toward Standing Opponent | ● | Neckbreaker 1
Running toward Standing Opponent’s Back | ● | Matt 2
Running toward Standing Groggy Opponent’s Back | ● | School Boy Pin 2

Running Attacks
Running toward Standing Opponent | ● | Clothesline 10
Running toward Standing Opponent | ● | Clothesline 7
Running toward Down Opponent | ● | Elbow Drop 11
Running toward Down Opponent | ● | Running Leg Drop

Running Counters
Opponent Running | ● | Powerslam Pin 3
Opponent Running | ● | Hip Toss 2
Opponent Running | ● | Till-A-Whirl Sideslam 1

Double Team Moves (vs. Standing Opponent)
Standing With Partner, Facing Opponent | ● | Double Flapjack
Standing With Partner, Facing Opponent | ● | Double DDT
Standing With Partner, Facing Opponent | ● | Double Suplex 1
Standing With Partner, Facing Opponent | ● | Double Clothesline
Standing With Partner, Facing Opponent | ● | Double Head Beat

Double Team Moves (At Your Team’s Corner)
Opponent Leaning on Turnbuckle, Facing | ● | Irish Whip
Opponent Leaning on Turnbuckle, Facing | ● | Double Clothesline
Opponent Leaning on Turnbuckle, Facing | ● | Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing | ● | Gory Guerrero
Opponent Leaning on Turnbuckle, Facing | ● | Body Splash & Whip

Enter/Exit Ring Moves
Enter Ring | ● | Over The Rope
Enter Ring | ● | Backward Ring Out

Combination Attacks
Facing Standing Opponent, First Attack | ● | Thrust Thrust 1
Facing Standing Opponent, Second Attack | ● | Kane Uppercut
Facing Standing Opponent, Third Attack | ● | Thrust Thrust 4
Kevin Nash is 6’ 11” and 325 pounds, and when he sets his mind to something, he usually accomplishes it.

As WWE Superstar Diesel, Nash set his sights on the WWE Championship. Not only did he win it, in November 1994, but he held it for a full year—the longest title reign in the past decade.

Nash left WWE in 1996 for WCW. He joined the nWo with Scott Hall, and teamed with Hall to form the Outsiders. They wanted WCW’s tag team titles, and they got them. Later, he wanted the WCW Championship. Not only did he win it, but he did so at Starrcade—WCW’s flagship pay-per-view—and defeated Goldberg, ending the former NFL player’s much-glorified undefeated streak.

Nash suffered a serious injury when he tore his quadriceps during a main-event match on Raw. But Big Sexy has since returned strong from the devastating injury.

**SPECIAL MOVES**

- **Jackknife**
- **Jackknife Powerbomb**

**STATS**

- **HEIGHT**: 6’ 11”
- **WEIGHT**: 325 lbs.
- **FROM**: Atlanta, GA
- **FINISHING MOVE**: Jackknife Powerbomb

**CAREER HIGHLIGHTS**

- WWE Champion
- Intercontinental Champion
- WWE World Tag Team Champion
- WCW Champion
- WCW Tag Team Champion
## Kevin Nash's Moves

### Conditions

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Standing</td>
<td>Taunt Kevin Nash 2</td>
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<tr>
<td>Standing</td>
<td>Taunt Kevin Nash 1</td>
</tr>
<tr>
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<td>Taunt Kevin Nash 2</td>
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<td>Taunt Kevin Nash 1</td>
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### Weapon Specials

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Holding Weapon</td>
<td>DDT</td>
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### SmackDown Specials

<table>
<thead>
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<th>Command</th>
<th>Move Name</th>
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</thead>
<tbody>
<tr>
<td>Facing Groggy Opponent</td>
<td>Jackknife</td>
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### Ready Moves: Initiating Grapples

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>Irish Whip</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>Bearhug 3</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>Snapmare &amp; Nick Lock</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>Standing Crossface 2</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>Headlock Takedown</td>
</tr>
</tbody>
</table>

### Signature Grapples (After *+/−+)

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>Oklahoma Slam 1</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>Surprise 1</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>Batista Lifting &amp; Toss</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>Spinebuster 1</td>
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<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>Irish Whip</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>DDT 20</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>Russian Leg Sweep 1</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>Club to Neck 2</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>Kitchen Sink 2</td>
</tr>
</tbody>
</table>

### Ready Moves: Attacks

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Facing Standing Opponent</td>
<td>Big Boot 3</td>
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<tr>
<td>Facing Standing Opponent</td>
<td>Toe Kick 1</td>
</tr>
<tr>
<td>Facing Standing Opponent</td>
<td>Back Elbow Smash</td>
</tr>
<tr>
<td>Facing Standing Opponent</td>
<td>Double Axe Handle 2</td>
</tr>
<tr>
<td>Facing Standing Opponent</td>
<td>Clothesline 3</td>
</tr>
<tr>
<td>Facing Standing Opponent</td>
<td>Elbow Smash 1</td>
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</table>

### Ready Moves: Rear Grapples

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Behind Standing Opponent</td>
<td>Irish Whip</td>
</tr>
<tr>
<td>Behind Standing Opponent</td>
<td>Sidewalk Slam 4</td>
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<tr>
<td>Behind Standing Opponent</td>
<td>Backbreaker 7</td>
</tr>
<tr>
<td>Behind Standing Opponent</td>
<td>Elbow To Back Of Head 2</td>
</tr>
<tr>
<td>Behind Standing Opponent</td>
<td>Surprise 4</td>
</tr>
<tr>
<td>Behind Standing Opponent</td>
<td>Back Spoon 4</td>
</tr>
<tr>
<td>Behind Standing Opponent</td>
<td>Irish Whip</td>
</tr>
<tr>
<td>Behind Standing Opponent</td>
<td>Pumpshandle Slam 1</td>
</tr>
<tr>
<td>Behind Standing Opponent</td>
<td>Sidewalk Slam 6</td>
</tr>
<tr>
<td>Behind Standing Opponent</td>
<td>Abdominal Stretch 1</td>
</tr>
<tr>
<td>Behind Standing Opponent</td>
<td>Bulldog 2</td>
</tr>
</tbody>
</table>

### Ready Moves: Edge of the Cell

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opponent Near Edge, Facing</td>
<td>It Thrusts Down</td>
</tr>
<tr>
<td>Opponent Near Edge, Facing</td>
<td>It Thrusts Down</td>
</tr>
<tr>
<td>Opponent Near Edge, Back Exposed</td>
<td>It Thrusts Down</td>
</tr>
<tr>
<td>Opponent Near Edge, Back Exposed</td>
<td>It Thrusts Down</td>
</tr>
</tbody>
</table>

### Ground Grapples

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opponent Down, Standing Near Head</td>
<td>Raise</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Head</td>
<td>Pin Fall</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Head</td>
<td>Sleeper Hold 8</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Head</td>
<td>Fury Punch 10</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Head</td>
<td>Reverse Chin Lock 2</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Feet</td>
<td>Raise</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Feet</td>
<td>Pin Fall</td>
</tr>
</tbody>
</table>

## Opponent Down, Standing Near Opponent

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opponent Down, Standing Near Feet</td>
<td>Toss 1</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Feet</td>
<td>Leg Lock 9</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Feet</td>
<td>Boston Crab</td>
</tr>
</tbody>
</table>

## Opponent Down, Standing Near Opponent

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opponent Down, Standing Near Opponent</td>
<td>Angry Stamp</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Opponent</td>
<td>Leg Drop</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Opponent</td>
<td>Elbow Drop 2</td>
</tr>
</tbody>
</table>

### Turnbuckle Attacks

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opponent Leaning on Turnbuckle, Facing</td>
<td>Irish Whip</td>
</tr>
<tr>
<td>Opponent Standing</td>
<td>Double Axe Handle 3</td>
</tr>
<tr>
<td>Opponent Leaning on Turnbuckle, Back</td>
<td>Irish Whip</td>
</tr>
<tr>
<td>Opponent Leaning on Turnbuckle, Back</td>
<td>Illegal Pin</td>
</tr>
<tr>
<td>Opponent Leaning on Turnbuckle, Back</td>
<td>Humping In Reverse</td>
</tr>
<tr>
<td>Opponent Leaning on Turnbuckle, Back</td>
<td>Turnbuckle Smash</td>
</tr>
<tr>
<td>Opponent Leaning on Turnbuckle, Back</td>
<td>Turnbuckle Toe Kick</td>
</tr>
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### Aerial Moves

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>From Top Turnbuckle, Opponent Standing</td>
<td>Flying Clothesline 1</td>
</tr>
<tr>
<td>From Top Turnbuckle, Opponent Standing</td>
<td>Double Axe Handle 3</td>
</tr>
<tr>
<td>From Top Turnbuckle, Opponent Down</td>
<td>Elbow Drop 2</td>
</tr>
<tr>
<td>From Top Turnbuckle, Opponent Down</td>
<td>Elbow Drop Pin 1</td>
</tr>
<tr>
<td>From Top Turnbuckle, Opponent Down</td>
<td>Elbow Drop 3</td>
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</table>

### Opponent Leaning on Ropes

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opponent Leaning on Ropes</td>
<td>Austin Attack 2</td>
</tr>
<tr>
<td>Opponent Leaning on Ropes</td>
<td>Kitchen Sink 1</td>
</tr>
<tr>
<td>Opponent Leaning on Ropes</td>
<td>Running Leg Drop</td>
</tr>
<tr>
<td>Opponent Leaning on Ropes</td>
<td>Running Drop</td>
</tr>
<tr>
<td>Opponent Leaning on Ropes</td>
<td>Baseball Slide</td>
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</table>

### Running Grapplers

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Running Toward Opponent</td>
<td>Irish Whip</td>
</tr>
<tr>
<td>Running Toward Opponent</td>
<td>Backbreak 1</td>
</tr>
<tr>
<td>Running Toward Opponent</td>
<td>Neckbreaker 1</td>
</tr>
<tr>
<td>Running Toward Opponent</td>
<td>Lou Thesz Press 2</td>
</tr>
<tr>
<td>Running Toward Opponent's Back</td>
<td>Mat Slam 2</td>
</tr>
<tr>
<td>Running Toward Opponent's Back</td>
<td>School Boy Pin 2</td>
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</table>

### Running Attacks

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Running Toward Opponent</td>
<td>Elbow Drop 3</td>
</tr>
<tr>
<td>Running Toward Opponent</td>
<td>Turnbuckle Clothesline</td>
</tr>
<tr>
<td>Running Toward Opponent</td>
<td>Double Axe Handle 5</td>
</tr>
<tr>
<td>Running Toward Opponent</td>
<td>Running Drop</td>
</tr>
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</table>

### Running Counters

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opponent Running</td>
<td>Powerslam 1</td>
</tr>
<tr>
<td>Opponent Running</td>
<td>Dropkick 3</td>
</tr>
<tr>
<td>Opponent Running</td>
<td>Double Drop 2</td>
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### Double Team Moves (vs. Standing Opponent)

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
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</thead>
<tbody>
<tr>
<td>Standing With Partner, Facing Opponent</td>
<td>Double Flapjack</td>
</tr>
<tr>
<td>Standing With Partner, Facing Opponent</td>
<td>Double DDT</td>
</tr>
<tr>
<td>Standing With Partner, Facing Opponent</td>
<td>Double Suplex</td>
</tr>
<tr>
<td>Standing With Partner, Facing Opponent</td>
<td>Double Clothesline</td>
</tr>
<tr>
<td>Standing With Partner, Facing Opponent</td>
<td>Double Back Head</td>
</tr>
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### Double Team Moves (At Your Team's Corner)

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opponent Leaning on Turnbuckle, Facing</td>
<td>Irish Whip</td>
</tr>
<tr>
<td>Opponent Leaning on Turnbuckle, Facing</td>
<td>Powerbomb 1</td>
</tr>
<tr>
<td>Opponent Leaning on Turnbuckle, Facing</td>
<td>Multiplx Stomping 1</td>
</tr>
<tr>
<td>Opponent Leaning on Turnbuckle, Facing</td>
<td>Front Drop</td>
</tr>
<tr>
<td>Opponent Leaning on Turnbuckle, Facing</td>
<td>Kick To Gut</td>
</tr>
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</table>

### Enter/Exit Ring Moves

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enter Ring</td>
<td>Over The Rope</td>
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<tr>
<td>Exit Ring</td>
<td>Over The Rope</td>
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### Combination Attacks

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Facing Standing Opponent, First Attack</td>
<td>Triple H Punches 1</td>
</tr>
<tr>
<td>Facing Standing Opponent, Second Attack</td>
<td>Big Boot 1</td>
</tr>
<tr>
<td>Facing Standing Opponent, Third Attack</td>
<td>Big Boot 1</td>
</tr>
</tbody>
</table>
KURT ANGLE

BIO
Kurt Angle enjoyed an extremely successful amateur wrestling career that saw him achieve many great things, including induction into the National Wrestling Hall of Fame. A wrestling standout in high school, he first came to prominence at Clarion University, where he was two-time NCAA heavyweight wrestling champion. In 1995, he seized the attention of the world by winning the world freestyle championship, and became a bona fide international celebrity when he captured an Olympic gold medal in 1996. But when he announced his intention to battle in a WWE ring, some were dubious. Before his rookie year was completed, Angle had exceeded the expectations of even his most vocal supporters. The man was a natural, and won the WWE, Intercontinental, European, World Tag Team and Hardcore Championships, among other honors. Angle seemed to be on top of the world as he entered his WrestleMania XIX main-event matchup with Brock Lesnar, but he lost his title and his career was put in jeopardy by a serious neck injury suffered in the match. After surgery and physical therapy, Angle returned with new attitude. He was humble, yet ambitious, and the fans responded with the respect he’d always craved.

SPECIAL MOVES

Angle Lock 2™
Angle Slam™

STATS

HEIGHT 6'2"
WEIGHT 220 lbs.
FROM Pittsburgh, PA
FINISHING MOVE Angle Slam/Ankle Lock

CAREER HIGHLIGHTS
WWE Champion, WWE World Tag Team Champion, WCW Champion, Intercontinental Champion, European Champion, WCW U.S. Champion, King of the Ring 2000, Hardcore Champion
KURT ANGLE®’S MOVES

Conditions | Command | Move Name
---|---|---
Towels | Tuun! Kurt Angle 6
Standing | Tuun! Kurt Angle 5
Standing | Tuun! Kurt Angle 4
Standing | Tuun! Kurt Angle 2

Weapon Specials
Holding Weapon (1) Guillotine 3
Holding Weapon (2)+, or, or, or | Guillotine 3

SmackDown! Specials
Opponent Down, Standing Near Feet (1) Angle Lock 2
Facing Groggy Opponent (2)+, or, or, or, or, or, or | Angle Slam

Ready Moves: Initiating Grapples
Facing Standing Opponent ● Irish Whip
Facing Standing Opponent ● Grapple 5
Facing Standing Opponent ● Grapple 10
Facing Standing Opponent ● Grapple 11
Facing Standing Opponent ● Grapple 4

Submission Grapples (After ● +, +)
Opponent Locked inSubmission Grapple ● Irish Whip
Opponent Locked in Submission Grapple ● Leg Lock 5
Opponent Locked in Submission Grapple ● Kurt Chickenwing
Opponent Locked in Submission Grapple ● Armbar 7
Opponent Locked in Submission Grapple ● Kurt Angle Headlock

Signature Grapples (After ● +, +)
Opponent Locked in Submission Grapple ● Irish Whip
Opponent Locked in Submission Grapple ● Irish Whip
Opponent Locked in Submission Grapple ● Armbar 7
Opponent Locked in Submission Grapple ● Leg Lock 5
Opponent Locked in Submission Grapple ● Leg Lock

Quick Grapples (After ● +, +)
Opponent Locked in Submission Grapple ● Irish Whip
Opponent Locked in Submission Grapple ● Irish Whip
Opponent Locked in Submission Grapple ● Irish Whip
Opponent Locked in Submission Grapple ● Irish Whip

Ready Moves: Attacks
Facing Standing Opponent ● Dropkick 2
Facing Standing Opponent ● Toe Kick 1
Facing Standing Opponent ● Back Chop 1
Facing Standing Opponent ● Elbow Smash 1
Facing Standing Opponent ● Toe Kick 2
Facing Standing Opponent ● Body Punch

Running Toward Opponent ● Dropkick 3

Aerial Moves
Opponent Leaning on Turnbuckle, Facing ● Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing ● Kurt Angle Clothesline
Opponent Leaning on Turnbuckle, Facing ● Knee Attack 1

Knee Moves
From Top Turnbuckle, Opponent Standing ● Missile Dropkick
From Top Turnbuckle, Opponent Standing ● Diving Cross Body Pin
From Top Turnbuckle, Opponent Down ● Elbow Drop 3
From Top Turnbuckle, Opponent Down ● Kurt Diving Moonsault
From Top Turnbuckle, Opponent Down ● Elbow Drop 3

Power Moves
Opponent Leaning on Ropes, Opponent Standing ● Choke 3
Rebound Off Ropes, Running at Standing Opponent ● Clothesline 7
Rebound Off Ropes, Running at Down Opponent ● Clothesline
Running Toward Ropes, Opponent Outside Ring ● Asai Moonault
Running Toward Ropes, Opponent Outside Ring, Opponent Standing ● Vaunting Body Press 1

Running Grapples
Running Toward Standing Opponent ● Irish Whip
Running Toward Standing Opponent ● Armbar 7
Running Toward Standing Opponent ● Leg Lock 5
Running Toward Standing Opponent ● German Suplex 1
Running Toward Standing Opponent ● School Boy Pin 1

Running Attacks
Running Toward Standing Opponent ● Kurt Shoulder Block
Running Toward Standing Opponent ● Clothesline 7
Running Toward Down Opponent ● Elbow Drop 3
Running Toward Down Opponent ● Clothesline 7

Running Counters
Opponent Running ● Belly To Belly 9
Opponent Running ● Back Drop 2
Opponent Running ● German Suplex 1

Double Team Moves (vs. Standing Opponent)
Standing With Partner, Facing Opponent ● Double Suplex 1
Standing With Partner, Facing Opponent ● Double Suplex 1
Standing With Partner, Facing Opponent ● Double Clothesline
Standing With Partner, Facing Opponent ● Double Clothesline

Double Team Moves (At Your Team’s Corner)
Opponent Leaning on Turnbuckle, Facing ● Irish Whip
Opponent Leaning on Turnbuckle, Facing ● Whip & Lay Down
Opponent Leaning on Turnbuckle, Facing ● Medlock Stomping 1
Opponent Leaning on Turnbuckle, Facing ● Hip Toss
Opponent Leaning on Turnbuckle, Facing ● Body Splash & Whip

Enter/Exit Ring Moves
Enter Ring ● Kurt Angle
Exit Ring ● Quick

Combination Attacks
Facing Standing Opponent, First Attack ● Angle Punches
Facing Standing Opponent, Second Attack ● Elbow Smash 1
Facing Standing Opponent, Third Attack ● Clothesline 3

Opponent Down, Standing Near Feet ● Raise
LANCE STORM

BIO
Lance Storm takes both life and competition seriously. As a young man, he trained in the infamous "Dungeon" run by Stu Hart—father of former WWE Champion Bret "Hit Man" Hart and coach to such current Superstars as Chris Jericho and Chris Benoit. The cocky Canadian has used those lessons to humble the competition. He is among the most adept technical competitors in recent history, and mat insiders weren't surprised at his many WWE Tag Team title victories. They were shocked, however, by Storm's offensive anti-American diatribes. Now, it appears as though Storm's politics may be catching up with him, as he's certainly gotten on the wrong side of Raw co-General Manager Stone Cold Steve Austin. It remains to be seen if Austin's verbal shots intensify Storm's anti-American rage, or if the Canadian will forget politics and focus instead on his in-ring game.

SPECIAL MOVES

STATS
HEIGHT  WEIGHT  FROM
5'11"  240 lbs.  Calgary, Alberta, Canada

CAREER HIGHLIGHTS
WCW U.S. Champion, WCW Hardcore Champion, WCW Cruiserweight Champion, Intercontinental Champion, WWE World Tag Team Champion, ECW Tag Team Champion
This fiery redhead first established herself by dazzling foes with such spectacular maneuvers as the moonsault, huracanrana, and her patented move, the Litacanrana. Competing in mixed tag-team matches with the Hardy Boyz gained Lita the respect of both fans and Superstars alike. Last year, she suffered a broken neck while filming an episode of Dark Angel. After a yearlong recuperation following career-threatening surgery, Lita made a surprise return to Raw, where she immediately was fired by Eric Bischoff when she refused to submit to his sexist demands. The foolish move made Lita a free agent, giving her the ability to sign on whichever show she chooses. Upon her return, Lita looks forward to reclaiming her throne as WWE's premier Diva.

BIO

STATS

HEIGHT
5' 7"
FROM
Sanford, NC
FINISHING MOVE
Moonsault, Litacanrana
CAREER HIGHLIGHTS
Women's Champion

SPECIAL MOVES

Lita Diving Moonsault™

Spinning Out Powerbomb 2
## LITA’S MOVES

<table>
<thead>
<tr>
<th>Conditions</th>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Takedown</td>
<td>♦</td>
<td>Taunt Matt Hardy 1</td>
</tr>
<tr>
<td>Takedown</td>
<td>♦</td>
<td>Taunt Lite 1</td>
</tr>
<tr>
<td>Takedown</td>
<td>♦</td>
<td>Taunt Stacy Keibler 3</td>
</tr>
<tr>
<td>Takedown</td>
<td>♦</td>
<td>Taunt Lite 2</td>
</tr>
</tbody>
</table>
**Weapon Specials**

| Holding Weapon | DDT |
| Opponent Down, From Top Turnbuckle | (x) | Lita Diving Moonsault |
| Facing Groggy Opponent | (x)+,+,=,×, or × | Spinning Out Powerbomb 2 |

### Ready Moves: Initiating Grapples

| Opponent Locked in Submission Grapple | ♦ | Irish Whip |
| Opponent Locked in Submission Grapple | ♦ | Armbar 7 |
| Opponent Locked in Submission Grapple | ♦ | Jumping Armbreaker 2 |
| Opponent Locked in Submission Grapple | ♦ | Wrist & Arm Wrench |
| Opponent Locked in Submission Grapple | ♦ | Headlock Take down |
| Opponent Locked in Submission Grapple | ♦ | Irish Whip |
| Opponent Locked in Submission Grapple | ♦ | DDT 9 |
| Opponent Locked in Submission Grapple | ♦ | DDT 12 |
| Opponent Locked in Submission Grapple | ♦ | Huracanarana 1 |
| Opponent Locked in Submission Grapple | ♦ | Arm Drag 3 |

### Power Grapples (After ♦) |

| Opponent Locked in Submission Grapple | ♦ | Irish Whip |
| Opponent Locked in Submission Grapple | ♦ | Powerbomb 12 |
| Opponent Locked in Submission Grapple | ♦ | Scoop Slam 8 |
| Opponent Locked in Submission Grapple | ♦ | Neckbreaker 3 |
| Opponent Locked in Submission Grapple | ♦ | Woman’s Snapmare |

### Quick Grapples (After ♦) |

| Opponent Locked in Submission Grapple | ♦ | Irish Whip |
| Opponent Locked in Submission Grapple | ♦ | Jawbreaker 4 |
| Opponent Locked in Submission Grapple | ♦ | Low Blow 1 |
| Opponent Locked in Submission Grapple | ♦ | Low Blow 1 |
| Opponent Locked in Submission Grapple | ♦ | Woman’s Snapmare |

### Entrance Moves: Attacks |

| Facing Standing Opponent | × | Dropkick 2 |
| Facing Standing Opponent | × or × | Woman’s Toe Kick |
| Facing Standing Opponent | × | Front Dropkick 2 |
| Facing Standing Opponent | × or × | Woman’s Snap 1 |
| Facing Standing Opponent | × | Woman’s Snap 3 |
| Facing Standing Opponent | × | Middle Kick 1 |

### Ready Moves: Rear Grapples |

| Behind Standing Opponent | ♦ | Irish Whip |
| Behind Standing Opponent | ♦ | DDT 22 |
| Behind Standing Opponent | ♦ | Forearm Smash |
| Behind Standing Opponent | ♦ | Elbow To Back Of Head 2 |
| Behind Standing Opponent | ♦ | Building 3 |
| Behind Standing Groggy Opponent | ♦ | Irish Whip |
| Behind Standing Groggy Opponent | ♦ | Inverted Suplex 2 |
| Behind Standing Groggy Opponent | ♦ | Extreme Leg Drop Pin |
| Behind Standing Groggy Opponent | ♦ | Elbow To Back Of Head 2 |
| Behind Standing Groggy Opponent | ♦ | Back Suplex 5 |

### Ready Moves: Edge of the Cell |

| Opponent Near Edge, Facing | ♦ | It Thursts Down |
| Opponent Near Edge, Facing | ♦ | It Thursts Down |
| Opponent Near Edge, Back Exposed | ♦ | It Thursts Down |
| Opponent Near Edge, Back Exposed | ♦ | It Thursts Down |

### Ground Grapples |

| Opponent Down, Standing Near Head | ♦ | Kick To Gut |
| Opponent Down, Standing Near Head | ♦ | Drop Toehold |
| Opponent Down, Standing Near Head | ♦ | Back Drop 2 |
| Opponent Down, Standing Near Head | ♦ | Hip toss 1 |

## Conditions | Command | Move Name |
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Opponent Down, Standing Near Feet</td>
<td>♦</td>
<td>Mexican Surfboard</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Feet</td>
<td>♦</td>
<td>Leg Lock 9</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Feet</td>
<td>♦</td>
<td>Bow &amp; Arrow Lock</td>
</tr>
</tbody>
</table>
**Ground Attacks**

| Opponent Down, Standing Near Opponent | × | Woman’s Angry Stomp |
| Opponent Down, Standing Near Opponent | × or × | Leg Drop |
| Opponent Down, Standing Near Opponent | × or × | Flip Splash |

### Turnbuckle Grapples |

| Opponent Leaning on Turnbuckle, Facing | ♦ | Irish Whip |
| Opponent Leaning on Turnbuckle, Facing | ♦ | Spring Board Arm Drag |
| Opponent Leaning on Turnbuckle, Facing | ♦ | Frankensteinner |
| Opponent Leaning on Turnbuckle, Facing | ♦ | Spring Board Arm Drag |
| Opponent Leaning on Turnbuckle, Back Exposed | ♦ | Irish Whip |
| Opponent Leaning on Turnbuckle, Back Exposed | ♦ | Turnbuckle Smash |
| Opponent Leaning on Turnbuckle, Back Exposed | ♦ | Irish Whip |
| Opponent Leaning on Turnbuckle, Back Exposed | ♦ | Irish Whip |
| Opponent Leaning on Turnbuckle, Back Exposed | ♦ | Irish Whip |

### Entrance Moves: Initiating Grapples |

| Opponent Down, Standing Near Feet | ♦ | Kick To Gut |
| Opponent Down, Standing Near Feet | ♦ | Drop Toehold |
| Opponent Down, Standing Near Feet | ♦ | Back Drop 2 |
| Opponent Down, Standing Near Feet | ♦ | Hip toss 1 |

### Double Team Moves (vs. Standing Opponent) |

| Standing With Partner, Facing Opponent | ♦ | Double Suplex 2 |
| Standing With Partner, Facing Opponent | ♦ | Double Dropkick & Rolling Clutch |
| Standing With Partner, Facing Opponent | ♦ | Double Back Suplex 2 |
| Standing With Partner, Facing Opponent | ♦ | Double Luckdrop |
| Standing With Partner, Facing Opponent | ♦ | Double Facecrusher |
| Standing With Partner, Facing Opponent | ♦ | Double Suplex 2 |

### Double Team Moves (At Your Team’s Corner) |

| Opponent Leaning on Turnbuckle, Facing | ♦ | Irish Whip |
| Opponent Leaning on Turnbuckle, Facing | ♦ | Irish Whip & On All Fours |
| Opponent Leaning on Turnbuckle, Facing | ♦ | Irish Whip & On All Fours |
| Opponent Leaning on Turnbuckle, Facing | ♦ | Irish Whip & On All Fours |

### Enter/Exit Ring Moves |

| Enter Ring | ♦ | Double Suplex 2 |
| Exit Ring | ♦ | Double Dropkick & Rolling Clutch |
| Combination Attacks |

| Facing Standing Opponent, First Attack | × | Woman’s Elbow Smash |
| Facing Standing Opponent, Second Attack | × | Woman’s Elbow Smash |
| Facing Standing Opponent, Third Attack | × | Dropkick 2 |
BIO

Matt Hardy compares his self-improvement philosophy of Mattitude to a sophisticated type of computer software. But to his detractors, the Cruiserweight titlist is a walking virus. An incredibly successful tag team performer, Matt has blossomed on his own, and will undoubtedly add to his already impressive resume. On SmackDown!, he has revealed a more brutal side to his personality, engaging in senseless confrontations and spouting comments that border on delusional. While few Superstars subscribe to Mattitude, Hardy has succeeded in influencing the young and impressionable Shannon Moore, frequently throwing him into battles beyond his capacity. Besides creating the "MattrIBUTES" of Mattitude, Hardy recently added "best-selling author" to his list of impressive accomplishments, with the publication of the Hardy Boyz autobiography, The Hardy Boyz: Exist 2 Inspire.

SPECIAL MOVES

Twist Of Fate™ 1

Twist Of Fate™ 2

STATS

HEIGHT 6' 2"
WEIGHT 225 lbs.
FROM Cameron, NC
FINISHING MOVE Twist of Fate

CAREER HIGHLIGHTS

European Champion, Hardcore Champion, WWE Cruiserweight Champion, WWE World Tag Team Champion, WCW Tag Team Champion
## Matt Hardy’s Moves

<table>
<thead>
<tr>
<th>Conditions</th>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Standing</td>
<td>+</td>
<td>Taunt Matt Hardy 2</td>
</tr>
<tr>
<td>Standing</td>
<td>+</td>
<td>Taunt Matt Hardy V1</td>
</tr>
<tr>
<td>Standing</td>
<td>+</td>
<td>Taunt Matt Hardy 2</td>
</tr>
<tr>
<td>Standing</td>
<td>+</td>
<td>Taunt Matt Hardy V1</td>
</tr>
</tbody>
</table>

### Ground Specials

#### Opponent Down, Standing Near Feet

- Taunt Matt Hardy
- Taunt Matt Hardy V1
- Taunt Matt Hardy 2
- Taunt Matt Hardy V1

### Ground Specials

#### Holding Weapon

- DDT (X)+
- DDT (+)

### SmackDown Specials

#### Facing Groggy Opponent

- Twist Off Fate 2
- Taunt Matt Hardy 1

### Ready Moves: Initiating Grapples

#### Facing Standing Opponent

- Irish Whip
- Grapple 5

#### Facing Standing Opponent

- Grapple 10
- Front Flip

#### Facing Standing Opponent

- Grapple 11
- Front Flip

### Submission Grapples (After X+ or +)

#### Opponent Locked in Submission Grapple

- Irish Whip
- Armbar 2
- Snapmare & Neck Lock

#### Opponent Locked in Submission Grapple

- Wrist & Arm Wrench
- Jumping Armbreaker 2

#### Opponent Locked in Submission Grapple

- Grapple 4
- Suplex 10
- Suplex 2

### Power Specials (After +)

#### Opponent Locked in Submission Grapple

- Manhattan Drop 1
- Neckbreaker 3

#### Opponent Locked in Submission Grapple

- Gutbuster 2
- Backbreaker 1

#### Opponent Locked in Submission Grapple

- Snare and Dropkick 2

### Quick Specials (After +)

#### Opponent Locked in Submission Grapple

- Russian Leg Sweep 1
- Jawbreaker 2

#### Opponent Locked in Submission Grapple

- Snapmare & Dropkick 1

### Ready Moves: Attacks

#### Facing Standing Opponent

- Toe Kick 1
- Toe Kick 2

#### Facing Standing Opponent

- Spinning Punches
- Back Flip

#### Facing Standing Opponent

- Back Chop 1

### Ready Moves: Rear Grapples

#### Behind Standing Opponent

- Irish Whip

#### Behind Standing Opponent

- School Boy Roll Up
- Full Nelson Face Buster

#### Behind Standing Opponent

- Back Off Of Head 2
- Forearm Smash

#### Behind Standing Groggy Opponent

- Irish Whip
- Rolling Clutch Pin

#### Behind Standing Groggy Opponent

- Side Effect 2
- DDT 22

#### Behind Standing Groggy Opponent

- Back Suplex 1

### Ready Moves: Edge of the Cell

#### Opponent Near Edge, Facing

- It Thrusts Down

#### Opponent Near Edge, Facing

- It Thrusts Down

#### Opponent Near Edge, Back Exposed

- Irish Whip
- Cross Arm Stretch

#### Opponent Near Edge, Back Exposed

- Irish Whip
- Cross Arm Stretch
- It Thrusts Down

### Ground Grapples

#### Opponent Down, Standing Near Head

- It Thrusts Down

#### Opponent Down, Standing Near Head

- Dropkick & Rolling Clutch
- Irish Whip
- Mulekicker 1
- DDT 22

### Double Team Moves (vs. Standing Opponent)

#### Standing With Partner, Facing Opponent

- Irish Whip
- Mulekicker 1
- Double Axe Handle 5

### Double Team Moves (At Your Team’s Corner)

#### Opponent Leaning on Turnbuckle, Facing

- Irish Whip
- DDT 22

### Entrance

#### Enter Ring

- Matt Hardy
BIO

Randy Orton's arrival in WWE was seemingly inevitable. After all, he was practically raised in the business that both his father and grandfather excelled in.

But Randy Orton doesn't want his family name to bring him success in WWE. He's eager to prove that his in-ring abilities alone can get him to the top. He's quick, agile, technically sound, and as female fans will tell you, he has the looks to make an impact on sports-entertainment.

Randy has recently aligned himself with Triple H and the legendary Ric Flair in a group called Evolution.
<table>
<thead>
<tr>
<th>Conditions</th>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Standing</td>
<td>↑</td>
<td>Taunt Christian 2</td>
</tr>
<tr>
<td>Standing</td>
<td>←</td>
<td>Raising Arm 4</td>
</tr>
<tr>
<td>Standing</td>
<td>↑</td>
<td>Taunt Perry Saturn</td>
</tr>
<tr>
<td>Standing</td>
<td>←</td>
<td>Wake Up</td>
</tr>
<tr>
<td>Weapon Specials</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Holding Weapon</td>
<td>(L)</td>
<td>DDT</td>
</tr>
<tr>
<td>Holding Weapon</td>
<td>(L) +, +, or +, +</td>
<td>DDT</td>
</tr>
</tbody>
</table>

**SmackDown! Specials**

| Opponent Down, Standing Near Feet |  |
| Opponent Down, Standing Near Head |  |
| Ground Grapples |  |
| Opponent Near Edge, Facing |  |
| Opponent Near Edge, Facing |  |
| Ready Moves: Edge of the Cell |  |
| Behind Standing Groggy Opponent |  |
| Behind Standing Groggy Opponent |  |
| Behind Standing Groggy Opponent |  |
| Behind Standing Groggy Opponent |  |
| Behind Standing Groggy Opponent |  |
| Behind Standing Groggy Opponent |  |
| Ready Moves: Edge of the Cell |  |
| Opponent Down, Standing Near Head |  |
| Opponent Down, Standing Near Head |  |
| Opponent Down, Standing Near Head |  |
| Opponent Down, Standing Near Head |  |
| Opponent Down, Standing Near Feet |  |
| Opponent Down, Standing Near Feet |  |

**Opponent Locked in Submission Grapple**

| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submissio |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submissio |  |

**Power Moves (After 0+ or +)**

| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submissio |  |
| Opponent Locked in Submission Grapple |  |

**Quick Moves (After + or +)**

| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submissio |  |
| Opponent Locked in Submission Grapple |  |

**Turnbuckle Grapples**

| Opponent Locked in Turnbuckle Facing |  |
| Opponent Locked in Turnbuckle Facing |  |
| Opponent Locked in Turnbuckle Facing |  |
| Opponent Locked in Turnbuckle Facing |  |
| Opponent Locked in Turnbuckle Facing |  |

**Submission Grapples**

| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |

**Ground Attacks**

| Opponent Down, Standing Near Opponent |  |
| Opponent Down, Standing Near Opponent |  |
| Opponent Down, Standing Near Opponent |  |
| Opponent Down, Standing Near Opponent |  |
| Opponent Down, Standing Near Opponent |  |
| Opponent Down, Standing Near Opponent |  |

**SmackDown! Specials**

| Opponent Down, Standing Near Feet |  |
| Opponent Down, Standing Near Feet |  |
| Opponent Down, Standing Near Feet |  |
| Opponent Down, Standing Near Feet |  |
| Opponent Down, Standing Near Feet |  |

**Cruiserweight Moves 5**

| Opponent Down, Standing Near Head |  |
| Opponent Down, Standing Near Head |  |
| Opponent Down, Standing Near Head |  |
| Opponent Down, Standing Near Head |  |
| Opponent Down, Standing Near Head |  |

**SmackDown! Specials**

| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submissio |  |
| Opponent Locked in Submission Grapple |  |

**Ready Moves: Initiating Grapples**

| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submissio |  |
| Opponent Locked in Submission Grapple |  |

**Submission Grapples**

| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submissio |  |
| Opponent Locked in Submission Grapple |  |

**Quick Grapples (After + or +)**

| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submissio |  |
| Opponent Locked in Submission Grapple |  |

**Ready Moves: Attacks**

| Facing Standing Opponent | X + | Dropkick 2 |
| Facing Standing Opponent | X + | Toe Kick 1 |
| Facing Standing Opponent | X + | Elbow Smash 2 |
| Facing Standing Opponent | X - | Shoffle Side Kick 1 |
| Facing Standing Opponent | X + | Back Chop 1 |

**Ready Moves: Rear Grapples**

| Behind Standing Opponent |  |
| Behind Standing Opponent |  |
| Behind Standing Opponent |  |
| Behind Standing Opponent |  |
| Behind Standing Opponent |  |
| Behind Standing Opponent |  |
| Behind Standing Opponent |  |

**Ready Moves: Edge of the Cell**

| Opponent Near Edge, Facing |  |
| Opponent Near Edge, Facing |  |
| Opponent Near Edge, Back Exposed |  |
| Opponent Near Edge, Back Exposed |  |

**Enter/Exit Ring Moves**

| Enter Ring | X + | Jumping |
| Enter Ring | X + | Quick |

**Combination Attacks**

| Facing Standing Opponent, First Attack |  |
| Facing Standing Opponent, Second Attack |  |
| Facing Standing Opponent, Third Attack |  |

---

**Opponent Locked in Submission Grapple**

| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submissio |  |
| Opponent Locked in Submission Grapple |  |

**Enter/Exit Ring Moves**

| Enter Ring | X + | Jumping |
| Enter Ring | X + | Quick |

**Combination Attacks**

| Facing Standing Opponent, First Attack |  |
| Facing Standing Opponent, Second Attack |  |
| Facing Standing Opponent, Third Attack |  |

---

**Cruiserweight Moves 5**

| Opponent Down, Standing Near Head |  |
| Opponent Down, Standing Near Head |  |
| Opponent Down, Standing Near Head |  |
| Opponent Down, Standing Near Head |  |
| Opponent Down, Standing Near Head |  |

**SmackDown! Specials**

| Opponent Down, Standing Near Feet |  |
| Opponent Down, Standing Near Feet |  |
| Opponent Down, Standing Near Feet |  |
| Opponent Down, Standing Near Feet |  |
| Opponent Down, Standing Near Feet |  |

**Power Moves (After + or +)**

| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submissio |  |
| Opponent Locked in Submission Grapple |  |

**Quick Grapples (After + or +)**

| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submission Grapple |  |
| Opponent Locked in Submissio |  |
| Opponent Locked in Submission Grapple |  |

**Ready Moves: Attacks**

| Facing Standing Opponent | X + | Dropkick 2 |
| Facing Standing Opponent | X + | Toe Kick 1 |
| Facing Standing Opponent | X + | Elbow Smash 2 |
| Facing Standing Opponent | X + | Shoffle Side Kick 1 |
| Facing Standing Opponent | X + | Back Chop 1 |

**Ready Moves: Rear Grapples**

| Behind Standing Opponent |  |
| Behind Standing Opponent |  |
| Behind Standing Opponent |  |
| Behind Standing Opponent |  |
| Behind Standing Opponent |  |
| Behind Standing Opponent |  |
| Behind Standing Opponent |  |

| Opponent Near Edge, Facing |  |
| Opponent Near Edge, Facing |  |
| Opponent Near Edge, Back Exposed |  |
| Opponent Near Edge, Back Exposed |  |

**Enter/Exit Ring Moves**

| Enter Ring | X + | Jumping |
| Enter Ring | X + | Quick |

**Combination Attacks**

| Facing Standing Opponent, First Attack |  |
| Facing Standing Opponent, Second Attack |  |
| Facing Standing Opponent, Third Attack |  |

---

**Cruiserweight Moves 5**

| Opponent Down, Standing Near Head |  |
| Opponent Down, Standing Near Head |  |
| Opponent Down, Standing Near Head |  |
| Opponent Down, Standing Near Head |  |
| Opponent Down, Standing Near Head |  |

**SmackDown! Specials**

| Opponent Down, Standing Near Feet |  |
| Opponent Down, Standing Near Feet |  |
| Opponent Down, Standing Near Feet |  |
| Opponent Down, Standing Near Feet |  |
| Opponent Down, Standing Near Feet |  |
BIO

No other Cruiserweight in the world carries the kind of reputation that Rey Mysterio does. A phenomenon who has competed all over the globe, he is one of the very few competitors in sports-entertainment history who can claim to have literally changed the game.

His innovative high-flying maneuvers and lightning-fast style helped open the doors to lighter-weight wrestlers over the course of the 1990s. Originally a star in Mexico, he has plied his trade everywhere from Japan to ECW to WCW. Now, finally, he has made his way to WWE, once again wearing the mask that helped make him a legend.

The Cruiserweight Division looks to be heating up more than ever before, thanks to Mysterio. When all is said and done, his name could be placed among the all-time greats.

SPECIAL MOVES

The 619™

West Coast Pop™

STATS

HEIGHT  WEIGHT  FROM  FINISHING MOVE
5’ 6”  165 lbs.  San Diego, CA  Top-Rope Hurricanrana

CAREER HIGHLIGHTS

WCW Cruiserweight Champion, WCW World Tag Team Champion (w/Billy Kidman, Konnan, Juventud Guerrera), WCW World Cruiserweight Tag Team Champion (w/Billy Kidman)
REY MYSTERIO™’S MOVES

Conditions | Command | Move Name
---|---|---
Standing | Raising Arms |
Standing | The 619 Call |
Standing | Raising Arms |
Standing | The 619 Call |
**Weapon Specials**
Holding Weapon | DDT |
Holding Weapon | DDT |
Facing Groggy Opponent | The 619 |
Opponent Leaning on Turnbuckle, Facing | West Coast Pop |
**Frontal Moves**
Facing Standing Opponent | Irish Whip |
Facing Standing Opponent | Grapple 5 |
Facing Standing Opponent | Grapple 10 |
Facing Standing Opponent | Neckbreaker 3 |
Facing Standing Opponent | Arm Drag 1 |
**Quick Grapples**
Facing Standing Opponent | Irish Whip |
Facing Standing Opponent | Sunset Flip Pin 2 |
Opponent Locked in Submission Grapple | Powerbomb 12 |
Facing Standing Opponent | Snapmare 3 |
Facing Standing Opponent | Neckbreaker 3 |
Facing Standing Opponent | Victory Roll Pin 5 |
**Rear Moves**
Behind Standing Opponent | Irish Whip |
Behind Standing Opponent | Edge O’Matic 2 |
Behind Standing Opponent | Cruiserweight Moves 4 |
Behind Standing Opponent | German Suplex 5 |
Behind Standing Groggy Opponent | Irish Whip |
Behind Standing Groggy Opponent | Huracanarana Pin 4 |
Behind Standing Groggy Opponent | Hurricane Neckbreaker |
Behind Standing Groggy Opponent | Huracanarana 6 |
**Ground Grapples**
Opponent Down, Standing Near Feet | Pin Fall |
Opponent Down, Standing Near Head | Mohistrol Cradle Pin |
Opponent Down, Standing Near Head | Cruiserweight Moves 5 |
**Ground Attacks**
**SmackDown! Specials**
**Entrance Ring Moves**
**Double Team Moves**

**For Further Information, Visit PRIMAGAMES.COM**
On November 2, 2001, Rhyno put his career on the line when he had surgery to repair his spine. But while his injuries would’ve indeed ended the career of an average competitor, Rhyno returned to WWE in late February 2003. They don’t call him the “Man-Beast” for nothin’.

There are only two other Superstars who have returned from spinal surgery—Stone Cold Steve Austin and Chris Benoit. Austin is a multi-time WWE Champion. Benoit is a perennial competitor for the WWE Title. After all Rhyno has been through, he can’t be far behind.

**BIO**

**HEIGHT** 6’ 3”  **WEIGHT** 275 lbs.  **FROM** Detroit, MI

**FINISHING MOVE** Gore

**CAREER HIGHLIGHTS**

Hardcore Champion, WCW US Champion, ECW World Champion, ECW Television Champion

**SPECIAL MOVES**

- The Gore™

---

RHYNO™

PRIMA'S OFFICIAL STRATEGY GUIDE
## RHYNOS MOVES

<table>
<thead>
<tr>
<th>Conditions</th>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opponent Down, Standing Near Head</td>
<td>←</td>
<td>Raise</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Head</td>
<td>←</td>
<td>Pin Fall</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Head</td>
<td>←</td>
<td>Fury Punch 8</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Head</td>
<td>←</td>
<td>Fury Punch 10</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Head</td>
<td>←</td>
<td>Reverse Chin Lock 2</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Head</td>
<td>←</td>
<td>Raise</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Feet</td>
<td>←</td>
<td>Pin Fall</td>
</tr>
</tbody>
</table>
When you think of true legends of sports-entertainment, you think of Ric Flair. One of the greatest World Champions of all time, and—along with Hulk Hogan—one of the two biggest Superstars of the past 20 years, Flair has carved out a legacy for himself that will never be surpassed.

Known as “The Dirtiest Player in the Game,” Flair is one of the cageiest competitors ever to step in the ring. After enjoying several months as the co-owner of WWE, he has since found himself mentoring fellow Evolution members Randy Orton and Triple H to the ring.

**STATS**

<table>
<thead>
<tr>
<th>HEIGHT</th>
<th>WEIGHT</th>
<th>FROM</th>
<th>FINISHING MOVE</th>
</tr>
</thead>
<tbody>
<tr>
<td>6’1”</td>
<td>220 lbs.</td>
<td>Charlotte, NC</td>
<td>Figure-Four Leglock</td>
</tr>
</tbody>
</table>

**CAREER HIGHLIGHTS**

- NWA Mid-Atlantic Tag Team Champion
- NWA Mid-Atlantic Heavyweight
- NWA Mid-Atlantic TV Champion
- NWA World Tag Team Champion
- NWA Missouri Heavyweight Champion
- NWA/WCW United States Champion
- NWA/WCW Champion
- WWE Champion
### RIC FLAIR’S MOVES

**Conditions** | **Command** | **Move Name**
--- | --- | ---
**Taunts**
Standing | | Taunt Ric Flair 1
Standing | | Taunt Ric Flair 2
Standing | | Taunt Ric Flair 3
**Weapon Specials**
Holding Weapon | (x) | DDT
Holding Weapon | (x) + w, a, v, or t | DDT

**SmackDown! Specials**
Opponent Down, Standing Near Feet | (x) | Figure-Four Leg Lock 3
Opponent Down, Standing Near Head | (x) + w, a, v, or t | Figure-Four Leg Lock 3

**Ready Moves: Initiating Grapples**
Facing Standing Opponent | ● | Irish Whip
Facing Standing Opponent | ● + v, a, t | Grapple 5
Facing Standing Opponent | ● + w, a, v, or t | Grapple 10
Facing Standing Opponent | ● + w, a, v, or t | Grapple 11
Facing Standing Opponent | ● + w, a, v, or t | Grapple 8

**Submission Grapples**
Opponent Locked in Submission Grapple | ● | Irish Whip
Opponent Locked in Submission Grapple | ● + v, a, t | Headlock Takedown
Opponent Locked in Submission Grapple | ● + w, a, v, or t | Shin Breaker
Opponent Locked in Submission Grapple | ● + w, a, v, or t | Wrist & Arm Wrench
Opponent Locked in Submission Grapple | ● + w, a, v, or t | Shin Breaker

**Signature Grapples**
Opponent Locked in Submission Grapple | ● + w, a, v, or t | Ric Flair Back Chop 3
Opponent Locked in Submission Grapple | ● + w, a, v, or t | Low Blow 4
Opponent Locked in Submission Grapple | ● + w, a, v, or t | Low Blow 5
Opponent Locked in Submission Grapple | ● + w, a, v, or t | Ric Flair Back Chop 1

**Power Grapples**
Opponent Locked in Submission Grapple | ● | Irish Whip
Opponent Locked in Submission Grapple | ● + w, a, v, or t | Manhattan Drop 1
Opponent Locked in Submission Grapple | ● + w, a, v, or t | Scoop Slam 3
Opponent Locked in Submission Grapple | ● + v, a, t | Gutbuster 1
Opponent Locked in Submission Grapple | ● + v, a, t | Suplex 4

**Quick Grapples**
Opponent Locked in Submission Grapple | ● | Irish Whip
Opponent Locked in Submission Grapple | ● + w, a, v, or t | Eye Poke 2
Opponent Locked in Submission Grapple | ● + w, a, v, or t | Ric Flair Back Chop 2
Opponent Locked in Submission Grapple | ● + w, a, v, or t | Headlock & Punch 2
Opponent Locked in Submission Grapple | ● + w, a, v, or t | Low Blow 2

**Ready Moves: Attacks**
Facing Standing Opponent | ● + w, a, v, or t | Clothesline 3
Facing Standing Opponent | ● + v, a, t | Toe Kick 1
Facing Standing Opponent | ● + w, a, v, or t | Powerful Back Chop
Facing Standing Opponent | ● + w, a, v, or t | Slap 2
Facing Standing Opponent | ● + w, a, v, or t | Double Axe Handle 1
Facing Standing Opponent | ● + v, a, t | Austin Punches 1

**Ready Moves: Rear Grapples**
Behind Standing Opponent | ● | Irish Whip
Behind Standing Opponent | ● + w, a, v, or t | School Boy Roll Up
Behind Standing Opponent | ● + w, a, v, or t | Back Rake
Behind Standing Opponent | ● + w, a, v, or t | Abdominal Stretch 1
Behind Standing Opponent | ● + v, a, t | Low Blow 6
Behind Standing Grappage Opponent | ● | Irish Whip
Behind Standing Grappage Opponent | ● + w, a, v, or t | School Boy Roll Up
Behind Standing Grappage Opponent | ● + w, a, v, or t | Knee Clip
Behind Standing Grappage Opponent | ● + w, a, v, or t | Back Slopex 5
Behind Standing Grappage Opponent | ● + w, a, v, or t | Low Blow 6

**Ready Moves: Edge of the Cell**
Opponent Near Edge, Facing | ● | It Thrusts Down
Opponent Near Edge, Facing | ● + w, a, v, or t | It Thrusts Down
Opponent Near Edge, Back Exposed | ● + w, a, v, or t | It Thrusts Down
Opponent Near Edge, Back Exposed | ● + w, a, v, or t | It Thrusts Down

**Ground Grapples**
Opponent Down, Standing Near Head | ● | Raise
Opponent Down, Standing Near Head | ● + w, a, v, or t | Pin Fall
Opponent Down, Standing Near Head | ● + w, a, v, or t | Ric Flair Knee Drop
Opponent Down, Standing Near Head | ● + w, a, v, or t | Fury Punch 8
Opponent Down, Standing Near Head | ● + w, a, v, or t | Steeper Hold 8
Opponent Down, Standing Near Feet | ● | Raise
Opponent Down, Standing Near Feet | ● + w, a, v, or t | Pin Fall

**Conditions** | **Command** | **Move Name**
--- | --- | ---
Opponent Down, Standing Near Feet | ● + w, a, v, or t | Leg Lock 8
Opponent Down, Standing Near Feet | ● + w, a, v, or t | Knee Smash
Opponent Down, Standing Near Feet | ● + v, a, t | Kick to Leg 2

**Ground Attacks**
Opponent Down, Standing Near Opponent | | Angry Stomp
Opponent Down, Standing Near Opponent | ● + w, a, v, or t | Elbow Drop 1
Opponent Down, Standing Near Opponent | ● + v, a, t | Elbow Drop 2

**Turbuckle Grapples**
Opponent Leaning on Turnbuckle, Facing | ● | Irish Whip
Opponent Leaning on Turnbuckle, Facing | ● + w, a, v, or t | Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing | ● + v, a, t | Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Back Exposed | ● + w, a, v, or t | Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed | ● + v, a, t | Illegal Pin
Opponent Leaning on Turnbuckle, Back Exposed | ● + w, a, v, or t | Super Back Slopex
Opponent Leaning on Turnbuckle, Back Exposed | ● + v, a, t | Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed | ● + w, a, v, or t | Super Back Slopex
Opponent Leaning on Turnbuckle, Back Exposed | ● + v, a, t | Pushes Turnbuckle

**Turnbuckle Attacks**
Opponent Leaning on Turnbuckle, Facing | ● | Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing | ● + w, a, v, or t | Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle | ● | Knee Attack 1

**Artial Moves**
From Top Turnbuckle, Opponent Standing | ● + w, a, v, or t | Double Axe Handle 3
From Top Turnbuckle, Opponent Standing | ● + v, a, t | Diving Elbow Bat
From Top Turnbuckle, Opponent Down | ● + w, a, v, or t | Elbow Drop 3
From Top Turnbuckle, Opponent Down | ● + v, a, t | Elbow Drop 3

**Rope Moves**
Opponent Leaning on Ropes | ● | Chokes 3
Rebound Off Ropes, Running at Standing Opponent | ● + w, a, v, or t | Elbow Attack
Rebound Off Ropes, Running at Standing Opponent | ● + v, a, t | Dropkick To Knee 4
Running toward Ropes, Opponent Outside Ring | ● + v, a, t | Vaulting Body Press 3
Running toward Ropes, Opponent Outside Ring | ● + v, a, t | Dive Through Ropes

**Running Grapples**
Running toward Standing Opponent | ● | Irish Whip
Running toward Standing Opponent | ● + w, a, v, or t | Schoolboy Head
Running toward Standing Opponent | ● + v, a, t | Neckbreaker 1
Running toward Standing Opponent | ● + v, a, t | Sunset Flip Pin 1
Running toward Standing Opponent’s Back | ● | Hurricane Neckbreaker

**Running Attacks**
Running toward Standing Opponent | ● + w, a, v, or t | Kurt Shoulder Block
Running toward Standing Opponent | ● + v, a, t | Elbow Attack
Running toward Standing Opponent | ● + v, a, t | Elbow Drop 1
Running toward Standing Opponent | ● + v, a, t | Dropkick To Knee 4

**Running Counters**
Opponent Running | ● | Sleeper Hold 4
Opponent Running | ● + v, a, t | Neckbreaker 2
Opponent Running | ● + v, a, t | Back Drop 2

**Double Team Moves (vs. Standing Opponent)**
Standing With Partner, Facing Opponent | ● + w, a, v, or t | Double Slopex 1
Standing With Partner, Facing Opponent | ● + v, a, t | Double DDT
Standing With Partner, Facing Opponent | ● + v, a, t | Double Slopex 1
Standing With Partner, Facing Opponent | ● + v, a, t | Double Clothesline
Standing With Partner, Facing Opponent | ● + v, a, t | Double Beat Head

**Double Team Moves (At Your Team’s Corner)**
Opponent Leaning on Turnbuckle, Facing | ● | Irish Whip
Opponent Leaning on Turnbuckle, Facing | ● + w, a, v, or t | Whip & Lay Down
Opponent Leaning on Turnbuckle, Facing | ● + w, a, v, or t | Multi-hole Stomping 1
Opponent Leaning on Turnbuckle, Facing | ● + w, a, v, or t | Stomp Driver
Opponent Leaning on Turnbuckle, Facing | ● + w, a, v, or t | Body Splash & Whip

**Enter/Exit Ring Moves**
Enter Ring | ● + w, a, v, or t | Normal
Exit Ring | ● + w, a, v, or t | One Handstand Ring Out

**Combination Attacks**
Facing Standing Opponent, First Attack | ● + w, a, v, or t | Back Chop 2
Facing Standing Opponent, Second Attack | ● + w, a, v, or t | Back Chop 1
Facing Standing Opponent, Third Attack | ● + w, a, v, or t | Double Axe Handle 1
BIO

Nobody doubted Rico's ability to get his name in the press, whether as a former American Gladiator or Las Vegas police officer. The flamboyant Superstar first surfaced in the WWE as the "stylist" for Billy & Chuck, orchestrating their extravagant commitment ceremony. But when his charges revealed that whole spectacle was a publicity stunt, Rico showed his sadistic side, violently turning against his one-time protégés with assistance from Raw co-General Manager Eric Bischoff. Since deciding to focus on his own career, Rico has partnered with a woman who shares his self-centered attitude—the luscious Miss Jackie (a.k.a. Jackie Gayda), the co-winner of WWE Tough Enough II. Look for this dangerous and devious couple to lay waste to the Raw roster as they fulfill their dreams of gold.

STATS

HEIGHT  WEIGHT  FROM
6' 0"    228 lbs.  Las Vegas, NV

CAREER HIGHLIGHTS
WWE Tag Team Champion
### Conditions | Command | Move Name
--- | --- | ---
Touts | |  
Standing | | Woman Manager 2
Standing | | Taunt Rico
Standing | | Woman Manager 2
Standing | | Taunt Rico
Weapon Specials | |  
Holding Weapon | | DDT
Holding Weapon | | DDT
SmackDown! Specials | |  
Facing Groggy Opponent | | Rico Spinning Kick
Facing Groggy Opponent | | Roundhouse Dropkick
Ready Moves: Initiating Grapples | |  
Facing Standing Opponent | | Irish Whip
Facing Standing Opponent | | Grapple 5
Facing Standing Opponent | | Grapple 10
Facing Standing Opponent | | Grapple 11
Facing Standing Opponent | | Grapple 4
Submission Grapples (After | |  
Opponent Locked in Submission Grapple | | Irish Whip
Opponent Locked in Submission Grapple | | Armbar 3
Opponent Locked in Submission Grapple | | Headlock Takedown
Opponent Locked in Submission Grapple | | Armbar 4
Opponent Locked in Submission Grapple | | Armbar 7
Signature Grapples (After | |  
Opponent Locked in Submission Grapple | | Irish Whip
Opponent Locked in Submission Grapple | | Throat Thrust 6
Opponent Locked in Submission Grapple | | Rico Back Kick
Opponent Locked in Submission Grapple | | Victory Roll Pin 4
Opponent Locked in Submission Grapple | | Knee Strike 1
Power Grapples (After | |  
Opponent Locked in Submission Grapple | | Irish Whip
Opponent Locked in Submission Grapple | | Manhattan Drop 1
Opponent Locked in Submission Grapple | | Scoop Slam 7
Opponent Locked in Submission Grapple | | Gutbuster 2
Opponent Locked in Submission Grapple | | Swinging Neckbreaker
Quick Grapples (After | |  
Opponent Locked in Submission Grapple | | Irish Whip
Opponent Locked in Submission Grapple | | Backside Pin 1
Opponent Locked in Submission Grapple | | Shuffle Side Kick
Opponent Locked in Submission Grapple | | Jawbreaker 1
Opponent Locked in Submission Grapple | | Martial Arts Kick 2
Ready Moves: Attacks | |  
Facing Standing Opponent | | Spinning Back Kick 3
Facing Standing Opponent | | Toe Kick 1
Facing Standing Opponent | | Middle Kick 3
Facing Standing Opponent | | High Roundhouse Kick
Facing Standing Opponent | | Dropkick 4
Facing Standing Opponent | | Quick Kick
Ready Moves: Rear Grapples | |  
Behind Standing Opponent | | Irish Whip
Behind Standing Opponent | | Backbreaker 7
Behind Standing Opponent | | Cruiserweight Moves 4
Behind Standing Opponent | | Elbow To Back Off Head 2
Behind Standing Opponent | | Forearm Smash
Behind Standing Groggy Opponent | | Irish Whip
Behind Standing Groggy Opponent | | Russian Leg Sweep 2
Behind Standing Groggy Opponent | | Mat Slam 2
Behind Standing Groggy Opponent | | Sleeper Hold 2
Behind Standing Groggy Opponent | | Sleeper With Sawissors
Ready Moves: Edge of the Cell | |  
Opponent Near Edge, Facing | | It Thrusts Down
Opponent Near Edge, Facing | | It Thrusts Down
Opponent Near Edge, Back Exposed | | It Thrusts Down
Ground Grapples | |  
Opponent Down, Standing Near Head | | Raise
Opponent Down, Standing Near Head | | Pin Fall
Opponent Down, Standing Near Head | | Triangle Hold
Opponent Down, Standing Near Head | | Cruiserweight Moves 5
Opponent Down, Standing Near Head | | Reverse Chin Lock 2
Opponent Down, Standing Near Feet | | Raise
Opponent Down, Standing Near Feet | | Pin Fall

### Conditions | Command | Move Name
--- | --- | ---
Opponent Down, Standing Near Feet | | Leg Lock 9
Opponent Down, Standing Near Feet | | Cruiserweight Moves 6
Opponent Down, Standing Near Feet | | Bow & Arrow Lock
Ground Attacks | |  
Opponent Down, Standing Near Opponent | | Angry Stomp
Opponent Down, Standing Near Opponent | | Flip Splash
Opponent Down, Standing Near Opponent | | Karate Punch
SmackDown! Specials | |  
Opponent Leaning on Turnbuckle, Facing | | Irish Whip
Opponent Leaning on Turnbuckle, Facing | | Hanging In Reverse
Opponent Leaning on Turnbuckle, Facing | | Rico Karate Kick 2
Opponent Leaning on Turnbuckle, Facing | | Moonsault Kick
Opponent Leaning on Turnbuckle, Facing | | Rico Karate Kick 1
Opponent Leaning on Turnbuckle, Back Exposed | | Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed | | Illegal Pin
Opponent Leaning on Turnbuckle, Back Exposed | | Hanging In Reverse
Opponent Leaning on Turnbuckle, Back Exposed | | D-Von Neck Breaker
Opponent Leaning on Turnbuckle, Back Exposed | | Turnbuckle Toe Kick
Opponent Slumped Down at Lower Turnbuckle | | Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle | | Mudhole Stamping 3
Turnbuckle Attacks | |  
Opponent Leaning on Turnbuckle, Facing | | Turnbuckle Dropkick 1
Opponent Leaning on Turnbuckle, Facing | | Turnbuckle Dropkick 1
Opponent Slumped Down at Lower Turnbuckle | | Bronze Buster
Arstial Moves | |  
From Top Turnbuckle, Opponent Standing | | Marital Arts Kick 1
From Top Turnbuckle, Opponent Standing | | Diving Elbow Bat
From Top Turnbuckle, Opponent Down | | Whisper in the Wind 1
From Top Turnbuckle, Opponent Down | | Diving Moonsault Pin
From Top Turnbuckle, Opponent Down | | Whisper in the Wind 1
Rope Moves | |  
Opponent Leaning on Ropes | | Irish Whip
Rebound Off Ropes, Running at Standing Opponent | | Spinning Wheel Kick 6
Rebound Off Ropes, Running at Opponent Down | | Dropkick To Knee 4
Running toward Ropes, Opponent Outside Ring | | Vaulting Body Press 2
Running toward Ropes, Opponent Outside Ring | | Baseball Slide
Running Grapples | |  
Running toward Standing Opponent | | Irish Whip
Running toward Standing Opponent | | Armlock
Running toward Standing Opponent | | School Boy Pin 1
Running toward Standing Groggy Opponent | | Crucifix Pin
Running toward Standing Opponent’s Back | | Hurricane Neckbreaker
Running toward Standing Groggy Opponent’s Back | | School Boy Pin 2
Running Attacks | |  
Running toward Standing Opponent | | Karate Kick 1
Running toward Standing Opponent | | Spinning Wheel Kick 6
Running toward Down Opponent | | Running Flip Splash
Running toward Down Opponent | | Dropkick To Knee 4
Running Counters | |  
Opponent Running | | Rolling Boston Crab
Opponent Running | | Neckbreaker 2
Opponent Running | | Arm Drag 5
Double Team Moves (vs. Standing Opponent) | |  
Standing With Partner, Facing Opponent | | Arm Wrench & Kick
Standing With Partner, Facing Opponent | | Dropkick & Rolling Clutch
Standing With Partner, Facing Opponent | | Double Suplex 1
Standing With Partner, Facing Opponent | | Double Clothesline
Standing With Partner, Facing Opponent | | Double Dropkick
Double Team Moves (At Your Team’s Corner) | |  
Opponent Leaning on Turnbuckle, Facing | | Irish Whip
Opponent Leaning on Turnbuckle, Facing | | Whip & Lay Down
Opponent Leaning on Turnbuckle, Facing | | Mudhole Stamping 1
Opponent Leaning on Turnbuckle, Facing | | High Angle Back Suplex 1
Opponent Leaning on Turnbuckle, Facing | | Body Snap & Whip
Enter/Exit Ring Moves | |  
Enter Ring | | Normal
Exit Ring | | Normal
Combination Attacks | |  
Facing Standing Opponent, First Attack | | Snap Job
Facing Standing Opponent, Quick Attack | | Quick Kick
Facing Standing Opponent, Third Attack | | Spinning Back Kick 3
BIO

Weighing more than 400 pounds, Rikishi is one of the most imposing performers in sports-entertainment. Perhaps the scariest thing about him is his butt—which he likes to stick in opponents’ faces, delivering to them the dreaded Stink Face!

Rikishi has enjoyed a great deal of success in WWE. As a member of the Headshrinkers tag team, he held the World Tag Team Championship back in 1994. Since rejoining WWE in 1999, he has enjoyed a successful run as Intercontinental Champion. He also made it to the finals of the 2000 King of the Ring tournament, before narrowly losing to Kurt Angle.

The Phat Man was embroiled in controversy in late 2000 when it was revealed that he was driving the car that ran down Stone Cold Steve Austin at the 1999 Survivor Series. But Rikishi has come a long way since then, earning back his spot in the hearts of fans around the world. After missing a good part of 2001 due to injury, Rikishi is back and better than ever. And if anyone gets in his way, he might have a Stink Face for them—and a dance for the fans!

STATS

HEIGHT 6’1”  WEIGHT 401 lbs.  FROM Samoa  FINISHING MOVE Banzai Drop

CAREER HIGHLIGHTS

Intercontinental Champion, WWE World Tag Team Champion (as Headshrinker Fatu)
RIKISHI’s MOVES

**Conditions** | **Command** | **Move Name**
--- | --- | ---
Towels

| Standing | ▶ | Taunt Rikishi 3 |
| Standing | ◄ | Taunt Rikishi 2 |
| Standing | ◄ | Taunt Rikishi 3 |
| Standing | ▶ | Taunt Rikishi 1 |

**Weapon Specials**

| Holding Weapon | (L) | DDT |
| Holding Weapon | (L) + ◄, ◄, ◄, or ◄ | DDT |

**SmackDown Specials**

| Opponent Slumped Down at Lower Turnbuckle | (L) | Banzai Drop 2 |
| Facing Groggy Opponent | (L) + ◄, ◄, ◄, or ◄ | Rikishi Driver |

**Ready Moves: Initiating Grapples**

| Facing Standing Opponent | ◄ | Irish Whip |
| Facing Standing Opponent | ◄ | Grapple 5 |
| Facing Standing Opponent | ◄ | Grapple 10 |
| Facing Standing Opponent | ◄ | Grapple 12 |
| Facing Standing Opponent | ◄ | Grapple 4 |

**Submission Grapples (After ◄ + ◄)**

| Opponent Locked in Submission Grapple | ◄ | Irish Whip |
| Opponent Locked in Submission Grapple | ◄ | Bearhug 3 |
| Opponent Locked in Submission Grapple | ◄ | Headlock 1 |
| Opponent Locked in Submission Grapple | ◄ | Big Shoulder Claw |
| Opponent Locked in Submission Grapple | ◄ | Standing Crossface 2 |

**Signature Grapples (At ◄ + ◄)**

| Opponent Locked in Submission Grapple | ◄ | Irish Whip |
| Opponent Locked in Submission Grapple | ◄ | Samoa Driver |
| Opponent Locked in Submission Grapple | ◄ | Belly To Belly 5 |
| Opponent Locked in Submission Grapple | ◄ | Shuffi Side Kick |
| Opponent Locked in Submission Grapple | ◄ | Neckbreaker 3 |

**Power Grapples (After ◄ + ◄)**

| Opponent Locked in Submission Grapple | ◄ | Irish Whip |
| Opponent Locked in Submission Grapple | ◄ | Clotheline 27 |
| Opponent Locked in Submission Grapple | ◄ | Push Attack 2 |
| Opponent Locked in Submission Grapple | ◄ | Batista Lifting & Toss |
| Opponent Locked in Submission Grapple | ◄ | Test Full Nelson Slam 1 |

**Quick Grapples (After ◄ + ◄)**

| Opponent Locked in Submission Grapple | ◄ | Irish Whip |
| Opponent Locked in Submission Grapple | ◄ | Headbut 2 |
| Opponent Locked in Submission Grapple | ◄ | Russian Leg Sweep 1 |
| Opponent Locked in Submission Grapple | ◄ | Headbut 3 |

**Ready Moves: Attacks**

| Facing Standing Opponent | ◄ | Shuffle Side Kick 4 |
| Facing Standing Opponent | ◄ or ◄ | Toe Kick 1 |
| Facing Standing Opponent | ◄ | Back Chop 1 |
| Facing Standing Opponent | ◄ or ◄ | Austin Punches 1 |
| Facing Standing Opponent | ◄ | Overhand Punch 1 |
| Facing Standing Opponent | ◄ | Body Punch |

**Ready Moves: Rear Grapples**

| Behind Standing Opponent | ◄ | Irish Whip |
| Behind Standing Opponent | ◄ | Russian Leg Sweep 2 |
| Behind Standing Opponent | ◄ | Backbreaker 7 |
| Behind Standing Opponent | ◄ | Elbow To Back Off Head 2 |
| Behind Standing Opponent | ◄ | Mat Slam 2 |
| Behind Standing Groggy Opponent | ◄ | Irish Whip |
| Behind Standing Groggy Opponent | ◄ | DDT 22 |
| Behind Standing Groggy Opponent | ◄ | Sidewalk Slam 4 |
| Behind Standing Groggy Opponent | ◄ | Sleeper Hold 2 |
| Behind Standing Groggy Opponent | ◄ | For-ARM Smash |

**Ready Moves: Edge of the Cell**

| Opponent Near Edge, Facing | ◄ | It Thrus Down |
| Opponent Near Edge, Facing | ◄, ◄, ◄, or ◄ | It Thrus Down |
| Opponent Near Edge, Back Exposed | ◄ | It Thrus Down |
| Opponent Near Edge, Back Exposed | ◄, ◄, ◄, or ◄ | It Thrus Down |

**Ground Grapples**

| Opponent Down, Standing Near Head | ◄ | Raise |
| Opponent Down, Standing Near Head | ◄ | Pin Fall |
| Opponent Down, Standing Near Head | ◄ | Hip Pop |
| Opponent Down, Standing Near Head | ◄ | Fury Punch 10 |
| Opponent Down, Standing Near Head | ◄ | Sleeper Hold 8 |
| Opponent Down, Standing Near Feet | ◄ | Raise |
| Opponent Down, Standing Near Feet | ◄ | Pin Fall |

**Conditions** | **Command** | **Move Name**
--- | --- | ---
Opponent Down, Standing Near Feet | ◄ | Toss 1 |
Opponent Down, Standing Near Feet | ◄ | Leg Lock 8 |
Opponent Down, Standing Near Feet | ◄ | Boston Crab |

**Ground Attacks**

| Opponent Down, Standing Near Opponent | ◄ | Angry Stomp |
| Opponent Down, Standing Near Opponent | ◄, ◄ | Elbow Drop 2 |
| Opponent Down, Standing Near Opponent | ◄, ◄ | Leg Drop |

**SmackDown Grapples**

| Opponent Down, Standing Near Opponent | ◄ | Irish Whip |
| Opponent Down, Standing Near Opponent | ◄, ◄ | Sink Face 1 |
| Opponent Down, Standing Near Opponent | ◄ | Toss To Turn Buckle |
| Opponent Down, Standing Near Opponent | ◄ | Big Chop |
| Opponent Down, Standing Near Opponent | ◄, ◄ | Turning In Reverse |
| Opponent Down, Standing Near Opponent | ◄, ◄ | Turn Buckle Smash |
| Opponent Down, Standing Near Opponent | ◄, ◄ | Turn Buckle Toe Kick |
| Opponent Down, Standing Near Opponent | ◄, ◄, ◄, or ◄ | Raise The Opponent Up |

| Opponent Down, Standing Near Opponent | ◄, ◄, ◄, or ◄ | Sink Face 2 |

**Turnbuckle Grapples**

| Opponent Down, Standing Near Opponent | ◄ | Rikishi Thump |
| Opponent Down, Standing Near Opponent | ◄, ◄ | Rikishi Thump |
| Opponent Down, Standing Near Opponent | ◄ | Knee Attack 1 |

| From Top Turnbuckle, Opponent Standing | ◄ | Double Axe Handle 3 |
| From Top Turnbuckle, Opponent Standing | ◄ | Double Axe Handle 3 |
| From Top Turnbuckle, Opponent Down | ◄ | Elbow Drop 3 |
| From Top Turnbuckle, Opponent Down | ◄ | Elbow Drop 3 |
| From Top Turnbuckle, Opponent Down | ◄ | Elbow Drop 3 |

**Rope Moves**

| Opponent Down, Standing Near Opponent | ◄ | Irish Whip |

| Rebound Off Ropes, Running at Standing Opponent | ◄, ◄ | Irish Whip |
| Rebound Off Ropes, Running at Opponent Down | ◄, ◄ | Running Leg Drop |
| Running toward Ropes, Opponent Outside Ring | ◄, ◄ | Vaunting Body Press 2 |
| Running toward Ropes, Opponent Outside Ring | ◄, ◄ | Baseball Slide |

**Running Grapples**

| Running toward Standing Opponent | ◄, ◄ | Irish Whip |
| Running toward Standing Opponent | ◄, ◄, ◄, or ◄ | Turn Behind |
| Running toward Standing Opponent | ◄, ◄, ◄, or ◄ | Neckbreaker 1 |
| Running toward Standing Opponent | ◄, ◄, ◄, or ◄ | Neckbreaker 1 |
| Running toward Standing Opponent | ◄, ◄, ◄, or ◄ | Running Leg Drop |

**Running Counters**

| Opponent Running | ◄ | Samoa Drop 2 |
| Opponent Running | ◄, ◄ | Flapjack 3 |
| Opponent Running | ◄, ◄ | Flapjack 4 |

**Double Team Moves (vs. Standing Opponent)**

| Standing With Partner, Facing Opponent | ◄ | Double Flapjack |
| Standing With Partner, Facing Opponent | ◄ | Double DDT |
| Standing With Partner, Facing Opponent | ◄ | Headbut 2 & Elbow Drop |
| Standing With Partner, Facing Opponent | ◄, ◄ | Double Clothesline |
| Standing With Partner, Facing Opponent | ◄ | Double Headbut |

**Double Team Moves (At Your Team’s Corner)**

| Opponent Running on Turnbuckle, Facing | ◄ | Irish Whip |
| Opponent Running on Turnbuckle, Facing | ◄ | Powerbomb 1 |
| Opponent Running on Turnbuckle, Facing | ◄ | Multi-Plunge 1 |
| Opponent Running on Turnbuckle, Facing | ◄, ◄, ◄, or ◄ | Spin & Neckbreaker |
| Opponent Running on Turnbuckle, Facing | ◄, ◄, ◄, or ◄ | Body Splash & Whip |

**Enter/Exit Ring Moves**

| Enter Ring | ◄, ◄ | Normal |
| Exit Ring | ◄, ◄ | Roll Down |

**Combination Attacks**

| Facing Standing Opponent, First Attack | ◄ | Thrust 3 |
| Facing Standing Opponent, Second Attack | ◄, ◄ | Snap Job |
| Facing Standing Opponent, Third Attack | ◄, ◄ | Shuffle Side Kick 4 |
Call Rob Van Dam what you will—"Mr. Monday Night," "The Whole F'n Show," "Mr. Pay-Per-View"—but the RVD who helped lead ECW's invasion of World Wrestling Entertainment is better, stronger and wiser. Van Dam captivated ECW's loyal following with scintillating martial-arts skills and eye-popping maneuvers, including the Van Daminator, the Van Terminator and the Five-Star Frog Splash. His magnificent abilities in the ring helped him set an ECW-record 23-month reign as World Television Champion.

Today, Van Dam says he's at the peak of his career, having fully recovered from a broken fibula that sidelined him for three months. And that's scary for anyone who thinks he can stop a competitor who has every right to brag about how great he is! Just ask the man who discovered him: "We built a huge part of ECW around Rob Van Dam," said Paul Heyman. "I have no regrets about that. He is perhaps the most spectacular athlete that this industry has to offer today."
**ROB VAN DAM’S MOVES**

### Conditions | Command | Move Name
--- | --- | ---
Taverns |  | Taunt RVD 4
Standing |  | Taunt RVD 2
Standing |  | Taunt RVD 5
Standing |  | Taunt RVD 1

**Weapon Specials**
- Holding Weapon: Van Dominator
  - (x, y, z, w) or +

**SmackDown! Specials**
- Opponent Down, From Top Turnbuckle: Five-Star Frog Splash
  - (x, y, z, w) or +
- Opponent Down, From Top Turnbuckle: Five-Star Frog Splash
  - (x, y, z, w) or +

### Ready Moves: Initiating Grapples
- Facing Standing Opponent: Irish Whip
- Facing Standing Opponent: Grapple 5
- Facing Standing Opponent: Grapple 10
- Facing Standing Opponent: Grapple 11
- Facing Standing Opponent: Grapple 4

**Submission Grapples**
- Opponent Locked in Submission Grapple: Irish Whip
- Opponent Locked in Submission Grapple: RVD Combination Kick
- Opponent Locked in Submission Grapple: RVD Wrist Clutch Kick
- Opponent Locked in Submission Grapple: Sleeve Side Kick

**Power Grapples**
- Opponent Locked in Submission Grapple: Irish Whip
- Opponent Locked in Submission Grapple: Swinging Neckbomb
- Opponent Locked in Submission Grapple: Fireman Carry Slam
- Opponent Locked in Submission Grapple: Suplex Pin 3
- Opponent Locked in Submission Grapple: Facebuster 2

### Ready Moves: Attacks
- Facing Standing Opponent: RVD Roll
- Facing Standing Opponent: Toe Kick 1
- Facing Standing Opponent: Spinning Back Kick 4
- Facing Standing Opponent: Feint Kick & Sweep
- Facing Standing Opponent: RVD Feint Kick Kick 1
- Facing Standing Opponent: Middle Kick 2

### Ready Moves: Rear Grapples
- Behind Standing Opponent: Irish Whip
- Behind Standing Opponent: Backbreaker 9
- Behind Standing Opponent: Snapmare 4
- Behind Standing Opponent: Elbow To Back Of Head 2
- Behind Standing Opponent: Bulldog 4
- Behind Standing Grapply Opponent: Irish Whip
- Behind Standing Grapply Opponent: Backside Pin 2
- Behind Standing Grapply Opponent: Back Suplex 2
- Behind Standing Grapply Opponent: Sleeper Hold 2
- Behind Standing Grapply Opponent: German Suplex 5

### Ready Moves: Edge of the Cell
- Opponent Near Edge, Facing: It Thrusts Down
- Opponent Near Edge, Facing: It Thrusts Down
- Opponent Near Edge, Back Exposed: It Thrusts Down
- Opponent Near Edge, Back Exposed: It Thrusts Down

**Ground Grapples**
- Opponent Down, Standing Near Head: Raise
- Opponent Down, Standing Near Head: Pin Fall
- Opponent Down, Standing Near Head: Handspring Splash
- Opponent Down, Standing Near Head: Mounted Punching 2
- Opponent Down, Standing Near Head: Multistor Crash Pin
- Opponent Down, Standing Near Feet: Raise
- Opponent Down, Standing Near Feet: Pin Fall
BIO

He's the most electrifying man in sports-entertainment. The People's Champion. The "Great One." Call him whatever you want, but to millions of fans around the world, there is no substitute for The Rock. From the moment his music hits to the time he leaves the arena, The Rock leaves fans on the edge of their seats.

A former WWE Champion, The Rock has what it takes to "layeth the smacketh down" in the ring, leaving his opponent lying. The Rock also has a penchant for the microphone, dazzling fans with his quick wit and his ability to talk smack. You don't want to get in the Brahma Bull's way. The Rock is also a media Superstar, having starred in the feature film *The Mummy Returns* and its prequel, *The Scorpion King*, as well as the box-office smash *The Rundown*. His autobiography, *The Rock Says...* was a New York Times No. 1 best-seller.

The future is bright for this young Superstar, and the sky's the limit... if ya smell what The Rock is cookin'!

SPECIAL MOVES

- **The People's Elbow**: 6' 5" 260 lbs. Miami, FL
- **The Rock Bottom**: Rock Bottom, People's Elbow

STATS

- **Height**: 6' 5"
- **Weight**: 260 lbs.
- **From**: Miami, FL
- **Career Highlights**: WWE Champion, Intercontinental Champion, WWE World Tag Team Champion, 2000 Royal Rumble winner, WCW Champion
<table>
<thead>
<tr>
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<td>Opponent Down, Standing Near Head</td>
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<tr>
<td>Facing Groggy Opponent</td>
<td>(L)+0,+,0,+, or +</td>
<td>The Rock Bottom</td>
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</table>

### Ready Moves: Initiating Grapples

- Facing Standing Opponent: + Irish Whip
- Facing Standing Opponent: + Grapple 5
- Facing Standing Opponent: + Grapple 10
- Facing Standing Opponent: + Grapple 11
- Facing Standing Opponent: + Grapple 4

### Signature Grapples (After +/+)

- Opponent Locked in Submission Grapple: + Irish Whip
- Opponent Locked in Submission Grapple: + DDT 13
- Opponent Locked in Submission Grapple: + DDT 14
- Opponent Locked in Submission Grapple: + The Rock Angry
- Opponent Locked in Submission Grapple: + Suplex 1

### Quick Grapples (After +/+)

- Opponent Locked in Submission Grapple: + Irish Whip
- Opponent Locked in Submission Grapple: + Manhattan Drop 1
- Opponent Locked in Submission Grapple: + Reverse Mat Slam
- Opponent Locked in Submission Grapple: + Samoan Drop 1
- Opponent Locked in Submission Grapple: + Scoop Slam 3

### Running Toward Opponent

- Opponent Standing: + Irish Whip
- Opponent Standing: + Knee Kick 1
- Opponent Standing: + Elbow Smash 1
- Opponent Standing: + People’s Punch 2
- Opponent Standing: + Double Axe Handle 2
- Opponent Standing: + Back Chop 2

### Ready Moves: Edge of the Cell

- Opponent Near Edge, Facing: + It Thrusts Down
- Opponent Near Edge, Facing: + Irish Whip
- Opponent Near Edge: + Elbow To Back Of Head 2
- Opponent Near Edge: + Russian Leg Sweep 2
- Opponent Near Edge: + Forearm Smash
- Opponent Near Edge: + Back Suplex 4
- Opponent Near Edge: + Elbow To Back Of Head 2
- Opponent Near Edge: + Bulldog 2

### Ground Grapples

- Opponent Down, Standing Near Head: = Raise
- Opponent Down, Standing Near Head: = Pin Fall
- Opponent Down, Standing Near Head: = The Rock Wake Up
- Opponent Down, Standing Near Head: = Fury Punch 10
- Opponent Down, Standing Near Head: = Headlock 2
- Opponent Down, Standing Near Feet: = Raise
- Opponent Down, Standing Near Feet: = Pin Fall

### Opponent Down, Standing Near Head

- Opponent Down, Standing Near Head: + The Rock Wake Up
- Opponent Down, Standing Near Head: + Fury Punch 10
- Opponent Down, Standing Near Head: + Headlock 2
- Opponent Down, Standing Near Feet: = Raise
- Opponent Down, Standing Near Feet: = Pin Fall

### Opponent Locked in Submission Grapple

- Opponent Locked in Submission Grapple: + Irish Whip
- Opponent Locked in Submission Grapple: + Shoulder Thrust
- Opponent Locked in Submission Grapple: + Turnbuckle Smash
- Opponent Locked in Submission Grapple: + Shoulder Strike
- Opponent Locked in Submission Grapple: + Super Back Suplex
- Opponent Locked in Submission Grapple: + Shoulder Strike
- Opponent Locked in Submission Grapple: + The Rock Angry
- Opponent Locked in Submission Grapple: + Suplex 1

### Running Toward Opponent

- Opponent Standing: + Irish Whip
- Opponent Standing: + The Rock Forearm Smash
- Opponent Standing: + Running Leg Drop
- Opponent Standing: + Running Forearm Opponent
- Opponent Standing: + Baseball Slide

### Running Grapples

- Opponent Standing: + Irish Whip
- Opponent Standing: + Irish Whip
- Opponent Standing: + Reverse Mat Slam
- Opponent Standing: + Sunset Flip Pin 1
- Opponent Standing: + Mat Slam 2
- Opponent Standing: + School Boy Pin 2

### Running Attacks

- Opponent Standing: + The Rock Elbow Attack
- Opponent Standing: + Clothesline 1
- Opponent Standing: + Elbow Drop 1
- Opponent Standing: + Running Leg Drop

### Running Counters

- Opponent Running: = Spinebuster 11
- Opponent Running: = samoan Drop 2
- Opponent Running: = Belly To Belly 7

### Double Team Moves (vs. Standing Opponent)

- Opponent Standing, Facing Opponent: = Double Suplex 2
- Opponent Standing, Facing Opponent: = Double DDT
- Opponent Standing, Facing Opponent: = Double Suplex 1
- Opponent Standing, Facing Opponent: = Double Facecrusher
- Opponent Standing, Facing Opponent: = Double Back Head

### Double Team Moves (At Your Team’s Corner)

- Opponent Standing, Facing Opponent: = Irish Whip
- Opponent Standing, Facing Opponent: = Hip Toss
- Opponent Standing, Facing Opponent: = Spike Pedestal
- Opponent Standing, Facing Opponent: = Mudhole Stamping 1

### Enter/Exit Ring Moves

- Enter Ring: = +/+ or + Normal
- Exit Ring: = +/+ or + One Handstand Ring Out

### Combination Attacks

- Opponent Standing, First Attack: = People’s Punch 1
- Opponent Standing, Second Attack: = People’s Punch 1
- Opponent Standing, Third Attack: = People’s Punch 2

---

**THE ROCK’S MOVES**

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To Theodore R. Long, everything in WWE is a massive conspiracy. Despite the fact that his protégé Rodney Mack is one of the most promising athletes on Raw, Long insists that WWE’s power brokers have pledged to slow the Superstar’s progress. Their reason? Long says that the company is not ready for an African-American main eventer, ignoring the landmarks achieved by individuals like The Rock, Booker T and Mack’s stablemate, Jazz. Not long ago, Long announced a special White Boy Challenge, proclaiming that his charge could defeat selectively picked opponents in less than five minutes. Mack triumphed in these confrontations, but fans pointed out that his foes were inexperienced. Long’s response: the critics were jealous because he and Mack are simply too tan for The Man.
Conditions Command Move Name

Towels
Standing → Wake Up
Standing ← Cut Throat
Standing ↑ Wake Up
Standing → Cut Throat

Weapon Specials
Holding Weapon (L) DDT
Holding Weapon (L) + ↓, ↑, or → Black Out

SmashDown Specials
Facing Groggy Opponent (L) Tiger Bomb 4
Behind Groggy Opponent (L) + ↓, ↑, or → Black Out

Ready Moves: Initiating Grapples
Facing Standing Opponent ● Irish Whip
Facing Standing Opponent ● + ◄ Grapple 5
Facing Standing Opponent ● + ◄ Grapple 10
Facing Standing Opponent ● + ◄ Grapple 11
Facing Standing Opponent ● + ◄ Grapple 4

Submission Grapples (After ● + ◄)
Opponent Locked in Submission Grapple ● Irish Whip
Opponent Locked in Submission Grapple ● + ◄ Shoulder Lock
Opponent Locked in Submission Grapple ● + ◄ Snapmare & Neck Lock
Opponent Locked in Submission Grapple ● + ◄ Guillotine 1
Opponent Locked in Submission Grapple ● + ◄ Headlock Takedown

Signature Grapples (After ●)
Opponent Locked in Submission Grapple ● Irish Whip
Opponent Locked in Submission Grapple ● + ◄ Belly To Belly 8
Opponent Locked in Submission Grapple ● + ◄ Spinebustin 7
Opponent Locked in Submission Grapple ● + ◄ Oklahoma Slam 1
Opponent Locked in Submission Grapple ● + ◄ Belly To Belly 2

Power Grapples (After ● + ◄)
Opponent Locked in Submission Grapple ● Irish Whip
Opponent Locked in Submission Grapple ● + ◄ Powerbomb 15
Opponent Locked in Submission Grapple ● + ◄ Body Press Front Slam 1
Opponent Locked in Submission Grapple ● + ◄ Body Press Drop
Opponent Locked in Submission Grapple ● + ◄ Backbreaker 1

Quick Grapples (After ● + ◄)
Opponent Locked in Submission Grapple ● Irish Whip
Opponent Locked in Submission Grapple ● + ◄ Shoulder Thrusts
Opponent Locked in Submission Grapple ● + ◄ Lonestar Knee Strike 1
Opponent Locked in Submission Grapple ● + ◄ Club To Neck 3
Opponent Locked in Submission Grapple ● + ◄ Headlock Takeover

Ready Moves: Attacks
Facing Standing Opponent X + ◄ Sweep
Facing Standing Opponent X + ◄ or + ◄ Toe Kick 1
Facing Standing Opponent X + ◄ Spinning Back Kick 1
Facing Standing Opponent X + ◄ or + ◄ Shutlso Side Kick 1
Facing Standing Opponent X + ◄ Dropkick To Knee 1
Facing Standing Opponent X + ◄ Low Kick 1

Ready Moves: Rear Grapples
Behind Standing Opponent ● Irish Whip
Behind Standing Opponent ● + ◄ German Suplex 4
Behind Standing Opponent ● + ◄ Back Suplex 3
Behind Standing Opponent ● + ◄ Elbow To Back Off 2
Behind Standing Opponent ● + ◄ Frontman Smash
Behind Standing Groggy Opponent ● Irish Whip
Behind Standing Groggy Opponent ● + ◄ Tiger Suplex 4
Behind Standing Groggy Opponent ● + ◄ Back Suplex 2
Behind Standing Groggy Opponent ● + ◄ Sleeper Hold 2
Behind Standing Groggy Opponent ● + ◄ Bulldog 2

Ready Moves: Edge of the Cell
Opponent Near Edge, Facing ● It Thrusts Down
Opponent Near Edge, Facing + ◄, ↓, or → It Thrusts Down
Opponent Near Edge, Back Exposed ● It Thrusts Down
Opponent Near Edge, Back Exposed + ◄, ↓, or → It Thrusts Down

Ground Grapples
Opponent Down, Standing Near Head ● Raise
Opponent Down, Standing Near Head ● + ◄ Pin Fall
Opponent Down, Standing Near Head ● + ◄ Ultimate Knee Attack
Opponent Down, Standing Near Head ● + ◄ Mounted Powerbomb 4
Opponent Down, Standing Near Head ● + ◄ Reverse Chin Lock 2
Opponent Down, Standing Near Feet ● Raise
Opponent Down, Standing Near Feet ● + ◄ Pin Fall
When Sable and WWE parted ways in 1999, nobody—least of all Sable—ever thought she would return. But, as the saying goes, "never say never" when it comes to WWE. The blonde bombshell, former model and Playboy cover girl made her shocking comeback just days after WrestleMania XIX.

As Sable pointed out the night of her return, even four years after departing, the men still come to see her, and the women still want to be her. In 1999, in fact, men and women alike clamored to see her—nude—when she became the first WWE Diva to pose in Playboy. Sable's edition turned out to be the fastest selling ever. It was so demanded, in fact, the Playboy invited her back for a second shoot, making her the first woman to ever grace the cover of Playboy twice in the same year. She also appeared twice that year on the cover of TV Guide.

Since she was last seen on WWE television, Sable has concentrated on acting. She starred in the 2001 feature film Corky Romano, alongside Saturday Night Live funnyman Chris Kattan. She guest starred on the series Relic Hunter. And she appeared on numerous talk shows, from The Tonight Show, to Politically Incorrect to the Late Late Show with Craig Kilborn.

**BIO**

**HEIGHT FROM FAVORITE QUOTE**

5' 6"
Jacksonville, FL
"This is for the women who want to be me, and the men who come to see me!"

**FINISHING MOVE CAREER HIGHLIGHTS**

Sable Bomb
Women's Champion

**STATS**

<table>
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<tr>
<th>STAT</th>
<th>INFO</th>
<th>SPECIAL MOVES</th>
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<tr>
<td>Sable Bomb</td>
<td>Sable's Favorite Special Move</td>
<td>Powerbomb 14</td>
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<tr>
<td>Woman's Special Slap</td>
<td>Sable's other special move</td>
<td>Woman's Special Slap</td>
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</table>
When Scott Steiner was signed by WWE, a fierce war broke out between Raw General Manager Eric Bischoff and SmackDown! GM Stephanie McMahon. Both wanted to bring Big Poppa Pump to their brands, and for good reason.

Just look at him. The Big Bad Booty Daddy has one of the most impressive physiques in the world. At 6’2”, 255 pounds, Steiner is a suplex master and excellent mat technician. His skills and his brute strength suggest that Steiner will put some great accomplishments underneath his belt before his time in WWE is done!

BIO

SPECIAL MOVES

Steiner Recliner™

DDT 23

STATS

HEIGHT 
6’2”

WEIGHT
255 lbs.

FROM
Detroit, MI

FINISHING MOVE
Steiner Recliner

CAREER HIGHLIGHTS
WWE World Tag Team Champion, WCW Champion
### SCOTT STEINER™’S MOVES

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### Conditions | Command | Move Name |
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BIO

Sean O’Haire walked into the WCW Power Plant in Smyrna, Ga., in January 2000. Six months later, he was a professional wrestler. It’s a practically unheard-of turnaround, but O’Haire is not just any athlete. Once an owner of his own fitness center, O’Haire began studying martial arts when he was 10. Today, he’s a third-degree black belt in karate, and he’s also experienced in boxing, kickboxing, shootfighting and gymnastics. His gymnastics experience is obvious to anyone who has ever seen him pull off the Seanton Bomb—an impressive aerial maneuver for any athlete, let alone one who is 6-foot-6 and 285 pounds. O’Haire went undefeated in shootfighting tournaments, kickboxing and boxing matches. In WWE, he may be just as difficult to beat.

SPECIAL MOVES

Seanton Bomb™

Widowmaker

STATS

HEIGHT  WEIGHT  FROM
6’ 6”  285 lbs.  Parts Unknown

FINISHING MOVE
Reverse Death Valley Driver

CAREER HIGHLIGHTS
WCW Tag Team Champion
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In his prime, the Heartbreak Kid wiggled his hips to the tune of "Sexy Boy" as he battled his way to three WWE Championship reigns. Due to Michaels’ physicality in the ring, he ended up competing with painful injuries, and after losing his WWE title to Stone Cold Steve Austin in 1998, he retired. He returned in June 2002, surprising fans and fellow Superstars with his unexpected decision. While he wasn’t planning to return to active competition, his choice to remain on the sidelines was taken out of his hands following a vicious assault by his former best friend Triple H. Putting his future health on the line, Michaels entered the ring to capture "The Game’s" World Heavyweight Championship at Survivor Series 2002. The Showstopper knows that he’s inspired a new generation of men who seek to follow in his footsteps, and remains willing to step through the ropes with any of them to prove that he truly is the "main event."
### SHAWN MICHAELS’ MOVES

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### Opponent Down, Standing Near Head

#### Ground Grapples

- Opponent Down, Standing Near Feet: + p, + q, or + r
- Opponent Down, Standing Near Feet: + p

#### Front Turnbuckle Specials

- Opponent Down, Standing Near Opponent: # x

### Opponent Locked in Submission Grapple

- Opponent Locked in Submission Grapple: + p

### Signature Grapples

- Opponent Locked in Submission Grapple: + q

### Power Grapples

- Opponent Locked in Submission Grapple: 0

### Quick Grapples

- Opponent Locked in Submission Grapple: + r

### Ready Moves: Attacks

- Opponent Locked in Submission Grapple: + q

### Ready Moves: Rear Grapples

- Opponent Locked in Submission Grapple: + r

### Ground Grapples

- Opponent Down, Standing Near Head: + p, + q, or + r

### Opponent Down, Standing Near Feet

- Opponent Down, Standing Near Feet: + p

### Opponent Locked in Submission Grapple

- Opponent Locked in Submission Grapple: + q

### Signature Grapples

- Opponent Locked in Submission Grapple: 0

### Power Grapples

- Opponent Locked in Submission Grapple: + r

### Quick Grapples

- Opponent Locked in Submission Grapple: + q

### Ready Moves: Attacks

- Opponent Locked in Submission Grapple: 0

### Ready Moves: Rear Grapples

- Opponent Locked in Submission Grapple: + r

### Ground Grapples

- Opponent Down, Standing Near Head: + p, + q, or + r

### Opponent Down, Standing Near Feet

- Opponent Down, Standing Near Feet: + p

### Opponent Locked in Submission Grapple

- Opponent Locked in Submission Grapple: + q

### Signature Grapples

- Opponent Locked in Submission Grapple: 0

### Power Grapples

- Opponent Locked in Submission Grapple: + r

### Quick Grapples

- Opponent Locked in Submission Grapple: + q

### Ready Moves: Attacks

- Opponent Locked in Submission Grapple: 0

### Ready Moves: Rear Grapples

- Opponent Locked in Submission Grapple: + r

### Ground Grapples

- Opponent Down, Standing Near Head: + p, + q, or + r

### Opponent Down, Standing Near Feet

- Opponent Down, Standing Near Feet: + p
How’s this for a contingency plan? A charter member of Team Angle—the group responsible for having Kurt Angle’s back—Shelton Benjamin is a collegiate All-American in track and a four-time All-American in wrestling. Rumor has it, he was the only man capable of taking down Brock Lesnar. Luckily, the two were on the same team, competing for the University of Minnesota. It seems like a no-brainer that Benjamin would come to WWE and align himself with Angle. The Superstars have two of the best amateur backgrounds in WWE history. Although Benjamin may not have an Olympic gold medal like Angle, he was one of South Carolina’s finest high school athletes. He starred in wrestling (heavyweight state champion his junior and senior years), track (state 100 meter champion) and football (two-time All-State selection). He then went on to Lassen Community College in Susanville, Calif., where he again starred in wrestling (1996 NCAA Champion) and track (100 meter junior college champion), before he transferred to Minnesota. After graduating, he spent two seasons at Minnesota as an assistant coach for the wrestling team, where he trained Lesnar, among others. Benjamin could have continued his amateur wrestling career—perhaps trying for the Olympic team. But, as a lifelong WWE fan, he jumped at the opportunity to become a Superstar. So today, instead of training to become an Olympic gold medalist, he’s protecting one.
BIO
Perhaps no WWE Diva has gained as fanatical a following as quickly as this beautiful blonde, who drives male fans wild with her short skirts and long legs. But the former Baltimore Ravens cheerleader isn't just eye candy; she's got a brilliant mind and savvy business sense as well. With her risqué slogan, "I love my 'Testicles,'" she marketed Test into one of WWE's elite Superstars. With Test's increase in popularity, also came an inflated ego. He refused to acknowledge his business manager's assistance in his success, and even went so far as verbally and physically abusing her. Adding to the tension between the pair was the chivalrous actions of Scott Steiner, who came to Stacy's aid. It looks like Ms. Keibler now has a new client who will get a leg up on the competition with her in his corner.

STATS
HEIGHT 5'11"
FROM Baltimore, MD

SPECIAL MOVES
Rico Spinning Kick
Woman's Special Slap
**Stacy Keibler's Moves**

### Conditions Command Move Name

#### Tows

- Standing ➡ Taunt Stacy Keibler 2
- Standing ➢ Taunt Stacy Keibler 1
- Standing ➢ Taunt Stacy Keibler 2
- Standing ➢ Taunt Stacy Keibler 3

#### Weapon Specials

- Holding Weapon (x) DDT
- Holding Weapon (x) +1, +2, or (x) DDT

#### SmackDown Specials

- Facing Groggy Opponent (x) Rico Spinning Kick
- Facing Groggy Opponent (x) +1, +2, or (x) Woman's Special Slap

#### Ready Moves: Initiating Grapples

- Opponent Locked in Submission Grapple ➡ Irish Whip
- Opponent Locked in Submission Grapple ➢ Guillotine Choke
- Opponent Locked in Submission Grapple ➢ Wrist & Arm Wrench
- Opponent Locked in Submission Grapple ➢ Leg Lock 5
- Opponent Locked in Submission Grapple ➢ Wrist Lock

#### Signature Grapples (After (x) ➡)

- Opponent Locked in Submission Grapple ➡ Irish Whip
- Opponent Locked in Submission Grapple ➢ Spinbacker 2
- Opponent Locked in Submission Grapple ➢ Scoop Slam 8
- Opponent Locked in Submission Grapple ➢ Neckbreaker 3
- Opponent Locked in Submission Grapple ➢ Woman's Snapmare

#### Quick Grapples (After (x) ➡)

- Opponent Locked in Submission Grapple ➡ Irish Whip
- Opponent Locked in Submission Grapple ➢ DDT 19
- Opponent Locked in Submission Grapple ➢ Backbreaker 5
- Opponent Locked in Submission Grapple ➢ Jawbreaker 4
- Opponent Locked in Submission Grapple ➢ Eye Poke 5

#### Ready Moves: Attacks

- Facing Standing Opponent ➡ Dropkick 2
- Facing Standing Opponent ➢ Woman's Toe Kick
- Facing Standing Opponent ➢ Spinning Kick
- Facing Standing Opponent ➢ Austin Punches 1
- Facing Standing Opponent ➢ Woman's Snap 3
- Facing Standing Opponent ➢ Stacy Keibler Kick

#### Ready Moves: Rear Grapples

- Behind Standing Opponent ➡ Irish Whip
- Behind Standing Opponent ➢ Forearm Smash
- Behind Standing Opponent ➢ Back Rake
- Behind Standing Opponent ➢ Elbow To Back Of Head 2
- Behind Standing Opponent ➢ Hip Stuck
- Behind Standing Groggy Opponent ➡ Irish Whip
- Behind Standing Groggy Opponent ➢ Magnum Driver
- Behind Standing Groggy Opponent ➢ Bulldog 2
- Behind Standing Groggy Opponent ➢ Sleeper Hold 1
- Behind Standing Groggy Opponent ➢ Russian Leg Sweep 2

#### Ready Moves: Edge of the Cell

- Opponent Near Edge, Facing ➡ It Thrusts Down
- Opponent Near Edge, Facing ➢ +1, +2, or (x) It Thrusts Down
- Opponent Near Edge, Back Exposed ➡ It Thrusts Down
- Opponent Near Edge, Back Exposed ➢ +1, +2, or (x) It Thrusts Down

#### Ground Grapples

- Opponent Down, Standing Near Head ➡ Raise
- Opponent Down, Standing Near Head ➢ Pin Fall
- Opponent Down, Standing Near Head ➢ Headlock 2
- Opponent Down, Standing Near Head ➢ Head Pound 2
- Opponent Down, Standing Near Head ➢ Surfboard
- Opponent Down, Standing Near Feet ➡ Raise
- Opponent Down, Standing Near Feet ➢ Pin Fall

### Conditions Command Move Name

#### Tows

- Opponent Down, Standing Near Feet ➡ Kick To Groin
- Opponent Down, Standing Near Feet ➢ Leg Lock 9
- Opponent Down, Standing Near Feet ➢ Edgetor

#### Ground Attacks

- Opponent Down, Standing Near Opponent ➡ Stacy Keibler Stomp
- Opponent Down, Standing Near Opponent ➢ Stacy Keibler Stomp
- Opponent Down, Standing Near Opponent ➢ Stacy Keibler Stomp

#### Turnbuckle Grapples

- Opponent Leaning on Turnbuckle, Facing ➡ Irish Whip
- Opponent Leaning on Turnbuckle, Facing ➢ Hangman Chokehold 2
- Opponent Leaning on Turnbuckle, Facing ➢ Monkey Flip
- Opponent Leaning on Turnbuckle, Facing ➢ Hangman Chokehold 2
- Opponent Leaning on Turnbuckle, Facing ➢ Monkey Flip
- Opponent Leaning on Turnbuckle, Back Exposed ➡ Irish Whip
- Opponent Leaning on Turnbuckle, Back Exposed ➢ Turnbuckle Smash
- Opponent Leaning on Turnbuckle, Back Exposed ➢ Turnbuckle Too Kick
- Opponent Leaning on Turnbuckle, Back Exposed ➢ Turnbuckle Too Kick
- Opponent Leaning on Turnbuckle, Back Exposed ➢ Turnbuckle Too Kick
- Opponent Slumped Down at Lower Turnbuckle ➡ Raise The Opponent Up
- Opponent Slumped Down at Lower Turnbuckle ➢ Choke 2

#### Turnbuckle Attacks

- Opponent Leaning on Turnbuckle, Facing ➢ Turnbuckle Dropkick 1
- Opponent Leaning on Turnbuckle, Facing ➢ Turnbuckle Dropkick 1
- Opponent Leaning on Turnbuckle, Facing ➢ Turnbuckle Dropkick 1

#### Fatal Moves

- From Top Turnbuckle, Opponent Standing ➡ Double Axe Handle 3
- From Top Turnbuckle, Opponent Standing ➢ Diving Cross Body Pin
- From Top Turnbuckle, Opponent Down ➡ Elbow Drop 3
- From Top Turnbuckle, Opponent Down ➢ Diving Elbow Drop Pin 1
- From Top Turnbuckle, Opponent Down ➢ Elbow Drop 3

#### Rope Moves

- Opponent Leaning on Ropes ➡ Irish Whip
- Opponent Leaning on Ropes ➢ Clothesline 13
- Opponent Leaning on Ropes, Running At Opponent ➡ Clothesline 13
- Running Toward Ropes, Opponent Outside Ring ➡ Clothesline Press 2
- Running Toward Ropes, Opponent Outside Ring ➢ Clothesline Press 2

#### Running Grapples

- Running Toward Standing Opponent ➡ Irish Whip
- Running Toward Standing Opponent ➢ Backbreak 5
- Running Toward Standing Opponent ➢ Woman's Facecrusher
- Running Toward Standing Groggy Opponent ➡ Spear & Punching
- Running Toward Standing Groggy Opponent's Back ➡ Snapmare 4
- Running Toward Standing Groggy Opponent's Back ➢ Rolling Clutch Pin

#### Running Attacks

- Running Toward Standing Opponent ➡ Kurt Shoulder Block
- Running Toward Standing Opponent ➢ Clothesline 13
- Running Toward Standing Opponent ➢ Clothesline 13
- Running Toward Standing Opponent ➢ Drive By 1
- Running Toward Standing Opponent ➢ Dropkick To Knee 4

#### Running Counters

- Opponent Running ➡ Sleeper Hold 4
- Opponent Running ➢ Back Roll 4
- Opponent Running ➢ Arm Roll 5

#### Double Team Moves (vs. Standing Opponent)

- Standing With Partner, Facing Opponent ➡ Low Blow & Knee Attack
- Standing With Partner, Facing Opponent ➢ Diving Fall & Rollup Clutch
- Standing With Partner, Facing Opponent ➢ Double Suplex 1
- Standing With Partner, Facing Opponent ➢ Double Clothesline
- Standing With Partner, Facing Opponent ➢ Double Drive By
- Standing With Partner, Facing Opponent ➢ Double Dropkick

#### Double Team Moves (At Your Team’s Corner)

- Opponent Leaning on Turnbuckle, Facing ➡ Irish Whip
- Opponent Leaning on Turnbuckle, Facing ➢ Whip & Leg Down
- Opponent Leaning on Turnbuckle, Facing ➢ Mudhole Stomping 1
- Opponent Leaning on Turnbuckle, Facing ➢ Headlock 2
- Opponent Leaning on Turnbuckle, Facing ➢ Body Splash & Whip

#### Enter/Exit Ring Moves

- Enter Ring ➡ ➢ ➢ ➢ ➢ Woman
- Exit Ring ➡ ➢ ➢ ➢ ➢ Woman

#### Combination Attacks

- Facing Standing Opponent, First Attack ➡ Woman's Elbow Smash
- Facing Standing Opponent’s Attack ➡ Woman’s Elbow Smash
- Facing Standing Opponent, Third Attack ➡ Stacy Keibler Kick
**BIO**

Stephanie McMahon has experienced many changes in her life since her first appearance on WWE television. But like her father, Vince McMahon, she’s always come out stronger from her battles. No longer the manipulative bride of Triple H, Stephanie has begun a whole new chapter in her controversial career. She is now the General Manager of SmackDown!, waging war on a weekly basis with Raw GM Eric Bischoff in an attempt to make sure her show is the best in sports-entertainment. Her past actions are a clear illustration that Stephanie will go to any length (or depth) to ensure her supremacy.

---

**STATS**

**HEIGHT** 5' 8”

**FROM** Greenwich, CT

**CAREER HIGHLIGHTS**

WWE Women’s Champion

---

**SPECIAL MOVES**

- Pedigree
- Woman’s Special Slot
**STEPHANIE MCMAHON’S MOVES**

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Stone Cold Steve Austin is arguably the greatest Superstar in the history of WWE. A six-time WWE Champion, the Texas Rattlesnake has headlined three WrestleMania events, won the Royal Rumble match three times, and has had memorable matches against the greatest Superstars in the game.

Austin’s era of greatness began at the 1996 King of the Ring. After winning the tournament, Austin coined the phrase, “Austin 3:16,” which says that “I just whipped your ass!” He would go on to win his first WWE Championship at WrestleMania XIV in 1998 with some help from boxer Mike Tyson, and would then segue into the infamous “Austin vs. McMahon” feud, which propelled sports-entertainment into the stratosphere.

After returning from a career-threatening neck injury in 2000, the Rattlesnake quickly climbed back to the top of world wrestling, culminating in his WWE Championship win over The Rock at WrestleMania X-Seven, in front of 67,925 of his fellow Texans at the Reliant Astrodome!

He’s a trash-talking’, beer-swilling’, finger-gesturing’, ass-kicking’ son of a bitch, and millions of WWE fans wouldn’t have it any other way!
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<td>Ready Moves: Initiating Grapples</td>
<td></td>
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</tr>
<tr>
<td>Facing Standing Opponent</td>
<td>●</td>
<td>Irish Whip</td>
</tr>
<tr>
<td>Facing Standing Opponent</td>
<td>●</td>
<td>Grapple 5</td>
</tr>
<tr>
<td>Facing Standing Opponent</td>
<td>●</td>
<td>Headlock Takedown</td>
</tr>
<tr>
<td>Facing Standing Opponent</td>
<td>●</td>
<td>Grapple 10</td>
</tr>
<tr>
<td>Facing Standing Opponent</td>
<td>●</td>
<td>Grapple 11</td>
</tr>
<tr>
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<td>●</td>
<td>Grapple 4</td>
</tr>
<tr>
<td>Submission Grapples (After ● + ✧)</td>
<td></td>
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</tr>
<tr>
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<td>●</td>
<td>Irish Whip</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>●</td>
<td>Stone Cold Stunner 7</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>●</td>
<td>Austin Back Chop</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>●</td>
<td>Gutwrench Suplex 1</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>●</td>
<td>Suplex 4</td>
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<tr>
<td>Power Grapples (After ● + ✦)</td>
<td></td>
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</tr>
<tr>
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<td>●</td>
<td>Stone Cold Stunner 5</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>●</td>
<td>Spinebuster 5</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>●</td>
<td>Neckbreaker 3</td>
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<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>●</td>
<td>Sidewalk Slam 1</td>
</tr>
<tr>
<td>Quick Grapples (After ● + ✧)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>●</td>
<td>Irish Whip</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>●</td>
<td>Austin Stomp 1</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>●</td>
<td>Austin Knee Strike 1</td>
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<tr>
<td>Opponent Locked in Submission Grapple</td>
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<td>Austin Punches 5</td>
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<tr>
<td>Opponent Locked in Submission Grapple</td>
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<td>Lesnar Knee Strike 1</td>
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<td>Ready Moves: Attacks</td>
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<tr>
<td>Facing Standing Opponent</td>
<td>✧</td>
<td>Austin Punched 3</td>
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<td>✧</td>
<td>Toe Kick 1</td>
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<td>✧</td>
<td>Snap Job</td>
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<td>✧</td>
<td>Body Punch</td>
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<td>Double Axe Handle 2</td>
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<tr>
<td>Facing Standing Opponent</td>
<td>✧</td>
<td>Elbow Smash 1</td>
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<td>Ready Moves: Rear Grapples</td>
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<tr>
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<td>●</td>
<td>Irish Whip</td>
</tr>
<tr>
<td>Behind Standing Opponent</td>
<td>●</td>
<td>Russian Leg Sweep 2</td>
</tr>
<tr>
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<td>●</td>
<td>Back Suplex 9</td>
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<tr>
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<td>●</td>
<td>Elbow To Back Of Head 2</td>
</tr>
<tr>
<td>Behind Standing Opponent</td>
<td>●</td>
<td>Forearm Smash</td>
</tr>
<tr>
<td>Behind Standing Groggy Opponent</td>
<td>●</td>
<td>Irish Whip</td>
</tr>
<tr>
<td>Behind Standing Groggy Opponent</td>
<td>●</td>
<td>Back Side Slam 2</td>
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<tr>
<td>Behind Standing Groggy Opponent</td>
<td>●</td>
<td>Back Suplex 7</td>
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<tr>
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<td>●</td>
<td>Cobra Clutch</td>
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<td>●</td>
<td>Bulldog 2</td>
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<td>Ready Moves: Edge of the Cell</td>
<td></td>
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<tr>
<td>Opponent Near Edge, Facing</td>
<td>●</td>
<td>It Thrusts Down</td>
</tr>
<tr>
<td>Opponent Near Edge, Facing</td>
<td>●</td>
<td>It Thrusts Down</td>
</tr>
<tr>
<td>Opponent Near Edge, Back Exposed</td>
<td>●</td>
<td>It Thrusts Down</td>
</tr>
<tr>
<td>Opponent Near Edge, Back Exposed</td>
<td>●</td>
<td>It Thrusts Down</td>
</tr>
<tr>
<td>Ground Grapples</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Opponent Down, Standing Near Head</td>
<td>●</td>
<td>Raise</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Head</td>
<td>●</td>
<td>Pin Fall</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Head</td>
<td>●</td>
<td>Elbow Drop 15</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Head</td>
<td>●</td>
<td>Austin Stomp 2</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Head</td>
<td>●</td>
<td>Sleeper Hold 8</td>
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<td>●</td>
<td>Raise</td>
</tr>
<tr>
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<td>Pin Fall</td>
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<table>
<thead>
<tr>
<th>Conditions</th>
<th>Command</th>
<th>Move Name</th>
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<tr>
<td>Opponent Down, Standing Near Feet</td>
<td>●</td>
<td>Single Leg Grab 1</td>
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<td>Opponent Down, Standing Near Feet</td>
<td>●</td>
<td>Kick To Groin</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Feet</td>
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<td>STF</td>
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**Ground Attacks**

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
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</thead>
<tbody>
<tr>
<td>Opponent Down, Standing Near Opponent</td>
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</tr>
<tr>
<td>Opponent Down, Standing Near Opponent</td>
<td>✦</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Opponent</td>
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**SmackDown! Specials**

<table>
<thead>
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<tr>
<td>Opponent Down, Standing Near Opponent</td>
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<tr>
<td>Opponent Down, Standing Near Opponent</td>
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<td>Opponent Down, Standing Near Opponent</td>
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<tr>
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</tr>
<tr>
<td>Opponent Down, Standing Near Opponent</td>
<td>✦</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Opponent</td>
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</table>

**Submission Grapples**

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
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</thead>
<tbody>
<tr>
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<tr>
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<tr>
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<tr>
<td>Opponent Down, Standing Near Opponent</td>
<td>✦</td>
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<tr>
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**Aerial Moves**

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
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<tbody>
<tr>
<td>From Top Turnbuckle, Opponent Standing</td>
<td>✦</td>
</tr>
<tr>
<td>From Top Turnbuckle, Opponent Standing</td>
<td>✦</td>
</tr>
<tr>
<td>From Top Turnbuckle, Opponent Down</td>
<td>✦</td>
</tr>
<tr>
<td>From Top Turnbuckle, Opponent Down</td>
<td>✦</td>
</tr>
<tr>
<td>From Top Turnbuckle, Opponent Down</td>
<td>✦</td>
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**Rope Moves**

<table>
<thead>
<tr>
<th>Command</th>
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<tbody>
<tr>
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</tr>
<tr>
<td>Opponent Locked on Ropes, Opponent Standing</td>
<td>✦</td>
</tr>
<tr>
<td>Opponent Locked on Ropes, Opponent Standing</td>
<td>✦</td>
</tr>
<tr>
<td>Opponent Locked on Ropes, Opponent Outside Ring</td>
<td>✦</td>
</tr>
<tr>
<td>Opponent Locked on Ropes, Opponent Outside Ring</td>
<td>✦</td>
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**Running Grapples**

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Running Toward Opponent</td>
<td>✦</td>
</tr>
<tr>
<td>Running Toward Opponent</td>
<td>✦</td>
</tr>
<tr>
<td>Running Toward Opponent</td>
<td>✦</td>
</tr>
<tr>
<td>Running Toward Opponent</td>
<td>✦</td>
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</table>

**Running Attacks**

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Running Toward Opponent</td>
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</tr>
<tr>
<td>Running Toward Opponent</td>
<td>✦</td>
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<tr>
<td>Running Toward Opponent</td>
<td>✦</td>
</tr>
<tr>
<td>Running Toward Opponent</td>
<td>✦</td>
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**Running Counters**

<table>
<thead>
<tr>
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<tbody>
<tr>
<td>Opponent Running</td>
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</tr>
<tr>
<td>Opponent Running</td>
<td>✦</td>
</tr>
<tr>
<td>Opponent Running</td>
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**Double Team Moves (vs. Standing Opponent)**

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
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</thead>
<tbody>
<tr>
<td>Standing With Partner, Facing Opponent</td>
<td>✦</td>
</tr>
<tr>
<td>Standing With Partner, Facing Opponent</td>
<td>✦</td>
</tr>
<tr>
<td>Standing With Partner, Facing Opponent</td>
<td>✦</td>
</tr>
<tr>
<td>Standing With Partner, Facing Opponent</td>
<td>✦</td>
</tr>
<tr>
<td>Standing With Partner, Facing Opponent</td>
<td>✦</td>
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**Double Team Moves (At Your Team’s Corner)**

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opponent Locked on Turnbuckle, Facing</td>
<td>✦</td>
</tr>
<tr>
<td>Opponent Locked on Turnbuckle, Facing</td>
<td>✦</td>
</tr>
<tr>
<td>Opponent Locked on Turnbuckle, Facing</td>
<td>✦</td>
</tr>
<tr>
<td>Opponent Locked on Turnbuckle, Facing</td>
<td>✦</td>
</tr>
<tr>
<td>Opponent Locked on Turnbuckle, Facing</td>
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**Enter/Exit Ring Moves**

<table>
<thead>
<tr>
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<tbody>
<tr>
<td>Enter Ring</td>
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</tr>
<tr>
<td>Exit Ring</td>
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**Combination Attacks**

<table>
<thead>
<tr>
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<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Facing Standing Opponent, First Attack</td>
<td>✦</td>
</tr>
<tr>
<td>Facing Standing Opponent, Second Attack</td>
<td>✦</td>
</tr>
<tr>
<td>Facing Standing Opponent, Third Attack</td>
<td>✦</td>
</tr>
</tbody>
</table>
BIO

This confused extremist is a talented and solid competitor who won’t back down to anyone or any kind of battle. Steven's off-kilter attitude has led him to much success in WWE. His most notable achievement is holding the now-defunct Hardcore Championship. Even though the Hardcore Division no longer recognizes a champion, Richards still competes with the same vigor and recklessness as he did as Hardcore Champion.

Of late, Steven has been seen at the side of the lovely Victoria. While many questions still need to be answered about this bizarre relationship, it is plainly clear that Victoria is the one wearing the pants.

STATS

<table>
<thead>
<tr>
<th>HEIGHT</th>
<th>WEIGHT</th>
<th>FROM</th>
<th>CAREER HIGHLIGHTS</th>
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</thead>
<tbody>
<tr>
<td>6'2&quot;</td>
<td>220 lbs.</td>
<td>Philadelphia, PA</td>
<td>ECW Tag Team Champion</td>
</tr>
</tbody>
</table>
### Opponent Down, Standing Near Feet
- Opponent Down, Standing Near Feet
  - Opponent Down, Standing Near Feet
  - Opponent Down, Standing Near Feet
  - Opponent Down, Standing Near Feet

### Opponent Down, Standing Near Head
- Opponent Down, Standing Near Head
- Opponent Down, Standing Near Head
- Opponent Down, Standing Near Head
- Opponent Down, Standing Near Feet

### Ground Grapples
- Ground Grapples
- Ground Grapples
- Ground Grapples
- Ground Grapples

### Opponent Near Edge, Back Exposed
- Opponent Near Edge, Back Exposed
- Opponent Near Edge, Back Exposed
- Opponent Near Edge, Back Exposed
- Opponent Near Edge, Back Exposed

### Behind Standing Opponent
- Behind Standing Opponent
- Behind Standing Opponent
- Behind Standing Opponent
- Behind Standing Opponent

### Ready Moves: Rear Grapples
- Ready Moves: Rear Grapples
- Ready Moves: Rear Grapples
- Ready Moves: Rear Grapples
- Ready Moves: Rear Grapples

### Behind Standing Opponent
- Behind Standing Opponent
- Behind Standing Opponent
- Behind Standing Opponent
- Behind Standing Opponent

### Behind Standing Opponent
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- Behind Standing Opponent
- Behind Standing Opponent
- Behind Standing Opponent

### Behind Standing Opponent
- Behind Standing Opponent
- Behind Standing Opponent
- Behind Standing Opponent
- Behind Standing Opponent

### Ground Grapples
- Ground Grapples
- Ground Grapples
- Ground Grapples
- Ground Grapples

### Opponent Down, Standing Near Head
- Opponent Down, Standing Near Head
- Opponent Down, Standing Near Head
- Opponent Down, Standing Near Head
- Opponent Down, Standing Near Feet

### Opponent Down, Standing Near Feet
- Opponent Down, Standing Near Feet
- Opponent Down, Standing Near Feet
- Opponent Down, Standing Near Feet
- Opponent Down, Standing Near Feet

### Opponent Down, Standing Near Feet
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- Opponent Down, Standing Near Feet

### Opponent Down, Standing Near Feet
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- Opponent Down, Standing Near Feet
- Opponent Down, Standing Near Feet

### Opponent Down, Standing Near Feet
- Opponent Down, Standing Near Feet
- Opponent Down, Standing Near Feet
- Opponent Down, Standing Near Feet
- Opponent Down, Standing Near Feet
The Japanese Buzzsaw has proven himself in WWE by winning the Cruiserweight Championship!

But those familiar with Tajiri’s style are not surprised that he’s been successful in WWE. While on a tour of Mexico, Tajiri incorporated a high-flying lucha-libre style into his background of martial arts and Japanese shoot wrestling to become one of the top young junior heavyweights in the world. In 1998, Paul Heyman gave Tajiri an opportunity in Extreme Championship Wrestling, where the Japanese Buzzsaw worked a series of memorable matches, including a few with current WWE Superstar Tazz. Tajiri’s blinding, rapid-fire kicks to the face and an unorthodox maneuver called the Tarantula earned respect throughout the sports-entertainment world, and an eventual ticket to WWE.
<table>
<thead>
<tr>
<th>Conditions</th>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Standing</td>
<td>Tuukq Taqri 1</td>
<td>Moonasolph Splash 3</td>
</tr>
<tr>
<td>Standing</td>
<td>Tuukq Taqri 4</td>
<td>Cruiserweigt Moves 6</td>
</tr>
<tr>
<td>Standing</td>
<td>Tuukq Taqri 2</td>
<td>Deathlock With Bridge</td>
</tr>
<tr>
<td>Standing</td>
<td>Tuukq Taqri 3</td>
<td></td>
</tr>
<tr>
<td>Weapon Specials</td>
<td>(x)</td>
<td>DDT</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Face</td>
<td>(x) Buzzsaw Kick</td>
<td></td>
</tr>
<tr>
<td>Opponent Down, Standing Near Face</td>
<td>(x) Buzzsaw Kick</td>
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<tr>
<td>Opponent Down, Standing Near Face</td>
<td>Buzzsaw Kick</td>
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<tr>
<td>SmackDown Specials</td>
<td>(x)</td>
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<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>Irish Whip</td>
<td></td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>Leg Lock 5</td>
<td></td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>Dragon Screw 1</td>
<td></td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>Armor 3</td>
<td></td>
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<td>Opponent Locked in Submission Grapple</td>
<td>Headlock Takedown</td>
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<td>Submission Grapple</td>
<td>(x)</td>
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<td>Opponent Locked in Submission Grapple</td>
<td>Taji Karate Rush</td>
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<td>Opponent Locked in Submission Grapple</td>
<td>Taji Quick Kick</td>
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<td>Poison Mist 3</td>
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<td>Opponent Locked in Submission Grapple</td>
<td>Suplex 10</td>
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<td>Power Grapple</td>
<td>(x)</td>
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<td>Opponent Locked in Submission Grapple</td>
<td>Irish Whip</td>
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<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>Manhattan Drop 1</td>
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<td>Opponent Locked in Submission Grapple</td>
<td>Backbreaker 10</td>
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</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>Powerbomb 12</td>
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</tr>
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<td>Opponent Locked in Submission Grapple</td>
<td>Falling Neckbreaker</td>
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<tr>
<td>Quick Grapple</td>
<td>(x)</td>
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<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>Irish Whip</td>
<td></td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>Hurrcanarnas 5</td>
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<td>Opponent Locked in Submission Grapple</td>
<td>Shuffle Side Kick</td>
<td></td>
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<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>Eye Rake 2</td>
<td></td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>Snapmore &amp; Dropkick 1</td>
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<tr>
<td>Opponent Down, Standing Near Feet</td>
<td>Pin Fall</td>
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**BIO**

For years, Test has been one of the first names mentioned when fans and experts debated which Superstar would ascend to the top-tier of sports-entertainment. And with the success Test experienced teaming with the popular Stacy Keibler, fans began seeing him as a major player in the sport. But with an increase in his popularity, fans also saw an increase in the size of Test’s ego, as he became rude and obnoxious to his manager. Test has become a changed man, viciously assaulting rivals as well as WWE Divas, including Stacy, Mae Young and Trish Stratus. Fans can only wonder where Test’s ego will lead him.
### TEST™'S MOVES

#### Conditions | Command | Move Name
--- | --- | ---
Towers | | |
Standing | | |
   | | |
   | | |
   | | |
Weapon Specials | Holding Weapon | (L) + DDT
Holding Weapon | (L)+, (R), (U), or (D) | DDT
SmackDown Specials | Running Toward Standing Opponent | (L) | Big Boot 5
Facing Groggy Opponent | (L)+, (R), (U), or (D) | Test Drive

#### Ready Moves: Initiating Grapples | Facing Standing Opponent | • | Irish Whip
   | Facing Standing Opponent | • + | Grapple 5
   | Facing Standing Opponent | • + | Grapple 10
   | Facing Standing Opponent | • + | Grapple 11
   | Facing Standing Opponent | • + | Grapple 4

#### Submission Grapples (After • +) | Opponent Locked in Submission Grapple | • | Irish Whip
   | Opponent Locked in Submission Grapple | • + | Bearhug 3
   | Opponent Locked in Submission Grapple | • + | Snapmare & Neck Lock
   | Opponent Locked in Submission Grapple | • + | Shoulder Armbar
   | Opponent Locked in Submission Grapple | • + | Ric Flair Headlock

#### Signature Grapples (After • +) | Opponent Locked in Submission Grapple | • | Irish Whip
   | Opponent Locked in Submission Grapple | • + | Flapjack 1
   | Opponent Locked in Submission Grapple | • + | Test Full Nelson Slam 1
   | Opponent Locked in Submission Grapple | • + | Swinging Neckbreaker
   | Opponent Locked in Submission Grapple | • + | Suplex 4

#### Power Grapples (After • +) | Opponent Locked in Submission Grapple | • | Irish Whip
   | Opponent Locked in Submission Grapple | • + | Falling Powerslam 1
   | Opponent Locked in Submission Grapple | • + | Manhattan Drop 1
   | Opponent Locked in Submission Grapple | • + | Powerbomb 4
   | Opponent Locked in Submission Grapple | • + | Backbreaker 2

#### Quick Grapples (After • +) | Opponent Locked in Submission Grapple | • | Irish Whip
   | Opponent Locked in Submission Grapple | • + | DDT 1
   | Opponent Locked in Submission Grapple | • + | Body Knee Strike
   | Opponent Locked in Submission Grapple | • + | Club to Neck 3
   | Opponent Locked in Submission Grapple | • + | Kitchen Sink 2

#### Ready Moves: Attacks | Facing Standing Opponent | • + | Big Boot 2
   | Facing Standing Opponent | • + | Toe Kick 1
   | Facing Standing Opponent | • + | Austin Punches 1
   | Facing Standing Opponent | • + | Clothesline 2
   | Facing Standing Opponent | • + | Clothesline 3
   | Facing Standing Opponent | • + | Body Punch

#### Ready Moves: Rear Grapples | Behind Standing Opponent | • | Irish Whip
   | Behind Standing Opponent | • + | Mat Slam 2
   | Behind Standing Opponent | • + | Test Full Nelson Slam 2
   | Behind Standing Opponent | • + | Elbow To Back Off Head 2
   | Behind Standing Opponent | • + | Forearm Smash
   | Behind Standing Groggy Opponent | • | Irish Whip
   | Behind Standing Groggy Opponent | • + | Pump And Drop 2
   | Behind Standing Groggy Opponent | • + | Pump And Drop
   | Behind Standing Groggy Opponent | • + | Backbreaker 9
   | Behind Standing Groggy Opponent | • + | Sidewalk Slam 4

#### Ready Moves: Edge of the Cell | Opponent Near Edge, Facing | •, •+ | It Thrusts Down
   | Opponent Near Edge, Facing | •+ | It Thrusts Down
   | Opponent Near Edge, Back Exposed | •+ | It Thrusts Down
   | Opponent Near Edge, Back Exposed | •+ | It Thrusts Down

#### Ground Grapples | Opponent Down, Standing Near Head | • | Raise
   | Opponent Down, Standing Near Head | •+ | Pin Fall
   | Opponent Down, Standing Near Head | •+ | Sleeper Hold 8
   | Opponent Down, Standing Near Head | •+ | Fury Punch 10
   | Opponent Down, Standing Near Head | •+ | Cork Clutch 2
   | Opponent Down, Standing Near Feet | • | Raise
   | Opponent Down, Standing Near Feet | •+ | Pin Fall

### Conditions | Command | Move Name
--- | --- | ---
Opponent Down, Standing Near Feet | •+ | Leg Lock 8
Opponent Down, Standing Near Feet | •+ | Leg Lock 9
Opponent Down, Standing Near Feet | •+ | Boston Crab

**Ground Attacks**

#### Opponent Down, Standing Near Opponent | •+ | Angry Stomp
**Opponent Down, Standing Near Opponent | •+ | Leg Drop
**Opponent Down, Standing Near Opponent | •+ | Elbow Drop 2

#### SmackDown Grapples | Opponent Leaning on Turnbuckle, Facing | • | Irish Whip
**Opponent Leaning on Turnbuckle, Facing | •+ | Mad House Stomping 2
**Opponent Leaning on Turnbuckle, Facing | •+ | Foot Stomping 1
**Opponent Leaning on Turnbuckle, Facing | •+ | Toss To Turn Buckle
**Opponent Leaning on Turnbuckle, Facing | •+ | Back Elbow Strike 2
**Opponent Leaning on Turnbuckle, Back Exposed | • | Irish Whip
**Opponent Leaning on Turnbuckle, Back Exposed | •+ | Illegal Pin
**Opponent Leaning on Turnbuckle, Back Exposed | •+ | Hanger In Reverse
**Opponent Leaning on Turnbuckle, Back Exposed | •+ | Turnbuckle Smash
**Opponent Leaning on Turnbuckle, Back Exposed | •+ | Turnbuckle Toe Kick
**Opponent Slumped Down at Lower Turnbuckle | • | Raise The Opponent Up
**Opponent Slumped Down at Lower Turnbuckle | •+ | Toss To Turn Buckle
**Opponent Slumped Down at Lower Turnbuckle | •+ | Foot Stomping 2

#### Turnbuckle Attacks | Opponent Leaning on Turnbuckle, Facing | • | Turnbuckle Clothesline
**Opponent Leaning on Turnbuckle, Facing | •+ | Turnbuckle Clothesline
**Opponent Slumped Down at Lower Turnbuckle | •+ | Turnbuckle Clothesline
**Opponent Slumped Down at Lower Turnbuckle | •+ | Knee Attack 1

**Aerial Moves**

#### From Top Turnbuckle, Opponent Standing | •+ | Flying Clothesline 1
**From Top Turnbuckle, Opponent Standing | •+ | Double Axe Handle 3
**From Top Turnbuckle, Opponent Down | •+ | Elbow Drop 3
**From Top Turnbuckle, Opponent Down | •+ | Diving Elbow Drop 1
**From Top Turnbuckle, Opponent Down | •+ | Elbow Drop 3

#### Drop Moves | Opponent Leaning on Ropes | • | Austin Attack 1
**Rebound Off Ropes, Running at Standing Opponent | •+ | Yukaza Kick
**Rebound Off Ropes, Running at Opponent Down | •+ | Double Axe Handle 5
**Running Toward Ropes, Opponent Outside Ring | •+ | Vaulting Body Press 2
**Running Toward Ropes, Opponent Outside Ring | •+ | Baseball Slide

#### Running Grapples | Running Toward Standing Opponent | • | Irish Whip
**Running Toward Standing Opponent | •+ | Double Axe Handle
**Running Toward Standing Opponent | •+ | Neckbreaker 1
**Running Toward Standing Groggy Opponent | •+ | Neckbreaker 1
**Running Toward Standing Opponent’s Back | • | Mat Slam 2
**Running Toward Standing Groggy Opponent’s Back | •+ | Double Axe Handle

#### Running Attacks | Running Toward Standing Opponent | • | Clothesline 14
**Running Toward Standing Opponent | •+ | Kitchen Sink 1
**Running Toward Opponent Down | •+ | Elbow Drop 1
**Running Toward Opponent Down | •+ | Double Axe Handle 5

#### Running Counters | Opponent Running | • | Powerslam Pin 2
**Opponent Running | •+ | Back Drop 2
**Opponent Running | •+ | Sleeper Hold 4

#### Double Team Moves (vs. Standing Opponent) | Standing With Partner, Facing Opponent | •+ | Double Flapjack
**Standing With Partner, Facing Opponent | •+ | Double Facecrusher
**Standing With Partner, Facing Opponent | •+ | Double Suplex 1
**Standing With Partner, Facing Opponent | •+ | Double Clothesline
**Standing Partner, Facing Partner | •+ | Double Clothesline
**Standing Partner, Facing Partner | •+ | Double Beat Head

#### Double Team Moves (At Your Team’s Corner) | Opponent Leaning on Turnbuckle, Facing | • | Irish Whip
**Opponent Leaning on Turnbuckle, Facing | •+ | Irish Whip & Low Drop
**Opponent Leaning on Turnbuckle, Facing | •+ | Mad House Stomping 1
**Opponent Leaning on Turnbuckle, Facing | •+ | Powerbomb 1
**Opponent Leaning on Turnbuckle, Facing | •+ | Kick To Gut

#### Enter/Exit Ring Moves | Enter Ring | •+ | Over The Rope
**Exit Ring | •+ | Over The Rope

#### Combination Attacks | Facing Standing Opponent, First Attack | •+ | Back Chop 1
**Facing Standing Opponent, Second Attack | •+ | Austin Punches 1
**Facing Standing Opponent, Third Attack | •+ | Big Boot 2
BIO

They grow lots of things on the farms of Boise, Idaho—carrots, corn and wheat among them. But of all the things that come from Boise farms, Torrie Wilson may be the most appetizing. The luscious Torrie is one of the blonde bombshells of World Wrestling Entertainment. Torrie is a former fitness model who has won numerous fitness championships and has appeared on the cover of countless magazines. When she got to Boise State University, she became a nutrition major and quickly learned how to incorporate physical fitness and proper diet into a healthy lifestyle. Soon, she began participating in fitness competitions. The highlight came in 1998, when she was crowned Miss Galaxy.

Torrie broke into the sports-entertainment business with WCW in 1999. In June 2001, she made her WWE debut. Since then, she has made many WWE fans stand and take notice, as the sight of Torrie in a bikini is sure to make any man weak in the knees! But Torrie gave WWE fans the best gift yet in May 2003 when she was on the cover of Playboy, which featured a multi-page spread of the gorgeous Diva.

She's also not afraid to put on wrestling tights and mix it up in the ring. With her unique combination of in-ring talent and stunning beauty, Torrie can do whatever she wants in WWE.

SPECIAL MOVES

STATS

HEIGHT
5' 7"

FROM
Boise, ID

XOXO

Lore, Torrie Wilson™
### Torrie Wilson™’s Moves

#### Conditions | Command | Move Name
--- | --- | ---
Towels  |
Standing | + | Taunt Torrie Wilson 1
Standing | - | Taunt Torrie Wilson 2
Standing | + | Taunt Torrie Wilson 1
Standing | - | Taunt Torrie Wilson 2

#### Weapon Specials

- Holding Weapon (x) DDT
- Holding Weapon (x) +, -, 0, or < DDT

#### SmackDown Specials

- Facing Groggy Opponent (x) DDT 20
- Facing Groggy Opponent (x) +, -, 0, or < DDT 7

#### Ready Moves: Initiating Grapples

- Facing Standing Opponent | | Irish Whip
- Facing Standing Opponent | + | Grapple 3
- Facing Standing Opponent | + | Grapple 10
- Facing Standing Opponent | - | Grapple 11
- Facing Standing Opponent | + | Grapple 4

#### Submission Grapples (After +)

- Opponent Locked in Submission Grapple | | Irish Whip
- Opponent Locked in Submission Grapple | + | Leg Lock 3
- Opponent Locked in Submission Grapple | | Queen Arm Scissors
- Opponent Locked in Submission Grapple | | Wrist & Arm Wrench
- Opponent Locked in Submission Grapple | | Headlock Takedown

#### Signature Grapples (After +)

- Opponent Locked in Submission Grapple | | Irish Whip
- Opponent Locked in Submission Grapple | + | Fireman Carry 2
- Opponent Locked in Submission Grapple | + | DDT 9
- Opponent Locked in Submission Grapple | + | Hurricarame 1
- Opponent Locked in Submission Grapple | + | Suplex 7

#### Power Grapples (After +)

- Opponent Locked in Submission Grapple | | Irish Whip
- Opponent Locked in Submission Grapple | + | Side Effect 1
- Opponent Locked in Submission Grapple | + | Scoop Slam 8
- Opponent Locked in Submission Grapple | | Neckbreaker 3
- Opponent Locked in Submission Grapple | + | Woman’s Snapmare

#### Quick Grapples (After +)

- Opponent Locked in Submission Grapple | | Irish Whip
- Opponent Locked in Submission Grapple | + | Leg Lock 3
- Opponent Locked in Submission Grapple | | Shuffle Side Kick
- Opponent Locked in Submission Grapple | + | Hurricarame 3
- Opponent Locked in Submission Grapple | + | Woman’s Snapmare
- Opponent Locked in Submission Grapple | + | DDT 11

#### Ready Moves: Attacks

- Facing Standing Opponent | + | Dropkick 2
- Facing Standing Opponent | +, -, or <> | Woman’s Toe Kick
- Facing Standing Opponent | + | Shuffle Side Kick 5
- Facing Standing Opponent | +, -, or <> | Elbow Smash 1
- Facing Standing Opponent | + | Woman’s Snap 3
- Facing Standing Opponent | - | Back Chop 1

#### Ready Moves: Rear Grapples

- Behind Standing Opponent | | Irish Whip
- Behind Standing Opponent | - | Back Clip 7
- Behind Standing Opponent | + | Knee Clip
- Behind Standing Opponent | - | Elbow To Back Off Head 2
- Behind Standing Opponent | - | Forearm Smash
- Behind Standing Groggy Opponent | - | Irish Whip
- Behind Standing Groggy Opponent | + | Backbreaker 8
- Behind Standing Groggy Opponent | + | Back Suplex 1
- Behind Standing Groggy Opponent | - | Sleeper Hold 2
- Behind Standing Groggy Opponent | | DDT 21

#### Ready Moves: Edge of the Cell

- Opponent Near Edge, Facing | | It Thrusts Down
- Opponent Near Edge, Facing | +, -, 0, or <> | It Thrusts Down
- Opponent Near Edge, Back Exposed | | It Thrusts Down
- Opponent Near Edge, Back Exposed | +, -, 0, or <> | It Thrusts Down

#### Ground Grapples

- Opponent Down, Standing Near Head | | Raise
- Opponent Down, Standing Near Head | + | Pin Fall
- Opponent Down, Standing Near Head | - | Oklahoma Roll Pin
- Opponent Down, Standing Near Head | + | Dropkick To Face
- Opponent Down, Standing Near Head | + | Reverse Chin Lock 2
- Opponent Down, Standing Near Feet | + | Raise
- Opponent Down, Standing Near Feet | + | Pin Fall

#### Ground Attacks

- Opponent Down, Standing Near Opponent | | Woman’s Angry Stomp
- Opponent Down, Standing Near Opponent | +, -, 0, or <> | Leg Drop
- Opponent Down, Standing Near Opponent | +, -, 0, or <> | Elbow Drop 2

#### Turnbuckle Grapples

- Opponent Leaning on Turnbuckle, Facing | | Irish Whip
- Opponent Leaning on Turnbuckle, Facing | + | DDT 24
- Opponent Leaning on Turnbuckle, Facing | +, - | Superplex 1
- Opponent Leaning on Turnbuckle, Facing | - | DDT 24
- Opponent Leaning on Turnbuckle, Back Exposed | + | Irish Whip
- Opponent Leaning on Turnbuckle, Back Exposed | +, - | Superplex 1
- Opponent Leaning on Turnbuckle, Back Exposed | +, - | Rolling Powerbomb
- Opponent Leaning on Turnbuckle, Back Exposed | +, - | Super Back Suplex
- Opponent Leaning on Turnbuckle, Back Exposed | +, - | Turnbuckle Smash
- Opponent Slumped Down at Lower Turnbuckle | | Raise The Opponent Up
- Opponent Slumped Down at Lower Turnbuckle | +, - | Choke 2

#### Turnbuckle Attacks

- Opponent Leaning on Turnbuckle, Facing | | Turnbuckle Dropkick 1
- Opponent Leaning on Turnbuckle, Facing | +, -, 0, or <> | Turnbuckle Dropkick 1
- Opponent Slumped Down at Lower Turnbuckle | | Turnbuckle Dropkick 2

#### Aerial Moves

- From Top Turnbuckle, Opponent Standing | +, - | Front Dropkick 4
- From Top Turnbuckle, Opponent Standing | +, - | Diving Cross Body Pin
- From Top Turnbuckle, Opponent Down | | Diving Elbow
- From Top Turnbuckle, Opponent Down | +, - | Diving Elbow
- From Top Turnbuckle, Opponent Down | +, - | Elbow Drop 3

#### Knee Moves

- Opponent Leaning on Ropes | | Irish Whip
- Opponent Leaning on Ropes, Running at Standing Opponent | +, - | Flying forearm Smash 2
- Opponent Leaning on Ropes, Running at Down Opponent | +, - | Dropkick To Knee 4
- Running Toward Ropes, Opponent Outside Ring | +, - | Vaulting Body Press 2
- Running Toward Ropes, Opponent Outside Ring | +, - | Dive Through Ropes

#### Running Grapples

- Running Toward Standing Opponent | | Irish Whip
- Running Toward Standing Opponent | +, -, or <> | Turnbuckle
- Running Toward Standing Opponent | +, -, or <> | DDT 3
- Running Toward Standing Groggy Opponent | +, -, 0, or <> | DDT 3
- Running Toward Standing Opponent’s Back | | Snapmare 4
- Running Toward Standing Groggy Opponent’s Back | +, -, 0, or <> | School Boy Pin 2

#### Running Attacks

- Running Toward Standing Opponent | | Kurt Shoulder Block
- Running Toward Standing Opponent | +, -, 0, or <> | Flying forearm Smash 2
- Running Toward Down Opponent | +, - | Double Axe Handle 5
- Running Toward Down Opponent | +, -, 0, or <> | Dropkick To Knee 4

#### Running Counters

- Opponent Running | | Arm Drop 5
- Opponent Running | +, - | Back Drop 1
- Opponent Running | +, - | Rolling Boston Crab

#### Double Team Moves (vs. Standing Opponent)

- Standing With Partner, Facing Opponent | + | Low Blow & Knee Attack
- Standing With Partner, Facing Opponent | + | Dropkick & Rolling Clutch
- Standing With Partner, Facing Opponent | +, - | Double Suplex 1
- Standing With Partner, Facing Opponent | +, - | Double Facecrusher
- Standing With Partner, Facing Opponent | +, - | Double Dropkick

#### Double Team Moves (At Your Team’s Corner)

- Opponent Leaning on Turnbuckle, Facing | | Irish Whip
- Opponent Leaning on Turnbuckle, Facing | +, - | Whip & Laying Down
- Opponent Leaning on Turnbuckle, Facing | +, - | Neutral Hold
- Opponent Leaning on Turnbuckle, Facing | +, - | Body Splash & Whip

#### Enter/Exit Ring Moves

- Enter Ring | +, -, 0, or <> | Normal
- Exit Ring | +, -, 0, or <> | Quick

#### Combination Attacks

- Facing Standing Opponent, First Attack | + | Snap Job
- Facing Standing Opponent, Second Attack | +, + | Woman's Snare 2
- Facing Standing Opponent, Third Attack | +, + | Dropkick 2
TRIPLE H

BIO

Triple H calls himself “The Game,” and you’d be hard-pressed to find anyone who disagrees with that assumption.

Since making his WWE debut in the spring of 1995 (as Hunter Hearst-Helmsley), Triple H has done it all in the sports-entertainment industry. He’s the only man in the history of the business to have been a Grand Slam Champion and to have won both a King of the Ring and a Royal Rumble.

Triple H’s dedication to the business was never more evident than on the May 21, 2001, episode of Raw. On that night, “The Game” teamed with Stone Cold Steve Austin to take on Chris Benoit and Chris Jericho in a World Tag Team Championship match. During the bout, Triple H tore his left quadriceps muscle completely off the bone. Yet “The Game” found the heart to finish the bout, never once even thinking about giving up.

After eight months of hellacious rehab, “The Game” returned to a hero’s welcome on the January 7, 2002, episode of Raw. The fans of WWE sympathized with Triple H, thus making him one of the top fan favorites of that time.

Triple H’s honeymoon with the fans did not last long, however. Soon thereafter, “The Game’s” true colors came shining through and he has once again found himself listening to the fans’ jeers. To further solidify the fact that he doesn’t care about the fans, Triple H has aligned himself with “the dirtiest players in the game,” Ric Flair and Randy Orton. Together, they call themselves Evolution.

SPECIAL MOVES

<table>
<thead>
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<th>Pedigree™ 3</th>
<th>Pedigree™ 2</th>
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STATS

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<tr>
<th>HEIGHT</th>
<th>WEIGHT</th>
<th>FROM</th>
<th>FINISHING MOVE</th>
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<tr>
<td>6' 4&quot;</td>
<td>260 lbs.</td>
<td>Greenwich, CT</td>
<td>Pedigree</td>
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CAREER HIGHLIGHTS

WWE Champion, WWE World Champion, Intercontinental Champion, WWE World Tag Team Champion, European Champion, King of the Ring 1997
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<th>Conditions</th>
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<td>+ +</td>
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<td>+ +</td>
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<td>Quick Grapples (After + + + + + + +)</td>
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<td>+</td>
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<td>+ +</td>
<td>Low Blow 5</td>
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<td>+ + +</td>
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<td>+ +</td>
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<td>+ + +</td>
<td>Toe Kick 1</td>
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<td>+ + + +</td>
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<td>Ready Moves: Rear Grapples</td>
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<td>Irish Whip</td>
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<td>+ +</td>
<td>DDT 21</td>
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<td>Backbreaker 9</td>
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<td>+ + + + +</td>
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<td>Opponent Near Edge, Facing</td>
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<td>It Thursts Down</td>
</tr>
<tr>
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<td>+ +</td>
<td>It Thursts Down</td>
</tr>
<tr>
<td>Opponent Near Edge, Back Exposed</td>
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<td>It Thursts Down</td>
</tr>
<tr>
<td>Opponent Near Edge, Back Exposed</td>
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<td>Ground Grapples</td>
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<tr>
<td>Opponent Down, Standing Near Head</td>
<td>+</td>
<td>Raise</td>
</tr>
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<td>Opponent Down, Standing Near Head</td>
<td>+ +</td>
<td>Pin Fall</td>
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<td>Opponent Down, Standing Near Head</td>
<td>+ + +</td>
<td>Fury Punch 11</td>
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<td>+ + + +</td>
<td>Fury Punch 9</td>
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<td>+ + + + +</td>
<td>Headlock 2</td>
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<td>Opponent Down, Standing Near Feet</td>
<td>+ + + + + +</td>
<td>Raise</td>
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<tr>
<td>Opponent Down, Standing Near Feet</td>
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<th>Command</th>
<th>Move Name</th>
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<td>Death Lock</td>
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<td>Knee Smash 2</td>
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<tr>
<td>Ground Attacks</td>
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<td>Angry Stomp</td>
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<td>+ +</td>
<td>Elbow Drop 2</td>
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<td>SmackDown Grapples</td>
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<tr>
<td>Opponent Learning on Turnbuckle, Facing</td>
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<td>Irish Whip</td>
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<tr>
<td>Opponent Learning on Turnbuckle, Facing</td>
<td>+ +</td>
<td>Hangman Chokehold 2</td>
</tr>
<tr>
<td>Opponent Learning on Turnbuckle, Facing</td>
<td>+ + +</td>
<td>Mudhole Stamping 2</td>
</tr>
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<td>Opponent Learning on Turnbuckle, Facing</td>
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<td>Superplex 1</td>
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<tr>
<td>Opponent Learning on Turnbuckle, Facing</td>
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<td>Hanging In Reverse</td>
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<tr>
<td>Opponent Learning on Turnbuckle, Back Exposed</td>
<td>+</td>
<td>Irish Whip</td>
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<tr>
<td>Opponent Learning on Turnbuckle, Back Exposed</td>
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<td>Illegal Pin</td>
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<td>Shoulder Strike</td>
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<td>Turnbuckle Toe Kick</td>
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<tr>
<td>Opponent Learning on Turnbuckle, Back Exposed</td>
<td>+ + + + +</td>
<td>Hanging In Reverse</td>
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<td>Opponent Slumped Down at Lower Turnbuckle</td>
<td>+</td>
<td>Raise The Opponent Up</td>
</tr>
<tr>
<td>Opponent Slumped Down at Lower Turnbuckle</td>
<td>+ +</td>
<td>Pushes Turnbuckle</td>
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<tr>
<td>Turnbuckle Grapples</td>
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<tr>
<td>Opponent Learning on Turnbuckle, Facing</td>
<td>+</td>
<td>Turnbuckle Clothingline</td>
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<tr>
<td>Opponent Learning on Turnbuckle, Facing</td>
<td>+ +</td>
<td>Turnbuckle Clothingline</td>
</tr>
<tr>
<td>Opponent Slumped Down at Lower Turnbuckle</td>
<td>+</td>
<td>Knee Attack 1</td>
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<tr>
<td>Aerial Moves</td>
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<tr>
<td>From Top Turnbuckle, Opponent Standing</td>
<td>+ +</td>
<td>Flying Clothingline 1</td>
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<td>+ + +</td>
<td>Double Axe Handle 3</td>
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<td>From Top Turnbuckle, Opponent Down</td>
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<td>From Top Turnbuckle, Opponent Down</td>
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<td>Flying Elbow</td>
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<tr>
<td>From Top Turnbuckle, Opponent Down</td>
<td>+ + +</td>
<td>Drop Elbow 3</td>
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<td>Rope Moves</td>
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<td>Irish Whip</td>
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<td>Rebound Off Ropes, Running at Standing Opponent</td>
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<td>Clothingline 16</td>
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<tr>
<td>Running toward Ropes, Opponent Outside Ring</td>
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<td>Auckland Body Press 3</td>
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<tr>
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<tr>
<td>Running toward Standing Opponent</td>
<td>+</td>
<td>Irish Whip</td>
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<tr>
<td>Running toward Standing Opponent</td>
<td>+ +</td>
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<td>Running toward Standing Opponent</td>
<td>+ + +</td>
<td>Spine &amp; Punching</td>
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<td>Running toward Standing Groggy Opponent</td>
<td>+ + + +</td>
<td>Head Pound 3</td>
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<tr>
<td>Running toward Standing Opponent</td>
<td>+ + + +</td>
<td>Knee Clip</td>
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<tr>
<td>Running toward Standing Groggy Opponent</td>
<td>+ + + + +</td>
<td>Knee Clip</td>
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<tr>
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<td>+ + + + + +</td>
<td>Knee Clip</td>
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<tr>
<td>Opponent Running</td>
<td>+</td>
<td>Triple H Smash</td>
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<tr>
<td>Opponent Running</td>
<td>+ +</td>
<td>Drop Back 3</td>
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<td>Double Team Moves (vs. Standing Opponent)</td>
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<td>Standing With Partner, Facing Opponent</td>
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<td>Low Blow &amp; Knee Attack</td>
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<td>Standing With Partner, Facing Opponent</td>
<td>+ + + + +</td>
<td>Double Clothesline</td>
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<td>Double Team Moves (At Your Team's Corner)</td>
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<td>+</td>
<td>Irish Whip</td>
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<tr>
<td>Opponent Learning on Turnbuckle, Facing</td>
<td>+ +</td>
<td>Spike Piledriver</td>
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<td>Enter/Exit Ring Moves</td>
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<tr>
<td>Enter Ring</td>
<td>+ + + + + +</td>
<td>Triple H</td>
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<tr>
<td>Exit Ring</td>
<td>+ + + + + + +</td>
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<td>Combination Attacks</td>
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<tr>
<td>Facing Standing Opponent, First Attack</td>
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<td>Triple H Punches 2</td>
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<td>Facing Standing Opponent, Third Attack</td>
<td>+ + +</td>
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BIO

Trish Stratus made an immediate impact upon entering WWE. Because of her stunning looks—and some strategic errors made early in her tenure—this former fitness model has had to battle for the respect she's finally earned. Since her decision to actively pursue physical combat, she's become one of the most potent forces in WWE's Women's Division, capturing the gold on several occasions. Canada's sexiest athlete is renowned for always giving WWE fans "Stratusfaction Guaranteed," and they have returned the compliment by voting her the 2001 and 2002 Internet Babe of the Year in polls at WWEDivas.com. At WrestleMania XIX, Trish became the WWE's second four-time Women's Champion, and hopes to smash all records by dominating the championship for years to come.
TRISH STRATUS’S MOVES

Conditions | Command | Move Name
---|---|---
Towns | ✦ | Woman Manager 2
Standing | ✦ | Taunt Bradshaw
Standing | ✦ | Woman Manager 2
Standing | ✦ | Taunt Woman 1
Weapon Specials
Holding Weapon | (x) | DDT
Holding Weapon | (x) | DDT
SmashDown Specials
Facing Groggy Opponent | (x) | Chick Kick
Opponent Leaning in Turnbuckle, Back Exposed | (x) | Strainsation

Ready Moves: Initiating Grapples
Facing Standing Opponent | • | Irish Whip
Facing Standing Opponent | • | Grapple 5
Facing Standing Opponent | • | Grapple 10
Facing Standing Opponent | • | Grapple 11
Facing Standing Opponent | • | Grapple 4
Submission Grapples (After • + x)
Opponent Locked in Submission Grapple | • | Irish Whip
Opponent Locked in Submission Grapple | • | Leg Lock 1
Opponent Locked in Submission Grapple | • | Headlock Takedown
Opponent Locked in Submission Grapple | • | Dragon Screw 1
Opponent Locked in Submission Grapple | • | Ric Flair Headlock
Signature Grapples (After • + x)
Opponent Locked in Submission Grapple | • | Irish Whip
Opponent Locked in Submission Grapple | • | Northern Lights Suplex 2
Opponent Locked in Submission Grapple | • | Arm Drag 3
Opponent Locked in Submission Grapple | • | Suplex 1

Power Grapples (After • + x)
Opponent Locked in Submission Grapple | • | Irish Whip
Opponent Locked in Submission Grapple | • | Powerfull Facelocher
Opponent Locked in Submission Grapple | • | Scoop Slam 8
Opponent Locked in Submission Grapple | • | Fireman Carry Slam
Opponent Locked in Submission Grapple | • | Neckbreaker 3
Quick Grapples (After • + x)
Opponent Locked in Submission Grapple | • | Irish Whip
Opponent Locked in Submission Grapple | • | DDT 20
Opponent Locked in Submission Grapple | • | Turnbuckle Clothesline
Opponent Locked in Submission Grapple | • | Dragon Screw 1
Opponent Locked in Submission Grapple | • | Fireman Carry Slam
Opponent Locked in Submission Grapple | • | Suplex 1

Ready Moves: Attacks
Facing Standing Opponent | X + ✦ | Front Dropkick 2
Facing Standing Opponent | X + ✦ or ✦ | Woman’s Toe Kick
Facing Standing Opponent | X + ✦ or ✦ | Roundhouse Kick 2
Facing Standing Opponent | X + ✦ or ✦ | Back Chop 1
Facing Standing Opponent | X + ✦ or ✦ | Women’s Slip 3
Facing Standing Opponent | X + ✦ | Middle Kick 3

Ready Moves: Rear Grapples
Behind Standing Opponent | • | Irish Whip
Behind Standing Opponent | • | Mat Slam 2
Behind Standing Opponent | • | Cruiserweight Moves 4
Behind Standing Opponent | • | Elbow To Back Off Head 2
Behind Standing Opponent | • | Forearm Smash
Behind Standing Groggy Opponent | • | Irish Whip
Behind Standing Groggy Opponent | • | Back Suplex 2
Behind Standing Groggy Opponent | • | Bulldog 2
Behind Standing Groggy Opponent | • | Sleeper Hold 1
Behind Standing Groggy Opponent | • | Russian Leg Sweep 2

Ready Moves: Edge of the Cell
Opponent Near Edge, Facing | • | It Threats Down
Opponent Near Edge, Facing | • | It Threats Down
Opponent Near Edge, Back Exposed | • | It Threats Down
Opponent Near Edge, Back Exposed | • | It Threats Down

Ground Grapples
Opponent Down, Standing Near Head | • | Raise
Opponent Down, Standing Near Head | • | Pin Fall
Opponent Down, Standing Near Head | • | Headlock 2
Opponent Down, Standing Near Head | • | Head Pound 2
Opponent Down, Standing Near Head | • | Sleeper Hold 8
Opponent Down, Standing Near Feet | • | Raise
Opponent Down, Standing Near Feet | • | Pin Fall

Conditions | Command | Move Name
---|---|---
Opponent Down, Standing Near Feet | ✦ | Kick To Grain
Opponent Down, Standing Near Feet | ✦ | Cruiserweight Moves 6
Opponent Down, Standing Near Feet | ✦ | Leg Lock 12

Ground Attacks
Opponent Down, Standing Near Opponent | ✦ | Woman’s Angry Stamp
Opponent Down, Standing Near Opponent | ✦ or ✦ | Elbow Drop 2
Opponent Down, Standing Near Opponent | ✦ or ✦ | Flip Leg Drop

SmashDown Grapples
Opponent Leaning on Turnbuckle, Facing | • | Irish Whip
Opponent Leaning on Turnbuckle, Facing | • | Hangman Chokehold 2
Opponent Leaning on Turnbuckle, Facing | • | Stratasphere
Opponent Leaning on Turnbuckle, Facing | • | Hangman Chokehold 2
Opponent Leaning on Turnbuckle, Back Exposed | • | Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed | • | Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed | • | Turnbuckle Too Kick
Opponent Slumped Down at Lower Turnbuckle | • | Raise The Opponent Up
Opponent Slumped Down at Lower Turnbuckle | ✦ | Choke 2

SmashDown Grapples
Opponent Leaning on Turnbuckle, Facing | • | Turnbuckle Clothesline
Opponent Leaning on Turnbuckle, Facing | • | Turnbuckle Clothesline
Opponent Slumped Down at Lower Turnbuckle | • | Turnbuckle Dropkick 2

Aerial Moves
From Top Turnbuckle, Opponent Standing | ✦ | Double Axe Handle 3
From Top Turnbuckle, Opponent Standing | ✦ | Diving Cross Body Pin
From Top Turnbuckle, Opponent Down | • | Elbow Drop 3
From Top Turnbuckle, Opponent Down | • | Elbow Drop 3
From Top Turnbuckle, Opponent Down | • | Elbow Drop 3

Rebound Off Ropes, Running at Opponent Standing | ✦ | Irish Whip
Rebound Off Ropes, Running at Opponent Standing | ✦ | Clothesline 5
Rebound Off Ropes, Running at Opponent Standing | ✦ | Dropkick To Knee 4
Running Toward Opponent, Opponent Outside Ring | ✦ | Vaulting Body Press 2
Running Toward Opponent, Opponent Outside Ring | ✦ | Vaulting Body Press 1

Running Grapples
Running Toward Opponent | • | Irish Whip
Running Toward Opponent | • | Turning Clothesline
Running Toward Opponent | • | Bulldog 1
Running Toward Opponent | • | Dropkick To Knee 4

Running Counters
Opponent Running | • | Sleeper Hold 4
Opponent Running | • | Back Drop 1
Opponent Running | • or ✦ | Arm Drag 5

Double Team Moves (vs. Standing Opponent)
Standing With Partner, Facing Opponent | ✦ | Low Blow & Knee Attack
Standing With Partner, Facing Opponent | • | Dropkick & Rolling Clutch
Standing With Partner, Facing Opponent | • | Double Suplex 1
Standing With Partner, Facing Opponent | • | Double Clothesline
Standing With Partner, Facing Opponent | • | Double Dropkick

Double Team Moves (At Your Team’s Corner)
Opponent Leaning on Turnbuckle, Facing | • | Irish Whip
Opponent Leaning on Turnbuckle, Facing | • | Whip & Lay Down
Opponent Leaning on Turnbuckle, Facing | • | Body Slam & Whip

Enter/Exit Ring Moves
Enter Ring | ✦ | Woman’s Toe Kick
Exit Ring | ✦ | Woman’s Toe Kick

Combination Attacks
Facing Standing Opponent, First Attack | ✦ | Woman’s Elbow Smash
Facing Standing Opponent, Second Attack | ✦ | Woman’s Elbow Smash
Facing Standing Opponent, Third Attack | ✦ | Roundhouse Kick 2
Ultimo Dragon is one of the greatest international competitors ever to hit WWE. With a background in kung fu, kempo karate and kickboxing, he's also one of WWE's most innovative in-ring competitors. He's the inventor of several maneuvers, including the Asai moonsault. Dragon spent years competing around the world and developing a reputation as one of the best in the game. WWE was the one place he had never appeared, until he made his highly anticipated debut in the summer of 2003. Dragon grew up watching the original Tiger Mask defend WWE's now-defunct Junior Heavyweight Championship all across the world, including at Madison Square Garden. Since then, he'd dreamed about performing at the "World's Most Famous Arena," a dream which has finally come true. His goal of wrestling at MSG played a big part in his decision to return to action, despite calling it quits for several years due to nerve damage in his arm that at one point seemed to be career-ending. Born in Japan, Ultimo Dragon has lived for the last several years in Mexico City. (Today he has a wrestling school in each country.) Dragon himself began training for sports-entertainment in his native country at age 18. Soon after, he moved to Mexico, where his career took off. He traveled back and forth from Mexico to Japan repeatedly throughout the early to mid-1990s, winning numerous titles in the process. By 1996, he was also wrestling in WCW. After he won gold in that organization, he held 10 championships at the same time; he's possibly the only competitor in history who can claim such a feat.
ULTIMO DRAGON’S MOVES

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BIO

It’s been more than a decade of destruction since Undertaker entered WWE. In that time, the "American Bad Ass" has become one of the true legends of sports-entertainment, a name that will command as much awe in a generation as it does today. Originally known as the "Man from the Dark Side," Undertaker won his first WWE Championship in 1991. Eleven years later, the future Hall of Famer snared the title again by toppling the same opponent, the immortal Hulk Hogan. At WrestleMania XIX, the pair defeated the mammoth team of A-Train and Big Show, improving Undertaker’s WrestleMania record to an amazing 11-0.

STATS

HEIGHT
6’10”

WEIGHT
328 lbs.

FROM
Houston, TX

FINISHING MOVE
Last Ride Powerbomb

CAREER HIGHLIGHTS
WWE Champion, WWE World Tag Team Champion, WCW Tag Team Champion, Hardcore Champion
### Conditions | Command | Move Name
--- | --- | ---
**Towns**
Standing | Taunt Undertaker 1
Standing | Taunt Undertaker 5
Standing | Taunt Undertaker 1
Standing | Taunt Undertaker 4
**Weapon Specials**
Holding Weapon | Guillotine 3
Holding Weapon | Guillotine 3
**SmackDown Specials**
Facing Groggy Opponent | The Last Ride
Facing Groggy Opponent | Chokeslam 4
**Ready Moves: Initiating Grapples**
Facing Standing Opponent | Irish Whip
Facing Standing Opponent | Grapple 5
Facing Standing Opponent | Grapple 9
Facing Standing Opponent | Grapple 10
Facing Standing Opponent | Grapple 6
**Submission Grapples**
Opponent Locked in Submission Grapple | Irish Whip
Opponent Locked in Submission Grapple | Guillotine 1
Opponent Locked in Submission Grapple | Guillotine Choke
Opponent Locked in Submission Grapple | Jumping Armbreaker 2
Opponent Locked in Submission Grapple | Armbar 2
**Signature Grapples**
Opponent Locked in Submission Grapple | Irish Whip
Opponent Locked in Submission Grapple | Tombstone Piledriver 3
Opponent Locked in Submission Grapple | Suplex 8
Opponent Locked in Submission Grapple | Sidewalk Slam 3
Opponent Locked in Submission Grapple | Respect Me?
**Power Grapples**
Opponent Locked in Submission Grapple | Irish Whip
Opponent Locked in Submission Grapple | Undertaker Arm Wrench
Opponent Locked in Submission Grapple | Chokeslam 8
Opponent Locked in Submission Grapple | Spinebuster 3
Opponent Locked in Submission Grapple | Shoulder Breaker
**Quick Grapples**
Opponent Locked in Submission Grapple | Irish Whip
Opponent Locked in Submission Grapple | Fury Punch 7
Opponent Locked in Submission Grapple | Undertaker Knee Strike
Opponent Locked in Submission Grapple | Undertaker Strikes
Opponent Locked in Submission Grapple | Club To Jack 3
**Ready Moves: Attacks**
Facing Standing Opponent | Big Boot 3
Facing Standing Opponent | Toe Kick 1
Facing Standing Opponent | Undertaker Punches 1
Facing Standing Opponent | Toe Kick 2
Facing Standing Opponent | Undertaker Punches 3
Facing Standing Opponent | Undertaker Body Punch
**Ready Moves: Rear Grapples**
Behind Standing Opponent | Irish Whip
Behind Standing Opponent | Pump handle Slam 2
Behind Standing Opponent | DDT 21
Behind Standing Opponent | Forearm Smash
Behind Standing Opponent | Russian Leg Sweep 2
Behind Standing Groggy Opponent | Irish Whip
Behind Standing Groggy Opponent | Dragon Sleeper 2
Behind Standing Groggy Opponent | Back Suplex 4
Behind Standing Groggy Opponent | Pump handle Slam 1
Behind Standing Groggy Opponent | Atomic Drop
**Ready Moves: Edge of the Cell**
Opponent Near Edge, Facing | Chokeslam 1
Opponent Near Edge, Facing | Chokeslam 1
Opponent Near Edge, Back Exposed | It Thrusts Down
Opponent Near Edge, Back Exposed | It Thrusts Down
**Ground Grapples**
Opponent Down, Standing Near Head | Raise
Opponent Down, Standing Near Head | Pin Fall
Opponent Down, Standing Near Head | Undertaker Hold
Opponent Down, Standing Near Head | Mounted Punching 1
Opponent Down, Standing Near Head | Camel Clutch 2
Opponent Down, Standing Near Feet | Raise
Opponent Down, Standing Near Feet | Pin Fall

### Conditions | Command | Move Name
--- | --- | ---
Opponent Down, Standing Near Feet | Knee Smash 2
Opponent Down, Standing Near Feet | Raja & Knee Strike
Opponent Down, Standing Near Feet | Boston Crab
**Ground Attacks**
Opponent Down, Standing Near Opponent | Undertaker Stomp
Opponent Down, Standing Near Opponent | Leg Drop
Opponent Down, Standing Near Opponent | Elbow Drop 2
**Tombstone Piledriving**
Opponent Leaning on Turnbuckle, Facing | Irish Whip
Opponent Leaning on Turnbuckle, Facing | Chokeslam
Opponent Leaning on Turnbuckle, Facing | Old School
Opponent Leaning on Turnbuckle, Facing | Superplex 2
Opponent Leaning on Turnbuckle, Facing | Body Strikes
Opponent Leaning on Turnbuckle, Back Exposed | Irish Whip
Opponent Leaning on Turnbuckle, Back Exposed | Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed | Hanging In Reverse
Opponent Leaning on Turnbuckle, Back Exposed | Turnbuckle Smash
Opponent Leaning on Turnbuckle, Back Exposed | Turnbuckle Toe Kick
Opponent Stumped Down at Lower Turnbuckle | Raise The Opponent Up
Opponent Stumped Down at Lower Turnbuckle | Mudhole Strikes
**Turnbuckle Attacks**
Opponent Leaning on Ropes | Face Smash 1
Rebound Off Ropes, Running at Standing Opponent | Flying Clothesline 1
Rebound Off Ropes, Running at Standing Opponent | Double Axe Handle 3
From Top Turnbuckle, Opponent Down | Elbow Drop 3
From Top Turnbuckle, Opponent Down | Elbow Drop 3
From Top Turnbuckle, Opponent Down | Elbow Drop 3
**Rope Moves**
Opponent Leaning on Ropes | Big Boot 6
Rebound Off Ropes, Running at Standing Opponent | Flying Lariat 2
Rebound Off Ropes, Running at Standing Opponent | Running Leg Drop
Running toward Ropes, Opponent Outside Ring | Flying Body Press 2
Running toward Ropes, Opponent Outside Ring | Flying Body Press 1
**Running Grapples**
Running toward Standing Opponent | Irish Whip
Running toward Standing Opponent | Turnbuckle Clothesline
Running toward Standing Opponent | Undertaker Strike
Running toward Standing Opponent | Neckbreaker 1
Running toward Standing Opponent | DDT 1
Running toward Standing Opponent | Mat Slam 2
Running toward Standing Opponent | Bulldog 2
**Running Attacks**
Running toward Standing Opponent | Clothesline 10
Running toward Standing Opponent | Lariat 2
Running toward Standing Opponent | Elbow Drop 3
Running toward Standing Opponent | Running Leg Drop
**Running Counters**
Opponent Running | Tilt-A-Whirl Sideload 2
Opponent Running | Back Drop 2
Opponent Running | Hip Toss 2
**Double Team Moves (vs. Standing Opponent)**
Standing With Partner, Facing Opponent | Double Flapjack
Standing With Partner, Facing Opponent | Double DDT
Standing With Partner, Facing Opponent | Double Suplex 1
Standing With Partner, Facing Opponent | Double Clothesline
Standing With Partner, Facing Opponent | Double Beat Head
**Double Team Moves (At Your Team’s Corner)**
Opponent Leaning on Turnbuckle, Facing | Irish Whip
Opponent Leaning on Turnbuckle, Facing | Front Slam
Opponent Leaning on Turnbuckle, Facing | Mudhole Stomping 1
Opponent Leaning on Turnbuckle, Facing | Powerbomb 1
Opponent Leaning on Turnbuckle, Facing | Kick To Gut
**Enter/Exit Ring Moves**
Enter Ring | Normal
Exit Ring | Backward Ring Out
**Combination Attacks**
Facing Standing Opponent, First Attack | Undertaker Punches 2
Facing Standing Opponent, Second Attack | Undertaker Body Punch
Facing Standing Opponent, Third Attack | Undertaker Punches 3
BIO
His firing by Raw co-General Manager Eric Bischoff may have spelled the end of Chief Morley, but Judgment Day represented a whole new beginning for the one and only "Big Valbowski." Aside from his superhuman libido and mastery of the double-entendre, Val Venis has also long been one of the most talented athletes in WWE. A former Intercontinental and European Champion, Venis moves with the speed and agility of a far smaller man, and can match power with virtually anyone on the Raw roster. As long as he can keep his mind off the ladies long enough to concentrate on a match, he's among the best.

STATS
HEIGHT: 6' 2"
WEIGHT: 240 lbs.
FROM: Las Vegas, NV
FINISHING MOVE: The Money Shot

CAREER HIGHLIGHTS
Intercontinental Champion, European Champion, WWE World Tag Team Champion
### VAL VENIS™’S MOVES

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#### Taunts
- **Standing** "Taunt Sexy" Taunt Bird
- **Standing** "Taunt Bird" Taunt Sexy
- **Standing** "Taunt Bird" Taunt Sexy

#### Weapon Specials
- **Holding Weapon** (L) "DDT" DDT

#### SmackDown Specials
- **Opponent Down, Standing Near Feet** (L) "Leg Lock 11" Leg Lock 11
- **Opponent Down, From Top Turnbuckle** (L) "The Money Shot Pin" The Money Shot Pin

#### Ready Moves: Initiating Grapples
- **Facing Standing Opponent** • Irish Whip
- **Facing Standing Opponent** • Grapple 5
- **Facing Standing Opponent** • Grapple 10
- **Facing Standing Opponent** • Grapple 11
- **Facing Standing Opponent** • Grapple 4

#### Submission Grapples
- **Opponent Locked in Submission Grapple** • Irish Whip
- **Opponent Locked in Submission Grapple** • Russian Leg Sweep 1
- **Opponent Locked in Submission Grapple** • Double Arm Slopex 1
- **Opponent Locked in Submission Grapple** • Multiple Slopex

#### Power Grapples
- **Opponent Locked in Submission Grapple** • Irish Whip
- **Opponent Locked in Submission Grapple** • Powerslam 14
- **Opponent Locked in Submission Grapple** • Full Nelson Slam
- **Opponent Locked in Submission Grapple** • Spinebuster 7
- **Opponent Locked in Submission Grapple** • Manhattan Drop 1

#### Quick Grapples
- **Opponent Locked in Submission Grapple** • Irish Whip
- **Opponent Locked in Submission Grapple** • Backside Pin 1
- **Opponent Locked in Submission Grapple** • DDT 11
- **Opponent Locked in Submission Grapple** • Wrist Clutch & Elbow 1
- **Opponent Locked in Submission Grapple** • Kitchen Sink 2

#### Ready Moves: Attacks
- **Facing Standing Opponent** • Clothesline 3
- **Facing Standing Opponent** • Toe Kick 1
- **Facing Standing Opponent** • Snap Job
- **Facing Standing Opponent** • Throat Thrust 1
- **Facing Standing Opponent** • Double Axe Handle 1
- **Facing Standing Opponent** • Back Chop 1

#### Ready Moves: Rear Grapples
- **Behind Standing Opponent** • Irish Whip
- **Behind Standing Opponent** • Tazzplex
- **Behind Standing Opponent** • Russian Leg Sweep 2
- **Behind Standing Opponent** • Elbow To Back Of Head 2
- **Behind Standing Opponent** • Test Full Nelson Slam 2
- **Behind Standing Gravy Opponent** • Irish Whip
- **Behind Standing Gravy Opponent** • German Suplex Pin 2
- **Behind Standing Gravy Opponent** • Back Slopex 3
- **Behind Standing Gravy Opponent** • Octopus Stretch 3
- **Behind Standing Gravy Opponent** • Spinning Out Powerslam 1

#### Ready Moves: Edge of the Cell
- **Opponent Near Edge, Facing** • It Thrusts Down
- **Opponent Near Edge, Facing** • It Thrusts Down
- **Opponent Near Edge, Back Exposed** • It Thrusts Down
- **Opponent Near Edge, Back Exposed** • It Thrusts Down

#### Ground Grapples
- **Opponent Down, Standing Near Head** • Raise
- **Opponent Down, Standing Near Head** • Pin Fall
- **Opponent Down, Standing Near Head** • Outlaw Pin
- **Opponent Down, Standing Near Head** • Fury Punch 10
- **Opponent Down, Standing Near Head** • Reverse Chin Lock 2
- **Opponent Down, Standing Near Head** • Raise
- **Opponent Down, Standing Near Feet** • Pin Fall

### Conditions Command Move Name

#### Opponent Down, Standing Near Feet
- **Opponent Down, Standing Near Feet** • "Kick To Leg 2"
- **Opponent Down, Standing Near Feet** • "Leg Lock 8"
- **Opponent Down, Standing Near Feet** • "Single Leg Grab 1"

#### Ground Attacks
- **Opponent Down, Standing Near Opponent** • "Irish Whip"
- **Opponent Down, Standing Near Opponent** • "Mudhole Stomping 2"
- **Opponent Down, Standing Near Opponent** • "Big Back Chop 1"
- **Opponent Down, Standing Near Opponent** • "Superplex 1"
- **Opponent Down, Standing Near Opponent** • "Shoulder Thrust"
- **Opponent Down, Standing Near Opponent** • "Super Back Slopex"
- **Opponent Down, Standing Near Opponent** • "Turnbuckle Smash"
- **Opponent Down, Standing Near Opponent** • "Turnbuckle Toe Kick"
- **Opponent Down, Standing Near Opponent** • "Raise The Opponent Up"
- **Opponent Down, Standing Near Opponent** • "Mudhole Strikes"

#### Turnbuckle Attacks
- **Opponent Down, Standing Near Turnbuckle, Facing** • "Turnbuckle Clothesline"
- **Opponent Down, Standing Near Turnbuckle, Facing** • "Turnbuckle Clothesline"
- **Opponent Down, Standing Near Turnbuckle, Facing** • "Knee Attack 1"

#### Artist Moves
- **From Top Turnbuckle, Opponent Standing** • "Flying Clothesline 1"
- **From Top Turnbuckle, Opponent Standing** • "Double Axe Handle 3"
- **From Top Turnbuckle, Opponent Down** • "Elbow Drop 3"
- **From Top Turnbuckle, Opponent Down** • "Elbow Drop 3"
- **From Top Turnbuckle, Opponent Down** • "Elbow Drop 3"

#### Rope Moves
- **Opponent Locked on Ropes** • "Running Knee Strike"
- **Rebound Off Ropes, Running at Standing Opponent** • "Kurt Shoulder Block"
- **Rebound Off Ropes, Running Off Ropes** • "Double Axe Handle 2"
- **Running Toward Ropes, Opponent Outside Ring** • "Vauling Body Press 2"
- **Running Toward Ropes, Opponent Outside Ring** • "Dive Through Ropes"

#### Running Grapples
- **Running Toward Standing Opponent** • "Irish Whip"
- **Running Toward Standing Opponent** • "Irish Whip"
- **Running Toward Standing Opponent** • "Kneebreaker 4"
- **Running Toward Standing Opponent** • "Kneebreaker 1"
- **Running Toward Standing Opponent** • "Double Axe Handle 5"

#### Running Counters
- **Opponent Running** • "Sleeping Hold 4"
- **Opponent Running** • "Spinebuster 10"
- **Opponent Running** • "Tilt-A-Whirl Sideslam 2"

#### Double Team Moves (vs. Standing Opponent)
- **Standing With Partner, Facing Opponent** • "Double Punches 2"
- **Standing With Partner, Facing Opponent** • "Double Punches 3"
- **Standing With Partner, Facing Opponent** • "Double Slopex 1"
- **Standing With Partner, Facing Opponent** • "Double Clothesline"
- **Standing With Partner, Facing Opponent** • "Double Head Beat"

#### Double Team Moves (At Your Team’s Corner)
- **Opponent Locked in Turnbuckle, Facing** • "Irish Whip"
- **Opponent Locked in Turnbuckle, Facing** • "Mudhole Stomping 1"
- **Opponent Locked in Turnbuckle, Facing** • "Super Back Slopex"
- **Opponent Locked in Turnbuckle, Facing** • "Double Axe Handle 1"

#### Enter/Exit Ring Moves
- **Enter Ring** • "Normal"
- **Exit Ring** • "Normal"

#### Combination Attacks
- **Facing Standing Opponent, First Attack** • "Angle Punches"
- **Facing Standing Opponent, Second Attack** • "Irish Whip"
- **Facing Standing Opponent, Third Attack** • "Double Axe Handle 1"
BIO

Victoria’s in-ring Raw debut in August 2002 against Trish Stratus opened a lot of eyes, and she hasn’t disappointed since. She has proven she is a force to be reckoned with in the Women’s Division, highlighted by her Women’s Championship victory over Trish in November of the same year.

Victoria’s athleticism is one of the reasons she has become so successful in such a short period of time, but it isn’t the only attribute that has catapulted her to the top. She is a visibly maniacal competitor. Her crazy actions and mad facial expressions leave many Divas questioning whether even to step in the ring with her.

She carries the same crazed attitude when dealing with her relationship with Steven Richards. While the details of their relationship are still blurry, it is clear that Victoria is the one who wears the pants.
VICTORIA™’S MOVES

**Conditions** | **Command** | **Move Name**
---|---|---

**Towns**
Standing | Taunt Edge 1
Standing | Taunt Christian 1
Standing | Taunt Edge 1
Standing | Taunt Kane 3

**Weapon Specials**
Holding Weapon | DDT
Holding Weapon | DDT

**Facing Groggy Opponent**
(x) | Widow’s Peak
(x) + , , , , or | Widow’s Peak

**Opponent Locked in Submission Grapple**
(x) | Irish Whip
(x) + , , , , or | Bear hug 3
(x) + , , , , or | Snapmare & Neck Lock
(x) + , , , , or | Hangman Chokehold 1
(x) + , , , , or | Standing Crossface 2

**Signature Grapples**
(x) | Irish Whip
(x) + , , , , or | Fireman Carry 1
(x) + , , , , or | Powerfull Facecrusher
(x) + , , , , or | Elbow To Back Of Head 1
(x) + , , , , or | Suplex 5

**Power Grapples**
(x) | Irish Whip
(x) + , , , , or | Dummi Sinner
(x) + , , , , or | Scoop Slam 8
(x) + , , , , or | Spinebuster 5
(x) + , , , , or | Woman’s Snapmare

**Quick Grapples**
(x) | Irish Whip
(x) + , , , , or | Victory Roll Pin 3
(x) + , , , , or | Russian Leg Sweep 1
(x) + , , , , or | Standing Lariat 2
(x) + , , , , or | Pride
(x) + , , , , or | DDT 11

**Ready Moves: Attacks**
Facing Standing Opponent | Front Dropkick 2
Facing Standing Opponent | Woman’s Toe Kick
Facing Standing Opponent | Dropkick 2
Facing Standing Opponent | Austin Punches 1
Facing Standing Opponent | Woman’s Snap 3
Facing Standing Opponent | Back Chop 1

**Ready Moves: Rear Grapples**
Behind Standing Opponent | Irish Whip
Behind Standing Opponent | Backbreaker 7
Behind Standing Opponent | Russian Leg Sweep 2
Behind Standing Opponent | Elbow To Back Off Head 2
Behind Standing Opponent | Forearm Smash
Behind Standing Groggy Opponent | Irish Whip
Behind Standing Groggy Opponent | Electric Chair Drop
Behind Standing Groggy Opponent | Victoria Sidewalk Slam
Behind Standing Groggy Opponent | Sleeper Hold 2
Behind Standing Groggy Opponent | Bulldog 3

**Ready Moves: Edge of the Cell**
Opponent Near Edge, Facing | It Hurts Down
Opponent Near Edge, Facing | It Hurts Down
Opponent Near Edge, Back Exposed | It Hurts Down
Opponent Near Edge, Back Exposed | It Hurts Down

**Ground Grapples**
Opponent Down, Standing Near Head | Raise
Opponent Down, Standing Near Head | Pin Fall
Opponent Down, Standing Near Head | Knee To Arm
Opponent Down, Standing Near Head | Fury Punch 10
Opponent Down, Standing Near Head | Short Arm Scissors
Opponent Down, Standing Near Feet | Raise
Opponent Down, Standing Near Feet | Pin Fall

**Conditions**
Opponent Down, Standing Near Feet | Pin With Bridge
Opponent Down, Standing Near Feet | Leg Lock 9
Opponent Down, Standing Near Feet | Mexican Stretch 2

**Ground Attacks**
Opponent Down, Standing Near Opponent | Woman’s Angry Stomp
Opponent Down, Standing Near Opponent | Elbow Drop 2
Opponent Down, Standing Near Opponent | Double Axe Handle 4

**SmackDown! Specials**
Opponent Locked in Submission Grapple | Turnbuckle Clothesline
Opponent Locked in Submission Grapple | Turnbuckle Clothesline
Opponent Locked in Submission Grapple | Knee Attack 1

**Quick Moves**
From Top Turnbuckle, Opponent Standing | Missile Dropkick
From Top Turnbuckle, Opponent Standing | Diving Cross Body Pin
From Top Turnbuckle, Opponent Down | Elbow Drop 3
From Top Turnbuckle, Opponent Down | Elbow Drop 3
From Top Turnbuckle, Opponent Down | Elbow Drop 3

**Spring Moves**
Opponent Locked on Ropes | Choke 3
Rebound Off Ropes, Running at Standing Opponent | Cross Body 1
Rebound Off Ropes, Running at Opponent Down | Dropkick To Knee
Running toward Ropes, Opponent Outside Ring | Vaunting Body Press
Running toward Ropes, Opponent Outside Ring | Dive Through Ropes

**Running Grapples**
Running toward Standing Opponent | Irish Whip
Running toward Standing Opponent | Turn Behind
Running toward Standing Opponent | Woman’s Facecrusher
Running toward Standing Groggy Opponent | Neckbreaker 1
Running toward Standing Opponent’s Back | Knee Clip
Running toward Standing Groggy Opponent’s Back | School Boy Pin

**Running Attacks**
Running toward Standing Opponent | The Rack Facecrash
Running toward Standing Opponent | Cross Body 2
Running toward Opponent Down | Double Axe Handle
Running toward Opponent Down | Double Axe Handle

**Running Counters**
Opponent Running | Sleeper Hold 4
Opponent Running | Back Drop 1
Opponent Running | Flapjack 4
Opponent Running | Double Drop

**Double Team Moves (vs. Standing Opponent)**
Standing With Partner, Facing Opponent | Low Blow & Knee Attack
Standing With Partner, Facing Opponent | Double PUNCH
Standing With Partner, Facing Opponent | Double PUNCH
Standing With Partner, Facing Opponent | Double Clothesline
Standing With Partner, Facing Opponent | Double Beat Head

**Double Team Moves (At Your Team’s Corner)**
Opponent Locked on Turnbuckle, Facing | Irish Whip
Opponent Locked on Turnbuckle, Facing | Whip & Leg Down
Opponent Locked on Turnbuckle, Facing | Madhouse Stomping
Opponent Locked on Turnbuckle, Facing | Spike Fixed

**Enter/Exit Ring Moves**
Enter Ring | Woman
Exit Ring | Normal

**Combination Attacks**
Facing Standing Opponent, First Attack | Woman’s Elbow Smash
Facing Standing Opponent, Second Attack | Middle Kick
Facing Standing Opponent, Third Attack | Dropkick 2
In 1982, Vincent K. McMahon bought his father's wrestling company, Capitol Wrestling Corporation, and set out to realize the vision known today as World Wrestling Entertainment. Like other professional wrestling operations of the time, Capitol was a regional enterprise. Vincent K. McMahon's combination of sports and entertainment gave the new company an appeal that attracted a much broader audience than before.

Since that time, World Wrestling Entertainment has become the recognized leader in sports-entertainment, attracting a half-billion global viewers each week, including enormous live event success. In addition, the company is home to some of the greatest athletes in the world, from realms such as boxing, football, powerlifting, basketball, Ultimate Fighting and much more. It's a formula for success that Mr. McMahon uses to drive his company to new heights of prosperity each year, while at the same time giving fans the entertainment value they want.

## Special Moves

**Stone Cold Stunner**

**Finishing Punch**
### Conditions Command Move Name

#### Taunts
Standing Taunt Vince McMahon Standing Taunt Fighter 2 Standing Taunt Vince McMahon Standing Taunt Fighter 2

#### Weapon Specials
Holding Weapon (x) DDT Holding Weapon (x) or (y) DDT

#### SmackDown Specials
Facing Groggy Opponent (x) Stone Cold Slammer 1 Facing Groggy Opponent (x) or (y) Finishing Punch

#### Ready Moves: Initiating Grapples
Facing Standing Opponent Irish Whip Facing Standing Opponent Grapple 5 Facing Standing Opponent Grapple 10 Facing Standing Opponent Grapple 11 Facing Standing Opponent Grapple 4

#### Submission Grapples (After (x) or (y))
Opponent Locked in Submission Grapple Irish Whip Opponent Locked in Submission Grapple Big Shoulder Claw Opponent Locked in Submission Grapple Kurt Angle Headlock Opponent Locked in Submission Grapple Big Shoulder Claw Opponent Locked in Submission Grapple Snaregrip & Neck Lock

#### Signature Grapples (After (x) or (y))
Opponent Locked in Submission Grapple Irish Whip Opponent Locked in Submission Grapple Low Blow 3 Opponent Locked in Submission Grapple Headlock Takeover Opponent Locked in Submission Grapple Eye Rake 2 Opponent Locked in Submission Grapple Suplex 4

#### Power Grapples (After (x) or (y))
Opponent Locked in Submission Grapple Irish Whip Opponent Locked in Submission Grapple Mat Slam 1 Opponent Locked in Submission Grapple Neckbreaker 3 Opponent Locked in Submission Grapple Strength 1 Opponent Locked in Submission Grapple Push Attack 1

#### Quick Grapples (After (x) or (y))
Opponent Locked in Submission Grapple Irish Whip Opponent Locked in Submission Grapple Small Package Opponent Locked in Submission Grapple Headlock & Punch 1 Opponent Locked in Submission Grapple Eye Rake 3 Opponent Locked in Submission Grapple Headbut 2

#### Ready Moves: Attacks
Facing Standing Opponent Boxing Uppercut Facing Standing Opponent Toe Kick 1 Facing Standing Opponent Boxing Body Blow Facing Standing Opponent Back Chop 1 Facing Standing Opponent Double Axe Handle 1 Facing Standing Opponent Boxing Hook Punch

#### Ready Moves: Rear Grapples

#### Ready Moves: Edge of the Cell
Opponent Near Edge, Facing It Thrusts Down Opponent Near Edge, Facing It Thrusts Down Opponent Near Edge, Back Exposed It Thrusts Down Opponent Near Edge, Back Exposed It Thrusts Down

#### Ground Grapples
Opponent Down, Standing Near Head Raise Opponent Down, Standing Near Head Pin Fall Opponent Down, Standing Near Head Reverse Chin Lock 2 Opponent Down, Standing Near Head Fury Punch 6 Opponent Down, Standing Near Head Sleeper Hold 2 Opponent Down, Standing Near Feet Raise Opponent Down, Standing Near Feet Pin Fall

### Conditions Command Move Name

#### Opponent Down, Standing Near Head
Opponent Down, Standing Near Head Kick To Back Opponent Down, Standing Near Head Kick To Head Opponent Down, Standing Near Head Leg Lock 13

#### Ground Attacks
Opponent Down, Standing Near Opponent Angry Stomp Opponent Down, Standing Near Opponent Angry Stomp Opponent Down, Standing Near Opponent Elbow Drop 2

#### Turnbuckle Grapples
Opponent Leaning on Turnbuckle, Facing Irish Whip Opponent Leaning on Turnbuckle, Facing Shoulder Thrust Opponent Leaning on Turnbuckle, Facing Hanging In Reverse Opponent Leaning on Turnbuckle, Facing Superplex 2 Opponent Leaning on Turnbuckle, Back Exposed Mudhole Stomping 2 Opponent Leaning on Turnbuckle, Back Exposed Irish Whip Opponent Leaning on Turnbuckle, Back Exposed Illegal Pin Opponent Leaning on Turnbuckle, Back Exposed Hanging In Reverse Opponent Leaning on Turnbuckle, Back Exposed Turnbuckle Smash Opponent Leaning on Turnbuckle, Back Exposed Turnbuckle Toe Kick Opponent Slumped Down at Lower Turnbuckle Raise The Opponent Up Opponent Slumped Down at Lower Turnbuckle Mudhole Strikes

#### Turnbuckle Attacks
Opponent Leaning on Turnbuckle, Facing Turnbuckle Clothesline Opponent Leaning on Turnbuckle, Facing Turnbuckle Clothesline Opponent Slumped Down at Lower Turnbuckle Turnbuckle Dropkick 2

#### Arial Moves
From Top Turnbuckle, Opponent Standing Double Axe Handle 3 From Top Turnbuckle, Opponent Standing Double Axe Handle 3 From Top Turnbuckle, Opponent Down Elbow Drop 3 From Top Turnbuckle, Opponent Down Elbow Drop 3 From Top Turnbuckle, Opponent Down Elbow Drop 3

#### Rope Moves
Opponent Leaning on Ropes Choke 3 Opponent Leaning on Ropes, Running at Opponent Standing Back Elbow Attack 3 Opponent Leaning on Ropes, Running at Opponent Standing Double Axe Handle 5 Running Toward Ropes, Opponent Outside Ring Vauling Body Press 2 Running Toward Ropes, Opponent Outside Ring Vauling Body Press 3

#### Running Grapples

#### Running Attacks

#### Running Counters
Opponent Running Back Drop 1 Opponent Running Back Drop 2 Opponent Running Back Drop 2 Opponent Running Flapjack 3 Opponent Running Flapjack 3 Opponent Running Flapjack 3

#### Double Team Moves (vs. Standing Opponent)
Standing With Partner, Facing Opponent Double Punches 2 Standing With Partner, Facing Opponent Double Punches 2 Standing With Partner, Facing Opponent Double Punches 2 Standing With Partner, Facing Opponent Double Punches 2 Standing With Partner, Facing Opponent Double Punches 2

#### Double Team Moves (At Your Team's Corner)
Opponent Leaning on Turnbuckle, Facing Irish Whip Opponent Leaning on Turnbuckle, Facing Whip & Lay Down Opponent Leaning on Turnbuckle, Facing Mudhole Stomping 1 Opponent Leaning on Turnbuckle, Facing Headbut 2 To Grain Opponent Leaning on Turnbuckle, Facing Kick To Gut

#### Enter/Exit Ring Moves
Enter Ring 1 V Vince McMahon Exit Ring 1 Quick 1

#### Combination Attacks
Facing Standing Opponent, First Attack Boxing Snap Job Facing Standing Opponent, Second Attack Boxing Punch Facing Standing Opponent, Third Attack Boxing Uppercut
ANIMAL

BIO

Animal began his remarkable career in the National Wrestling Alliance (NWA) as one half of the awesome Legion of Doom Road Warriors tag team. Managed by 'Precious' Paul Ellering, Animal and his tag team partner, Hawk, soon made a name for themselves by winning the NWA tag team belts in June 1983, during their first year as the Road Warriors. Known as the Legion of Doom when they joined up with the WWE, Animal and Hawk won the WWE tag team belts from the Nasty Boys after a grueling match at SummerSlam in 1991. Animal and his partner Hawk joined up with WCW in 1996. They were soon called back to the WWE, however, and in 1997 the Legion of Doom once again claimed the WWE tag team belts. They continued to thrill fans with their legendarily brutal, smash-mouth performances until their final match at WrestleMania XIV. They are the only duo to win the tag team titles in every major wrestling league (NWA: 2 times; AWA: 2 times; WCW: 2 times; WWE: 2 times) They were also voted Tag Team of the year on 8 different occasions along with Tag Team of the Century.

SPECIAL MOVES

- Powerslam Pin 1
- Oklahoma Slam 1

STATS

<table>
<thead>
<tr>
<th>HEIGHT</th>
<th>WEIGHT</th>
<th>FROM</th>
</tr>
</thead>
<tbody>
<tr>
<td>6' 1&quot;</td>
<td>295 lbs.</td>
<td>Chicago, Illinois</td>
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</tbody>
</table>
## Opponent Down, Standing Near Head
- Opponent Near Edge, Facing
- Opponent Near Edge

## Opponent Near Edge, Facing
- Opponent Near Edge, Facing
- Opponent Near Edge, Back Exposed
- Opponent Near Edge, Back Exposed

## Ground Grapples
- Opponent Down, Standing Near Head
- Opponent Down, Standing Near Head
- Opponent Down, Standing Near Head
- Opponent Down, Standing Near Feet
- Opponent Down, Standing Near Feet

## Smashdown Specials
- Holding Weapon
- Facing Groogy Opponent

## Ready Moves: Initiating Grapples
- Facing Standing Opponent
- Facing Standing Opponent
- Facing Standing Opponent
- Facing Standing Opponent
- Facing Standing Opponent

## Submission Grapples (After ⚫ + ⚪)
- Opponent Locked in Submission Grapple
- Opponent Locked in Submission Grapple
- Opponent Locked in Submission Grapple
- Opponent Locked in Submission Grapple
- Opponent Locked in Submission Grapple

## Power Grapples (After ⚫ + ⚪)
- Opponent Locked in Submission Grapple
- Opponent Locked in Submission Grapple
- Opponent Locked in Submission Grapple
- Opponent Locked in Submission Grapple
- Opponent Locked in Submission Grapple

## Ready Moves: Attacks
- Facing Standing Opponent
- Facing Standing Opponent
- Facing Standing Opponent
- Facing Standing Opponent
- Facing Standing Opponent

## Ready Moves: Rear Grapples
- Behind Standing Opponent
- Behind Standing Opponent
- Behind Standing Opponent
- Behind Standing Opponent
- Behind Standing Opponent

## Ready Moves: Edge of the Cell
- Opponent Near Edge, Facing
- Opponent Near Edge, Facing
- Opponent Near Edge, Back Exposed
- Opponent Near Edge, Back Exposed

## Ground Grapples
- Opponent Down, Standing Near Head
- Opponent Down, Standing Near Head
- Opponent Down, Standing Near Head
- Opponent Down, Standing Near Feet
- Opponent Down, Standing Near Feet

## Ready Moves: Edge of the Cell
- Opponent Near Edge, Facing
- Opponent Near Edge, Facing
- Opponent Near Edge, Back Exposed
- Opponent Near Edge, Back Exposed

## End/Exit Ring Moves
- Enter Ring
- Exit Ring

## Combination Attacks
- Facing Standing Opponent, First Attack
- Facing Standing Opponent, Second Attack
- Facing Standing Opponent, Third Attack
BIO

The term “Animal” has been used to describe many Superstars that have entered the ring over the years, but only George “The Animal” Steele took the idea and ran with it. A beast of a man whose body hair was so prominent it resembled an ever-present, skin-tight fur coat, George Steele caught the eye of fans everywhere simply by shuffling down to the ring. This was fortunate, because no one would have wanted to miss Steele’s legendary in-ring performances. At one promotion, early in Steele’s career, fans that came to the show were given couch pillows just for attending. At the end of his match up that night, one of the fans threw a pillow at Steele. “The Animal” wasted no time, tearing into the pillow with his teeth, and the entire arena roared with applause! That was the beginning of George “The Animal” Steele’s ritual of chewing up turnbuckles at the end of his matches, for which he would become well-known. After the events of the first WrestleMania in WWE history, Steele began stalking “The Macho Man” Randy Savage’s lady-love, the enchanting Miss Elizabeth. Savage would have none of it, and the grudge that surfaced between the two would carry them to WrestleMania II, where Savage defeated “The Animal” after an epic battle in the ring. Though beaten, George received a warm smile from Miss Elizabeth, which seemed to be all that “The Animal” was after. It may have been short glimpses of humanity like these in George Steele’s otherwise completely animalistic demeanor that made fans tune in week after week to see what George “The Animal” Steele, a truly legendary Superstar of the WWE, would do next.
### Conditions | Command | Move Name
--- | --- | ---
Standing | $+T$ | Taunt George Steele 3
Standing | $+$ | Taunt George Steele 1
Standing | $+$ | Taunt George Steele 2
Standing | $+$ | Taunt George Steele 1

#### Ground Attacks

**Opponent Down, Standing Near Opponent**
- $+X$ | Angry Stomp

**Opponent Down, Standing Near Opponent**
- $+X$ | Senton Splash

**Opponent Down, Standing Near Opponent**
- $+X$ | Elbow Drop 2

#### Turnbuckle Grapples

**Opponent Leaning on Turnbuckle, Facing**
- $+$ | Irish Whip

**Opponent Leaning on Turnbuckle, Facing**
- $+$ | Mudhole Stomping 2

**Opponent Leaning on Turnbuckle, Facing**
- $+$ | Big Chop

**Opponent Leaning on Turnbuckle, Facing**
- $+$ | Shoulder Thrust

**Opponent Leaning on Turnbuckle, Facing**
- $+$ | Hanging In Reverse

**Opponent Leaning on Turnbuckle, Back Exposed**
- $+$ | Irish Whip

**Opponent Leaning on Turnbuckle, Back Exposed**
- $+$ | 10 Turnbuckle Smash

**Opponent Leaning on Turnbuckle, Back Exposed**
- $+$ | Turnbuckle Smash

**Opponent Leaning on Turnbuckle, Back Exposed**
- $+$ | Turnbuckle Toe Kick

**Opponent Slumped Down at Lower Turnbuckle**
- $+$ | Raise The Opponent Up

**Opponent Slumped Down at Lower Turnbuckle**
- $+$ | Pushes Turnbuckle

#### Turnbuckle Attacks

**Opponent Leaning on Turnbuckle, Facing**
- $+$ | Turnbuckle Clothesline

**Opponent Leaning on Turnbuckle, Facing**
- $+$ | Turnbuckle Clothesline

**Opponent Slumped Down at Lower Turnbuckle**
- $+$ | Knee Attack 1

#### Aerial Moves

**From Top Turnbuckle, Opponent Standing**
- $+X$ | Shoulder Block 5

**From Top Turnbuckle, Opponent Standing**
- $+X$ | Double Axe Handle 3

**From Top Turnbuckle, Opponent Down**
- $+X$ | Elbow Drop 3

**From Top Turnbuckle, Opponent Down**
- $+X$ | Diving Elbow Drop Pin 1

**From Top Turnbuckle, Opponent Down**
- $+X$ | Elbow Drop 3

#### Rope Moves

**Opponent Leaning on Ropes**
- $+$ | Chokes 3

**Opponent Leaning on Ropes, Running at Standing Opponent**
- $+$ | Diving Shoulder

**Opponent Leaning on Ropes, Running at Opponent**
- $+$ | Double Axe Handle 5

**Running toward Ropes, Opponent Outside Ring**
- $+$ | Vaunting Body Press 2

**Running toward Ropes, Opponent Outside Ring**
- $+$ | Baseball Slide

#### Running Grapples

**Running toward Standing Opponent**
- $+$ | Irish Whip

**Opponent Leaning on Ropes**
- $+$ | Back Shoulder

**Running toward Standing Opponent**
- $+$ | Reverse Mat Slam

**Running toward Standing Opponent**
- $+$ | Backside Pin 1

**Running toward Standing Opponent’s Back**
- $+$ | Mat Slam 2

**Running toward Standing Opponent’s Back**
- $+$ | School Boy Pin 2

#### Running Attacks

**Running toward Standing Opponent**
- $+$ | Back Elbow Attack 3

**Running toward Standing Opponent**
- $+$ | Diving Shoulder

**Running toward Standing Opponent**
- $+$ | Elbow Drop 3

**Opponent Leaning on Turnbuckle, Facing**
- $+$ | Send Attack 1

**Opponent Leaning on Turnbuckle, Facing**
- $+$ | Double Axe Handle 5

#### Running Counters

**Opponent Running**
- $+$ | Back Drop 1

**Opponent Running**
- $+$ | Scrapbuster Pin

**Opponent Running**
- $+$ | Samoan Drop 2

#### Double Team Moves (vs. Standing Opponent)

**Standing With Partner, Facing Opponent**
- $+$ | Double Head Butt

**Standing With Partner, Facing Opponent**
- $+$ | Lariat & Knee Attack

**Standing With Partner, Facing Opponent**
- $+$ | Punches & Full Nelson

**Standing With Partner, Facing Opponent**
- $+$ | Double Clothesline

**Standing With Partner, Facing Opponent**
- $+$ | Double Suplex 2

#### Double Team Moves (At Your Team’s Corner)

**Opponent Leaning on Turnbuckle, Facing**
- $+$ | Irish Whip

**Opponent Leaning on Turnbuckle, Facing**
- $+$ | Whip & Lay Down

**Opponent Leaning on Turnbuckle, Facing**
- $+$ | Mudhole Stomping 1

**Opponent Leaning on Turnbuckle, Facing**
- $+$ | Face Stomp

**Opponent Leaning on Turnbuckle, Facing**
- $+$ | Kick To Gut

#### Enter/Exit Ring Moves

**Enter Ring**
- $+$ | Over The Rope

**Exit Ring**
- $+$ | Over The Rope

#### Combination Attacks

**Facing Standing Opponent, First Attack**
- $+$ | Back Chop 1

**Facing Standing Opponent, Second Attack**
- $+$ | Knee Thrust 2

**Facing Standing Opponent, Third Attack**
- $+$ | Knee Thrust 3
Hawk began his incredible career in the National Wrestling Alliance (NWA) as one half of the mighty Road Warriors tag team. Managed by “Precious” Paul Ellering, Hawk and his tag team partner, Animal, soon made a name for themselves by winning the NWA tag team belts on June 11, 1983, during their first year. Known as the Legion of Doom when they joined up with the WWE, Hawk and Animal together won the WWE tag team belts from the Nasty Boys after a fantastic match at SummerSlam in 1991. Animal and Hawk joined back up with WCW in 1996. They were soon called back to the WWE, however, and in 1997 the Legion of Doom once again claimed the WWE tag team belts. They continued to thrill fans with their legendary and brutal in-ring performances until their final match at WrestleMania XIV. They are the only duo to win the tag team titles in every major wrestling league (NWA: 2 times; AWA: 2 times; WCW: 2 times; WWE: 2 times) They were also voted Tag Team of the year on 8 different occasions along with Tag Team of the Century.

**STATS**

- **HEIGHT**: 6' 3''
- **WEIGHT**: 275 lbs.
- **FROM**: Chicago, IL
<table>
<thead>
<tr>
<th>Conditions</th>
<th>Command</th>
<th>Move Name</th>
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<tbody>
<tr>
<td>Standing</td>
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<td>Holding Weapon</td>
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<tr>
<td>Shockdown Specials</td>
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<td>smackdown specials</td>
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<tr>
<td>Facing Groggy Opponent, From Top Turnbuckle</td>
<td>(L)</td>
<td>Flying Clothesline 2</td>
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<tr>
<td>Facing Groggy Opponent</td>
<td>(L)+,+,+</td>
<td>Falling Neckbreaker</td>
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**Ready Moves: Initiating Grapples**

- Facing Standing Opponent: + Irish Whip
- Facing Standing Opponent: + Grapple 5
- Facing Standing Opponent: + Grapple 10
- Facing Standing Opponent: + Grapple 11
- Facing Standing Opponent: + Grapple 4

**Submission Grapples (After +,+):**

- Opponent Locked in Submission Grapple: + Irish Whip
- Opponent Locked in Submission Grapple: + Piledriver 1
- Opponent Locked in Submission Grapple: + Clothesline 6
- Opponent Locked in Submission Grapple: + Double Arm Squeeze 2
- Opponent Locked in Submission Grapple: + Suplex 3

**Power Grapples (After +):**

- Opponent Locked in Submission Grapple: + Irish Whip
- Opponent Locked in Submission Grapple: + Backbreaker 3
- Opponent Locked in Submission Grapple: + Spinbuster 5
- Opponent Locked in Submission Grapple: + Body Press Front Slam 3
- Opponent Locked in Submission Grapple: + Shoulder Breaker

**Quick Grapples (After +):**

- Opponent Locked in Submission Grapple: + Irish Whip
- Opponent Locked in Submission Grapple: + DDT 11
- Opponent Locked in Submission Grapple: + Russian Leg Squeeze 1
- Opponent Locked in Submission Grapple: + Club to Neck 2
- Opponent Locked in Submission Grapple: + Shoulder Thrusts

**Ready Moves: Attacks**

- Facing Standing Opponent: $+\text{ (Irish Whip)}$
- Facing Standing Opponent: $+\text{ (Twee Kick)}$
- Facing Standing Opponent: $+\text{ (Twee Kick)}$
- Facing Standing Opponent: $+\text{ (Snap Job)}$
- Facing Standing Opponent: $+\text{ (Clothesline 3)}$
- Facing Standing Opponent: $+\text{ (Body Punch)}$

**Ready Moves: Rear Grapples**

- Behind Standing Opponent: + Irish Whip
- Behind Standing Opponent: + DDT 22
- Behind Standing Opponent: + Backbreaker 7
- Behind Standing Opponent: + Elbow To Back Off Head 2
- Behind Standing Opponent: + Forearm Smash
- Behind Standing Groggy Opponent: + Irish Whip
- Behind Standing Groggy Opponent: + Back Squeeze 1
- Behind Standing Groggy Opponent: + Back Squeeze 2
- Behind Standing Groggy Opponent: + Atomic Drop
- Behind Standing Groggy Opponent: + Bulldog 2

**Ready Moves: Edge of the Cell**

- Opponent Near Edge, Facing: + It Throws Down
- Opponent Near Edge, Facing: $+\text{ (Irish Whip)}$
- Opponent Near Edge, Back Exposed: + It Throws Down
- Opponent Near Edge, Back Exposed: $+\text{ (Irish Whip)}$

**Ground Grapples**

- Opponent Down, Standing Near Head: + Raise
- Opponent Down, Standing Near Head: $+\text{ (Pin Fall)}$
- Opponent Down, Standing Near Head: + Sleeper Hold 8
- Opponent Down, Standing Near Head: + Hawk Fist Drop
- Opponent Down, Standing Near Feet: + Camal Clutch 2
- Opponent Down, Standing Near Feet: + Raise
- Opponent Down, Standing Near Feet: + Pin Fall

**Conditions**

- Opponent Down, Standing Near Feet: $+\text{ (Kick To Leg)}$
- Opponent Down, Standing Near Feet: + Leg Lock 9
- Opponent Down, Standing Near Feet: $+\text{ (Single Leg Grab 1)}$

**Ground Attacks**

- Opponent Down, Standing Near Opponent: $\times$ Angry Stomp
- Opponent Down, Standing Near Opponent: $+\text{ (Elbow Drop 2)}$
- Opponent Down, Standing Near Opponent: $+\text{ (Fist Drop)}$

**Turnbuckle Grapples**

- Opponent Leaning on Turnbuckle, Facing: + Irish Whip
- Opponent Leaning on Turnbuckle, Facing: $\times$ Super Fall Away Slam
- Opponent Leaning on Turnbuckle, Facing: $+\text{ (Back Elbow Strike 2)}$
- Opponent Leaning on Turnbuckle, Facing: $+\text{ (Toss To Turn Buckle)}$
- Opponent Leaning on Turnbuckle, Facing: + Big Back Chop 1
- Opponent Leaning on Turnbuckle, Back Exposed: + Irish Whip
- Opponent Leaning on Turnbuckle, Back Exposed: $+\text{ (Turnbuckle Smash)}$
- Opponent Leaning on Turnbuckle, Back Exposed: $+\text{ (Super Back Suplexes)}$
- Opponent Leaning on Turnbuckle, Back Exposed: $+\text{ (Turnbuckle Smash)}$
- Opponent Leaning on Turnbuckle, Back Exposed: $+\text{ (Super Back Suplexes)}$
- Opponent Slumped Down at Lower Turnbuckle: + Raise The Opponent Up
- Opponent Slumped Down at Lower Turnbuckle: $+\text{ (Mudhole Stamping 3)}$

**Turnbuckle Attacks**

- Opponent Leaning on Turnbuckle, Facing: $\times$ Turnbuckle Clothesline
- Opponent Leaning on Turnbuckle, Facing: $+\text{ (Turnbuckle Clothesline)}$
- Opponent Leaning on Turnbuckle, Facing: $+\text{ (Turnbuckle Clothesline)}$
- Opponent Leaning on Turnbuckle, Facing: $+\text{ (Turnbuckle Clothesline)}$
- Opponent Leaning on Turnbuckle, Facing: $+\text{ (Turnbuckle Clothesline)}$
- Opponent Leaning on Turnbuckle, Facing: $+\text{ (Turnbuckle Clothesline)}$
- Opponent Leaning on Turnbuckle, Facing: $+\text{ (Turnbuckle Clothesline)}$
- Opponent Slumped Down at Lower Turnbuckle: + Knee Attack 1

**Armed Moves**

- From Top Turnbuckle, Opponent Standing: $+\text{ (Shoulder Blade 5)}$
- From Top Turnbuckle, Opponent Standing: + Flying Clothesline 1
- From Top Turnbuckle, Opponent Down: + Elbow Drop 3
- From Top Turnbuckle, Opponent Down: + Elbow Drop 3
- From Top Turnbuckle, Opponent Down: + Elbow Drop 3

**Rope Moves**

- Opponent Leaning on Ropes: + Big Boat 6
- Rebound Off Ropes, Running at Standing Opponent: $\times$ Diving Shoulder
- Rebound Off Ropes, Running at Opponent: $\times$ Double Axe Handle 5
- Running Toward Ropes, Opponent Outside Ring: $\times$ Vaulting Body Press 2
- Running Toward Ropes, Opponent Outside Ring: $\times$ Dive Through Ropes

**Running Grapples**

- Running Toward Standing Opponent: + Irish Whip
- Running Toward Standing Opponent: $+\text{ (Hand Slide)}$
- Running Toward Standing Opponent: + Spin & Punching
- Running Toward Standing Opponent: + Neckbreaker 1
- Running Toward Standing Opponent’s Back: + Mat Slam 2
- Running Toward Standing Opponent’s Back: $+\text{ (Double Axe Handle 5)}$

**Running Attacks**

- Running Toward Standing Opponent: + Diving Shoulder
- Running Toward Standing Opponent: $+\text{ (Kurt Shoulder Block)}$
- Running Toward Standing Opponent: + Elbow Drop 3
- Running Toward Standing Opponent: $+\text{ (Double Axe Handle 5)}$

**Running Counters**

- Opponent Running: + PowerSlam 1
- Opponent Running: $+\text{ (Back Drop 2)}$
- Opponent Running: $+\text{ (Back Drop 3)}$

**Double Team Moves (vs. Standing Opponent)**

- Standing With Partner, Facing Opponent: $+\text{ (Double Flapjack)}$
- Standing With Partner, Facing Opponent: $+\text{ (Double Punches 2)}$
- Standing With Partner, Facing Opponent: $+\text{ (Double Squeeze 1)}$
- Standing With Partner, Facing Opponent: + Double Clothesline
- Standing With Partner, Facing Opponent: $+\text{ (Double Beat Head)}$

**Double Team Moves (At Your Team’s Corner)**

- Opponent Leaning on Turnbuckle, Facing: + Irish Whip
- Opponent Leaning on Turnbuckle, Facing: + Gut Crusher
- Opponent Leaning on Turnbuckle, Facing: + Dudley Device
- Opponent Leaning on Turnbuckle, Facing: $+\text{ (Mudhole Stamping 1)}$
- Opponent Leaning on Turnbuckle, Facing: $+\text{ (Spine & Neckbreaker)}$

**Enter/Exit Ring Moves**

- Enter Ring: $+\text{ (Normal)}$
- Exit Ring: $+\text{ (Roll Down)}$

**Combination Attacks**

- Facing Standing Opponent, First Attack: + Benoit Punches
- Facing Standing Opponent, Second Attack: + Snap Job
- Facing Standing Opponent, Third Attack: $\times$ Clothesline 3
Jim Morris, better known as Hillbilly Jim, first appeared in the WWE in 1986. Originally performing under the name "Harley Davison," Hillbilly Jim was an absolute mountain of a man. By contrast, fans were immediately drawn in by Jim's surprisingly modest attitude and humble appearance. Rather than donning the standard getup of the era, Hillbilly Jim wore attire to better match his character—blue jean overalls with no undershirt! To complete the "hillbilly" appearance, Jim also sported a mass of tangled hair and a thick, bushy beard of truly stunning proportions. Being exceptionally strong and naturally athletic, Hillbilly Jim's in-ring ability left nothing to be desired, and his spirited matches left spectators eager for more. Jim rose through the ranks of the WWE so quickly that in 1987 he performed at WrestleMania III, where he won a fantastic six-man tag match against King Kong Bundy, Lord Littlebrook and Little Tokyo. While Hillbilly Jim may not have been the biggest Superstar in the business, his unique, charismatic personality and scores of memorable matches make him a true legend of WWE history.
### Hillbilly Jim’s Moves

#### Conditions

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Standing</td>
<td>Taunt Hillbilly Jim 2</td>
</tr>
<tr>
<td>Standing</td>
<td>Taunt Hillbilly Jim 1</td>
</tr>
<tr>
<td>Standing</td>
<td>Taunt Hillbilly Jim 3</td>
</tr>
<tr>
<td>Standing</td>
<td>Taunt Hillbilly Jim 4</td>
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</table>

#### Opponent Down, Standing Near Feet

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>x+y</td>
<td>DDT</td>
</tr>
</tbody>
</table>

#### Opponent Down, Standing Near Head

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>x+y</td>
<td>DDT</td>
</tr>
</tbody>
</table>

#### Opponent Near Edge, Facing

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>x+y</td>
<td>Irish Whip</td>
</tr>
</tbody>
</table>

#### Ready Moves: Initiating Grapples

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Irish Whip</td>
<td>Irish Whip</td>
</tr>
</tbody>
</table>

#### Submission Grapples (After x+y)

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Backbreaker 2</td>
<td>Backbreaker 2</td>
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</table>

#### Aerial Moves

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Able Attack</td>
<td>Able Attack</td>
</tr>
<tr>
<td>Arizona Attack</td>
<td>Arizona Attack</td>
</tr>
</tbody>
</table>

#### Signature Grapples (After x+y)

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Club to Neck 3</td>
<td>Club to Neck 3</td>
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</tbody>
</table>

#### Turnbuckle Attacks

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Turnbuckle Clothesline</td>
<td>Turnbuckle Clothesline</td>
</tr>
</tbody>
</table>

#### From Top Turnbuckle, Opponent Standing

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Missile Dropkick</td>
<td>Missile Dropkick</td>
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#### Fast Counters

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>HEAD</td>
<td>HEAD</td>
</tr>
<tr>
<td>Shoulder</td>
<td>Shoulder</td>
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#### Running Grapples

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Extrem</td>
<td>Extrem</td>
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</table>

#### Running Toward Opponent Outside Ring

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Russian Leg Sweep 1</td>
<td>Russian Leg Sweep 1</td>
</tr>
</tbody>
</table>

#### Quick Grapples (After x+y)

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Club to Neck 3</td>
<td>Club to Neck 3</td>
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</table>

#### Running Toward Opponent Outside Ring

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Baseball Slide</td>
<td>Baseball Slide</td>
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#### Running Counts

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
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</thead>
<tbody>
<tr>
<td>Scrub</td>
<td>Scrub</td>
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</table>

#### Opponent Running

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Atomic Drop</td>
<td>Atomic Drop</td>
</tr>
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</table>

#### Opponent Running

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hip Toss 1</td>
<td>Hip Toss 1</td>
</tr>
</tbody>
</table>

#### Power Grapples (After x+y)

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Russian Leg Sweep 1</td>
<td>Russian Leg Sweep 1</td>
</tr>
</tbody>
</table>

#### Running Strategies

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Headbut &amp; Elbow Drop</td>
<td>Headbut &amp; Elbow Drop</td>
</tr>
</tbody>
</table>

#### Standing With Partner, Facing Opponent

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Double Axe Handle 5</td>
<td>Double Axe Handle 5</td>
</tr>
</tbody>
</table>

#### Double Team Moves (vs. Standing Opponent)

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Double Dropkick</td>
<td>Double Dropkick</td>
</tr>
</tbody>
</table>

#### Double Team Moves (At Your Team’s Corner)

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mudhole Stomping 1</td>
<td>Mudhole Stomping 1</td>
</tr>
</tbody>
</table>

#### Enter/Exit Ring Moves

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Over The Rope</td>
<td>Over The Rope</td>
</tr>
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</table>

#### Opponent Opponent

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Over The Rope</td>
<td>Over The Rope</td>
</tr>
</tbody>
</table>

#### Combination Attacks

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Baby</td>
<td>Baby</td>
</tr>
</tbody>
</table>

#### Opponent Opponent

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Drop</td>
<td>Drop</td>
</tr>
</tbody>
</table>

#### Opponent Opponent

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Drop</td>
<td>Drop</td>
</tr>
</tbody>
</table>

#### Opponent Opponent

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Drop</td>
<td>Drop</td>
</tr>
</tbody>
</table>
One of the most fearsome heels to ever step into the ring, the Iron Sheik used nothing short of ruthless aggression to overpower his opponents, who knew they’d been in a brutal match when all was said and done. After performing at underground events for a time, it became obvious to promoters that the Iron Sheik had great potential, and so he made his WWE debut in 1979. A short time later, at Madison Square Garden, the Iron Sheik participated in and won the very first Battle Royal in WWE history, earning a title shot against the WWE Champion of that time, Bob Backlund. The match occurred shortly after the Battle Royal, and Backlund was able to prevail and retain the WWE Championship. After taking some time away from the WWE, the Iron Sheik returned and in 1983 challenged Backlund once again for the WWE Championship belt. With the aid of his vicious submission-move finisher, “The Camel Clutch,” the Iron Sheik forced Backlund to give up and rose victorious. His reign as WWE Champion didn’t last for long, but the Iron Sheik struck gold again when he paired with “The Russian Bear” Nicholai Volkoff to win the WWE tag team titles at the first-ever WrestleMania. Recently, the legendary Iron Sheik participated in the “Gimmick Battle Royal” at WrestleMania XVII in 2001, which he won in full-circle fashion.
**IRON SHEIK™’S MOVES**

**Legends**

- **Conditions**: Opponent Down, Standing Near Head
- **Command**: Opponent Down, Standing Near Head
- **Move Name**: Single Leg Crab 1

**Ground Attacks**

- **Conditions**: Opponent Down, Standing Near Opponent
- **Command**: Opponent Down, Standing Near Opponent
- **Move Name**: Angry Stomp

**SmackDown! Specials**

- **Conditions**: Opponent Locked in Submission Grapple
- **Command**: Opponent Locked in Submission Grapple
- **Move Name**: DDT

**Power Grapples**

- **Conditions**: Opponent Locked in Submission Grapple
- **Command**: Opponent Locked in Submission Grapple
- **Move Name**: Headlock 1

**Submission Grapples**

- **Conditions**: Opponent Locked in Submission Grapple
- **Command**: Opponent Locked in Submission Grapple
- **Move Name**: Headlock Takedown

**Signature Grapples**

- **Conditions**: Opponent Locked in Submission Grapple
- **Command**: Opponent Locked in Submission Grapple
- **Move Name**: Bearhug 3

**Quick Grapples**

- **Conditions**: Opponent Locked in Submission Grapple
- **Command**: Opponent Locked in Submission Grapple
- **Move Name**: Irish Whip

**Ready Moves: Attacks**

- **Conditions**: Opponent Locked in Submission Grapple
- **Command**: Opponent Locked in Submission Grapple
- **Move Name**: Spike Diving 1

**Ready Moves: Rear Grapples**

- **Conditions**: Opponent Locked in Submission Grapple
- **Command**: Opponent Locked in Submission Grapple
- **Move Name**: Super Hair Pull 1

**Ready Moves: Edge of the Cell**

- **Conditions**: Opponent Locked in Submission Grapple
- **Command**: Opponent Locked in Submission Grapple
- **Move Name**: Headlock Takedown

**Double Team Moves (At Your Team’s Corner)**

- **Conditions**: Opponent Locked in Submission Grapple
- **Command**: Opponent Locked in Submission Grapple
- **Move Name**: Back Body Drop

**Enter/Exit Ring Moves**

- **Conditions**: Opponent Locked in Submission Grapple
- **Command**: Opponent Locked in Submission Grapple
- **Move Name**: Drop To Gut

**SmackDown! Specials**

- **Conditions**: Opponent Locked in Submission Grapple
- **Command**: Opponent Locked in Submission Grapple
- **Move Name**: DDT

**Pin Falls**

- **Conditions**: Opponent Locked in Submission Grapple
- **Command**: Opponent Locked in Submission Grapple
- **Move Name**: Pin Fall

**Combination Attacks**

- **Conditions**: Opponent Locked in Submission Grapple
- **Command**: Opponent Locked in Submission Grapple
- **Move Name**: Back Body Drop

**Ground Grapples**

- **Conditions**: Opponent Locked in Submission Grapple
- **Command**: Opponent Locked in Submission Grapple
- **Move Name**: Headlock Takedown

**Submission Grapples**

- **Conditions**: Opponent Locked in Submission Grapple
- **Command**: Opponent Locked in Submission Grapple
- **Move Name**: Headlock Takedown

**Anvil Moves**

- **Conditions**: Opponent Locked in Submission Grapple
- **Command**: Opponent Locked in Submission Grapple
- **Move Name**: Irish Whip

**Ready Moves**

- **Conditions**: Opponent Locked in Submission Grapple
- **Command**: Opponent Locked in Submission Grapple
- **Move Name**: Irish Whip

**Enter Ring**

- **Conditions**: Opponent Locked in Submission Grapple
- **Command**: Opponent Locked in Submission Grapple
- **Move Name**: Over The Rope

**Exit Ring**

- **Conditions**: Opponent Locked in Submission Grapple
- **Command**: Opponent Locked in Submission Grapple
- **Move Name**: Over The Rope

**Taunts**

- **Conditions**: Opponent Locked in Submission Grapple
- **Command**: Opponent Locked in Submission Grapple
- **Move Name**: Taunts

---

**Ground Grapples**

- **Conditions**: Opponent Locked in Submission Grapple
- **Command**: Opponent Locked in Submission Grapple
- **Move Name**: Single Leg Crab 1

---

**Combination Attacks**

- **Conditions**: Opponent Locked in Submission Grapple
- **Command**: Opponent Locked in Submission Grapple
- **Move Name**: Back Body Drop

---

**Pin Falls**

- **Conditions**: Opponent Locked in Submission Grapple
- **Command**: Opponent Locked in Submission Grapple
- **Move Name**: Pin Fall

---

**Ground Grapples**

- **Conditions**: Opponent Locked in Submission Grapple
- **Command**: Opponent Locked in Submission Grapple
- **Move Name**: Single Leg Crab 1

---

**Submission Grapples**

- **Conditions**: Opponent Locked in Submission Grapple
- **Command**: Opponent Locked in Submission Grapple
- **Move Name**: DDT
Being a true legend of the WWE means you've not only entertained your fans, but you've also inspired them to someday follow in your footsteps. Although he couldn't have known it at the time, one of “Superfly” Jimmy Snuka's unforgettable in-ring performances motivated a very important fan to lace up his boots and begin his own path to becoming a WWE legend. Managed by Captain Lou Albano when he first joined the WWE, “Superfly” gained superstardom by battling against then-WWE Champion Bob Backlund in a steel cage match. Instead of escaping out of the cage when the opportunity arose, Snuka climbed up to the top and then decided to put the hurt on Backlund by executing his awe-inspiring “Superfly” finishing move from the top of the cage! Backlund managed to avoid the threat, and eventually escaped the cage with his WWE Championship intact, but Snuka had earned a great deal of respect from the crowd that day. About a year later, Snuka earned a chance to win the Intercontinental Title at Madison Square Garden when he squared off against Don Muraco in yet another cage match. Snuka's “Superfly” finisher from the top of the cage didn't miss this time around, and its mighty impact set the crowd on fire! In fact, there was one young person in attendance that day at Madison Square Garden who was so moved by Snuka's amazing performance that he decided to train to become a WWE Superstar himself. That person's name? Mick Foley, a man who would become the greatest hardcore legend of all time.
### Jimmy Snuka’s Moves

<table>
<thead>
<tr>
<th>Conditions</th>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Taunts</td>
<td>+</td>
<td>Taunt Jimmy Snuka</td>
</tr>
<tr>
<td>Standing</td>
<td>-----------</td>
<td>opponent down, standing near feet</td>
</tr>
<tr>
<td>Standing</td>
<td>-----------</td>
<td>opponent down, standing near head</td>
</tr>
<tr>
<td>Standing</td>
<td>-----------</td>
<td>opponent down, standing near feet</td>
</tr>
<tr>
<td>Standing</td>
<td>-----------</td>
<td>opponent down, standing near head</td>
</tr>
<tr>
<td>Weapon Specials</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Holding Weapon</td>
<td>(L)</td>
<td>DDT</td>
</tr>
<tr>
<td>SmackDown Specials</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Opponent Down, From Top Turnbuckle</td>
<td>(L)</td>
<td>Suppity</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Feet</td>
<td>(L) + +, +, +, or +</td>
<td>Jimmy Snuka Special</td>
</tr>
</tbody>
</table>

#### Ready Moves: Initiating Grapples

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Facing Standing Opponent</td>
<td>💪 Irish Whip</td>
</tr>
<tr>
<td>Facing Standing Opponent</td>
<td>💪 Grapple 5</td>
</tr>
<tr>
<td>Facing Standing Opponent</td>
<td>💪 Grapple 10</td>
</tr>
<tr>
<td>Facing Standing Opponent</td>
<td>💪 Grapple 11</td>
</tr>
<tr>
<td>Facing Standing Opponent</td>
<td>💪 Grapple 4</td>
</tr>
</tbody>
</table>

#### Submission Grapples (After 💪 + +)

<table>
<thead>
<tr>
<th>Command</th>
<th>Move Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>🥊 Irish Whip</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>🥊 Front Dropkick 6</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>🥊 Throat Throt 10</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>🥊 Headbut 4</td>
</tr>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>🥊 Suplex 4</td>
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#### Power Grapples (After 💪 + +)

<table>
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<th>Command</th>
<th>Move Name</th>
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<tbody>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>💪 Irish Whip</td>
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<tr>
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<td>💪 Scoop Slam 2</td>
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<tr>
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<td>💪 Strength 1</td>
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<td>💪 Backbreaker 10</td>
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#### Quick Grapples (After 💪 +)

<table>
<thead>
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<th>Command</th>
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<tbody>
<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>💪 Irish Whip</td>
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<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>💪 Double Knee Attack</td>
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<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>💪 Suvko Backhand Blow</td>
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<td>Opponent Locked in Submission Grapple</td>
<td>💪 Headbut 3</td>
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<tr>
<td>Opponent Locked in Submission Grapple</td>
<td>💪 Russian Leg Sweep 1</td>
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#### Ready Moves: Attacks

<table>
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<tbody>
<tr>
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<td>💪 Dropkick 2</td>
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<tr>
<td>Facing Standing Opponent</td>
<td>💪 Toe Kick 1</td>
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<tr>
<td>Facing Standing Opponent</td>
<td>💪 Back Elbow Smash</td>
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<tr>
<td>Facing Standing Opponent</td>
<td>💪 Enzurgi 2</td>
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<tr>
<td>Facing Standing Opponent</td>
<td>💪 Mongolian Chop</td>
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<tr>
<td>Facing Standing Opponent</td>
<td>💪 Snap 2</td>
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#### Ready Moves: Rear Grapples

<table>
<thead>
<tr>
<th>Command</th>
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<tbody>
<tr>
<td>Behind Standing Opponent</td>
<td>💪 Irish Whip</td>
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<tr>
<td>Behind Standing Opponent</td>
<td>💪 Eddie Cradle Pin</td>
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<tr>
<td>Behind Standing Opponent</td>
<td>💪 Back Suplex 1</td>
</tr>
<tr>
<td>Behind Standing Opponent</td>
<td>💪 Back Suplex 2</td>
</tr>
<tr>
<td>Behind Standing Opponent</td>
<td>💪 Elbow To Back Of Head 2</td>
</tr>
<tr>
<td>Behind Standing Opponent</td>
<td>💪 Bullseye 4</td>
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<tr>
<td>Behind Standing Opponent</td>
<td>💪 School Boy Pin 2</td>
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<tr>
<td>Behind Standing Opponent</td>
<td>💪 Back Suplex 7</td>
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<td>Behind Standing Opponent</td>
<td>💪 Sleeper Hold 2</td>
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<tr>
<td>Behind Standing Opponent</td>
<td>💪 Forearm Smash</td>
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#### Ready Moves: Edge of the Cell

<table>
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<tbody>
<tr>
<td>Opponent Near Edge, Facing</td>
<td>💪 It Thrusts Down</td>
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<tr>
<td>Opponent Near Edge, Facing</td>
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<tr>
<td>Opponent Near Edge, Back Exposed</td>
<td>💪 It Thrusts Down</td>
</tr>
<tr>
<td>Opponent Near Edge, Back Exposed</td>
<td>💪 It Thrusts Down</td>
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#### Ground Grapples

<table>
<thead>
<tr>
<th>Command</th>
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<tbody>
<tr>
<td>Opponent Down, Standing Near Head</td>
<td>💪 Raise</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Head</td>
<td>💪 Pin Fall</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Head</td>
<td>💪 It Bites A Forehead 2</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Head</td>
<td>💪 Mounted Punching 2</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Head</td>
<td>💪 Neck Lock</td>
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<tr>
<td>Opponent Down, Standing Near Feet</td>
<td>💪 Raise</td>
</tr>
<tr>
<td>Opponent Down, Standing Near Feet</td>
<td>💪 Pin Fall</td>
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Few Superstars were hated more than “The Russian Bear” Nicholai Volkoff was during his career in the WWE. Maybe that was because he always carried the Soviet flag with him into the ring and insisted on bellowing out his beloved country’s anthem before each match. Whatever the case may have been, Volkoff didn’t make matters any better by pairing up with the Iron Sheik in 1984 to form one of the most despised tag teams in the history of the WWE. The fearsome twosome dominated the ring at the very first WrestleMania ever held, defeating Mike Rotundo and Barry Wyndham for the WWE tag team titles. As the years passed by, and after he and the Iron Sheik went their separate ways, Volkoff continued to stir up the crowd in countless memorable singles matches against many well-known Superstars. By the time his professional career came to a close, “The Russian Bear” Nicholai Volkoff had established himself as one of the most legendary heels in all of WWE history.

**STATS**

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<thead>
<tr>
<th>HEIGHT</th>
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<tr>
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<tr>
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<td>Facing Groggy Opponent</td>
<td>(x)+0,0,0,0, or x</td>
<td>Backbreaker 6</td>
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**Ready Moves: Initiating Grapples**

- Facing Standing Opponent: ● Irish Whip
- Facing Standing Opponent: ● + Grapple 5
- Facing Standing Opponent: ● + Grapple 11
- Facing Standing Opponent: ● + Grapple 4

**Submission Grapples (After ● + x, a, w, o)**

- Opponent Locked in Submission Grapple: ● Irish Whip
- Opponent Locked in Submission Grapple: ● + Headlock Takedown
- Opponent Locked in Submission Grapple: ● + Headlock 1
- Opponent Locked in Submission Grapple: ● + Big Shoulder Claw
- Opponent Locked in Submission Grapple: ● + Wrist & Arm Wrench

**Signatures (After ● + x, a, w, o)**

- Opponent Locked in Submission Grapple: ● Irish Whip
- Opponent Locked in Submission Grapple: ● + Backbreaker 10
- Opponent Locked in Submission Grapple: ● + Snapmare 3
- Opponent Locked in Submission Grapple: ● + Gutbuster 6
- Opponent Locked in Submission Grapple: ● + Suplex 4

**Power Grapples (After ● + x, a, w, o)**

- Opponent Locked in Submission Grapple: ● Irish Whip
- Opponent Locked in Submission Grapple: ● + Choke 2
- Opponent Locked in Submission Grapple: ● + Scoop 3
- OpponentLocked in Submission Grapple: ● + Backbreaker 4
- Opponent Locked in Submission Grapple: ● + Sidewalk Slam 1

**Quick Grapples (After ● + x, a, w, o)**

- Opponent Locked in Submission Grapple: ● Irish Whip
- Opponent Locked in Submission Grapple: ● + Regal Knee Attack
- Opponent Locked in Submission Grapple: ● + Headlock & Punch 2
- Opponent Locked in Submission Grapple: ● + Club to Neck 2
- Opponent Locked in Submission Grapple: ● + Kitchen Sink 2

**Quick Moves**

- Opponent Locked in Submission Grapple: ● Irish Whip
- Opponent Locked in Submission Grapple: ● + Backside Pin 2
- Opponent Locked in Submission Grapple: ● + Atomic Drop
- Opponent Locked in Submission Grapple: ● + Forearm Smash
- Opponent Locked in Submission Grapple: ● + Turning Face Front
- Opponent Locked in Submission Grapple: ● Irish Whip
- Opponent Locked in Submission Grapple: ● + Back Suplex 1
- Opponent Locked in Submission Grapple: ● + Super Atomic Drop
- Opponent Locked in Submission Grapple: ● + Sleeper Hold 2
- Opponent Locked in Submission Grapple: ● + Elbow To Back Off Head 2

**Ready Moves: Edge of the Cell**

- Opponent Near Edge, Facing: ● It Thrusts Down
- Opponent Near Edge, Facing: ● +0,0,0,0, or x It Thrusts Down
- Opponent Near Edge, Back Exposed: ● It Thrusts Down
- Opponent Near Edge, Back Exposed: ● +0,0,0,0, or x It Thrusts Down

**Ground Grapples**

- Opponent Down, Standing Near Head: ● Raise
- Opponent Down, Standing Near Head: ● + Pin Fall
- Opponent Down, Standing Near Head: ● + Choke 4
- Opponent Down, Standing Near Head: ● Mounted Punching 2
- Opponent Down, Standing Near Head: ● + Reverse Chin Lock 2
- Opponent Down, Standing Near Head: ● Raise
- Opponent Down, Standing Near Feet: ● + Pin Fall

**Ground Attacks**

- Opponent Down, Standing Near Opponent: ● Angry Stamp
- Opponent Down, Standing Near Opponent: ● +0 or x Leg Drop
- Opponent Down, Standing Near Opponent: ● +0 or x Elbow Drop 2

**Turnbuckle Grapples**

- Opponent Leaning on Turnbuckle, Facing: ● Irish Whip
- Opponent Leaning on Turnbuckle, Facing: ● + Hangman Checkhold 2
- Opponent Leaning on Turnbuckle, Facing: ● + Big Chop
- Opponent Leaning on Turnbuckle, Facing: ● + Shoulder Thrust
- Opponent Leaning on Turnbuckle, Facing: ● + Knee Strikes
- Opponent Leaning on Turnbuckle, Back Exposed: ● Irish Whip
- Opponent Leaning on Turnbuckle, Back Exposed: ● Illegal Pin
- Opponent Leaning on Turnbuckle, Back Exposed: ● + Hanging In Reverse
- Opponent Leaning on Turnbuckle, Back Exposed: ● + Shoulder Strike
- Opponent Leaning on Turnbuckle, Back Exposed: ● + Turbuckle Toe Kick
- Opponent Slumped Down at Lower Turnbuckle: ● + Raise The Opponent Up
- Opponent Slumped Down at Lower Turnbuckle: ● +0,0,0,0, or x Pushes Turbuckle

**Turnbuckle Attacks**

- Opponent Leaning on Turnbuckle, Facing: ● Turbuckle Clothesline
- Opponent Leaning on Turnbuckle, Facing: ● +0,0,0,0, or x Turbuckle Clothesline
- Opponent Leaning on Turnbuckle, Facing: ● +0,0,0,0, or x Turbuckle Clothesline

**Artic Moves**

- From Top Turnbuckle, Opponent Standing: ● + Shoulder Block 4
- From Top Turnbuckle, Opponent Standing: ● +0,0,0,0, or x Double Axe Handle 3
- From Top Turnbuckle, Opponent Down: ● + Elbow Drop 3
- From Top Turnbuckle, Opponent Down: ● +0,0,0,0, or x Diving Elbow Drop 3
- From Top Turnbuckle, Opponent Down: ● + Elbow Drop 3

**Scope Moves**

- Opponent Leaning on Ropes: ● Austin Attack 1
- Opponent Leaning on Ropes: ● +0,0,0,0, or x Kurt Shoulder Block
- Opponent Leaning on Ropes: ● +0,0,0,0, or x Running Leg Drop
- Opponent Leaning on Ropes: Opponent Outside Ring: ●, ● Vaulting Body Press 2
- Opponent Leaning on Ropes: Opponent Outside Ring: ●, ● Baseball Slide

**Running Grapples**

- Opponent Leaning on Turnbuckle: ● Irish Whip
- Opponent Leaning on Turnbuckle: ● +0,0,0,0, or x Thud Head
- Opponent Leaning on Turnbuckle: ● +0,0,0,0, or x German Suplex 1
- Opponent Leaning on Turnbuckle: ● +0,0,0,0, or x Neckbreaker 1
- Opponent Leaning on Turnbuckle: Opponent’s Back: ● Mat Slam 2
- Opponent Leaning on Turnbuckle: Opponent’s Back: ● +0,0,0,0, or x School Boy Pin 2

**Running Attacks**

- Opponent Leaning on Turnbuckle: ● +0,0,0,0, or x Spinning Back Kick 6
- Opponent Leaning on Turnbuckle: ● +0,0,0,0, or x Kurt Shoulder Block
- Opponent Leaning on Turnbuckle: Opponent Outside Ring: ●, ● Elbow Drop 3
- Opponent Leaning on Turnbuckle: Opponent Outside Ring: ●, ● Running Leg Drop
- Opponent Leaning on Turnbuckle: Opponent's Back: ●, +0,0,0,0, or x Running Leg Drop

**Running Counters**

- Opponent Running: ● Hip Toss 2
- Opponent Running: ● +0,0,0,0, or x Neckbreaker 2
- Opponent Running: ● +0,0,0,0, or x Back Drop 3

**Double Team Moves (vs. Standing Opponent)**

- Standing With Partner, Facing Opponent: ● Headbutt & Elbow Drop
- Standing With Partner, Facing Opponent: ● +0,0,0,0, or x Double Punch 6
- Standing With Partner, Facing Opponent: ● +0,0,0,0, or x Low Blow & Knee Attack
- Standing With Partner, Facing Opponent: ● +0,0,0,0, or x Double Clothesline
- Standing With Partner, Facing Opponent: ● +0,0,0,0, or x Double DDT

**Double Team Moves (At Your Team’s Corner)**

- Opponent Leaning on Turnbuckle, Facing: ● Irish Whip
- Opponent Leaning on Turnbuckle, Facing: ● + Gut Crusher
- Opponent Leaning on Turnbuckle, Facing: ● + Multibale Stomping 1
- Opponent Leaning on Turnbuckle, Facing: ● + Front Slam
- Opponent Leaning on Turnbuckle, Facing: ● +0,0,0,0, or x Kick To Gut

**Enter/Exit Ring Moves**

- Enter Ring: ● +0,0,0,0, or x Over The Rope
- Exit Ring: ● +0,0,0,0, or x Over The Rope

**Combination Attacks**

- Facing Standing Opponent, First Attack: ● Elbow Smash 1
- Facing Standing Opponent, Second Attack: ● Duelling Body Blow
- Facing Standing Opponent, Third Attack: ●, ● Clothesline 3
BIO

Truly one of the most legendary Superstars to ever grace the ring, “Rowdy” Roddy Piper began his illustrious career in the National Wrestling Alliance (NWA). Winning titles and defeating Superstars the caliber of Ric Flair, Ricky “The Dragon” Steamboat and Greg “The Hammer” Valentine propelled Piper to superstardom in the NWA. In 1984 Piper joined up with the WWE, and it was there that his professional career really began to skyrocket. At the very first WrestleMania in WWE history, he performed in the unforgettable main event against both Hulk Hogan and Mr. T. Undeniable is the fact that “Hot Rod” forever changed the course of the WWE with his hugely-popular interview show, Piper’s Pit. This brilliant fusion of acting and wrestling is considered by many to be the true beginning of the idea of sports-entertainment. The show was an incredible device for stirring up heated rivalries between Superstars that would eventually be settled in the ring. While Piper’s Pit had many memorable moments, perhaps the most infamous interview came to an abrupt end when Piper smashed a coconut to pieces over the head of “Superfly” Jimmy Snuka. This spawned a deep-seeded rivalry between the two legends of the ring that continues to this day.

STATS

HEIGHT 6' 2"
WEIGHT 235 lbs
FROM Glasgow, Scotland

SPECIAL MOVES

Sleeper Hold 3
Roddy Piper Strike™
Perhaps the most widely-recognized icon in all of sports-entertainment, Sgt. Slaughter has done it all. For starters, he’s a four-time WWE Champion, but that hardly scratches the surface. A former military drill instructor before becoming a legend in the ring, pure patriotism pumps through Sgt. Slaughter’s veins. He has worked tirelessly throughout his life, devoting countless hours of his free time to raising funds for such noble charity organizations as the St. Jude Children’s Research Hospital and the Anti-Drug Campaign, of which he was named Chairman. His benevolent deeds have not gone unheralded—Slaughter has been named Citizen of the Year in his home state of Connecticut, he’s been invited to the White House by Presidents Jimmy Carter, Ronald Reagan and Bill Clinton, and he’s had the great honor of having the American Flag flown over the Nation’s Capital in recognition of his patriotic achievements. Recently, Slaughter participated in the “Gimmick Battle Royal” at WrestleMania XVII, where he returned to the ring after the match to put the Cobra Clutch on the match’s victor, the Iron Sheik. While other WWE Superstars may be considered legends of the ring and true patriots to their country, Sgt. Slaughter outranks them all.
Ask anyone to name off the best (and most hated) heels in the history of the WWE, and the "The Million Dollar Man" Ted DiBiase will be found near the top of that list. Accompanied throughout most of his career by his bodyguard, Virgil, Ted DiBiase made it his mission to cause no end of trouble to fan-favored Superstars. Although he wasn't the strongest adversary in the ring, the "Million Dollar Man" used his vast wealth to toy with his opponents and even the odds. He was the type of heel who thoroughly enjoyed cheating his way to a hollow victory, laughing heartily whenever things went his way. After using his powerful finishing move called the "Million Dollar Dream" to put his opponents to sleep, DiBiase occasionally enjoyed stuffing wads of cash into the mouths of his unconscious victims. DiBiase shocked and infuriated face-loving crowds until an unfortunate 1999 back injury forced him to hang up his one-of-a-kind, diamond-studded belt for good. To this day, "The Million Dollar Man" Ted DiBiase is considered to be one of the most legendary heels ever to have stepped into the ring.
<table>
<thead>
<tr>
<th>Conditions</th>
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<tr>
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| Opponent Down, Standing Near Head | +, +, | Million S Dream |
| Opponent Down, Standing Near Head | +, +, | Million S Fist Drop 1 |

**Ready Moves: Initiating Grapples**

- Facing Standing Opponent: ● Irish Whip
- Facing Standing Opponent: + Grapple 5
- Facing Standing Opponent: + Grapple 10
- Facing Standing Opponent: + Grapple 11
- Facing Standing Opponent: + Grapple 4

**Submission Grapples (After ● + + +)***

- Opponent Locked in Submission Grapple: ● Irish Whip
- Opponent Locked in Submission Grapple: + Headlock Takedown
- Opponent Locked in Submission Grapple: + Wrist & Arm Wrench
- Opponent Locked in Submission Grapple: + Snapsmore & Neck Lock
- Opponent Locked in Submission Grapple: + Jumping Armbreaker 2

**Power Grapples (After ● + + +)***

- Opponent Locked in Submission Grapple: ● Irish Whip
- Opponent Locked in Submission Grapple: + Piledriver 1
- Opponent Locked in Submission Grapple: + Neckbreaker 3
- Opponent Locked in Submission Grapple: + Backbreaker 10
- Opponent Locked in Submission Grapple: + Manhattan Drop 1

**Quick Grapples (After ● + + +)***

- Opponent Locked in Submission Grapple: ● Irish Whip
- Opponent Locked in Submission Grapple: + Russian Leg Sweep 1
- Opponent Locked in Submission Grapple: + Ric Flair Back Chop 1
- Opponent Locked in Submission Grapple: + Elbow To Back Of Head 1
- Opponent Locked in Submission Grapple: + Head To Knee

**Ready Moves: Attacks**

- Facing Standing Opponent: + Clothesline 3
- Facing Standing Opponent: + Toe Kick 1
- Facing Standing Opponent: + Back Chop 1
- Facing Standing Opponent: + Snap Jab
- Facing Standing Opponent: + Double Axe Handle 2
- Facing Standing Opponent: + Austin Punches 1

**Ready Moves: Rear Grapples**

- Behind Standing Opponent: ● Irish Whip
- Behind Standing Opponent: + Atomic Drop
- Behind Standing Opponent: + Russian Leg Sweep 2
- Behind Standing Opponent: + Forearm Smash
- Behind Standing Opponent: + Backbreaker 6
- Behind Standing Opponent: * Irish Whip
- Behind Standing Opponent: + School Boy Roll Up
- Behind Standing Opponent: + Back Snap 1
- Behind Standing Opponent: + Abdominal Stretch 1
- Behind Standing Opponent: + Low Blow 6

**Ready Moves: Edge of the Cell**

- Opponent Near Edge, Facing: ● It Thrusts Down
- Opponent Near Edge, Facing: +, +, +, or +, +, It Thrusts Down
- Opponent Near Edge, Back Exposed: + It Thrusts Down
- Opponent Near Edge, Back Exposed: +, +, +, or +, It Thrusts Down

**Ground Grapples**

- Opponent Down, Standing Near Head: ● Raise
- Opponent Down, Standing Near Head: + Pin Fall
- Opponent Down, Standing Near Head: + Ric Flair Knee Drop
- Opponent Down, Standing Near Head: + Fury Punch 1
- Opponent Down, Standing Near Head: + Steeper Hold 1
- Opponent Down, Standing Feet: ● Raise
- Opponent Down, Standing Feet: + Pin Fall

**Ground Attacks**

- Opponent Down, Standing Near Head: ● Raise
- Opponent Down, Standing Near Head: +, +, or +, +, to Leg 2

**Combination Attacks**

- Facing Standing Opponent, First Attack: ● Undertaker Punches 1
- Facing Standing Opponent, Second Attack: ●, ● Double Axe Handle 1
- Opponent Down, Standing Near Head: ● Raise
- Opponent Down, Standing Near Head: +, +, or +, +, to Leg 2

---

**Legend**

**Conditions**

- Opponent Down, Standing Near Feet: ● Raise
- Opponent Down, Standing Near Feet: +, +, or +, +, to Leg 2

**Ground Attacks**

- Opponent Down, Standing Near Opponent: ● Angry Stomp
- Opponent Down, Standing Near Opponent: +, +, or +, +, Elbow Drop 1
- Opponent Down, Standing Near Opponent: +, +, or +, +, Elbow Drop 2

**Turnbuckle Grapples**

- Opponent Leaning on Turnbuckle, Facing: ● Irish Whip
- Opponent Leaning on Turnbuckle, Facing: +, +, Superplex 1
- Opponent Leaning on Turnbuckle, Facing: +, +, Big Back Chop 2
- Opponent Leaning on Turnbuckle, Facing: +, +, Super Back Suplex
- Opponent Leaning on Turnbuckle, Back Exposed: +, +, Turnbuckle Smash
- Opponent Leaning on Turnbuckle, Back Exposed: +, +, Super Back Suplex
- Opponent Leaning on Turnbuckle, Back Exposed: +, +, Turnbuckle Clothesline

**Entr/Exit Ring Moves**

- Opponent Running Up: ● Powerslam 1
- Opponent Running: +, +, +, or +, +, Sleeper Hold 4
- Opponent Running: +, +, or +, +, Back Drop 2

**Double Team Moves (vs. Standing Opponent)**

- Standing With Partner, Facing Opponent: ● Double Suplex 1
- Standing With Partner, Facing Opponent: +, +, Double DDT
- Standing With Partner, Facing Opponent: +, +, Double Suplex 1
- Standing With Partner, Facing Opponent: +, +, Double Clothesline
- Standing With Partner, Facing Opponent: +, +, Double Back Roll Up

**Double Team Moves (At Your Team’s Corner)**

- Opponent Leaning on Turnbuckle, Facing: ● Irish Whip
- Opponent Leaning on Turnbuckle, Facing: +, +, Whip & Lay Down
- Opponent Leaning on Turnbuckle, Facing: +, +, Million Dollar Stomping 1
- Opponent Leaning on Turnbuckle, Facing: +, +, School Yard Driver
- Opponent Leaning on Turnbuckle, Facing: +, +, Body Splash & Whip

**Enter/Exit Ring Moves**

- Enter Ring: +, +, +, or +, +, Normal
- Exit Ring: +, +, +, +, +, One Handstand Ring Out

**Combination Attacks**

- Facing Standing Opponent: ● Undertaker Punches 1
- Facing Standing Opponent: ●, ● Double Axe Handle 1
UNDERTAKER

BIO

Undertaker is more than just a legend of sports entertainment—he’s a legend among legends. Debuting in 1990 as part of “The Million Dollar Man” Ted DiBiase's “Million Dollar Team,” the “Deadman” made an impact the likes of which had never been seen, dismantling his opponents that night: the “Dream Team” of Dusty Rhodes, Bret “The Hitman” Hart, Jim “The Anvil” Neidhart and Koko B. Ware. In 1991, Undertaker defeated Jimmy “Superfly” Snuka at WrestleMania VII, putting Snuka out of WWE action for a number of years until he made his return in 1996. After dealing with Snuka, the “Deadman” next went on to defeat Hulk Hogan for the WWE Championship at 1991’s Survivor Series, maintaining his perfect record with just a little help from Ric Flair, a steel chair, and Undertaker's punishing finisher, the Tombstone Piledriver. Though Hogan would recover and win the title back a week later, Undertaker's reign in the WWE was only just beginning. Over the next several years, the “Deadman” would challenge and defeat such legendary Superstars as Jake “The Snake” Roberts, Kamala, Giant Gonzales, Yokozuna, Irwin R. Schyster (I.R.S.), King Kong Bundy, Jerry “the King” Lawler, Isaac Yankem (who would later become Kane), and Hunter Hearst Helmsley (later known as Triple H), to name a few. Undertaker's dominance in the WWE under the “Deadman” persona is often referred to as the “Decade of Destruction,” and with good reason. For over 10 years, the “Deadman” smashed his opponents in unique and inventive matches of his own design, such as the infamous “Casket Match” and the awesome Hell in a Cell. Throughout his entire legendary career, Undertaker has proven beyond question that the forces of darkness can produce a Superstar of the highest caliber.

SPECIAL MOVES

Tombstone Piledriver™ Pin

Chokeslam 8

STATS

HEIGHT 6' 10''  WEIGHT 328 lbs.
### Undertaker's Moves

<table>
<thead>
<tr>
<th>Conditions</th>
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<tr>
<td>Standing</td>
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<td>Taunt Kane 2</td>
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<td>Standing</td>
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<td>Holding Weapon</td>
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<td>Guillotine 3</td>
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<tr>
<td>Holding Weapon</td>
<td>(L) + o, o, or w</td>
<td>Guillotine 3</td>
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<td><strong>SmackDown Specials</strong></td>
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<td>Facing Groggy Opponent</td>
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<td>Tombstone Pedriver Pin</td>
</tr>
<tr>
<td>Facing Groggy Opponent</td>
<td>(L) + o, o, or w</td>
<td>Chokeslam 8</td>
</tr>
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### Ready Moves: Initiating Grapples

**Facing Standing Opponent**
- Irish Whip

**Facing Standing Opponent**
- Grapple 5

**Facing Standing Opponent**
- Grapple 10

**Facing Standing Opponent**
- Grapple 11

**Facing Standing Opponent**
- Grapple 7

**Submission Grapples (After +o+w)**
- Irish Whip

**Submission Grapples (After +o+w)**
- Headlock 1

**Submission Grapples (After +o+w)**
- Big Shoulder Claw

**Submission Grapples (After +o+w)**
- Shoulder Armbar

**Signature Grapples (After +o+w)**
- Irish Whip

**Submission Grapples (After +o+w)**
- Oklahoma Slam 2

**Submission Grapples (After +o+w)**
- Sidewalk Slam 3

**Submission Grapples (After +o+w)**
- Sulpex 4

**Submission Grapples (After +o+w)**
- Respect Me?

**Power Grapples (After +o+w)**
- Irish Whip

**Submission Grapples (After +o+w)**
- Full Nelson Slam

**Submission Grapples (After +o+w)**
- Shoulder Breaker

**Submission Grapples (After +o+w)**
- Batista Lifting & Toss

**Submission Grapples (After +o+w)**
- Spinebuster 3

**Quick Grapples (After +o+w)**
- Irish Whip

**Submission Grapples (After +o+w)**
- Thrust Thrust 8

**Submission Grapples (After +o+w)**
- Thrust Thrust 7

**Submission Grapples (After +o+w)**
- Club to Neck 3

**Submission Grapples (After +o+w)**
- Russian Leg Sweep 1

### Ready Moves: Attacks

**Facing Standing Opponent**
- Big Boot 3

**Facing Standing Opponent**
- Toe Kick 1

**Facing Standing Opponent**
- Thrust Thrust 4

**Facing Standing Opponent**
- Clothesline 2

**Facing Standing Opponent**
- Kane Uppercut

**Facing Standing Opponent**
- Undertaker Body Punch

### Ready Moves: Rear Grapples

**Behind Standing Opponent**
- Irish Whip

**Behind Standing Opponent**
- Pumphandle Slam 2

**Behind Standing Opponent**
- DDT 21

**Behind Standing Opponent**
- Forearm Smash

**Behind Standing Opponent**
- Russian Leg Sweep 2

**Behind Standing Groggy Opponent**
- Irish Whip

**Behind Standing Groggy Opponent**
- Dragon Sleeper 2

**Behind Standing Groggy Opponent**
- Back Sulpex 2

**Behind Standing Groggy Opponent**
- Pumphandle Slam 1

**Behind Standing Groggy Opponent**
- Atomic Drop

### Ready Moves: Edge of the Cell

**Opponent Near Edge, Facing**
- Chokeslam 1

**Opponent Near Edge, Facing**
- Chokeslam 1

**Opponent Near Edge, Back Exposed**
- It Thrusts Down

**Opponent Near Edge, Back Exposed**
- It Thrusts Down

### Ground Grapples

**Opponent Down, Standing Near Head**
- Raise

**Opponent Down, Standing Near Head**
- Pin Fall

**Opponent Down, Standing Near Head**
- Darkness Pin

**Opponent Down, Standing Near Head**
- Mounted Punching 2

**Opponent Down, Standing Near Head**
- Darkness Choke 1

**Opponent Down, Standing Near Head**
- Raise

**Opponent Down, Standing Near Feet**
- Pin Fall

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**Facing Standing Opponent**
- Undertaker Stomp

**Facing Opponent Down, Standing Near Head**
- Knee Smash 2

**Facing Opponent Down, Standing Near Feet**
- Boston Crab

### Ground Attacks

**Opponent Down, Standing Near Opponent**
- Opponent Down, Standing Near Opponent

**Opponent Down, Standing Near Opponent**
- Opponent Down, Standing Near Opponent

**Opponent Down, Standing Near Opponent**
- Opponent Down, Standing Near Opponent

**Opponent Down, Standing Near Opponent**
- Opponent Down, Standing Near Opponent

**Opponent Down, Standing Near Opponent**
- Opponent Down, Standing Near Opponent

**Opponent Down, Standing Near Opponent**
- Opponent Down, Standing Near Opponent

### Turnbuckle Grapples

**Opponent Leaning on Turnbuckle, Facing**
- Irish Whip

**Opponent Leaning on Turnbuckle, Facing**
- Chokeslam

**Opponent Leaning on Turnbuckle, Facing**
- Old School

**Opponent Leaning on Turnbuckle, Facing**
- Superplex 2

**Opponent Leaning on Turnbuckle, Facing**
- Body Strikes

**Opponent Leaning on Turnbuckle, Back Exposed**
- Irish Whip

**Opponent Leaning on Turnbuckle, Back Exposed**
- Turnbuckle Smash

**Opponent Leaning on Turnbuckle, Back Exposed**
- Hanging In Reverse

**Opponent Leaning on Turnbuckle, Back Exposed**
- Turnbuckle Toe Kick

**Opponent Leaning Down at Lower Turnbuckle**
- Raise The Opponent Up

**Opponent Leaning Down at Lower Turnbuckle**
- Mudhole Strikes

**Opponent Leaning on Turnbuckle, Facing**
- Turnbuckle Clothesline

**Opponent Leaning on Turnbuckle, Facing**
- Turnbuckle Clothesline

**Opponent Leaning Down at Lower Turnbuckle**
- Knee Attack 1

### Aerial Moves

**From Top Turnbuckle, Opponent Standing**
- Flying Clothesline 1

**From Top Turnbuckle, Opponent Standing**
- Double Axe Handle 3

**From Top Turnbuckle, Opponent Down**
- Elbow Drop 3

**From Top Turnbuckle, Opponent Down**
- Elbow Drop 3

**From Top Turnbuckle, Opponent Down**
- Elbow Drop 3

### Rope Moves

**Opponent Leaning on Ropes**
- Big Boot 6

**Rebound Off Ropes, Running at Standing Opponent**
- Flying Lariat 2

**Rebound Off Ropes, Running at Down Opponent**
- Running Leg Drop

**Running Toward Ropes, Opponent Outside Ring**
- Flying Body Press 2

**Running Toward Ropes, Opponent Outside Ring**
- Flying Body Press 1

### Running Grapples

**Running Toward Standing Opponent**
- Irish Whip

**Running Toward Standing Opponent**
- Irish Whip

**Running Toward Standing Opponent**
- Deadman Block

**Running Toward Standing Opponent**
- Neckbreaker 1

**Running Toward Standing Groggy Opponent**
- DDT 1

**Running Toward Standing Groggy Opponent’s Back**
- Mat Slam 2

**Running Toward Standing Groggy Opponent’s Back**
- Bulldog 2

### Running Attacks

**Running Toward Standing Opponent**
- Clothesline 10

**Running Toward Standing Opponent**
- Flying Lariat 2

**Running Toward Down Opponent**
- Elbow Drop 1

**Running Toward Down Opponent**
- Running Leg Drop

### Running Counters

**Opponent Running**
- Powerslam 1

**Opponent Running**
- Back Drop 2

**Opponent Running**
- Hip Hack 2

### Double Team Moves (vs. Standing Opponent)

**Standing With Partner, Facing Opponent**
- Double Flipjack

**Standing With Partner, Facing Opponent**
- Double DDT

**Standing With Partner, Facing Opponent**
- Double Sulpex 1

**Standing With Partner, Facing Opponent**
- Double Clothesline

**Standing With Partner, Facing Opponent**
- Double Head Beat

### Double Team Moves (At Your Team's Corner)

**Opponent Leaning on Turnbuckle, Facing**
- Irish Whip

**Opponent Leaning on Turnbuckle, Facing**
- Front Slam

**Opponent Leaning on Turnbuckle, Facing**
- Mudhole Stomping 1

**Opponent Leaning on Turnbuckle, Facing**
- Powerbomb 1

**Opponent Leaning on Turnbuckle, Facing**
- Kick To Gut

### Enter/Exit Ring Moves

**Enter Ring**
- Normal

**Exit Ring**
- Backward Ring Out

### Combination Attacks

**Facing Standing Opponent, First Attack**
- Thrust Thrust 1

**Facing Standing Opponent, Second Attack**
- Undertaker Body Punch

**Facing Standing Opponent, Third Attack**
- Thrust Thrust 4