



BECOME A LEGEND





PRIMA OFFICIAL GAME GUIDE

Debra McBride



PRIMA OFFICIAL GAME GUIDE

Debra McBride

Prima Games

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PRIMA OFFICIAL GAME GUIDE

TAKING HOLD OF *WWE® WRESTLEMANIA® 21*

A LEGEND IN THE MAKING

Welcome to *WWE WrestleMania 21*! Think you've got what it takes to become a Superstar? In *WrestleMania 21*, pit your skills against over 40 Superstar and Legendary opponents in a multitude of matches, or create a Superstar of your own, battling your way up the ranks and snagging that ever-elusive championship belt! Basic and advance controls are laid out over the next few pages, providing strategic information to help you defeat any opponent you face off against wherever you are in the ring. After that is a complete moves list for every Superstar you're about to face. But don't stop there! Create your own Superstar, and spend your winnings on upgrading your Superstar all the way to your own championship belt, then defend it online against other would-be champions! If you think you've got what it takes to be the king of the ring, read on and take no prisoners!

EXHIBITION



From the Main Menu, press **START** to choose from any of the following matches and pit your skills against other players or the computer.

SINGLE: Just you and one other champion against the clock.

BRA & PANTIES™: Divas focused on getting down to the basics.

TAG: Knowing when to tag your partner is the secret to winning this event.

HANDICAP: Make it easy or make it tough—raising or lowering your own or your opponents' handicaps decides the outcome.

TRIPLE THREAT™: Three go in but only one comes out.

FATAL FOUR-WAY™: It's every man for himself in this four-way brawl of champions.

LAST MAN STANDING: The name says it all. Anything else is a waste of breath.

BATTLE ROYAL: Pitching your opponents over the ropes is the goal in this four-on-four match.

ROYAL RUMBLE®: A signature event of the WWE.

CAGE: Defeating your opponent is the key to escaping the cage.

HELL IN A CELL: The Superstar is able to pin on top of the cell as well as around the ring.

LADDER: A championship belt hangs high above the ring. Use the ladder to reach it and win.

TABLE: All you have to do to win this match is put your opponent through a table. Easy—right?

TLC™: That furniture isn't there for looks. Bash your opponents' brains with whatever you can get your mitts on.

CREATE



The first stop in your climb to the top is to create your own would-be Superstar! Every detail of your champion is covered in this section.

Everything from

weight class to the width of your jawline is yours to choose. Additional costumes and kudos can be purchased with the winnings from your upcoming matches.

Vital Stats and More!



A face only a mother could love!

Set up the basics then move on to the specifics. Every detail of your rising star is chosen here.

New items can be purchased later with the spoils of your wins, so don't sweat the small stuff.

VITAL STATS (nickname)

EXPERTISE

WEIGHT CLASS

BODY (height, weight, and shape)

FACE

ADVANCE

COSTUME

ENTRANCE

ATTRIBUTES

NOTE:

For Advance, your showmanship shines from your selections. Select your beginning, basic, and finishing moves from the choices provided.

CAREER



Now that your champion is ready to roll, it's time to start your climb to the top of the food chain. You may not have the undying support of your manager, but that will

change as soon as you have a few wins under your belt. The more you win, the more money you will have to spend in the WWE Shop.

PROFILES

Create a Superstar Profile to use your prize winnings for great extras at WWE Shop. From unique arenas to unlocking incredible Legendary Superstars, WWE Shop has it all!

WWE Shop



Upgrade your costume or beef up your stats. Scan the spoils of victory from the following tables and plan ahead for future shopping sprees.

LEGENDS

Name	Cost
Jimmy Snuka	\$150,000
Big Show 2003	\$150,000
Rey Mysterio Gold	\$200,000
The Rock	\$300,000
Mankind	\$400,000
Bret Hart	\$500,000
Andre the Giant	\$1,000,000



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ARENAS

Name	Cost
Gymnasium	\$80,000
<i>SummerSlam®</i>	\$120,000
Wrestling Club	\$150,000
<i>Survivor Series®</i>	\$250,000
Training Facility	\$300,000
<i>Royal Rumble®</i>	\$600,000
Civic Center	\$750,000
Industrial Basement	\$900,000
<i>WrestleMania® XX</i>	\$1,000,000

WEAPONS

Name	Cost
Paddle	\$125,000
Urn	\$175,000
Crowbar	\$175,000
Flag	\$175,000
Sledgehammer	\$200,000
2 x 4 Board	\$200,000
Barbed Wire Bat	\$200,000

ATTRIBUTES-STAMINA

Name	Cost
Stamina—1 Point	\$10,000
Stamina—2 Points	\$19,000
Stamina—3 Points	\$28,000
Stamina—4 Points	\$35,000

ATTRIBUTES-SPEED

Name	Cost
Speed—1 Point	\$10,000
Speed—2 Points	\$19,000
Speed—3 Points	\$28,000
Speed—4 Points	\$35,000

ATTRIBUTES-STRENGTH

Name	Cost
Strength—1 Points	\$10,000
Strength—2 Points	\$19,000
Strength—3 Points	\$28,000
Strength—4 Points	\$35,000

ATTRIBUTES-SUBMISSION

Name	Cost
Submission—1 Points	\$10,000
Submission—2 Points	\$19,000
Submission—3 Points	\$28,000
Submission—4 Points	\$35,000

ATTRIBUTES-COUNTERING

Name	Cost
Countering—1 Points	\$10,000
Countering—2 Points	\$19,000
Countering—3 Points	\$28,000
Countering—4 Points	\$35,000

ATTRIBUTES-CHARISMA

Name	Cost
Charisma—1 Points	\$10,000
Charisma—2 Points	\$19,000
Charisma—3 Points	\$28,000
Charisma—4 Points	\$35,000

ACCESSORIES

Name	Cost
Dog Neck Collar	\$2,000
Gold Necklaces	\$2,500
Metal Chain Necklace	\$3,000
Medal	\$3,500
Knuckle Rings	\$6,000
Exposed Fingers	\$7,500
WWE Classic	\$8,000
NWO White w/Border	\$8,500
NWO White	\$8,500
D-Gen X-Logo 4	\$9,500

HEAD OPTIONS

Name	Cost
Undead	\$1,000
War Paint	\$1,500
El Gran Luchador	\$2,000
Uganda	\$2,000
Orient Express 2	\$2,200
Canadian Flyer	\$2,500
Demolition-Crush	\$2,500
Hurricane Mask	\$2,800
Rey Mysterio Mask	\$3,000

HEAD OPTIONS (CONT.)

Name	Cost
JBL Cowboy	\$3,000
Black Gold	\$3,000
Luchador	\$3,200
French Beret	\$3,300
Top Hat	\$3,500
Undertaker Hat	\$3,500
L.O.D.	\$3,500
Classic Kane Mask	\$3,800
Fuji Hat	\$3,800
Fedora	\$4,000
Pale Ghost	\$4,000
Egyptian Pharaoh	\$4,500
Native American	\$4,500
Clown	\$4,500
Chain Mail Hood	\$4,800

UPPER BODY

Name	Cost
Decorative Arm Bands L	\$3,000
Big Collar Suit	\$6,000
Cop Shirt	\$6,500
Demolition Singlet	\$7,000
Regular Winter Coat	\$7,000
Referee	\$7,500
Classic Kane Fire	\$9,000



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LOWER BODY

Name	Cost
Curled Toe	\$2,000
Cowboy Boots	\$2,500
Combat Boots	\$3,000
Gym Shoes	\$3,500
Skin Tight—Short	\$6,500
Medical Knee Brace	\$7,500
Jean Shorts—Classic	\$7,500
Genie Panes	\$8,500
Snake Scales	\$9,000

MOVES

Name	Cost
Rising Star Moves	\$175,000
Superstar Moves	\$300,000
Legend Moves	\$450,000

ENTRANCES

Name	Cost
Music Mogul	\$5,000
Video Tech	\$20,000
Cameraman	\$30,000
Pyromaniac	\$50,000
WWE Fan Club	\$100,000

CAC

Name	Cost
No Mercy PPV	\$15,000
Backlash PPV	\$15,000
No Way Out PPV	\$15,000
Unforgiven PPV	\$15,000
Hitman Hart	\$25,000
Smoking Skull	\$25,000
Million Dollar Title	\$30,000
<i>SmackDown!</i> TV Title	\$30,000
Death Valley Title	\$50,000
Gold	\$400,000
Platinum	\$800,000

MOVIES

Name	Cost
Chavo Guerrero Intro	\$5,000
Scotty 2 Hotty Intro	\$5,000
Nidia Intro	\$5,000
Miss Jackie Intro	\$5,000
Charlie Haas Intro	\$5,000
Garrison Cade Intro	\$5,000
Hurricane Intro	\$5,000
Val Venis Intro	\$5,000
René Duprée Intro	\$5,000
Rhyno Intro	\$10,000
Spike Dudley Intro	\$10,000
The Dudley Boyz Intro	\$10,000

MOVIES (CONT.)

Name	Cost
Tajiri Intro	\$10,000
Lita Intro	\$10,000
Christian Intro	\$10,000
Rob Van Dam Intro	\$10,000
Shelton Benjamin Intro	\$10,000
Rey Mysterio Intro	\$15,000
Chris Benoit Intro	\$15,000
Batista Intro	\$15,000
Ric Flair Intro	\$15,000
Big Show Intro	\$15,000
Edge Intro	\$15,000
Eddie Guerrero Intro	\$15,000
John Cena Intro	\$15,000
Booker T Intro	\$15,000
Eugene Intro	\$15,000
JBL Intro	\$15,000
Kane Intro	\$15,000
Kurt Angle Intro	\$15,000
Shawn Michaels Intro	\$20,000
Stacy Keibler Intro	\$20,000
Trish Stratus Intro	\$20,000
Randy Orton Intro	\$20,000
Undertaker Intro	\$20,000
Chris Jericho Intro	\$20,000
Triple H Intro	\$20,000

IMAGES

Name	Cost
<i>G.A. Bash</i> Title Render	\$5,000
<i>Armageddon</i> Title Render	\$5,000
<i>No Mercy</i> Title Render	\$5,000
<i>Vengeance</i> Title Render	\$5,000
<i>Taboo Tuesday</i> Title Render	\$5,000
<i>Unforgiven</i> Title Render	\$5,000
<i>Bad Blood</i> Title Render	\$5,000
<i>Judgement Day</i> Title Render	\$5,000
<i>Backlash</i> Title Render	\$5,000
<i>No Way Out</i> Title Render	\$5,000
<i>Saru. Series</i> Title Render	\$5,000
<i>Royal Rumble</i> Title Render	\$5,000
<i>Summerslam</i> Title	\$5,000
<i>WM21</i> Title Render	\$5,000
Undertaker Logo Plate	\$5,000
Million Dollar Title Render	\$5,000
Wrestling Club Render	\$5,000
Gymnasium 1	\$5,000
Rey Mysterio Render	\$5,000
JBL Render	\$5,000
Ric Flair Render	\$5,000
Cruiserweight Title 1	\$10,000
Cruiserweight Title 2	\$10,000
Hardcore Title Render	\$10,000
Flag Side Plates	\$10,000
<i>Raw</i> TV Title Render	\$10,000
<i>SD!</i> TV Title Render	\$10,000



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IMAGES (CONT.)

Name	Cost
Eddie Guerrero Render	\$10,000
Edge Render	\$10,000
Chris Benoit Render	\$10,000
John Cena Render	\$10,000
Randy Orton Render	\$10,000
Civic Center 1	\$10,000
Gymnasium 2	\$10,000
Classic 1-C Title—1	\$12,000
Classic 1-C Title—2	\$12,000
Classic 1-C Title—3	\$12,000
Hi Tech Training 1	\$15,000
Hi Tech Training 2	\$15,000
Kurt Angle Render	\$15,000
Triple H Render	\$15,000
Undisputed Title 1	\$15,000
Undisputed Title 2	\$15,000
Undisputed Title 3	\$15,000
Classic WWE Heavy 1	\$15,000
Classic WWE Heavy 2	\$15,000
Classic WWE Heavy 3	\$15,000
Classic WWE Heavy 4	\$15,000
Gymnasium 3	\$25,000
Ind. Basement 1	\$25,000
Ind. Basement 2	\$25,000
Ind. Basement 3	\$25,000
Civic Center 2	\$25,000

WWE WRESTLER PHOTOS

Name	Cost
Batista (Photo)	\$2,000
Big Show (Photo)	\$2,000
Booker T (Photo)	\$2,000
Charlie Haas (Photo)	\$2,000
Chavo Guerrero (Photo)	\$2,000
Christian (Photo)	\$2,000
Chris Benoit (Photo)	\$2,000
Chris Jericho (Photo)	\$2,000
D-Von Dudley (Photo)	\$2,000
Edge (Photo)	\$2,000
Eric Bischoff (Photo)	\$2,000
Eugene (Photo)	\$2,000
Hurricane (Photo)	\$2,000
Jazz (Photo)	\$2,000
JBL (Photo)	\$2,000
Jerry Lawler (Photo)	\$2,000
Jim Ross (Photo)	\$2,000
John Cena (Photo)	\$2,000
Kane (Photo)	\$2,000
Kurt Angle (Photo)	\$2,000
Matt Hardy (Photo)	\$2,000
Randy Orton (Photo)	\$2,000
René Duprée (Photo)	\$2,000
Rey Mysterio (Photo)	\$2,000
Rhyno (Photo)	\$2,000
Ric Flair (Photo)	\$2,000
Rob Van Dam (Photo)	\$2,000

TAKING HOLD OF WWE® WRESTLEMANIA® 21

WWE WRESTLER PHOTOS (CONT.)

Name	Cost
Scotty 2 Hotty (Photo)	\$2,000
Shawn Michaels (Photo)	\$2,000
Shelton Benjamin (Photo)	\$2,000
Spike Dudley (Photo)	\$2,000
Tajiri (Photo)	\$2,000
Theodore Long (Photo)	\$2,000
Triple H (Photo)	\$2,000
Undertaker (Photo)	\$2,000
Val Venis (Photo)	\$2,000
Lita 1 (Photo)	\$3,000
Lita 2 (Photo)	\$3,000
Miss Jackie 1 (Photo)	\$3,000
Miss Jackie 2 (Photo)	\$3,000
Stacey Keibler 1 (Photo)	\$3,000
Stacey Keibler 2 (Photo)	\$3,000
The Rock 1 (Photo)	\$3,000
The Rock 2 (Photo)	\$3,000
Trish Stratus 1 (Photo)	\$3,000
Trish Stratus 2 (Photo)	\$3,000
Big Show (Face)	\$1,500
Batista (Face)	\$1,500
Booker T (Face)	\$1,500
Bubba Ray (Face)	\$1,500
Charlie Haas (Face)	\$1,500
Chavo Guerrero (Face)	\$1,500
Chris Benoit (Face)	\$1,500
Chris Jericho (Face)	\$1,500
Christian (Face)	\$1,500
D-Von Dudley (Face)	\$1,500

WWE WRESTLER PHOTOS (CONT.)

Name	Cost
Eddie Guerrero (Face)	\$1,500
Edge (Face)	\$1,500
Eugene (Face)	\$1,500
Garrison Cade (Face)	\$1,500
Hurricane (Face)	\$1,500
Jazz (Face)	\$1,500
JBL (Face)	\$1,500
John Cena (Face)	\$1,500
Kane (Face)	\$1,500
Kurt Angle (Face)	\$1,500
Lita (Face)	\$1,500
Matt Hardy (Face)	\$1,500
Miss Jackie (Face)	\$1,500
Nidia (Face)	\$1,500
Randy Orton (Face)	\$1,500
René Duprée (Face)	\$1,500
Rey Mysterio (Face)	\$1,500
Rhyno (Face)	\$1,500
Ric Flair (Face)	\$1,500
Rob Van Dam (Face)	\$1,500
Scotty 2 Hotty (Face)	\$1,500
Shawn Michaels (Face)	\$1,500
Shelton Benjamin (Face)	\$1,500
Spike Dudley (Face)	\$1,500
Stacy Keibler (Face)	\$1,500
Tajiri (Face)	\$1,500
Triple H (Face)	\$1,500
Trish Stratus (Face)	\$1,500
Undertaker (Face)	\$1,500



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WWE WRESTLER PHOTOS (CONT.)

Name	Cost
Val Venis (Face)	\$1,500
Andre (Face)	\$1,500
Bret Hart (Face)	\$1,500
Jimmy Snuka (Face)	\$1,500
Mankind (Face)	\$1,500
The Rock (Face)	\$1,500
Lita Bra & Panty 1	\$3,000
Lita Bra & Panty 2	\$3,000
Lita Bra & Panty 3	\$3,000
Lita Bra & Panty 4	\$3,000

LOAD SCREENS

Name	Cost
<i>Survivor Series</i> Screen	\$30,000
<i>Armageddon</i> Screen	\$30,000
<i>Raw</i> Screen	\$30,000
<i>SmackDown!</i> Screen	\$35,000
Velocity Screen	\$35,000
Hi Tech Training Screen	\$35,000
Gymnasium Screen	\$40,000
Ind. Basement Screen 1	\$40,000
Ind. Basement Screen 2	\$45,000
Wrestling Club Screen	\$45,000

LOGOS

Name	Cost
Batista Logo	\$1,000
Charlie Haas Logo	\$1,000
Chris Benoit Logo	\$1,000
Chris Jericho Logo	\$1,000
Eddie Guerrero Logo	\$1,000
Edge Logo	\$1,200
Eugene Logo	\$1,200
John Cena Logo	\$1,200
Kane Logo	\$1,200
Kurt Angle Logo	\$1,200
Matt Hardy Logo	\$1,200
Randy Orton Logo	\$1,500
René Duprée Logo	\$1,500
Rey Mysterio Logo	\$1,500
Ric Flair Logo	\$1,500
Shawn Michaels Logo	\$1,500
Shelton Benjamin Logo	\$1,500
Tajiri Logo	\$1,500
Triple H Logo	\$2,000
Undertaker Logo	\$2,000

THE ULTIMATE CHALLENGE



Once you've conquered the game, you might think you're done, but you haven't even started. Take your prize-winning Superstar to the world, via Xbox Live!

Challenge countless other would-be champions and claim the ultimate prize. Design your own championship belt, then try your best to hold onto it...if you can.

BASIC CONTROLLER MOVEMENTS

BASIC CONTROLS

Button Command	Movement
Left Thumbstick/Directional Pad	Move Superstar
Right Thumbstick or	Taunt #1
Right Thumbstick or	Taunt #2
Right Thumbstick (click)	Change Target
(Tap)	Quick Grapple
(Hold)	Strong Grapple
(Tap)	Specialty Grapple
(Hold)	Submission Grapple
	Strike Attack
	Run
	Grapple Reversal
	Strike Reversal
	Pick Up/Drop Weapon
+ (Toward)	Tag Partner () /Climb Ladder/Enter/Exit Ring

BASIC CONTROLS (CONT.)

Button Command	Movement
	Finisher Move
	Finisher Counter

ADVANCED CONTROL SUMMARY

WHEN OPPONENT IS STANDING

Name	Button	Position
Strike 1		Facing
Strike 2	+	Facing
Strike 3	+	Facing
Strike 4	+	Facing
Strike 5	+	Facing
Strike 6	+ , or + ,	

WHEN OPPONENT IS ON THE GROUND

Name	Button	Position
Basic Strike		Near Ground Opponent
Directional Ground Strike 1 (Head)	or + Any Direction	Near Opponent's Head
Directional Ground Strike 2 (Legs)	or + or + Any Direction	Near Opponent's Feet
Directional Ground Strike 3 (Arms)	or + or + Any Direction	Near Opponent's Arms
Pin Opponent	+	Facing, Near Opponent



PRIMA OFFICIAL GAME GUIDE

WHEN GRAPPLING NEAR A STANDING OPPONENT

Name	Button	Position
Attacker Grapple Lock/Pin Abort		Any Grapple Lock-Up
Quick Grapple Lock	(Tap)	Facing, Near Opponent
Irish Whip		Quick Grapple Lock-Up
Quick Grapple Lock Strike		Quick Grapple Lock-Up
Quick Grapple Walks	or	Quick Grapple Lock-Up
Quick Grapple 1	+	Quick Grapple Lock-Up
Quick Grapple 2	+	Quick Grapple Lock-Up
Quick Grapple 3	+	Quick Grapple Lock-Up
Quick Grapple 4	+	Quick Grapple Lock-Up
Strong Grapple Lock	(Hold)	Facing, Near Opponent
Irish Whip		Strong Grapple Lock-Up
Strong Grapple Lock Strike		Strong Grapple Lock-Up
Strong Grapple Walks Any Direction	or	Strong Grapple Lock-Up
Strong Grapple 1	+	Strong Grapple Lock-Up
Strong Grapple 2	+	Strong Grapple Lock-Up
Strong Grapple 3	+	Strong Grapple Lock-Up

WHEN GRAPPLING NEAR A STANDING OPPONENT (CONT.)

Name	Button	Position
Strong Grapple 4	+	Strong Grapple Lock-Up
Specialty Grapple Lock	(Tap)	Facing, Near Opponent
Irish Whip		Specialty Grapple Lock-Up
Specialty Grapple Lock Strike		Specialty Grapple Lock-Up
Specialty Grapple Walks	or Any Direction	Specialty Grapple Lock-Up
Specialty Grapple 1	+	Specialty Grapple Lock-Up
Specialty Grapple 2	+	Specialty Grapple Lock-Up
Specialty Grapple 3	+	Specialty Grapple Lock-Up
Specialty Grapple 4	+	Specialty Grapple Lock-Up
Submission Grapple Lock	(Hold)	Facing, Near Opponent
Irish Whip		Submission Grapple Lock-Up
Submission Grapple Lock Strike		Submission Grapple Lock-Up
Submission Grapple Walks	or Any Direction	Submission Grapple Lock-Up
Submission Grapple 1	+	Submission Grapple Lock-Up

WHEN GRAPPLING NEAR A STANDING OPPONENT (CONT.)

Name	Button	Position
Submission Grapple 2		Submission Grapple Lock-Up
Submission Grapple 3		Submission Grapple Lock-Up
Submission Grapple 4		Submission Grapple Lock-Up
Front Grapple Locks to Behind Grapple Lock		Any Front Grapple Lock-Up
Irish Whip		Behind Grapple Lock-Up
Behind Grapple 1		Behind Grapple Lock-Up
Behind Grapple 2		Behind Grapple Lock-Up
Behind Grapple 3		Behind Grapple Lock-Up
Behind Grapple 4		Behind Grapple Lock-Up

WHEN GRAPPLING AN OPPONENT ON THE GROUND

Name	Button	Position
Raise Opponent to Standing		Near Opponent's Feet, Arms
Drag Opponent from Feet		Near Opponent's Feet

WHEN GRAPPLING AN OPPONENT ON THE GROUND (CONT.)

Name	Button	Position
Lower Body Leg Ground Grapple 1		Near Opponent's Feet
Lower Body Leg Ground Grapple 2		Near Opponent's Feet
Lower Body Leg Ground Grapple 3		Near Opponent's Feet
Upper Body Arm Ground Grapple 1		Near Opponent's Arms
Upper Body Arm Ground Grapple 2		Near Opponent's Arms
Upper Body Arm Ground Grapple 3		Near Opponent's Arms
Drag Opponent from Upper Body		Near Opponent's Head
Upper Body Head Ground Grapple 1		Near Opponent's Head
Upper Body Head Ground Grapple 2		Near Opponent's Head
Upper Body Head Ground Grapple 3		Near Opponent's Head

WHEN GRAPPLING AN OPPONENT TO OR FROM A SITTING POSITION

Name	Button	Position
Raise Opponent to Sitting		Facing, Near Opponent's Head
Raise Opponent from Sitting to Standing		Facing, Near Opponent's Head



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WHEN GRAPPLING AN OPPONENT TO OR FROM A SITTING POSITION

(CONT.)

Name	Button	Position
Grapple Opponent at Sitting Position 1	 or 	Facing, Near Opponent's Head
Grapple Opponent at Sitting Position 2	 or 	Facing, Near Opponent's Head

WHEN EXECUTING AN IRISH WHIP

Name	Button	Position
Irish Whip	 or 	Facing, Near Opponent
Fake Irish Whip to Strike		Irish Whip
Irish Whipped Through Ropes onto Floor	 or 	Near Ropes

WHEN CLIMBING UP A TURNBUCKLE

Name	Button	Position
Climb Up Turnbuckle or Object	 or 	Near Turnbuckle (Toward Turnbuckle)
Dismount Turnbuckle or Object		On Top of Turnbuckle
Aerial Attack Off Turnbuckle 1 (Opponent Standing)	 or  or 	On Top of Turnbuckle
Aerial Attack Off Turnbuckle 2 (Opponent Standing)	 or  or 	On Top of Turnbuckle

WHEN CLIMBING UP A TURNBUCKLE

(CONT.)

Name	Button	Position
Aerial Attack Off Turnbuckle 1 (Opponent on Ground)	 or  or 	On Top of Turnbuckle
Aerial Attack Off Turnbuckle 2 (Opponent on Ground)	 or  or 	On Top of Turnbuckle
Lifted Off Of Turnbuckle or Object or Slammed to Mat	 or  (Toward Turnbuckle)	Near Turnbuckle

WHEN USING A TURNBUCKLE

Name	Button	Position
Irish Whip an Opponent into Stuck on Turnbuckle (Back)	 or 	Facing, Near Opponent
Irish Whip an Opponent from Stuck on Turnbuckle (Back)		Facing, Near Opponent
Grapple Attack Against an Opponent Stuck on Turnbuckle (Back) 1		Facing, Near Opponent
Grapple Attack Against an Opponent Stuck on Turnbuckle (Back) 2		Facing, Near Opponent
Grapple Attack Against an Opponent Stuck on Turnbuckle (Back) 3		Facing, Near Opponent

WHEN USING A TURNBUCKLE (CONT.)

Name	Button	Position
Grapple Attack Against an Opponent Stuck on Turnbuckle (Back) 4		Facing, Near Opponent
Irish Whip an Opponent into Stuck on Turnbuckle (Front)	or	Facing, Near Opponent
Irish Whip an Opponent from Stuck on Turnbuckle		Facing, Near Opponent
Grapple Attack Against an Opponent Stuck on Turnbuckle (Front) 1		Facing, Near Opponent
Grapple Attack Against an Opponent Stuck on Turnbuckle (Front) 2		Facing, Near Opponent
Tie to the Tree of Woe		Facing, Near Opponent
Grapple Attack Against an Opponent Stuck on Turnbuckle (Front) 4		Facing, Near Opponent
Raise the Opponent from Sitting to Standing		Facing, Near Opponent
Grapple Attack Against an Opponent Sitting on Turnbuckle 1	or	Facing, Near Opponent
Grapple Attack Against an Opponent Sitting on Turnbuckle 2	or	

WHEN USING THE ROPES AND RING

Name	Button	Position
Climb Up to Ring Apron from Floor (Tag Only)	or (Toward Ropes)	On Floor, Next to Ring Apron/Ropes
Climb Down from Ring Apron to Floor (Tag Only)	or (Floor)	On Ring Apron
Climb Through Ropes Into Ring	or (Toward Ropes)	On Ring Apron
Climb Through Ropes Out Of Ring	or (Toward Ropes)	In Ring Near Ropes
Bounce Off Ropes to Strike (Opponent on Ground)	or (Toward Ropes)	Near Ropes
Bounce Off Ropes to Strike (Opponent Standing)	or (Toward Ropes)	Near Ropes
Grapple an Opponent Tied on Ropes 1	or	Near Opponent
Grapple an Opponent Tied on Ropes 2	or	Near Opponent
Throw Opponent Into Ring (From Floor)	or (Toward Ropes)	

WHEN RUNNING

Name	Button	Position
Running Counter Attack 1	or or	Standing
Running Counter Attack 2	or	Standing



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WHEN RUNNING (CONT.)

Name	Button	Position
Running Grapple Attack from Behind 1	A+L or A+R	Running Toward Standing Opponent's Back
Running Grapple Attack from Behind 2	A+L or A+R	Running Toward Standing Opponent's Back
Running Grapple Attack 1	A+L or A+R	Running Toward Standing Opponent
Running Grapple Attack 2	A or A+L or A+R	Running Toward Standing Opponent
Run	Y	Standing
Run Stop	Y	Running
Dive Attack an Opponent Outside of Ring Through or Over Ropes 1	X	Running Toward Ropes
Dive Attack an Opponent Outside of Ring Through or Over Ropes 2	X+L or X+R	Running Toward Ropes
Slide Out of Ring	L	Running Toward Ropes
Slide Into Ring (While Running Toward Ring Apron from Outside of Ring)	L	On Floor, Running Toward Ring Apron or Ropes
Running Irish Whip (From Opponent's Front)	BLK	Facing, Running Toward Opponent

WHEN RUNNING (CONT.)

Name	Button	Position
Running Grapple Turn Around (From Front—Turns Opponent Around)	B	Facing, Running Toward Opponent
Climb Up Objects (Transition from Run)	L	Running Toward Object
Running Clothesline (Against an Opponent Tied to Ropes or Turnbuckle)	X	Running Toward Opponent
Running Strike 1	X	Running
Running Strike 2	X+L or X+R	Running
Running Strike (Near Rope or Walls)	X or X+L or X+R	Running Toward Opponent
Running Strike (Performed Against an Opponent on Ground) 1	X	Running Toward Opponent
Running Strike (Performed Against an Opponent on Ground) 2	X+L or X+R	Running Toward Opponent

WHEN EXECUTING A FINISHER MOVE

Name	Button	Position
Special Finisher Attack 1	A+B	Specific Position
Special Finisher Attack 2	A+B+L or A+B+R	Specific Position
Weapon Finisher Move	A+B	Specific Position, Holding Weapon

WHEN EXECUTING A FINISHER MOVE (CONT.)

Name	Button	Position
Burst Open Cell Door	+ or + (Toward Door)	Standing Near Locked Cage or Cell Door
Climb Cage or Cell Up or Down	+ or + (Toward Cell)	Standing Near Cage or Cell
Rattle Cage or Cell	+ (Toward Cell)	Standing Near Cage or Cell
Throw Opponent into Cage	+ or +	Standing Near Cage or Cell
Walk In Through Cell Door	+ (Toward Door)	Standing Near Opened Cage or Cell Door
Face Rake	or +	
Throw Into Cage	or +	

WHEN USING A CHAIR

Name	Button	Position
Pick Up Chair		Standing Near Chair
Grapple with Chair		Standing, Holding Chair
Strike with Chair High (Sideways)		Standing, Holding Chair
Strike with Chair High (Over Head)	+	Standing, Holding Chair

WHEN USING A CHAIR (CONT.)

Name	Button	Position
Strike with Chair Low (To Stomach)	+ or +	Standing, Holding Chair
Strike Opponent on Ground with Chair	+	Standing, Holding Chair
Running Strike with Chair		Running, Holding Chair
Throw Chair Into Ring (Climb Into Ring with Chair)	+ or + (Toward Ropes)	Near Ropes, Holding Chair
Drop Chair		Standing, Holding Chair

LADDER MATCH

Name	Button	Position
Pick Up Ladder		Standing, Near Ladder
Set Up Ladder		Standing, Holding Ladder
Drop Ladder		Standing, Holding Ladder
Knock Ladder Over		Standing, Near Setup Ladder
Grapple with Ladder		Standing, Holding Ladder
Climb Up Ladder	+ or + (Toward Ladder)	Standing, Near Setup Ladder
Hop Off Ladder		On Ladder
Leap for Belt		On Ladder, On Top



PRIMA OFFICIAL GAME GUIDE

LADDER MATCH (CONT.)

Name	Button	Position
Suplex Opponent Off Ladder	A	On Ladder, Opposite Opponent
Strike Opponent While Both on Ladder	X	On Ladder, Opposite Opponent
Strike Opponent Climbing Up Ladder or While on Ladder Above	X	On Ladder, Above Opponent
Strike Opponent on the Ground with Ladder	X +	Standing, Holding Ladder
Strike with Ladder High (Sideways)	X	Standing, Holding Ladder
Running Strike with Ladder	X	Running, Holding Ladder
Throw Ladder into Ring (Climb into Ring with Ladder)	+ or +	Near Ropes, Holding Ladder

TABLE MATCH

Name	Button	Position
Pick Up Table		Standing, Near Table
Drop Table		Standing, Holding Table
Set Up Table		Standing, Holding Table
Strike Opponent on the Ground with Table	X +	Standing, Holding Table

TABLE MATCH (CONT.)

Name	Button	Position
Strike with Table High (Sideways)	X	Standing, Holding Table
Running Strike with Table	X	Running, Holding Table
Throw Table into Ring	+ or +	Near Ropes, Holding Table

BRA & PANTIES™ MATCH

Name	Button	Position
Bra & Panty Grapple Lock	B (Hold)	Facing, Near Opponent
Top (Shirt) Pulling	B + or B + (Any Direction)	Bra and Panty Grapple Lock-Up
Spanking	B + or B + (Any Direction)	Bra and Panty Grapple Lock-Up
Bottom (Panty) Pulling	B + or B + (Any Direction)	Bra and Panty Grapple Lock-Up
Grapple Attack Against Opponent Stuck on Turnbuckle (Back) 1	A +	Facing, Near an Opponent
Grapple Attack Against Opponent Stuck on Turnbuckle (Back) 2	A +	Facing, Near an Opponent
Grapple Attack Against Opponent Stuck on Turnbuckle (Back) 3	A +	Facing, Near an Opponent
Grapple Attack Against Opponent Stuck on Turnbuckle (Back) 4	A +	Facing, Near an Opponent

BRA & PANTIES™ MATCH (CONT.)

Name	Button	Position
Grapple Attack Against Opponent Stuck on Turnbuckle (Front) 1		Facing, Near an Opponent
Grapple Attack Against Opponent Stuck on Turnbuckle (Front) 2		Facing, Near an Opponent
Grapple Attack Against Opponent Stuck on Turnbuckle (Front) 3		Facing, Near an Opponent
Grapple Attack Against Opponent Stuck on Turnbuckle (Front) 4		Facing, Near an Opponent

TAG TEAM OR DOUBLE TEAM

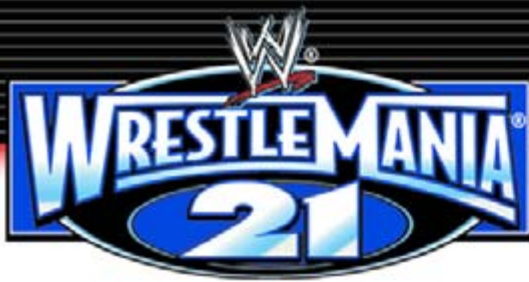
Name	Button	Position
Double Team—Normal Move (Anywhere in Ring)	 or 	Behind Partner's Grapple Lock-Up
Tag Team Double Team Move (In Corner)	 +  or  + 	Standing, Near Partner and Opponent

WHEN HOLDING A WEAPON

Name	Button	Position
Pull Object Out From Under Apron	 +  or  +  (Toward Apron)	Standing, Near Apron
Pick Up Weapon		Standing, Near Weapon

WHEN HOLDING A WEAPON (CONT.)

Name	Button	Position
Grapple with Weapon		Standing, Holding Weapon
Strike with Weapon High (Sideways)		Standing, Holding Weapon
Strike with Weapon High (Over Head)	 + 	Standing, Holding Weapon
Strike with Weapon Low (To Stomach)	 +  or  + 	Standing, Holding Weapon
Strike Opponent on Ground with Weapon	 + 	Standing, Holding Weapon
Running Strike with Weapon		Running, Holding Weapon
Throw Weapon into Ring (Climb into Ring with Weapon)	 +  or  +  (Toward Ropes)	Near Ropes, Holding Weapon
Drop Weapon		Standing, Holding Weapon



PRIMA OFFICIAL GAME GUIDE



BATISTA™

WWE.com BIO

When Triple H and Ric Flair went looking for a muscular enforcer for Evolution, they didn't have to look far. They chose the massive Batista, a fierce-looking gladiator whose muscles look as though they were chiseled from granite.

Batista has made great strides and shows tremendous promise for future domination. A relative newcomer who was trained by the legendary Wild Samoan and former World Tag Team Champion, Afa, Batista has quickly established himself as a title contender.

Originally an enforcer for D-Von Dudley, this massive man plays second fiddle to no one. He has scored victories over Kane, and left Chris Benoit unconscious in the ring.

Having learned from the best, Ric Flair and Triple H, he now displays the smarts to go along with his overwhelming power. Batista won his first championship when he teamed with Flair to defeat the Dudleys—the most decorated tag champs of all time—for the World Tag Team Championship at *Armageddon 2003*. As one of the most promising Superstars on *Raw*, and one of the most impressive physical specimens in the sport's history, Batista clearly has the potential to dominate like few before him.

STATS

HEIGHT: 6'5"

WEIGHT: 318 lbs.

FROM: Washington, D.C.

FINISHING MOVE: Batista Bomb

CAREER HIGHLIGHTS: World Tag Team Champion

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	8
Speed	6
Strength	10
Submission	7
Countering	7
Charisma	7

FINISHING MOVE Batista Bomb (A+B Facing Groggy Opponent)



BATISTATM S MOVE LIST

NAME COMMAND

Aerial Attack Off Turnbuckle or Object

Axe Handle	X+ or X+ or X+
747	X+ or X+ or X+
Clothesline	X or X+ or X+
Leg Drop	X or X+ or X+

Double-Team Normal Move (Anywhere in Ring)

T-Slam	A or B
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Finisher Special Attack

Sit-Down Power Bomb	A+B (Standing Near Front of Opponent)
Swinging Rock Bottom	A+B+Dir (Standing Near Front of Opponent)

Ground Grapple Lower Body

Leg Smash	A+ (Legs)
Leg Bar	A+ (Legs)
Knee Drop to Leg	A+ (Legs)
Standing Armbar	A+ (Arms)
Cross Arm Breaker	A+ (Arms)
Sitting Bow and Arrow	A+ (Head)
Standing Armbar	A+ (Head)
Cross Arm Breaker	A+ (Head)
Ground Choke	A+ (Head)

Ground Strike Directional

Leg Drop	X+Dir (Arms)
Fist Drop	X+Dir (Head)
Elbow Drop	X+Dir (Legs)

Grapple

Triple Shoulder Block	A+ (Quick)
Hip Toss	A+ (Quick)
Headlock Punch	A+ (Quick)
Body Slam	A+ (Quick)
Sidewalk Slam	A+ (Strong)
Choke Braindamage	A+ (Strong)
Gorilla Press Gut Buster	A+ (Strong)
Gorilla Press Drop	A+ (Strong)

Grapple an Opponent Tied on Ropes

Rope Gut Kick	A+ or A+
Rope Choke	A+ or A+

Running Counterattack (Against a Running Opponent)

Bossman Slam	A
Flapjack	A+ or A+
Power Slam	A+ or A+

Running Grapple Attack

Belly-to-Back Suplex	A+ or A+
Sleeper Slam	A+ or A+
Bulldog	A+ or A+ (From Behind)
Chop Block	A+ or A+ (From Behind)

Running Move-Dive Attack Through/Over Ropes

Baseball Slide	X+Dir
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NAME COMMAND

Running Strike

Clothesline	X
Running Shoulder Block	X+Dir
Elbow Drop	X (Opponent on Ground)
747	X+Dir (Opponent on Ground)

Safe Grapple (Outside Ring)

Triple Shoulder Block	A+ or B+
Gorilla Press Drop	A+ or B+
Headlock Punch	A+ or B+
Body Slam	A+ or B+

Specialty Grapple

Spine Buster	B+
Alabama Slam	B+
Fall-Away Slam	B+
Running Power Slam	B+

Standing Grapple

Atomic Drop	A+ (Behind)
Full Nelson Slam	A+ (Behind)
Belly-to-Back Suplex 2	A+ (Behind)
Russian Leg Sweep	A+ (Behind)
Neck Vice	A+ or A+ (Opponent Sitting)
Sitting Ab Stretch	A+ or A+ (Opponent Sitting)

Strikes

Jumping Boot	A+ or A+ (With Feet or Knees)
Kick to Gut	X+ (With Feet or Knees)
Haymaker	X (With Hands or Arms)
Punch w/Elbow	X+ (With Hands or Arms)
Punch to Head	X+ (With Hands or Arms)
Kidney Punch	X+ (With Hands or Arms)

Submission Grapple

Bear Hug	B+
Backbreaker Press	B+
Cobra Clutch	B+
Full Nelson	B+

Tag Team Double Team Move (In Corner)

Demolition Drop	W+Dir
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Opponent Sitting in Turnbuckle

Boot Wash	A+ or A+
Stomping a Mudhole	A+ or A+

Opponent Standing in Turnbuckle

Corner Punches	A+ (Front)
Running Shoulder	A+ (Front)
Choke and Beel	A+ (Front)
Beel	A+ (Front)
Grab Trunks w/Back Forearm Smash	A+ (Back)
Belly-to-Back Superplex	A+ (Back)
Toss Through Ropes into Post	A+ (Back)

Turnbuckle Tree of Woe

Stomping a Mudhole	A+ or A+
Foot Choke	A+ or A+



PRIMA OFFICIAL GAME GUIDE



CHRIS BENOIT®

WWE.com BIO

Growing up in Edmonton, Alberta, Chris Benoit was not all that much unlike other kids. He was a well-behaved child, with a passion for sports, mostly football. That all changed, however, when he was taken to his first-ever wrestling live event. It was there that Benoit witnessed Dynamite Kid in action. At that instant, Benoit realized what he was meant to do with his life—he was supposed to be a professional wrestler.

In 1979, Benoit was given his first weightlifting set. This was his first step to becoming a mat warrior. He knew that he had to have an impressive physique to be successful in the ring, much like his new idol, the Dynamite Kid. Chris began weight training with friends, but when they did not notice immediate results, they quickly dropped the activity. Not Chris, however. He was dedicated to his dream, realizing that the commitment he must make was a long term one.

The rest, as they say, is history. Since entering WWE in January 2000, Benoit has once again regained the fire that once burned inside a wide-eyed teenager from Edmonton. Again, WWE defines who Chris Benoit is. And without it, there is no Chris Benoit as we know him.

Benoit was soon a permanent fixture in WWE main events and title matches. He eventually went on to capture the Intercontinental Championship in 2000, then two more times (defeating Jericho and Billy Gunn), and tag team gold with Y2J (World Tag Team Championship) in 2001 and Kurt Angle (WWE Tag Team Championship) in 2002. Benoit's WWE Tag Team Championship with Kurt Angle was especially meaningful as it came after the Rabid Wolverine was forced to sit out of action for a full year following serious neck surgery.

March 14, 2004 proved to be the biggest night of Chris Benoit's career. That was the night that all his dreaming as a teenager, training in Stu Hart's Dungeon, competing in Japan and putting up with the politics of WCW finally paid off. It was on this night that Chris Benoit became immortalized as he forced Triple H to tap out to the Crippler Crossface, to capture the World Heavyweight Championship at *WrestleMania XX*.

At *Taboo Tuesday*, Benoit and Edge faced off against Rob Conway and Sylvain Grenier for the World Tag Team Championship. Midway through the match, however, Edge walked out on his partner. Benoit managed to rally and win the title singlehandedly. He lost it the following week when Edge distracted the referee long enough for Benoit to get hit by an Au Revoir.

STATS

HEIGHT: 5'11"

WEIGHT: 229 lbs.

FROM: Residing in Atlanta, GA

FINISHING MOVES: Crippler Crossface, Crossface, Diving Headbutt

CAREER HIGHLIGHTS: World Heavyweight Champion, WCW Tag Team Champion, WCW United States Champion, WCW Television Champion, Intercontinental Champion, World Tag Team Champion, WWE Tag Team Champion

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	9
Speed	7
Strength	8
Submission	10
Countering	9
Charisma	6

FINISHING MOVE Crippler Crossface (A+B Facing Groggy Opponent)



CHRIS BENOIT[®]'S MOVE LIST

CHRIS BENOIT[®]

NAME	COMMAND	NAME	COMMAND
Aerial Attack Off Turnbuckle or Object		Running Strike	
Flying Elbow Drop	X+◀ or X+▶	Clothesline	X
Axe Handle	X+◀ or X+▶	Double Forearm	X+Dir
Flying Drop Kick	X or X+▲ or X+♀	Opponent on Ground (Running)	
Flying Leg Drop	X or X+▲ or X+♀	Headbutt	X
Double Team-Normal Move (Anywhere in Ring)		Elbow Drop	X+Dir
Double Suplex	A or B	Safe Grapple (Outside of Ring)	
Finisher—Special Attack		Atomic Drop	A+▲ or B+▲
Crippler Crossface	A+B (Standing Near Front of Opponent)	Russian Leg Sweep	A+◀ or B+◀
Diving Headbutt	A+B+Dir (Near Turnbuckle, On Ground)	Drop Kick	A+▶ or B+▶
Ground Grapple Lower Body		Body Slam	A+♀ or B+♀
Leg Grapevine	A+▲ (Legs)	Specialty Grapple	
STF	A+◀ (Legs)	Hat Trick	B+▲
Leg Bar	A+▶ (Legs)	Snap Suplex	B+◀
Ground Grapple Upper Body		Fisherman's Suplex	B+▶
Fujiwara Armbar	A+◀ (Arms)	Northern Lights Suplex 2	B+♀
Standing Armbar	A+▲ (Arms)	Standing Grapple	
Flipping Hammer Lock	A+▶ (Arms)	Grab Trunks w/Back Forearm Smash	A+▲ (Behind)
Head Scissors	A+▲ (Head)	Belly-to-Back Suplex	A+◀ (Behind)
Triangle Choke	A+◀ (Head)	Atomic Drop	A+▶ (Behind)
Flipping Camel Clutch	A+▶ (Head)	Russian Leg Sweep	A+♀ (Behind)
Ground Strike—Directional		Strangle Hold 2	A+▲ or A+♀ (Opponent Sitting)
Leg Drop	X+Dir (Arms)	Sitting Ab Stretch	A+◀ or A+▶ (Opponent Sitting)
Elbow Drop 2	X+Dir (Head)	Strikes	
Knee Drop	X+Dir (Legs)	Gut Kick	X+▲ or X+♀ (With Feet or Knees)
Grapple		Kick to Gut	X+♀ (With Feet or Knees)
Drop Toe Hold	A+◀ (Quick)	Chop	X (With Hands or Arms)
Body Slam	A+▲ (Quick)	Punch to Gut	X+▲ (With Hands or Arms)
Arm Drag	A+▶ (Quick)	Punch to Head	X+◀ (With Hands or Arms)
Drop Kick	A+♀ (Quick)	Throat Chop	X+▶ (With Hands or Arms)
Shoulderbreaker	A+▲ (Strong)	Submission Grapple	
Fisherman Buster	A+◀ (Strong)	Figure-Four Leglock	B+▲
Power Bomb	A+▶ (Strong)	Hammer Lock	B+◀
Backbreaker	A+♀ (Strong)	Neck and Arm Stretch	B+▶
Ropes		Sharpshooter	B+♀
Rope Gut Kick	A+▲ or A+♀	Tag Team Double Team Move (In Corner)	
Slingshot Suplex	A+◀ or A+▶	Demolition Drop	W+Dir
Suicide Dive	X+Dir	Opponent Sitting in Turnbuckle	
Opponent Running		Running Knee	A+▲ or A+♀
Drop Toe Hold	A	Alley-Oop Powerbomb	A+◀ or A+▶
Back Drop	A+◀ or A+▶	Opponent Standing in Turnbuckle	
Knee to Stomach	A+▲ or A+♀	Running Shoulder	A+▲ (Front)
Running Grapple Attack		Monkey Flip	A+◀ (Front)
Stampede Clothesline	A+▲ or A+♀	Superplex	A+▶ (Front)
Crucifix	A+◀ or A+▶	Corner Punches	A+♀ (Front)
Bulldog	A+▲ or A+♀ (From Behind)	Toss Through Ropes Into Post	A+◀ (Back)
Chop Block	A+◀ or A+▶ (From Behind)	Belly-to-Back Superplex	A+▶ (Back)
		Side Slam	A+♀ (Back)
		Turnbuckle Tree of Woe	
		Running Knee	A+▲ or A+♀
		Stomping a Mudhole	A+◀ or A+▶



PRIMA OFFICIAL GAME GUIDE



CHRIS JERICO[®]

WWE.com BIO

Chris Jericho was born to be a star—more importantly, a WWE Superstar. In 1990 Jericho began training at the legendary Stu Hart's notorious "Dungeon," and later that year, made his debut on the independent circuit in Canada, teaming with Lance Storm. From there, he competed and won numerous championships in Japan and Mexico, such as the International Junior Heavyweight Championship and the NWA Middleweight Championship.

Jericho's career began to escalate in 1996, when he debuted in ECW and later became its Television Champion. Later that year, he made his debut in WCW as "Lionheart" Chris Jericho. In 1997, he captured his first Cruiserweight Championship. During that time, he flourished in legendary title battles with Dean Malenko and current WWE Superstar Rey Mysterio.

On August 9, 1999, Chris Jericho arrived in WWE on a mission: to be a one-man, human-highlight reel. Within months of his arrival, he won the WWE Intercontinental Championship. Just a few months later, at *WrestleMania XVI*, he defeated Chris Benoit and Kurt Angle in a Triple-Threat Match for the European Championship. Despite all of his success, Jericho had one final goal, and on December 9, 2001, he achieved it. On that night, Jericho defeated The Rock and Stone Cold to become the first-ever Undisputed World Champion. Since then, Jericho has continued to excel, maintaining his status as one of the sport's greatest talents. If he is not in action, he is probably hosting his interview segment, *Chris Jericho's Highlight Reel*, instigating confrontations and controversy. In addition to his full-time schedule of competition, Jericho travels worldwide as lead vocalist with his rock group, Fozzy.

STATS

HEIGHT: 6'

WEIGHT: 230 lbs.

FROM: Manhasset, NY

FINISHING MOVES: The Wall of Jericho, Lionsault

CAREER HIGHLIGHTS: WWE Champion, WCW Champion, Intercontinental Champion, European Champion, Hardcore Champion, World Tag Team Champion, ECW TV Champion, WCW TV Champion, WCW Cruiserweight Champion

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	9
Speed	8
Strength	7
Submission	9
Countering	8
Charisma	9

FINISHING MOVE Lionsault (↓+Ⓢ+Ⓢ Standing Near Opponent)



CHRIS JERICHO[®]'S MOVE LIST

NAME	COMMAND
Aerial Attack Off Turnbuckle or Object	
Moonsault	X+↺ or X+↻
Axe Handle	X+↻ or X+↺
Flying Drop Kick	X or X+↻ or X+↺
Flying Leg Drop	X or X+↻ or X+↺
Double Team Normal Move (Anywhere in Ring)	
Double Atomic Drop	A or B
Finisher Special Attack	
Walls of Jericho	A+B (Standing Near Opponent on Ground)
Lionsault	A+B+Dir (Standing Near Opponent on Ground Near Center of Ring)
Ground Grapple Lower Body	
Leg Grapevine	A+↻ (Legs)
Knee Drop to Leg	A+↺ (Legs)
Figure-Four Leglock	A+↻ (Legs)
Ground Grapple Upper Body	
Sitting Bow and Arrow	A+↻ (Arms)
Short Arm Scissor	A+↺ (Arms)
Standing Armbar	A+↻ (Arms)
Head Scissors	A+↻ (Head)
Front Facelock	A+↺ (Head)
Camel Clutch	A+↻ (Head)
Ground Strike Directional	
Fist Drop	X+Dir (Arms)
Elbow Drop 2	X+Dir (Head)
Leg Drop	X+Dir (Legs)
Grapple	
Hip Toss	A+↻ (Quick)
Arm Drag	A+↻ (Quick)
Atomic Drop	A+↺ (Quick)
Snapmare	A+↻ (Quick)
Suplex	A+↻ (Strong)
Northern Lights Suplex 2	A+↺ (Strong)
Backbreaker	A+↻ (Strong)
Belly-to-Back Suplex	A+↻ (Strong)
Ropes	
Slingshot Suplex	A+↻ or A+↺
Rope Gut Kick	A+↺ or A+↻
Plancha	X+Dir
Running Opponent	
Drop Toe Hold	A
Tilt-A-Whirl Backbreaker	A+↺ or A+↻
Back Drop	A+↻ or A+↺
Running Grapple Attack	
Sleeper Slam	A+↻ or A+↺
Belly-to-Back Suplex	A+↺ or A+↻
Chop Block	A+↻ or A+↺ (From Behind)
One-Arm Bulldog	A+↺ or A+↻ (From Behind)

NAME	COMMAND
Opponent on Ground (Running)	
Jericho Senton	X
Quick Leg Drop	X+Dir
Safe Grapple (Outside of Ring)	
Russian Leg Sweep	A+↻ or B+↻
Enziguri	A+↺ or B+↺
Atomic Drop	A+↺ or B+↺
Backbreaker	A+↺ or B+↺
Specialty Grapple	
Repeating Powerbomb	B+↻
Enziguri	B+↺
Bulldog	B+↺
STO	B+↺
Standing Grapple	
Russian Leg Sweep	A+↻ (Behind)
German Suplex	A+↺ (Behind)
Belly-to-Back Suplex	A+↺ (Behind)
Sleeper Slam	A+↺ (Behind)
Sitting Ab Stretch	A+↻ or A+↺ (Opponent Sitting)
Neck Snap	A+↺ or A+↻ (Opponent Sitting)
Strikes	
Low Roundhouse	X+↻ or X+↺ (Feet or Knees)
Kick to Gut	X+↺ (Feet or Knees)
Punch to Head	X (Hands or Arms)
Chop	X+↻ (Hands or Arms)
Kidney Punch	X+↺ (Hands or Arms)
Punch w/Elbow	X+↺ (Hands or Arms)
Submission Grapple	
Double Underhook	B+↻
Sleeper Hold	B+↺
Headlock	B+↺
Standing Bow and Arrow	B+↺
Tag Team Double Team Move (In Corner)	
Body Slam to Knee	W+Dir
Opponent Sitting in Turnbuckle	
Boot Wash	A+↻ or A+↺
Alley-Oop Powerbomb	A+↺ or A+↻
Opponent Standing in Turnbuckle	
Running Shoulder	A+↻ (Front)
Corner Punches	A+↺ (Front)
Superplex	A+↺ (Front)
Monkey Flip	A+↺ (Front)
D-Von Neckbreaker	A+↺ (Back)
Turnbuckle Surfboard	A+↺ (Back)
Tornado DDT	A+↺ (Back)
Turnbuckle Tree of Woe	
Foot Choke	A+↻ or A+↺
Alley-Oop	A+↺ or A+↻

CHRIS JERICHO[®]



PRIMA OFFICIAL GAME GUIDE



CHRISTIAN®

WWE.com BIO

Originally part of the Brood, Christian soon decided to partner with Edge and compete in the tag-team division. At *WrestleMania XVI*, the two etched their place in history by defeating the Hardy Boyz and Dudleys in a thrilling Ladder Match for the World Tag Team Championship. This would not be their last, as they went on to win the Tag Team titles a remarkable seven times. When he joined the Un-Americans in 2002, he won it twice more, once with Lance Storm, and then later won it one more time with Chris Jericho.

In addition to his tag-team success, Christian has flourished as a singles performer. At *WrestleMania X8*, he captured the Hardcore Championship. On September 23, 2001, he defeated Edge for his first Intercontinental Championship. Christian's second Intercontinental Championship reign came on May 18, 2003, at *Judgment Day*, when he won a Battle Royal featuring past Intercontinental Champions. The third time was when he took it from Booker T in August 2003, a month after Booker and won it from him.

In early 2004, Christian stole Chris Jericho's love interest, Trish Stratus, and secured bodyguard Tyson Tomko to serve as an enforcer. Although neither move endeared him to the fans, Christian could care less. As his opponents have found out, underestimating his talent and will to win can be costly. Surely, it's only a matter of time before he can claim the one championship he wants most: The World Heavyweight Championship.

STATS

HEIGHT: 6'2"

WEIGHT: 224 lbs.

FROM: Toronto, Ontario, Canada

FINISHING MOVE: Un-Prettier, Christian DDT

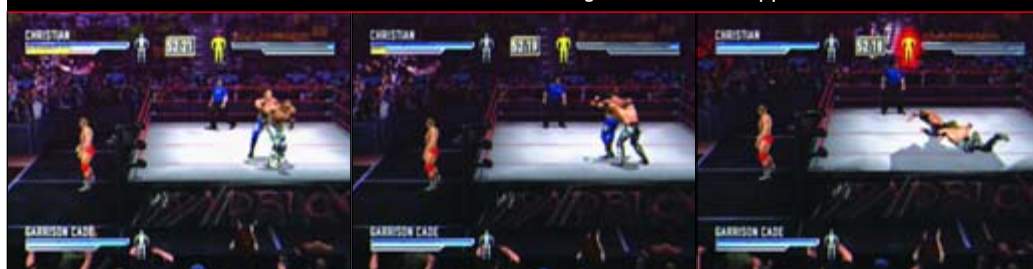
CAREER HIGHLIGHTS:

Intercontinental Champion,
World Tag Team Champion, Light
Heavyweight Champion,
Hardcore Champion, European
Champion

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	8
Speed	8
Strength	7
Submission	7
Countering	8
Charisma	9

FINISHING MOVE Un-Prettier (A+B Standing Near Front of Opponent)

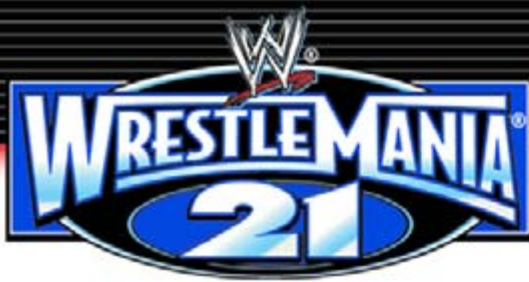


CHRISTIAN[®]'S MOVE LIST

CHRISTIAN[®]

NAME	COMMAND
Aerial Attack Off Turnbuckle or Object	
Flying Drop Kick	X+ or X+ or X+
Flying Leg Drop	X+ or X+ or X+
Axe Handle	X or X+ or X+
Flying Elbow Drop	X or X+ or X+
Double Team Normal Move (Anywhere in Ring)	
Double Suplex	A or B
Finisher Special Attack	
Un-Prettier	A+B (Standing Near Front of Opponent)
Christian DDT	A+B+Dir (Standing in Front of Opponent)
Ground Grapple Lower Body	
Step Over Toe Hold	A+ (Legs)
Leg Grapevine	A+ (Legs)
Nagata Lock	A+ (Legs)
Ground Grapple Upper Body	
Sitting Bow and Arrow	A+ (Arms)
Short-Arm Scissor	A+ (Arms)
Flipping Hammer Lock	A+ (Arms)
Ground Punches	A+ (Head)
Front Facelock	A+ (Head)
Foot Eye Rake	A+ (Head)
Ground Strike Directional	
Fist Drop	X+Dir (Arms)
Elbow Drop 2	X+Dir (Head)
Knee Drop	X+Dir (Legs)
Grapple	
Snapmare	A+ (Quick)
Arm Drag	A+ (Quick)
Drop Kick	A+ (Quick)
Eye Rake	A+ (Quick)
Power Slam	A+ (Strong)
Suplex	A+ (Strong)
Jawbreaker	A+ (Strong)
Backbreaker	A+ (Strong)
Ropes	
Wipeout	A+ or A+
Slingshot Suplex	A+ or A+
Plancha	X+Dir
Running Opponent	
Back Drop	A
Flapjack	A+ or A+
Front Drop	A+ or A+
Running Grapple Attack	
Crucifix	A+ or A+
Neckbreaker	A+ or A+
Bulldog	A+ or A+ (From Behind)
Chop Block	A+ or A+ (From Behind)
Running Strike	
Leaping Forearm Smash	X
Clothesline	X+Dir

NAME	COMMAND
Opponent on Ground (Running)	
Running Elbow Drop	X
Quick Leg Drop	X+Dir
Safe Grapple (Outside of Ring)	
Jawbreaker	A+ or B+
Russian Leg Sweep	A+ or B+
Eye Rake	A+ or B+
Drop Kick	A+ or B+
Specialty Grapple	
Christian Back/Neckbreaker	B+
DDT	B+
Hangman Neckbreaker	B+
Northern Lights Suplex 2	B+
Standing Grapple	
Knee Breaker	A+ (Behind)
Russian Leg Sweep	A+ (Behind)
Grab Trunks w/Back Forearm Smash	A+ (Behind)
Full-Nelson Slam	A+ (Behind)
Sitting Surfboard	A+ or A+ (Opponent Sitting)
Neck Snap	A+ or A+ (Opponent Sitting)
Strikes	
Kick to Gut	X+ (Feet or Knees)
Low Roundhouse	X+ or X+ (Feet or Knees)
Punch to Head	X (Hands or Arms)
Chop	X+ (Hands or Arms)
Low Blow	X+ (Hands or Arms)
Punch to Gut	X+ (Hands or Arms)
Submission Grapple	
Chin Lock	B+
Abdominal Stretch	B+
Cross-Face Chicken Wing	B+
Arm Bar	B+
Tag Team Double Team Move (In Corner)	
Clothesline	W+Dir
Opponent Sitting in Turnbuckle	
Boot Wash	A+ or A+
Stomping a Mudhole	A+ or A+
Opponent Standing in Turnbuckle	
Running Shoulder	A+ (Front)
Corner Punches	A+ (Front)
Superplex	A+ (Front)
Lucha DDT	A+ (Front)
Turnbuckle Head Smash	A+ (Back)
D-Von Neckbreaker	A+ (Back)
Turnbuckle Surfboard	A+ (Back)
Turnbuckle Tree of Woe	
Foot Choke	A+ or A+
Nut Stomp	A+ or A+



PRIMA OFFICIAL GAME GUIDE



EDGE®

WWE.com BIO

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 Hollywood 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.

After a hiatus of more than a year due to neck surgery, Edge returned to WWE action and was immediately drafted by *Raw*. His vision is set on achieving his dream of winning the World Heavyweight Championship. 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 that stood for some time. Edge & Christian were also part of some of the most memorable tag matches in history including the Ladder Match at *WrestleMania XVI*; 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 multiple occasions.

Since returning to *Raw* after an injury, Edge has set his sights on the World Heavyweight Championship, to the exclusion of everything else. In spite of defeating Shawn Michaels and Chris Benoit in a Triple-Threat Match, he lost in the voting to face Triple H at *Taboo Tuesday* by 6 percent. Angry over the defeat, he walked out on tag team partner Chris Benoit, leaving him to face La Resistance alone. Later that night, he speared HBK during the title match, robbing the Showstopper of his chance to defeat Triple H.

Whatever the future holds, Edge will continue playing the game as he always has: by his own rules.

STATS

HEIGHT: 6'5"

WEIGHT: 250 lbs.

FROM: Toronto, Ontario, Canada

FINISHING MOVE: Edge Spear, Edgecutioner

CAREER HIGHLIGHTS: World Tag Team Champion, WWE Tag Team Champion, Intercontinental Champion, WCW U.S. Champion

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	8
Speed	7
Strength	8
Submission	7
Countering	8
Charisma	7

FINISHING MOVE Edgecutioner (A+B+X Standing Near Front of Opponent)



EDGE'S MOVE LIST

NAME COMMAND

Aerial Attack Off Turnbuckle or Object

Axe Handle	ⓧ+↻ or ⓧ+↺
Flying Elbow Drop	ⓧ+↻ or ⓧ+↺
Fist Leaping	ⓧ or ⓧ+↻ or ⓧ+↺
Flying Drop Kick	ⓧ or ⓧ+↻ or ⓧ+↺

Double Team Normal Move (Anywhere in Ring)

T-Slam	ⓐ or ⓑ
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Finisher Special Attack

Edge Spear	ⓐ+ⓑ (Standing Across Ring)
Edgectitioner	ⓐ+ⓑ+Dir (Standing Near Front of Opponent)

Ground Grapple Lower Body

Step Over Toe Hold	ⓐ+↻ (Legs)
Leg Bar	ⓐ+↻ (Legs)
Nagata Lock	ⓐ+↻ (Legs)

Ground Grapple Upper Body

Fujiwara Armbar	ⓐ+↻ (Arms)
Sitting Bow and Arrow	ⓐ+↻ (Arms)
Cross Arm Breaker	ⓐ+↻ (Arms)
Flipping Camel Clutch	ⓐ+↻ (Head)
Front Face Lock	ⓐ+↻ (Head)
Foot Eye Rake	ⓐ+↻ (Head)

Ground Strike Directional

Fist Drop	ⓧ+Dir (Arms)
Elbow Drop 2	ⓧ+Dir (Head)
Knee Drop	ⓧ+Dir (Legs)

Grapple

Snap Mare	ⓐ+↻ (Quick)
Arm Drag	ⓐ+↻ (Quick)
Short Arm Clothesline	ⓐ+↻ (Quick)
Body Slam	ⓐ+↻ (Quick)
Suplex	ⓐ+↻ (Strong)
Spine Buster	ⓐ+↻ (Strong)
Gut Buster	ⓐ+↻ (Strong), ⓐ+↻ (Strong)

Ropes

Wipeout	ⓐ+↻ or ⓐ+↺
Slingshot Suplex	ⓐ+↻ or ⓐ+↺
Suicide Dive	ⓧ+Dir

Running Opponent

Back Drop	ⓐ
Spine Buster	ⓐ+↻ or ⓐ+↺
Drop Toe Hold	ⓐ+↻ or ⓐ+↺

Running Grapple Attack

Sleeper Slam	ⓐ+↻ or ⓐ+↺
Neckbreaker	ⓐ+↻ or ⓐ+↺
One-Arm Bulldog	ⓐ+↻ or ⓐ+↺ (From Behind)
Chop Block	ⓐ+↻ or ⓐ+↺ (From Behind)

Running Opponent

Back Drop	ⓐ
Spine Buster	ⓐ+↻ or ⓐ+↺
Drop Toe Hold	ⓐ+↻ or ⓐ+↺

Running Grapple Attack

Sleeper Slam	ⓐ+↻ or ⓐ+↺
Neckbreaker	ⓐ+↻ or ⓐ+↺
One-Arm Bulldog	ⓐ+↻ or ⓐ+↺ (From Behind)
Chop Block	ⓐ+↻ or ⓐ+↺ (From Behind)

NAME COMMAND

Running Strike

Leaping Forearm Smash	ⓧ
Clothesline	ⓧ+Dir

Opponent on Ground (Running)

Running Elbow Drop	ⓧ
Quick Leg Drop	ⓧ+Dir

Safe Grapple (Outside of Ring)

Spine Buster	ⓐ+↻ or ⓐ+↺
Body Slam	ⓐ+↻ or ⓐ+↺
Short-Arm Clothesline	ⓐ+↻ or ⓐ+↺
Gut Buster	ⓐ+↻ or ⓐ+↺

Specialty Grapple

Edge-O-Matic	ⓐ+↻
DDT	ⓐ+↻
Swinging Neck Breaker	ⓐ+↻
Northern Lights Suplex	ⓐ+↻

Standing Grapple

Knee Breaker	ⓐ+↻ (Behind)
Russian Leg Sweep	ⓐ+↻ (Behind)
Belly-to-Back Suplex 2	ⓐ+↻ (Behind)
Full-Nelson Slam	ⓐ+↻ (Behind)
Sitting Ab Stretch	ⓐ+↻ or ⓐ+↺ (Opponent Sitting)
Neck Snap	ⓐ+↻ or ⓐ+↺ (Opponent Sitting)

Strikes

Jumping Boot	ⓧ+↻ (With Feet or Knees)
Kick to Gut	ⓧ+↻ or ⓧ+↺ (With Feet or Knees)
Punch to Head	ⓧ (With Hands or Arms)
Chop	ⓧ+↻ (With Hands or Arms)
Haymaker	ⓧ+↻ (With Hands or Arms)
Punch to Gut	ⓧ+↻ (With Hands or Arms)

Submission Grapple

Chin Lock	ⓐ+↻
Abdominal Stretch	ⓐ+↻
Standing Bow and Arrow	ⓐ+↻
Edgicator	ⓐ+↻

Tag Team Double Team Move (In Corner)

Body Slam to Knee	ⓧ+Dir
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Opponent Sitting in Turnbuckle

Boot Wash	ⓐ+↻ or ⓐ+↺
Alley-Oop	ⓐ+↻ or ⓐ+↺

Opponent Standing in Turnbuckle

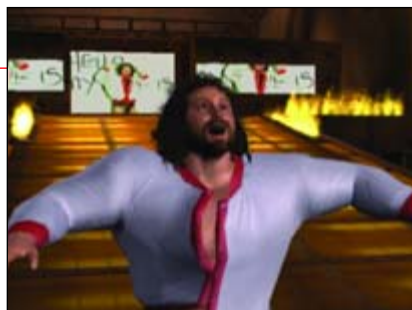
Running Shoulder	ⓐ+↻ (Front)
Corner Punches	ⓐ+↻ (Front)
Monkey Flip	ⓐ+↻ (Front)
Superplex	ⓐ+↻ (Front)
Turnbuckle Head Smash	ⓐ+↻ (Back)
D-von Neckbreaker	ⓐ+↻ (Back)
Grab Trunks w/Back Forearm Smash	ⓐ+↻ (Back)

Turnbuckle Tree of Woe

Boot Wash	ⓐ+↻ or ⓐ+↺
Stomping a Mudhole	ⓐ+↻ or ⓐ+↺



PRIMA OFFICIAL GAME GUIDE



EUGENE™

WWE.com BIO

All of his life, Eugene wanted to become a WWE Superstar. His dream came true when his uncle, Eric Bischoff, begrudgingly gave him an opportunity to appear on *Monday Night Raw*. Without ever looking back, the loveable Louisville native put together an impressive résumé, and in the process, won over the hearts of millions of fans, whom he likes to refer to as his “friends.”

Initially pegged as a surefire failure by his maniacal uncle, Eugene was given William Regal as a mentor/manager. Bischoff hoped that the straight-laced Englishman would break his mischievous nephew, and cause him to leave the company. He was wrong. Bischoff also thought that throwing Eugene in a match with little training would cause him to leave. Once again, he was mistaken.

The incomparable Eugene seems to make a habit out of overcoming incredible odds. During his first four *Raw* matches, the special Superstar went undefeated, pulling off a surprising victory against Robert Conway in his debut, and upsetting Kane a few weeks later. He’s also headlined *Raw* in a brutal battle against Triple H, and challenged Chris Benoit for the World Heavyweight Championship. Some have even claimed that had Evolution not interfered, Eugene would have captured the prize.

Perhaps the biggest win of Eugene’s career came at *Taboo Tuesday* when he defeated his “Uncle Eric” in a stipulation match that required the loser to shave their head bald. As the crowd cheered, Eugene clipped off Bischoff’s locks, proving that this contender can never be counted out.

STATS

HEIGHT: 6’1”

WEIGHT: 234 lbs.

FROM: Louisville, KY

FINISHING MOVES: Special People’s Elbow, Stunner

CAREER HIGHLIGHTS: Won the World Tag Championship with William Regal from La Résistance on *Raw*, Nov. 15.

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	7
Speed	7
Strength	7
Submission	8
Countering	7
Charisma	9

FINISHING MOVE Stunner (A+B Standing Near Front of Opponent)



EUGENETM'S MOVE LIST

EUGENETM

NAME	COMMAND	NAME	COMMAND
Aerial Attack Off Turnbuckle or Object		Opponent on Ground (Running)	
Flying Elbow Drop	X+ or X+ or X+	Running Elbow Drop	X
Flying Drop Kick	X+ or X+ or X+	Quick Leg Drop	X+Dir
Axe Handle (Standing)	X or X+ or X+ or X+	Safe Grapple (Outside of Ring)	
Fist Leaping (On Ground)	X or X+ or X+ or X+	Body Slam	A+ or B+
Double Team Normal Move (Anywhere in Ring)		Eugene Throat Thrust	A+ or B+
Flapjack	A or B	Gut Buster	A+ or B+
Finisher Special Attack		Atomic Drop	A+ or B+
Stunner	A+B (Standing Near Front of Opponent)	Specialty Grapple	
Special People's Elbow	A+B+Dir (Standing Near Opponent on Ground Near Center of Ring)	Eugene Dog Headbutts	B+
Ground Grapple Lower Body		Rolling Body Scissors	B+
Single-Leg Boston Crab	A+ (Legs)	Eugene Tomahawk Chop	B+
Nagata Lock	A+ (Legs)	Rock Bottom	B+
Figure-Four Leglock	A+ (Legs)	Standing Grapple	
Ground Grapple Upper Body		Reverse DDT	A+ (Behind)
Sitting Bow and Arrow	A+ (Arms)	Atomic Drop	A+ (Behind)
Cross-Arm Breaker	A+ (Arms)	Knee Breaker	A+ (Behind)
Short-Arm Scissor	A+ (Arms)	Belly-to-Back Suplex	A+ (Behind)
Head Scissors	A+ (Head)	Strangle Hold 2	A+ or A+ Opponent Sitting)
Flipping Camel Clutch	A+ (Head)	Body Scissor	A+ or A+ (Opponent Sitting)
Figure-Four Headlock	A+ (Head)	Strikes	
Ground Strike Directional		Low Roundhouse	X+ or X+ (With Feet or Knees)
Leg Drop	X+Dir (Arms)	Kick to Gut	X+ (With Feet or Knees)
Flair Knee Drop	X+Dir (Head)	Punch to Head	X (With Hands or Arms)
Fist Drop	X+Dir (Legs)	Haymaker	X+ (With Hands or Arms)
Grapple		Punch to Gut	X+ (With Hands or Arms)
Arm Drag	A+ (Quick)	Chop	X+ (With Hands or Arms)
Snapmare	A+ (Quick)	Submission Grapple	
Body Slam	A+ (Quick)	Headlock	B+
Eugene Throat Thrust	A+ (Quick)	Sharpshooter	B+
Airplane Spin	A+ (Strong)	Sleeper Hold	B+
Suplex	A+ (Strong)	Crippler Crossface	B+
Gut Buster	A+ (Strong)	Tag Team Double Team Move (In Corner)	
German Suplex	A+ (Strong)	Newton Splash	Wet+Dir
Ropes		Opponent Sitting in Turnbuckle	
Wipeout	A+ or A+	Running Knee	A+ or A+
Slingshot Suplex	A+ or A+	Alley-Oop	A+ or A+
Running Opponent		Opponent Standing in Turnbuckle	
Back Drop	A	Running Shoulder	A+ (Front)
Spine Buster	A+ or A+	Monkey Flip	A+ (Front)
Drop Toe Hold	A+ or A+	Superplex	A+ (Front)
Running Grapple Attack		Corner Punches	A+ (Front)
Sleeper Slam	A+ or A+	Side Slam	A+ (Back)
Neckbreaker	A+ or A+	Snake Eyes	A+ (Back)
Chop Block	A+ or A+ (From Behind)	Turnbuckle Head Smash	A+ (Back)
One-Arm Bulldog	A+ or A+ (From Behind)	Turnbuckle Tree of Woe	
Running Strike		Foot Choke	A+ or A+
Leaping Forearm Smash	X	Running Knee	A+ or A+
Clothesline	X+Dir		



PRIMA OFFICIAL GAME GUIDE



GARRISON CADE™

WWE.com BIO

Garrison Cade is a throwback. His classic wrestling style reminds many fans of Barry Windham, Jack Brisco and Shawn Michaels all rolled into one. And there's a reason why the young Nebraskan is so eclectic; he was trained by one of the best: HBK.

After graduating high school, Cade moved to San Antonio, Texas, and trained at Shawn Michaels' Wrestling Academy. Almost immediately, his instructors believed that he had all the physical and mental skills it would take to make it in WWE. They were right.

In June 2003, the 6-foot-5 rookie made a good first impression by defeating Lance Storm on *Raw*. Soon thereafter, he formed a tag team with Mark Jindrak, and came close to winning the World Tag Team Championship on several occasions. At *WrestleMania XX*, the pair vied for the titles in a Fatal Four-Way contest, but came up short. Just two weeks later, Jindrak was drafted to *SmackDown!*, and Cade found himself alone, once again.

At *Backlash*, Cade took on the arrogant Jonathan Coachman as his personal confidant, and the two began making life awful tough for various *Raw* Superstars, until an injury sidelined the hot prospect. And while there's no doubt that Cade has a bright future ahead of him as a singles competitor, following in his mentor's path may prove to be an unenviable task.

STATS

HEIGHT: 6'5"

WEIGHT: 263 lbs.

FROM: San Antonio, TX

FINISHING MOVE: Flying Elbow Drop, Sitting Rock Bottom

CAREER HIGHLIGHTS: Competing at *WrestleMania XX*

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	5
Speed	6
Strength	5
Submission	5
Countering	5
Charisma	2

FINISHING MOVE Sitting Rock Bottom (▲+●+⊕ Standing Near Front of Opponent)



GARRISON CADETM'S MOVE LIST

NAME	COMMAND	NAME	COMMAND
Aerial Attack Off Turnbuckle or Object		Opponent on Ground (Running)	
Axe Handle	ⓧ+Ⓞ or ⓧ+Ⓢ	Forearm Drop	ⓧ
Fist Leaping	ⓧ+Ⓢ or ⓧ+Ⓞ	Quick Leg Drop	ⓧ+Dir
Flying Drop Kick	ⓧ or ⓧ+Ⓢ or ⓧ+Ⓞ	Safe Grapple (Outside of Ring)	
Flying Leg Drop	ⓧ or ⓧ+Ⓢ or ⓧ+Ⓞ	Russian Leg Sweep	ⓐ+Ⓢ or Ⓢ+Ⓢ
Double Team Normal Move (Anywhere in Ring)		Eye Rake	ⓐ+Ⓢ or Ⓢ+Ⓢ
Double Clothesline	ⓐ or Ⓢ	Body Slam	ⓐ+Ⓞ or Ⓢ+Ⓞ
Finisher Special Attack		Swinging Neckbreaker	ⓐ+Ⓢ or Ⓢ+Ⓢ
Flying Elbow Drop	ⓐ+Ⓢ (Near Turnbuckle on Ground)	Specialty Grapple	
Sitting Rock Bottom	ⓐ+Ⓢ+Dir (Standing Near Front of Opponent)	Gourd Buster	Ⓢ+Ⓢ
Ground Grapple Lower Body		Double Underhook Suplex	Ⓢ+Ⓢ
Step Over Toe Hold	ⓐ+Ⓢ (Legs)	Swinging Neckbreaker	Ⓢ+Ⓢ
Single-Leg Boston Crab	ⓐ+Ⓢ (Legs)	Enziguri	Ⓢ+Ⓢ
Leg Bar	ⓐ+Ⓢ (Legs)	Standing Grapple	
Ground Grapple Upper Body		Russian Leg Sweep	ⓐ+Ⓢ (Behind)
Cross Arm Breaker	ⓐ+Ⓢ (Arms)	Belly-to-Back Suplex	ⓐ+Ⓢ (Behind)
Fujiwara Armbar	ⓐ+Ⓢ (Arms)	Grab Trunks w/Back Forearm Smash	ⓐ+Ⓢ (Behind)
Sitting Bow and Arrow	ⓐ+Ⓢ (Arms)	Atomic Drop	ⓐ+Ⓢ (Behind)
Ground Punches	ⓐ+Ⓢ (Head)	Neck Snap	ⓐ+Ⓢ or ⓐ+Ⓢ (Opponent Sitting)
Foot Eye Rake	ⓐ+Ⓢ (Head)	Kick to Back	ⓐ+Ⓢ or ⓐ+Ⓢ (Opponent Sitting)
Figure-Four Headlock	ⓐ+Ⓢ (Head)	Strikes	
Ground Strike Directional		Gut Kick	ⓧ+Ⓢ or ⓧ+Ⓢ (With Feet or Knees)
Fist Drop	ⓧ+Dir (Arms)	Kick to Gut	ⓧ+Ⓢ (With Feet or Knees)
Elbow Drop	ⓧ+Dir (Head)	Punch to Head	ⓧ (With Hands or Arms)
Knee Drop	ⓧ+Dir (Legs)	Chop	ⓧ+Ⓢ (With Hands or Arms)
Grapple		Punch to Gut	ⓧ+Ⓢ (With Hands or Arms)
Big Boot	ⓐ+Ⓢ (Quick)	Haymaker	ⓧ+Ⓢ (With Hands or Arms)
Eye Rake	ⓐ+Ⓢ (Quick)	Submission Grapple	
Snapmare	ⓐ+Ⓢ (Quick)	Front Facelock	Ⓢ+Ⓢ
Body Slam	ⓐ+Ⓢ (Quick)	Arm Wringer	Ⓢ+Ⓢ
Suplex	ⓐ+Ⓢ (Strong)	Neck and Arm Stretch	Ⓢ+Ⓢ
Drop Kick	ⓐ+Ⓢ (Strong)	Fuller Leg Lock	Ⓢ+Ⓢ
Backbreaker	ⓐ+Ⓢ (Strong)	Tag Team Double Team Move (In Corner)	
Jawbreaker	ⓐ+Ⓢ (Strong)	Clothesline	Ⓢ+Dir
Ropes		Opponent Sitting in Turnbuckle	
Choke Slingshot	ⓐ+Ⓢ or ⓐ+Ⓢ	Running Knee Smash	ⓐ+Ⓢ or ⓐ+Ⓢ
Top Rope Choke	ⓐ+Ⓢ or ⓐ+Ⓢ	Alley-Oop	ⓐ+Ⓢ or ⓐ+Ⓢ
Suicide Dive	ⓧ+Dir	Opponent Standing in Turnbuckle	
Running Opponent		Superplex	ⓐ+Ⓢ (Front)
Back Drop	ⓐ	Monkey Flip	ⓐ+Ⓢ (Front)
Knee to Stomach	ⓐ+Ⓢ or ⓐ+Ⓢ	Beel	ⓐ+Ⓢ (Front)
Flapjack	ⓐ+Ⓢ or ⓐ+Ⓢ	Running Shoulder	ⓐ+Ⓢ (Front)
Running Grapple Attack		Turnbuckle Head Smash	ⓐ+Ⓢ (Back)
Crucifix	ⓐ+Ⓢ or ⓐ+Ⓢ	Grab Trunks w/Back Forearm Smash	ⓐ+Ⓢ (Back)
Sleeper Slam	ⓐ+Ⓢ or ⓐ+Ⓢ	Toss Through Ropes Into Post	ⓐ+Ⓢ (Back)
Bulldog	ⓐ+Ⓢ or ⓐ+Ⓢ (From Behind)	Turnbuckle Tree of Woe	
Chop Block	ⓐ+Ⓢ or ⓐ+Ⓢ (From Behind)	Foot Choke	ⓐ+Ⓢ or ⓐ+Ⓢ
Running Strike		Boot Wash	ⓐ+Ⓢ or ⓐ+Ⓢ
Clothesline	ⓧ		
Running Roaring Elbow	ⓧ+Dir		



PRIMA OFFICIAL GAME GUIDE



THE HURRICANE®

WWE.com BIO

The Hurricane has had quite an impact on World Wrestling Entertainment. He patterns his entrance and his techniques after his favorite comic book superheroes. The result is a fierce storm of power that overwhelms his opponents. When foes enter the superhero's feared Eye of the Hurricane, running for cover won't help.

While dressing like a superhero may sound childish to the normal person, there is nothing immature about Hurricane's in-ring ability. In addition to being a former World Tag Team Champion, he also held the now-defunct European and Hardcore Championships.

STATS

HEIGHT: 6'

WEIGHT: 215 lbs.

FROM: Raleigh, NC

FINISHING MOVE: Eye of the Hurricane, Shining Wizard

CAREER HIGHLIGHTS: European Champion, WCW Cruiserweight Champion, WWE Cruiserweight Champion, WCW Hardcore Champion, WWE Hardcore Champion, World Tag Team Champion

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	6
Speed	9
Strength	6
Submission	6
Countering	6
Charisma	6

FINISHING MOVE Shining Wizard (A+B+Dir Standing Near Front of Opponent)



THE HURRICANE[®]'S MOVE LIST

NAME	COMMAND	NAME	COMMAND
Aerial Attack Off Turnbuckle or Object		Opponent on Ground (Running)	
Flying Drop Kick	X+ or X+	Running Elbow Drop	X
Axe Handle	X+ or X+	Standing Shooting Star Press	X+Dir
Moonsault	X or X+ or X+	Safe Grapple (Outside of Ring)	
Flying Elbow Drop	X or X+ or X+	DDT	A+ or B+
Double Team Normal Move (Anywhere in Ring)		Enziguri	A+ or B+
Double DDT	A or B	Drop Kick to Legs	A+ or B+
Finisher Special Attack		Body Slam	A+ or B+
Eye Of the Hurricane	A+B (Standing Behind Opponent)	Specialty Grapple	
Shining Wizard	A+B+Dir (Standing Near Front of Opponent)	Hopping Clothesline	B+
Ground Grapple Lower Body		Enziguri	B+
Step Over Toe Hold	A+ (Legs)	Northern Lights Suplex	B+
Single-Leg Boston Crab	A+ (Legs)	Choke Slam	B+
Leg Bar	A+ (Legs)	Standing Grapple	
Ground Grapple Upper Body		Russian Leg Sweep	A+ (Behind)
Armbar	A+ (Arms)	Reverse DDT	A+ (Behind)
Flipping Hammer Lock	A+ (Arms)	Belly-to-Back Suplex	A+ (Behind)
Sitting Bow and Arrow	A+ (Arms)	Atomic Drop	A+ (Behind)
Ground Punches	A+ (Head)	Sitting Surfboard	A+ or A+ (Opponent Sitting)
Head Scissors	A+ (Head)	Neck Snap	A+ or A+ (Opponent Sitting)
Figure-Four Headlock	A+ (Head)	Strikes	
Ground Strike Directional		Low Roundhouse	X+ or X+ (With Feet or Knees)
Knee Drop	X+Dir (Arms)	Kick to Gut	X+ (With Feet or Knees)
Elbow Drop	X+Dir (Head)	Ridge Hand	X (With Hands or Arms)
Leg Drop	X+Dir (Legs)	Chop	X+ (With Hands or Arms)
Grapple		Jab	X+ (With Hands or Arms)
Arm Drag	A+ (Quick)	Punch to Gut	X+ (With Hands or Arms)
Snapmare Drop Kick	A+ (Quick)	Submission Grapple	
Drop Kick to Legs	A+ (Quick)	Abdominal Stretch	B+
Hip Toss	A+ (Quick)	Arm Bar	B+
Fireman's Carry	A+ (Strong)	Arm Wrench	B+
DDT	A+ (Strong)	Headlock	B+
Arm Drag Leg Drop	A+ (Strong)	Tag Team Double Team Move (In Corner)	
Body Slam	A+ (Strong)	Demolition Drop	W+Dir
Ropes		Opponent Sitting in Turnbuckle	
Choke Slingshot	A+ or A+	Running Knee Smash	A+ or A+
Wipeout	A+ or A+	Alley-Oop Powerbomb	A+ or A+
Twisting Plancha	X+Dir	Opponent Standing in Turnbuckle	
Running Opponent		Corner Punches	A+ (Front)
Drop Toe Hold	A	Tiger Mask	A+ (Front)
Back Drop	A+ or A+	Monkey Flip	A+ (Front)
Knee to Stomach	A+ or A+	Slice Bread #2	A+ (Front)
Running Grapple Attack		Turnbuckle Head Smash	A+ (Back)
Crucifix	A+ or A+	Grab Trunks w/Back Forearm Smash	A+ (Back)
Tornado DDT	A+ or A+	Tornado DDT	A+ (Back)
Twisting Huracanrana	A+ or A+ (From Behind)	Turnbuckle Tree of Woe	
Chop Block	A+ or A+ (From Behind)	Running Knee	A+ or A+
Running Strike		Nut Stomp	A+ or A+
Flying Double Chop	X		
Leg Lariat	X+Dir		



PRIMA OFFICIAL GAME GUIDE



KANE®

WWE.com BIO

There's nothing small about Kane. At 7 feet tall, and over 300 pounds, the Big Red Monster has been terrorizing opponents and making waves since his debut seven years ago. And even that was huge.

Following months of speculation, Kane made his first appearance on October 5, 1997, at *Bad Blood*, when he ripped the cage door off during a match between Shawn Michaels and Undertaker—the first-ever Hell in a Cell. Kane and 'Taker then stood toe to toe during a chilling stare down, until the Kane kicked the Phenom in the stomach, and Tombstoned him in the center of the ring, allowing a bloodied and battered Michaels to pin Undertaker for the victory.

At *WrestleMania XIV*, the half-brothers met for the first time in singles competition, and after three Tombstones, 'Taker was victorious.

After his brutal 'Mania matchup, Kane continued to climb the ranks, and at *King of the Ring '98*, Stone Cold and Kane clashed in a First Blood Match—the first competitor to make his opponent bleed would win the match. As an added stipulation, Kane promised that if he lost he'd set himself on fire. This match gave Kane a distinct advantage over Stone Cold; since he wore a mask and most of his body was covered by his red costume, it was nearly impossible to confirm if he was bleeding. During the match, the referee was knocked out, and Undertaker ran to the ring to interfere. He missed a chair shot on Kane and nailed Stone Cold in the head, busting him wide open. Even bloodied, Stone Cold continued his assault on Kane, but when the referee regained consciousness, he awarded the match to Kane. 'Taker later revealed that he intended to bust open Stone Cold so that Kane wouldn't set himself on fire.

The next night on *Raw*, Mr. McMahon decorated the ring with a red canvas and only eight months after his debut, Kane was crowned the new WWE Champion. However his reign was one of the shortest ever, as Kane lost the title back to Austin later that night.

STATS

HEIGHT: 7'

WEIGHT: 320 lbs.

FROM: N/A

FINISHING MOVE: Chokeslam, Tombstone

CAREER HIGHLIGHTS: WWE Champion, Intercontinental Champion, World Tag Team Champion, WCW Tag Team Champion, Hardcore Champion

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	9
Speed	5
Strength	10
Submission	7
Countering	7
Charisma	7

FINISHING MOVE Choke Slam (A+B Standing Near Front of Opponent)



KANE'S MOVE LIST

NAME	COMMAND
Aerial Attack Off Turnbuckle or Object	
Axe Handle	X+△ or X+▽
Leg Drop	X+△ or X+▽
747	X or X+◀ or X+▶
Clothesline	X or X+◀ or X+▶
Double Team Normal Move (Anywhere in Ring)	
T-Slam	A or B
Finisher Special Attack	
Chokeslam	A+B (Standing Near Front of Opponent)
Tombstone	A+B+Dir (Standing Near Front of Opponent)
Ground Grapple Lower Body	
Leg Smash	A+△ (Legs)
Leg Bar	A+◀ (Legs)
Knee Drop to Leg	A+▶ (Legs)
Ground Grapple Upper Body	
Sitting Bow and Arrow	A+△ (Arms)
Standing Armbar	A+◀ (Arms)
Cross Arm Breaker	A+▶ (Arms)
Ground Choke	A+△ (Head)
Camel Clutch	A+◀ (Head)
Ground Punches	A+▶ (Head)
Ground Strike Directional	
Leg Drop	X+Dir (Arms)
Fist Drop	X+Dir (Head)
Elbow Drop	X+Dir (Legs)
Grapple	
Headbutt	A+△ (Quick)
Body Slam	A+◀ (Quick)
Short-Arm Clothesline	A+▶ (Quick)
Hip Toss	A+▽ (Quick)
Power Bomb	A+△ (Strong)
Backbreaker	A+◀ (Strong)
DDT	A+▶ (Strong)
Gutwrench Suplex	A+▽ (Strong)
Ropes	
Top Rope Choke	A+△ or A+▽
Choke Slingshot	A+◀ or A+▶
Baseball Slide	X+Dir
Running Opponent	
Power Slam	A+◀ or A+▶
Back Drop	A
Spine Buster	A+△ or A+▽
Running Grapple Attack	
Rolling Belly-to-Belly Suplex	A+△ or A+▽
Sleeper Slam	A+◀ or A+▶
Bulldog	A+△ or A+▽ (From Behind)
Chop Block	A+◀ or A+▶ (From Behind)
Running Strike	
Clothesline	X
Running Shoulder Block	X+Dir

NAME	COMMAND
Opponent on Ground (Running)	
Elbow Drop	X
Quick Leg Drop	X+Dir
Safe Grapple (Outside of Ring)	
DDT	A+△ or B+△
Backbreaker	A+◀ or B+◀
Body Slam	A+◀ or B+◀
Headbutt	A+▽ or B+▽
Specialty Grapple	
Sidewalk Slam	B+△
Big Boot	B+◀
Shoulderbreaker	B+▶
Gorilla Press Overhead Slam	B+▽
Standing Grapple	
Knee Breaker	A+△ (Behind)
Belly-to-Back Suplex	A+◀ (Behind)
Full-Nelson Slam	A+▶ (Behind)
Atomic Drop	A+▽ (Behind)
Neck Vice	A+△ or A+▽ (Opponent Sitting)
Kick to Back	A+◀ or A+▶ (Opponent Sitting)
Strikes	
Gut Kick	X+◀ or X+▽ or X+▽+▶ (With Feet or Knees)
Jumping Boot	X+▽ (With Feet or Knees)
Haymaker	X (With Hands or Arms)
Throat Chop	X+△ (With Hands or Arms)
Kidney Punch	X+▶ (With Hands or Arms)
Double Fist to Traps	X+▽ (With Hands or Arms)
Submission Grapple	
Backbreaker Press	B+△
Choke Hold	B+◀
Chin Lock	B+▶
Full-Nelson	B+▽
Tag Team Double Team Move (In Corner)	
Newton Splash	W+Dir
Opponent Sitting in Turnbuckle	
Boot Wash	A+△ or A+▽
Running Knee Smash	A+◀ or A+▶
Opponent Standing in Turnbuckle	
Choke and Beel	A+△ (Front)
Superplex	A+◀ (Front)
Corner Charge	A+▶ (Front)
Beel	A+▽ (Front)
Grab Trunks w/Back Forearm Smash	A+◀ (Back)
Snake Eyes	A+▶ (Back)
Toss Through Ropes Into Post	A+▽ (Back)
Turnbuckle Tree of Woe	
Stomping a Mudhole	A+△ or A+▽
Foot Choke	A+◀ or A+▶

KANE®



PRIMA OFFICIAL GAME GUIDE



MATT HARDY™

WWE.com BIO

Matt Hardy began his career on the independent scene with his brother, Jeff. The Hardys quickly earned their way to WWE. Upon arriving, Matt displayed impressive aerial and ground techniques that immediately made him one of the most versatile competitors on *Raw*. Along with Jeff, Matt Hardy has claimed five World Tag Team Championships. Matt has participated in all of the high-profile TLC (tables, ladders and chairs) Matches, and is known for performing high-risk moves without thought or regard for his body. In 2000, Matt Hardy enjoyed a reign as Hardcore Champion, and in 2001, defeated Eddie Guerrero for the European Championship.

Matt and Lita think of each other as soul mates, but their relationship has taken a damning turn. Lita learned she was pregnant with the unborn son of the monster Kane, and she ultimately was forced to marry Kane after Matt lost a "Till Death Do Us Part" Match at *SummerSlam 2004*.

Now that Matt is etching his place in the stone of singles competition, he continues to entertain fans with his amazing, high-flying ability and his technical mastery of the mat. His trademark hand signal of the V-1 has garnered a fan following for the "Sensei of *Mattitude*" and fans all over respond to his shout before the Twist of Fate neckbreaker and the cheer of "Veeeeee-Onnnnnnnnaaaaaaah"!

STATS

HEIGHT: 6'2"

WEIGHT: 229

FROM: Cameron, NC

FINISHING MOVE: Twist of Fate, Side Effect

CAREER HIGHLIGHTS: European Champion, Hardcore Champion, World Tag Team Champion, Cruiserweight Champion, WCW Tag Team Champion

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	7
Speed	7
Strength	7
Submission	7
Countering	7
Charisma	6

FINISHING MOVE Twist of Fate (A+B Standing Near Front of Opponent)



MATT HARDYTM'S MOVE LIST

MATT HARDYTM

NAME	COMMAND
Aerial Attack Off Turnbuckle or Object	
Flying Drop Kick	X or X+△ or X+♀
Flying Leg Drop	X or X+△ or X+♀
Axe Handle	X+☞ or X+☜
Moonsault	X+☞ or X+☜
Double Team Normal Move (Anywhere in Ring)	
Flapjack	A or B
Finisher Special Attack	
Twist of Fate	A+B (Standing Near Front of Opponent)
Side Effect	A+B+Dir (Standing Near Front of Opponent)
Ground Grapple Lower Body	
Elbow Drop to Leg	A+△ (Legs)
Leg Grapevine	A+☞ (Legs)
Nagata Lock	A+☜ (Legs)
Ground Grapple Upper Body	
Short Arm Scissor	A+△ (Arms)
Flipping Hammer Lock	A+☞ (Arms)
Cross Arm Breaker	A+☜ (Arms)
Head Scissors	A+△ (Head)
Foot Eye Rake	A+☞ (Head)
Ground Punches	A+☜ (Head)
Ground Strike Directional	
Elbow Drop 2	X+Dir (Arms)
Leg Drop	X+Dir (Head)
Knee Drop	X+Dir (Legs)
Grapple	
Drop Kick	A+△ (Quick)
Trip w/Double Leg Drop	A+☞ (Quick)
Eye Rake	A+☜ (Quick)
Snap Mare	A+♀ (Quick)
Hangman Neckbreaker	A+△ (Strong)
Suplex	A+☞ (Strong)
Backbreaker	A+☜ (Strong)
Body Slam	A+♀ (Strong)
Ropes	
Wipeout	A+△ or A+♀
Top Rope Choke	A+☞ or A+☜
Plancha	X+Dir
Running Opponent	
Tilt-A-Whirl Backbreaker	A
Back Drop	A+☞ or A+☜
Front Drop	A+△ or A+♀
Running Grapple Attack	
Sleeper Slam	A+△ or A+♀
Rolling Belly 2 Belly	A+☞ or A+☜
Chop Block	A+△ or A+♀ (From Behind)
Bulldog	A+☞ or A+☜ (From Behind)
Running Strike	
Leg Lariat	X
Flying Double Chop	X+Dir

NAME	COMMAND
Opponent on Ground (When Running)	
Running Elbow Drop	X
Quick Leg Drop	X+Dir
Safe Grapple (Outside of Ring)	
DDT	A+△ or B+△
Hangman Neckbreaker	A+☞ or B+☜
Eye Rake	A+☜ or B+☜
Drop Kick	A+♀ or B+♀
Specialty Grapple	
DDT	B+△
Sit-Down Power Bomb	B+☞
Enziguri	B+☜
Ricochet	B+♀
Standing Grapple	
Atomic Drop	A+△ (Behind)
Reverse DDT	A+☞ (Behind)
Belly-to-Back Suplex	A+☜ (Behind)
Russian Leg Sweep	A+♀ (Behind)
Body Scissor	A+△ or A+♀ (Opponent Sitting)
Sitting Surfboard	A+☞ or A+☜ (Opponent Sitting)
Strikes	
Mid Roundhouse	X+♀ or X+Q (With Feet or Knees)
Kick to Gut	X+♀ (With Feet or Knees)
Throat Chop	X (With Hands or Arms)
Haymaker	X+△ (With Hands or Arms)
Punch to Head	X+☞ (With Hands or Arms)
Punch to Gut	X+☜ (With Hands or Arms)
Submission Grapple	
Neck and Arm Stretch	B+△
Standing Bow and Arrow	B+☜
Clover Leaf	B+☞
Arm Wringer	B+♀
Tag Team Double Team Move (In Corner)	
Demolition Drop	W+Dir
Opponent Sitting in Turnbuckle	
Running Knee Smash	A+△ or A+♀
Boot Wash	A+☞ or A+☜
Opponent Standing in Turnbuckle	
Monkey Flip	A+△ (Front)
Superplex	A+☞ (Front)
Corner Punches	A+☜ (Front)
Running Shoulder	A+♀ (Front)
Side Slam	A+☞ (Back)
Toss Through Ropes Into Post	A+☜ (Back)
Turnbuckle Head Smash	A+♀ (Back)
Turnbuckle Tree of Woe	
Boot Wash	A+△ or A+♀
Running Knee	A+☞ or A+☜



PRIMA OFFICIAL GAME GUIDE



RANDY ORTON™

WWE.com 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. It's no wonder he has quickly ascended to the higher echelons of the *Raw* roster.

In April 2002, he began his WWE career with an appearance on *SmackDown!* A few months into his rookie run, an unfortunate injury put him out of action. Refusing to sit idly on the sidelines, Orton continued making appearances on WWE television, going as far as attacking targeted Superstars with his crutches and giving fans constant updates on his medical progress—whether they wanted them or not.

Upon returning to active competition in May 2003, Orton was instantly recruited by Triple H to join with the legendary "Nature Boy" Ric Flair, and the animal Batista as part of Evolution. Orton captured his first major championship on Dec. 14, 2003, defeating Rob Van Dam for the Intercontinental Championship at *Armageddon*. He held on to the championship for about seven months, defeating challengers such as Shelton Benjamin, Val Venis, Chris Jericho and Mick Foley. Priding himself as "The Legend Killer," Orton has decisions over the likes of Sgt. Slaughter, Shawn Michaels, and Chris Jericho. Orton also displays no fear and no respect when confronting legends such as Harley Race, asserting his claim that he is a true legend of sports-entertainment.

At *WrestleMania XX*, Orton teamed with Flair and Batista to take on the reunited Rock 'n' Sock Connection (The Rock and Mick Foley). Orton delivered the RKO to Foley, enabling his team to emerge victorious. At the *Backlash* pay-per-view, Orton added Foley to his list of legends he has defeated, pinning Mick in a Hardcore Rules Match.

Since parting ways with Evolution, Orton has pursued Triple H's World Heavyweight Championship. Along the way, he added another legend to the list, defeating Ric Flair in a fan-selected Steel Cage Match at *Taboo Tuesday*.

STATS

HEIGHT: 6'4"

WEIGHT: 255 lbs.

FROM: St. Louis, MO

FINISHING MOVE: RKO

CAREER HIGHLIGHTS:

Intercontinental Champion,
World Heavyweight Champion

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	9
Speed	8
Strength	8
Submission	8
Countering	8
Charisma	8

FINISHING MOVE RKO (□+○ Standing Near Front of Opponent)



RANDY ORTON[™]'S MOVE LIST

RANDY ORTON[™]

NAME	COMMAND	NAME	COMMAND
Aerial Attack Off Turnbuckle or Object		Opponent on Ground (Running)	
Axe Handle	X or X+△ or X+▽	Running Elbow Drop	X
Fist Leaping	X or X+△ or X+▽	Forearm Drop	X+Dir
Flying Drop Kick	X+◀ or X+▶	Safe Grapple (Outside of Ring)	
Flying Elbow Drop	X+◀ or X+▶	European Uppercut	A+△ or B+△
Double Team Normal Move (Anywhere in Ring)		DDT	A+◀ or B+▶
T-Slam	A or B	Body Slam	A+◀ or B+▶
Finisher Special Attack		Drop Kick	A+▽ or B+▽
RKO	A+B (Standing Near Front of Opponent)	Specialty Grapple	
Novacain	A+B+Dir (Standing Near Front of Opponent)	Orton Neck Breaker	B+△
Ground Grapple Lower Body		DDT	B+◀
Single-Leg Boston Crab	A+B+△ (Legs)	Orton Gutwrench	B+▶
Knee Drop to Leg	A+◀ (Legs)	Suplex	B+▽
Figure-Four Leglock	A+▶ (Legs)	Standing Grapple	
Ground Grapple Upper Body		Atomic Drop	A+△ (Behind)
Sitting Bow and Arrow	A+△ (Arms)	Reverse DDT	A+◀ (Behind)
Cross Arm Breaker	A+◀ (Arms)	Russian Leg Sweep	A+▶ (Behind)
Short Arm Scissor	A+▶ (Arms)	Kneebreaker	A+▽ (Behind)
Front Facelock	A+△ (Head)	Neck Snap	A+△ or A+▶ (Opponent Sitting)
Head Scissors	A+◀ (Head)	Neck Vice	A+◀ or A+▶ (Opponent Sitting)
Ground Punches	A+▶ (Head)	Strikes	
Ground Strike Directional		Jumping Boot	X+△ or X+▽ (With Feet or Knees)
Elbow Drop	X+Dir (Arms)	Kick to Gut	X+▽ (With Feet or Knees)
Fist Drop	X+Dir (Head)	Low Blow	X+△ (With Hands or Arms)
Knee Drop	X+Dir (Legs)	Punch to Gut	X (With Hands or Arms)
Grapple		Punch to Head	X+◀ (With Hands or Arms)
Body Slam	A+△ (Quick)	Chop	X+▶ (With Hands or Arms)
Arm Drag Leg Drop	A+◀ (Quick)	Submission Grapple	
European Uppercut	A+▶ (Quick)	Chin Lock	B+△
Drop Kick	A+▽ (Quick)	Standing Wristlock	B+◀
Belly-to-Back Suplex	A+△ (Strong)	Double Underhook	B+▶
Gorilla Press Drop	A+◀ (Strong)	Arm Wringer	B+▽
Power Slam	A+▶ (Strong)	Tag Team Double Team Move (In Corner)	
Short-Arm Clothesline	A+▽ (Strong)	Body Slam to Knee	W+Dir
Ropes		Opponent Sitting in Turnbuckle	
Slingshot Suplex	A+△ or A+▶	Alley-Oop	A+△ or A+▽
Top Rope Choke	A+◀	Boot Wash	A+◀ or A+▶
Suicide Dive	X+Dir	Opponent Standing in Turnbuckle	
Running Opponent		Corner Punches	A+△ (Front)
Drop Toe Hold	A	Superplex	A+◀ (Front)
Knee to Stomach	A+◀ or A+▶	Choke and Beel	A+▶ (Front)
Back Drop	A+△ or A+▽	Running Shoulder	A+▽ (Front)
Running Grapple Attack		D-Von Neckbreaker	A+◀ (Back)
Neckbreaker	A+△ or A+▽	Toss Through Ropes Into Post	A+▶ (Back)
Stampede Clothesline	A+◀ or A+▶	Snake Eyes	A+▽ (Back)
Bulldog	A+△ or A+▽ (From Behind)	Turnbuckle Tree of Woe	
Chop Block	A+◀ or A+▶ (From Behind)	Nut Stomp	A+△ or A+▽
Running Strike		Foot Choke	A+◀ or A+▶
Running Roaring Elbow	X		
Flying Clothesline	X+Dir		



PRIMA OFFICIAL GAME GUIDE



RHYNO™

WWE.com BIO

Rhyno did not gain the nickname of “man-beast” by accident. He literally earned it. After stalking his prey like an animal, Rhyno strikes with incredible quickness. He executes his patented maneuver, a modified spear he calls the Gore, with astounding agility, propelling his 275-pound frame to mow down opponents with amazing force.

Rhyno started gaining notoriety in ECW, where he was infamous for using varying forms of the devastating piledriver to incapacitate his opponents. He captured the ECW Television Championship on two occasions, and was the last man to hold both the ECW TV Championship and ECW World Championship.

He came to WWE in 2001 and immediately captured attention. He won the United States Championship and the Hardcore Championship numerous times. First a mainstay on *SmackDown!*, Rhyno’s draft to *Raw* gave him the chance to pursue new goals.

STATS

HEIGHT: 5'10"

WEIGHT: 275 lbs.

FROM: Detroit, MI

FINISHING MOVE: Gore,
Swinging Rock Bottom

CAREER HIGHLIGHTS: Hardcore
Champion, WCW U.S. Champion,
ECW World Heavyweight
Champion, ECW Television
Champion

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	8
Speed	7
Strength	9
Submission	6
Countering	5
Charisma	5

FINISHING MOVE Gore (Q+E Standing Across Ring)



RHYNO™ S MOVE LIST

NAME	COMMAND
Aerial Attack Off Turnbuckle or Object	
Axe Handle	X or X+⬆ or X+⬇
Fist Drop	X or X+⬆ or X+⬇
Axe Handle	X or X+⬅ or X+⬅
Flying Elbow Drop	X or X+⬅ or X+⬅
Double Team Normal Move (Anywhere in Ring)	
Double Clothesline	A or B
Finisher Special Attack	
Gore	A+B (Standing Across Ring)
Swinging Rock Bottom	A+B+Dir (Standing Near Front of Opponent)
Ground Grapple Lower Body	
Boston Crab	A+⬆
Leg Smash	A+⬅
Leg Bar	A+⬅
Ground Grapple Upper Body	
Standing Armbar	A+⬆ (Arms)
Short Arm Scissor	A+⬅ (Arms)
Sitting Bow and Arrow	A+⬅ (Arms)
Ground Punches	A+⬆ (Head)
Triangle Choke	A+⬅ (Head)
Camel Clutch	A+⬅ (Head)
Ground Strike Directional	
Fist Drop	X+Dir (Arms)
Elbow Drop	X+Dir (Head)
Leg Drop	X+Dir (Legs)
Grapple	
Headbutt	A+⬅ (Quick)
Snapmare	A+⬅ (Quick)
Body Slam	A+⬇ (Quick)
Drop Toe Hold	A+⬆ (Quick)
Gorilla Press Drop	A+⬆ (Strong)
Triple Shoulder Block	A+⬅ (Strong)
Backbreaker	A+⬅ (Strong)
Spine Buster	A+⬇ (Strong)
Ropes	
Rope Gut Kick	A+⬆ or A+⬇
Choke Slingshot	A+⬅ or A+⬅
Baseball Slide	X+Dir
Running Opponent	
Back Drop	A
Spine Buster	A+⬅ or A+⬅
Polish Hammer	A+⬆ or A+⬇
Running Grapple Attack	
Sleeper Slam	A+⬆ or A+⬇
Stampede Clothesline	A+⬅ or A+⬅
Bulldog	A+⬆ or A+⬇
Chop Block	A+⬅ or A+⬅
Running Strike	
Flying Clothesline	X
Running Shoulder Block	X+Dir

NAME	COMMAND
Opponent on Ground (Running)	
Elbow Drop	X
Quick Leg Drop	X+Dir
Safe Grapple (Outside of Ring)	
Backbreaker	A+⬆ or B+⬆
Headbutt	A+⬅ or B+⬅
Spine Buster	A+⬅ or B+⬅
Triple Shoulder Block	A+⬇ or B+⬇
Specialty Grapple	
Running Power Bomb	B+⬆
Sit-Down Power Bomb	B+⬅
Running Power Slam	B+⬅
Choke Braindamage	B+⬇
Standing Grapple	
Russian Leg Sweep	A+⬆ (Behind)
Reverse DDT	A+⬅ (Behind)
Full-Nelson Slam	A+⬇ (Behind)
Neck Vice	A+⬆ or A+⬇ (Opponent Sitting)
Kick to Back	A+⬅ or A+⬅ (Opponent Sitting)
Strikes	
Gut Kick	X+⬆ or X+⬇ (With Feet or Knees)
Kick To Gut	X+⬇ (With Feet or Knees)
Punch to Head	X (With Hands or Arms)
Kidney Punch	X+⬆ (With Hands or Arms)
Punch w/Elbow	X+⬅ (With Hands or Arms)
Double Fist to Traps	X+⬅ (With Hands or Arms)
Submission Grapple	
Bear Hug	B+⬆
Human Torture Rack	B+⬅
Full-Nelson	B+⬅
Chin Lock	B+⬇
Tag Team Double Team Move (In Corner)	
Newton Splash	Wet+Dir
Opponent Sitting in Turnbuckle	
Running Knee Smash	A+⬆ or A+⬇
Alley Oop	A+⬅ or A+⬅
Opponent Standing in Turnbuckle	
Choke and Beel	A+⬆ (Front)
Superplex	A+⬅ (Front)
Beel	A+⬅ (Front)
Running Shoulder	A+⬇ (Front)
Belly-to-Back Superplex	A+⬅ (Back)
Snake Eyes	A+⬅ (Back)
Toss Through Ropes Into Post	A+⬇ (Back)
Turnbuckle Tree of Woe	
Foot Choke	A+⬆ or A+⬇
Stomping a Mudhole	A+⬅ or A+⬅



PRIMA OFFICIAL GAME GUIDE



RIC FLAIR®

WWE.com BIO

In a sport with many legendary names still actively competing, no one garners as much respect as that of the 16-time World Heavyweight Champion "Nature Boy" Ric Flair. He made his AWA debut in 1972, and two years later moved on to the National Wrestling Alliance. On September 17, 1981, Flair defeated Dusty Rhodes in Kansas City, Mo., to win the NWA World Heavyweight Championship for the first time. In 1985, Ric Flair teamed with Tully Blanchard, Ole & Arn Anderson, and manager J.J. Dillon to form the Four Horsemen, one of the most famous factions in sport-entertainment history.

In his amazing career, Flair went on to trade the NWA Championship with greats such as Ricky Steamboat, Harley Race, and Kerry Von Erich throughout the '80s. On January 11, 1991, Flair defeated Sting in East Rutherford, N.J., to become the first WCW Champion. By the end of the year, Flair had jumped to WWE.

In January 1992, Flair survived the *Royal Rumble*, entering at No. 3, to win his first WWE Championship. After a successful stint in WWE, Flair returned to WCW the following year and recaptured the WCW Championship. The legendary "Nature Boy" defended his title against the likes of Vader, Randy Savage, Hollywood Hogan and Jeff Jarrett.

After WCW was purchased by WWE in March 2001, Flair took a brief hiatus from the ring. During his time off, Flair was able to reassess his priorities. It was at this time, he realized he belonged no other place than in the ring. He made his long-awaited WWE return to a standing ovation on November 19, 2001.

On May 19, 2003, Ric Flair faced Triple H for the World Heavyweight Championship. He did not win the championship that night, but after the match, the *Raw* locker room emptied out as WWE Superstars joined the 16-time World Champion, hoisting Flair on to their shoulders, honoring him for his constant drive, desire and devotion to the sports-entertainment industry. His autobiography, *To Be The Man...* reached the top five on the *New York Times Best-Seller List*.

STATS

HEIGHT: 6'1"

WEIGHT: 243 lbs.

FROM: Charlotte, NC

FINISHING MOVE: Figure-Four Leglock, High Cross Body

CAREER HIGHLIGHTS: WCW United States Champion, WCW Champion, WWE Champion, World Tag Team Champion

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	9
Speed	5
Strength	7
Submission	10
Countering	9
Charisma	9

FINISHING MOVE Figure-Four Leglock (♠+♠ Standing Near Opponent on Ground)



RIC FLAIR'S MOVE LIST

NAME	COMMAND	NAME	COMMAND
Aerial Attack Off Turnbuckle or Object		Opponent on Ground (Running)	
Axe Handle	X or X+ or X+ or X+	Elbow Drop	X
Flying Elbow Drop	X or X+ or X+ or X+	Forearm Drop	X+Dir
Axe Handle	X or X+ or X+ or X+	Safe Grapple (Outside of Ring)	
Flying Elbow Drop	X or X+ or X+ or X+	Eye Poke	A+ or B+
Double Team Normal Move (Anywhere in Ring)		Knife-Edge Chop	A+ or B+
Double Suplex	A or B	Eye Rake	A+ or B+
Finisher Special Attack		Piledriver	A+ or B+
Ric Flair Figure-Four Leglock	A+B (Standing Near Opponent on Ground)	Specialty Grapple	
High Cross Body	A+B+Dir (Standing Near Turnbuckle)	Piledriver	B+
Ground Grapple Lower Body		Double Underhook Suplex	B+
Elbow Drop to Leg	A+ (Legs)	Eye Poke	B+
Knee Drop to Leg	A+ (Legs)	Knife-Edge Chop	B+
Leg Smash	A+ (Legs)	Standing Grapple	
Ground Grapple Upper Body		Russian Leg Sweep	A+ (Behind)
Armbar	A+ (Arms)	Belly-to-Back Suplex	A+ (Behind)
Sitting Bow and Arrow	A+ (Arms)	Knee Breaker	A+ (Behind)
Cross Arm Breaker	A+ (Arms)	Grab Trunks w/Back Forearm Smash	A+ (Behind)
Head Scissors	A+ (Head)	Sitting Ab Stretch	A+ or A+ (Opponent Sitting)
Foot Eye Rake	A+ (Head)	Body Scissor	A+ or A+ (Opponent Sitting)
Front Facelock	A+ (Head)	Strikes	
Ground Strike Directional		Gut Kick	X+ or X+ (With Feet or Knees)
Fist Drop	X+Dir (Arms)	Kick To Gut	X+ (With Feet or Knees)
Flair Knee Drop	X+Dir (Head)	Chop	X (With Hands or Arms)
Elbow Drop	X+Dir (Legs)	Throat Chop	X+ (With Hands or Arms)
Grapple		Punch to Head	X+ (With Hands or Arms)
Hip Toss	A+ (Quick)	Punch to Gut	X+ (With Hands or Arms)
Headlock Punch	A+ (Quick)	Submission Grapple	
Atomic Drop	A+ (Quick)	Headlock	B+
Eye Rake	A+ (Quick)	Hammer Lock	B+
Suplex	A+ (Strong)	Arm Wringer	B+
Low Blow	A+ (Strong)	Abdominal Stretch	B+
Body Slam	A+ (Strong)	Tag Team Double Team Move (In Corner)	
Backbreaker	A+ (Strong)	Body Slam to Knee	W+Dir
Ropes		Opponent Sitting in Turnbuckle	
Top Rope Choke	A+ or A+	Running Knee Smash	A+ or A+
Choke Slingshot	A+ or A+	Boot Wash	A+ or A+
Baseball Slide	X+Dir	Opponent Standing in Turnbuckle	
Running Opponent		Choke and Beel	A+ (Front)
Drop Toe Hold	A	Corner Punches	A+ (Front)
Back Drop	A+ or A+	Superplex	A+ (Front)
Knee to Stomach	A+ or A+	Running Shoulder	A+ (Front)
Running Grapple Attack		Toss through Ropes into Post	A+ (Back)
Sleeper Slam	A+ or A+	Turnbuckle Head Smash	A+ (Back)
Neckbreaker	A+ or A+	Belly-to-Back Superplex	A+ (Back)
Bulldog	A+ or A+ (From Behind)	Turnbuckle Tree of Woe	
Chop Block	A+ or A+ (From Behind)	Nut Stomp	A+ or A+
Running Strike		Foot Choke	A+ or A+
Clothesline	X		
Running Shoulder Block	X+Dir		



PRIMA OFFICIAL GAME GUIDE



SHAWN MICHAELS™

WWE.com BIO

He's one of the most charismatic showmen ever to grace a WWE ring. He was WWE's most resilient champion. Pound-for-pound, he may be the company's toughest.

If a back injury hadn't hampered Shawn Michaels' in-ring career, there's no telling what the "Heartbreak Kid" would have accomplished. As it was, he accomplished more than anyone at the time. He was the first Grand Slam Champion—the only competitor to hold every title WWE had to offer at the time. At 225 pounds, he somehow managed to win the WWE Championship on three occasions, defeating men close to twice his size along the way. One of the keys to his success was that Michaels would always put his body on the line. He participated in the first (and, many say, most exciting) Hell in a Cell Match, against Undertaker. There were Ladder Matches. But even in "regular matches" (if there was ever such a thing with Shawn), HBK was intent on being "the Showstopper, the main-eventer, the icon." It took its toll on his long-term health. Still in his early 30s, when most Superstars are hitting their prime, Michaels had to bow out of the spotlight after losing the WWE Championship to Stone Cold at *WrestleMania XIV* in March 1998. Soon he had surgery to take away the pain, but officially end his in-ring career, or so it was thought.

But Michaels doesn't necessarily have to lace up the wrestling boots to be an instrumental part of WWE programming. One of the most natural "talkers" in history, he has the ability to rile up fans and fellow Superstars simply by grabbing a microphone. Remember, Michaels was one of the founding members of D-Generation X, perhaps the most notorious faction in sports-entertainment history. They had as many memorable moments outside the ring as they did inside the ring. And Michaels remained one of the most popular Superstars when he returned on a regular basis in November 1998, even though it was in a non-wrestling capacity as Commissioner off WWE. But for a variety of reasons, Michaels resigned as Commissioner in 2000.

Perhaps the best indication of the impact that HBK made on the business was the reaction he received on June 3, 2002, live on *Raw*, when he was introduced as the newest members of another controversial faction, the nWo. Fans at the American Airlines Arena cheered because they were happy to see him, or jeered because they were shocked he was joining the nWo. But they were all on their feet, as they seemingly always are when HBK's "Sexy Boy" theme song hits. Luckily for HBK fans everywhere, the nWo folded soon after. Michaels then moved on to a successful singles run, highlighted by a victory at *Survivor Series* where he captured the World Heavyweight Championship.

To this day, more than a decade after making his WWE debut, Michaels is still the Showstopper. During the final *Raw* of 2003, Michaels and Triple H engaged in a battle that was considered one of the top WWE matches of the year, and their Last Man Standing Match at *Royal Rumble 2004* was equally compelling. HBK even was part of the *WrestleMania XX* main event—the first-ever Triple-Threat Match for the World Heavyweight Championship at a *WrestleMania*. And in a unique honor, 4 million WWE fans voted Michaels into the main event at *Taboo Tuesday* against Triple H. HBK poured his heart into that match and brought the crowd to its feet all despite competing with a torn-up knee that was injured on *Raw* the night before.

STATS

HEIGHT: 6'1"

WEIGHT: 225 lbs.

FROM: San Antonio, TX

FINISHING MOVE: Sweet Chin Music, Flying Elbow Drop

CAREER HIGHLIGHTS: WWE Champion, World Heavyweight Champion, Intercontinental Champion, European Champion, World Tag Team Champion, 1995 and 1996 *Royal Rumble* winner

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	9
Speed	8
Strength	7
Submission	9
Countering	8
Charisma	9

FINISHING MOVE Sweet Chin Music (Q+E Standing on Ground Near Center of Ring)



SHAWN MICHAELSTM MOVE LIST

SHAWN MICHAELSTM

NAME	COMMAND	NAME	COMMAND
Aerial Attack Off Turnbuckle or Object		Opponent on Ground (Running)	
Axe Handle	X or X+⬆ or X+⬇	Running Elbow Drop	X
Moonsault	X or X+⬆ or X+⬇	Forearm Drop	X+Dir
Flying Drop Kick	X+⬅ or X+➡	Safe Grapple (Outside of Ring)	
Flying Leg Drop	X+⬅ or X+➡	Backbreaker	A+⬆ or B+⬆
Double Team Normal Move (Anywhere in Ring)		Piledriver	A+⬅ or B+⬅
Double Suplex	A or B	Enziguri	A+⬅ or B+⬅
Finisher Special Attack		Reverse Atomic Drop	A+⬇ or B+⬇
Sweet Chin Music	A+B (Standing on Ground Near Center of Ring)	Specialty Grapple	
Flying Elbow Drop	A+B+Dir (Near Turnbuckle on Ground)	Piledriver	B+⬆
Ground Grapple Lower Body		Northern Lights Suplex 2	B+⬅
Step Over Toe Hold	A+⬆ (Legs)	Hangman Neckbreaker	B+⬅
Boston Crab	A+⬅ (Legs)	Dragon Screw Leg Whip	B+⬇
Leg Bar	A+➡ (Legs)	Standing Grapple	
Ground Grapple Upper Body		Belly-to-Back Suplex	A+⬆ (Behind)
Standing Armbar	A+⬆ (Arms)	Russian Leg Sweep	A+⬅ (Behind)
Cross Arm Breaker	A+⬅ (Arms)	Atomic Drop	A+⬅ (Behind)
Sitting Bow and Arrow	A+➡ (Arms)	Bulldog	A+⬇ (Behind)
Camel Clutch	A+⬆ (Head)	Sitting Ab Stretch	A+⬆ or A+⬇ (Opponent Sitting)
Head Scissors	A+⬅ (Head)	Body Scissor	A+⬅ or A+⬅ (Opponent Sitting)
Ground Punches	A+➡ (Head)	Strikes	
Ground Strike Directional		Superkick	X+⬅ (With Feet or Knees)
Back Flip Splash	X+Dir (Arms)	Kick to Gut	X+⬇ (With Feet or Knees)
Knee Drop	X+Dir (Head)	Chop	X (With Hands or Arms)
Elbow Drop	X+Dir (Legs)	Haymaker	X+⬆ (With Hands or Arms)
Grapple		Punch to Head	X+⬅ (With Hands or Arms)
Arm Drag Leg Drop	A+⬆ (Quick)	Punch to Gut	X+⬅ (With Hands or Arms)
Reverse Atomic Drop	A+⬅ (Quick)	Submission Grapple	
Huracanrana	A+⬅ (Quick)	Sleeper Hold	B+⬆
Drop Toe Hold	A+⬇ (Quick)	Arm Wringer	B+⬅
Backbreaker	A+⬆ (Strong)	Sharpshooter	B+⬅
Suplex	A+⬅ (Strong)	Standing Wristlock	B+⬇
Enziguri	A+➡ (Strong)	Tag Team Double Team Move (In Corner)	
Power Slam	A+⬇ (Strong)	Clothesline	⚡+Dir
Ropes		Opponent Sitting in Turnbuckle	
Choke Slingshot	A+⬆ or A+⬇	Alley-Oop Powerbomb	A+⬆ or A+⬇
Slingshot Suplex	A+⬅ or A+⬅	Running Knee Smash	A+⬅ or A+⬅
Plancha	X+Dir	Opponent Standing in Turnbuckle	
Running Opponent		Running Shoulder	A+⬆ (Front)
Flapjack	A	Monkey Flip	A+⬅ (Front)
Tilt-A-Whirl Backbreaker	A+⬅ or A+⬅	Superplex	A+⬅ (Front)
Back Drop	A+⬆ or A+⬇	Corner Punches	A+⬇ (Front)
Running Grapple Attack		Toss Through Ropes Into Post	A+⬅ (Back)
Crucifix	A+⬆ or A+⬇	Turnbuckle Head Smash	A+⬅ (Back)
Sleeper Slam	A+⬅ or A+⬅	Turnbuckle Surfboard	A+⬇ (Back)
One-Arm Bulldog	A+⬆ or A+⬇ (From Behind)	Turnbuckle Tree of Woe	
Chop Block	A+⬅ or A+⬅ (From Behind)	Running Knee	A+⬆ or A+⬇
Running Strike		Mudhole Stomping	A+⬅ or A+⬅
Leaping Forearm Smash	X		
Clothesline	X+Dir		



PRIMA OFFICIAL GAME GUIDE



SHELTON BENJAMIN™

WWE.com BIO

For a long time, Shelton Benjamin was known as the "other" WWE Superstar from the University of Minnesota. He may have been former WWE Superstar Brock Lesnar's collegiate teammate (and also Lesnar's coach for one year) at Minnesota, but Benjamin is a Superstar and has proven to have a future perhaps as bright as Lesnar's once was, as a member of the *Raw* roster.

Benjamin is a unique athlete. He not only possesses the in-ring skills to compete with the best, but his background as an All-American in track gives him a speed advantage over most in WWE. He's capable of catching anybody with his speed and then keeping that opponent down with his skill. This combination has caught the attention of everybody on *Raw*.

Benjamin came to WWE initially as part of Team Angle with Charlie Haas, and they learned much from Kurt Angle. In fact, Angle's teaching was so good that Team Angle quickly became WWE Tag Team Champions. While Angle was recovering from neck surgery, Team Angle began to have thoughts of their own, and soon after Angle's return, Benjamin and Haas left Angle to become the Self-Proclaimed World's Greatest Tag Team.

Benjamin eventually left *SmackDown!* and joined the *Raw* roster, breaking up the tag team. On *Raw*, he quickly proved himself a force to be reckoned with, until he was sidelined by a fractured hand. After his return, he set his sights on the top. At *Taboo Tuesday*, his hard work paid off when he defeated Chris Jericho for the Intercontinental Championship. A week later, he retained the title, earning the respect of Y2J. Unfortunately, he also made an enemy of Christian, who sent hired gun Viscera to destroy Benjamin. After being manhandled by the 500-pounder, Benjamin fought back, defeating Viscera and enraging Christian.

Whatever his future holds, Benjamin has become a dominant force on *Raw*. Many feel his *Raw* success has come as a result of his unique style.

STATS

HEIGHT: 6'2"

WEIGHT: 245 lbs.

FROM: Orangeburg, SC

FINISHING MOVE: T-Bone Power Slam, Shelton Splash

CAREER HIGHLIGHTS: WWE Tag Team Champion, Intercontinental Champion

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	8
Speed	8
Strength	7
Submission	8
Countering	7
Charisma	7

FINISHING MOVE T-Bone Power Slam (⬇️+⬇️+Dir Standing Near Front of Opponent)



SHELTON BENJAMINTM'S MOVE LIST

SHELTON BENJAMINTM

NAME	COMMAND	NAME	COMMAND
Aerial Attack Off Turnbuckle or Object		Opponent on Ground (Running)	
Flying Drop Kick	X or X+△ or X+▽	Running Senton	X
Flying Leg Drop	X or X+△ or X+▽	Running Elbow Drop	X+Dir
Axe Handle	X+△ or X+▽	Safe Grapple (Outside of Ring)	
Flying Elbow Drop	X+△ or X+▽	Drop Kick	A+△ or B+△
Double Team Normal Move (Anywhere in Ring)		Backbreaker	A+△ or B+△
Double DDT	A or B	Russian Leg Sweep	A+△ or B+△
Finisher Special Attack		Short Arm Clothesline	A+▽ or B+▽
Shelton Splash	A+B (Standing/Stuck on Turnbuckle, Facing Opponent)	Specialty Grapple	
T-Bone Power Slam	A+B+Dir (Standing Near Front of Opponent)	Tornado Heel Kick	B+△
Ground Grapple Lower Body		Super Kick	B+△
Step Over Toe Hold	A+△ (Legs)	Hangman Neckbreaker	B+△
Single-Leg Boston Crab	A+△ (Legs)	Rolling Belly 2 Belly	B+▽
STF	A+△ (Legs)	Standing Grapple	
Ground Grapple Upper Body		Sleeper Slam	A+△ (Behind)
Standing Armbar	A+△ (Arms)	Belly-to-Back Suplex	A+△ (Behind)
Fujiwara Armbar	A+△ (Arms)	Bulldog	A+△ (Behind)
Sitting Bow and Arrow	A+△ (Arms)	German Suplex	A+▽ (Behind)
Ground Punches	A+△ (Head)	Strangle Hold 2	A+△ or A+▽ (Opponent Sitting)
Head Scissors	A+△ (Head)	Sitting Surfboard	A+△ or A+▽ (Opponent Sitting)
Figure-Four Headlock	A+△ (Head)	Strikes	
Ground Strike Directional		Superkick	X+△ or X+▽ (With Feet or Knees)
Knee Drop	X+Dir (Arms)	Kick To Gut	X+▽ (With Feet or Knees)
Elbow Drop	X+Dir (Head)	Punch to Head	X (With Hands or Arms)
Leg Drop	X+Dir (Legs)	Chop	X+△ (With Hands or Arms)
Grapple		Jab	X+△ (With Hands or Arms)
Short Arm Clothesline	A+△ (Quick)	Haymaker	X+△ (With Hands or Arms)
Drop Kick	A+△ (Quick)	Submission Grapple	
Snap Mare	A+△ (Quick)	Abdominal Stretch	B+△
Body Slam	A+▽ (Quick)	Standing Bow and Arrow	B+△
Suplex	A+△ (Strong)	Neck and Arm Stretch	B+△
Power Slam	A+△ (Strong)	Sleeper Hold	B+△
Backbreaker	A+△ (Strong)	Tag Team Double Team Move (In Corner)	
Russian Leg Sweep	A+▽ (Strong)	Body Slam to Knee	Wet+Dir
Ropes		Opponent Sitting in Turnbuckle	
Slingshot Suplex	A+△ or A+▽	Boot Wash	A+△ or A+▽
Wipeout	A+△ or A+▽	Alley-Oop	A+△ or A+▽
Suicide Dive	X+Dir	Opponent Standing in Turnbuckle	
Running Opponent		Running Shoulder	A+△ (Front)
Drop Toe Hold	A	Superplex	A+△ (Front)
Front Drop	A+△ or A+▽	Monkey Flip	A+△ (Front)
Running Grapple Attack		Corner Punches	A+△ (Front)
Crucifix	A+△ or A+▽	Snake Eyes	A+△ (Back)
Neckbreaker	A+△ or A+▽	Belly-to-Back Superplex	A+△ (Back)
Bulldog	A+△ or A+▽ (From Behind)	Side Slam	A+△ (Back)
Chop Block	A+△ or A+▽ (From Behind)	Turnbuckle Tree of Woe	
Running Strike		Nut Stomp	A+△ or A+▽
Clothesline	X	Running Knee	A+△ or A+▽
Leaping Forearm Smash	X+Dir		



PRIMA OFFICIAL GAME GUIDE



TAJIRI™

WWE.com BIO

“The Japanese Buzzsaw” has proved himself in WWE by being a constant threat for the Cruiserweight Championship on *SmackDown!* Now on *Raw*, Tajiri’s incredible kicks and cunning in the ring make him a threat to whomever he targets at any time.

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 through the sports-entertainment world, and an eventual ticket to WWE.

STATS

HEIGHT: 5'9"

WEIGHT: 206 lbs.

FROM: Japan

FINISHING MOVE: Mist, Kick of Death

CAREER HIGHLIGHTS: Light Heavyweight Champion, ECW Television Champion, ECW Tag Team Champion, Cruiserweight Championship, WWE Tag Team Champion, United States Champion

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	7
Speed	8
Strength	6
Submission	7
Countering	7
Charisma	6

FINISHING MOVE Mist (○+○+○ Standing Near Front of Opponent)



TAJIRITM S MOVE LIST

TAJIRITM

NAME	COMMAND	NAME	COMMAND
Aerial Attack Off Turnbuckle or Object		Opponent on Ground (Running)	
Flying Drop Kick	X or X+△ or X+▽	Running Elbow Drop	X
Moonsault	X or X+△ or X+▽	Running Senton	X+Dir
Flying Leg Drop	X or X+△ or X+▽	Safe Grapple (Outside of Ring)	
Double Team Normal Move (Anywhere in Ring)		Russian Leg Sweep	A+△ or B+△
Double DDT	A or B	Enziguri	A+△ or B+△
Finisher Special Attack		Roundhouse Kick	A+△ or B+△
Kick of Death	A+B (Standing Near Opponent on Ground)	Drop Kick	A+▽ or B+▽
Mist	A+B+Dir (Standing Near Front of Opponent)	Specialty Grapple	
Ground Grapple Lower Body		Stiff Fifty	B+△
Elbow Drop to Leg	A+△ (Legs)	Huracanrana	B+△
Nagata Lock	A+△ (Legs)	Tilt-A-Whirl Slam	B+△
Leg Bar	A+△ (Legs)	Enziguri	B+▽
Ground Grapple Upper Body		Standing Grapple	
Standing Armbar	A+△ (Arms)	Russian Leg Sweep	A+△ (Behind)
Flipping Hammer Lock	A+△ (Arms)	Reverse DDT	A+△ (Behind)
Fujiwara Armbar	A+△ (Arms)	Belly-to-Back Suplex	A+△ (Behind)
Figure-Four Headlock	A+△ (Head)	German Suplex	A+▽ (Behind)
Foot Eye Rake	A+△ (Head)	Kick to Back	A+△ or A+▽ (Opponent Sitting)
Head Scissors	A+△ (Head)	Strangle Hold 2	A+△ or A+△ (Opponent Sitting)
Ground Strike Directional		Strikes	
Knee Drop	X+Dir (Arms)	Low Roundhouse	X+△ or X+▽ (With Feet or Knees)
Elbow Drop	X+Dir (Head)	High Roundhouse	X+▽ (With Feet or Knees)
Leg Drop	X+Dir (Legs)	Palm Strike	X (With Hands or Arms)
Grapple		Chop	X+△ (With Hands or Arms)
Drop Kick	A+△ (Quick)	Jab	X+△ (With Hands or Arms)
Snap Mare	A+△ (Quick)	Throat Chop	X+△ (With Hands or Arms)
Roundhouse Kick	A+▽ (Quick)	Submission Grapple	
Drop Toe Hold	A+△ (Quick)	Abdominal Stretch	B+△ (Front)
Body Slam	A+△ (Strong)	Standing Octopus	B+△ (Front)
Gut Buster	A+△ (Strong)	Arm Wringer	B+△ (Front)
Falcon Arrow 2	A+△ (Strong)	Standing Wristlock	B+▽ (Front)
Sit-Down Power Bomb	A+▽ (Strong)	Tag Team Double Team Move (In Corner)	
Ropes		Demolition Drop	W+Dir
Choke Slingshot	A+△ or A+▽	Opponent Sitting in Turnbuckle	
Slingshot Suplex	A+△ or A+▽	Running KneeSmash	A+△ or A+▽
Plancha	X+Dir	Alley-Oop Powerbomb	A+△ or A+△
Running Opponent		Opponent Standing in Turnbuckle	
Drop Toe Hold	A	Tarantula	A+△ (Front)
Back Drop	A+△ or A+△	Monkey Flip	A+△ (Front)
Tilt-A-Whirl Backbreaker	A+△ or A+△	Tiger Mask	A+△ (Front)
Running Grapple Attack		Side Slam	A+△ (Back)
Crucifix Head Scissor	A+△ or A+▽	Turnbuckle Surfboard	A+△ (Back)
Float-Over DDT	A+△ or A+△	Toss Through Ropes Into Post	A+△ (Back)
Bulldog	A+△ or A+▽ (From Behind)	Turnbuckle Tree of Woe	
Twisting Huracanrana	A+△ or A+△ (From Behind)	Running Knee	A+△ or A+▽
Running Strike		Nut Stomp	A+△ or A+△
Leg Lariat	X		
Handspring Elbow	X+Dir		



PRIMA OFFICIAL GAME GUIDE



TRIPLE H®

WWE.com 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 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 Jan. 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 aligned himself with "the dirtiest player in the game," Ric Flair, Randy Orton, and Batista. Together, they called themselves Evolution.

However, "The Game's" alliance with Orton would be short-lived. At *SummerSlam 2004*, after Orton won the World Heavyweight Championship, Triple H and the other members of Evolution turned on him, leaving him a beaten, bloodied mess in the ring.

At *Taboo Tuesday*, Triple H almost lost the title to Shawn Michaels, having been laid out on the canvas by Sweet Chin Music. Fortunately for "The Game," HBK's title shot evaporated when he was speared by Edge, allowing Triple H to make the cover.

STATS

HEIGHT: 6'4"

WEIGHT: 265 lbs.

FROM: Greenwich, CT

FINISHING MOVE: Pedigree, Indian Death Lock

CAREER HIGHLIGHTS: WWE Champion, World Heavyweight Champion, Intercontinental Champion, World Tag Team Champion, European Champion, 1997 *King of the Ring* Winner

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	9
Speed	7
Strength	9
Submission	8
Countering	9
Charisma	9

FINISHING MOVE Pedigree (A+B Standing Near Front of Opponent)



TRIPLE H'S MOVE LIST

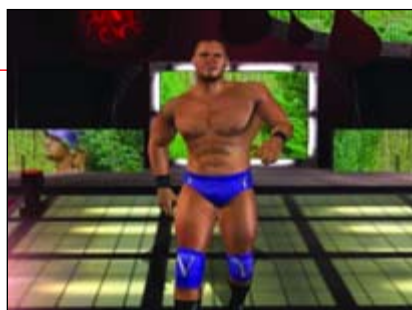
NAME	COMMAND
Aerial Attack Off Turnbuckle or Object	
Axe Handle	X or X+ or X+Q
Fist Leaping	X or X+ or X+Q
Axe Handle	X or X+ or X+Q
Flying Elbow Drop	X or X+ or X+Q
Double Team Normal Move (Anywhere in Ring)	
Double Atomic Drop	A or B
Finisher Special Attack	
Pedigree	A+B (Standing Near Front of Opponent) Standing
Indian Death Lock	A+B+Dir (Standing Near Opponent) On Ground
Ground Grapple Lower Body	
Leg Smash	A+ (Legs)
Leg Grapevine	A+ (Legs)
Elbow Drop to Leg	A+ (Legs)
Ground Grapple Upper Body	
Short Arm Scissor	A+ (Arm)
Sitting Bow and Arrow	A+ (Arm)
Standing Armbar	A+ (Arm)
Head Scissors	A+ (Head)
Foot Eye Rake	A+ (Head)
Strangle Hold 1	A+ (Head)
Ground Strike Directional	
Elbow Drop	X+Dir (Arm)
Knee Drop	X+Dir (Head)
Leg Drop	X+Dir (Legs)
Grapple	
Eye Rake	A+ (Quick)
Body Slam	A+ (Quick)
Low Blow	A+ (Quick)
Knee Breaker	A+ (Quick)
Suplex	A+ (Strong)
Gutwrench Suplex	A+ (Strong)
Spine Buster	A+ (Strong)
DDT	A+ (Strong)
Ropes	
Wipeout	A+ or A+Q
Top Rope Choke	A+ or A+Q
Baseball Slide	X+Dir
Running Opponent	
Triple H High Knee	A
Back Drop	A
Knee to Stomach	A+ or A+Q
Spine Buster	A+ or A+Q
Running Grapple Attack	
Belly-to-Back Suplex	A+ or A+Q
Sleeper Slam	A+ or A+Q
Triple H Knee	A+ or A+Q
Chop Block	A+ or A+Q (From Behind)
Bulldog	A+ or A+Q (From Behind)

NAME	COMMAND
Running Strike	
Running Shoulder Block	X
Clothesline	X+Dir
Opponent on Ground (Running)	
Elbow Drop	X
Forearm Drop	X+Dir
Safe Grapple (Outside of Ring)	
Low Blow	A+ or B+
Eye Rake	A+ or B+
Head Smash to Knee	A+ or B+
Full Nelson Slam	A+ or B+
Specialty Grapple	
Tackle and Choke	B+
Triple H Backbreaker	B+
Triple H Neckbreaker	B+
Head Smash to Knee	B+
Standing Grapple	
Full-Nelson Slam	A+
Belly-to-Back Suplex 2	A+
Atomic Drop	A+
Russian Leg Sweep	A+
Neck Snap	A+ or A+Q (Opponent Sitting)
Sitting Ab Stretch	A+ or A+Q (Opponent Sitting)
Strikes	
Kick to Gut	X+ or X+Q (With Feet or Knees)
Gut Kick	X+Q (With Feet or Knees)
Punch w/Elbow	X (With Hands or Arms)
Low Blow	X+ (With Hands or Arms)
Chop	X+ (With Hands or Arms)
Kidney Punch	X+ (With Hands or Arms)
Submission Grapple	
Headlock	B+
Clover Leaf	B+
Sleeper Hold	B+
Abdominal Stretch	B+
Tag Team Double Team Move (In Corner)	
Clothesline	W+Dir
Opponent Sitting in Turnbuckle	
Boot Wash	A+ or A+Q
Alley-Oop	A+ or A+Q
Opponent Standing in Turnbuckle	
Beel	A+ (Front)
Superplex	A+ (Front)
Choke and Beel	A+ (Front)
Corner Punches	A+ (Front)
Turnbuckle Head Smash	A+ (Back)
Toss Through Ropes Into Post	A+ (Back)
Snake Eyes	A+ (Back)
Turnbuckle Tree of Woe	
Nut Stomp	A+ or A+Q
Running Knee	A+ or A+Q

TRIPLE H®



PRIMA OFFICIAL GAME GUIDE



VAL VENIS™

WWE.com BIO

"Hellllooo, ladies." For the past several years, Val Venis has titillated female fans with that lusty greeting—even inviting some to pull off his white terrycloth towel before battle. After the bell, though, he's less than affectionate to his foes.

The one-time adult film star is a perennial threat to every single's title on *Monday Night Raw*. He's already been a WWE European and Intercontinental Champion, and remains a potent force, flattening foes with his signature "Money Shot" from the top rope.

For a period of time several years ago, Venis tried turning his back on his sinful ways, and joined a unit calling themselves Right To Censor. He's since given in to temptation, deliberately arousing female mat watchers with his pulsating antics, and sampling the fruits of victory afterward.

STATS

HEIGHT: 6'3"

WEIGHT: 244 lbs.

FROM: Las Vegas, NV

FINISHING MOVE: The Money Shot, Irish Whip Knees

CAREER HIGHLIGHTS: World Tag Team Champion, Intercontinental Champion, European Champion

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	6
Speed	6
Strength	7
Submission	6
Countering	6
Charisma	4

FINISHING MOVE The Money Shot (A+B Near Turnbuckle on Ground)



VAL VENIS™ MOVE LIST

NAME	COMMAND	NAME	COMMAND
Aerial Attack Off Turnbuckle or Object		Opponent on Ground (Running)	
Axe Handle	X or X+△ or X+▽	Quick Leg Drop	X
Dropkick	X or X+△ or X+▽	Elbow Drop	X+Dir
Flying Elbow Drop	X or X+△ or X+▽	Safe Grapple (Outside of Ring)	
Flying Leg Drop	X or X+△ or X+▽	Spine Buster	A+△ or B+△
Double Team Normal Move (Anywhere in Ring)		Short-Arm Clothesline	A+△ or B+△
Flapjack	A or B	Body Slam	A+△ or B+△
Finisher Special Attack		Gut Buster	A+▽ or B+▽
The Money Shot	A+B (Near Turnbuckle on Ground)	Specialty Grapple	
Irish Whip Knees	A+B+Dir (Standing Near Front of Opponent)	Gut Buster	B+△
Ground Grapple Lower Body		Sit-Down Power Bomb	B+△
Single-Leg Boston Crab	A+△ (Legs)	Swinging Neckbreaker	B+△
Step Over Toe Hold	A+△ (Legs)	DDT	B+▽
Elbow Drop to Leg	A+△ (Legs)	Standing Grapple	
Ground Grapple Upper Body		Belly-to-Back Suplex 2	A+△ (Behind)
Sitting Bow and Arrow	A+△ (Arms)	Reverse DDT	A+△ (Behind)
Fujiwara Armbar	A+△ (Arms)	Atomic Drop	A+△ (Behind)
Standing Armbar	A+△ (Arms)	Bulldog	A+▽ (Behind)
Front Facelock	A+△ (Head)	Sitting Surfboard	A+△ or A+▽ (Opponent Sitting)
Foot Eye Rake	A+△ (Head)	Strangle Hold 2	A+△ or A+▽ (Opponent Sitting)
Ground Punches	A+△ (Head)	Strikes	
Ground Strike Directional		Gut Kick	X+△ or X+▽ (With Feet or Knees)
Fist Drop	X+Dir (Arms)	Kick to Gut	X+▽ (With Feet or Knees)
Elbow Drop	X+Dir (Head)	Punch to Head	X (With Hands or Arms)
Knee Drop	X+Dir (Legs)	Chop	X+△ (With Hands or Arms)
Grapple		Punch to Gut	X+△ (With Hands or Arms)
Short-Arm Clothesline	A+△ (Quick)	Haymaker	X+△ (With Hands or Arms)
Russian Leg Sweep	A+△ (Quick)	Submission Grapple	
Arm Drag	A+△ (Quick)	Full Nelson	B+△
Body Slam	A+▽ (Quick)	Sleeper Hold	B+△
Suplex	A+△ (Strong)	Standing Octopus	B+△
German Suplex	A+△ (Strong)	Arm Bar	B+▽
Full-Nelson Slam	A+△ (Strong)	Tag Team Double Team Move (In Corner)	
Spine Buster	A+▽ (Strong)	Body Slam to Knee	W+Dir
Ropes		Opponent Sitting in Turnbuckle	
Rope Gut Kick	A+△ or A+▽	Boot Wash	A+△ or A+▽
Choke Slingshot	A+△ or A+▽	Alley-Oop	A+△ or A+▽
Baseball Slide	X+Dir	Opponent Standing in Turnbuckle	
Running Opponent		Superplex	A+△ (Front)
Knee to Stomach	A	Corner Punches	A+△ (Front)
Back Drop	A+△ or A+▽	Beel	A+△ (Front)
Bossman Slam	A, △+△	Running Shoulder	A+▽ (Front)
Running Grapple Attack		Snake Eyes	A+△ (Back)
Neckbreaker	A+△ or A+▽	Grab Trunks w/Back Forearm Smash	A+△ (Back)
Sleeper Slam	A+△ or A+▽	Toss Through Ropes Into Post	A+▽ (Back)
Chop Block	A+△ or A+▽ (From Behind)	Turnbuckle Tree of Woe	
Bulldog	A+△ or A+▽ (From Behind)	Running Knee	A+△ or A+▽
Running Strike		Nut Stomp	A+△ or A+▽
Clothesline	X		
Running Roaring Elbow	X+Dir		



PRIMA OFFICIAL GAME GUIDE



BIG SHOW[®]

WWE.com BIO

He's the largest athlete to ever showcase his talents in World Wrestling Entertainment, a versatile performer renowned for his wit, charisma, and ability almost as much as his size.

Since making his WWE debut in 1999, the 7-foot Big Show has been defeating his foes with an arena-rattling Chokeslam, and won the WWE Championship on multiple occasions.

Because of his size, Big Show initially aspired to a career in professional basketball and attracted national attention while competing at Wichita State.

But Big Show has achieved the most fame in WWE, where he burst onto the scene at the *St. Valentine's Day Massacre*, literally breaking through the ring. Nine months later, he won the WWE Championship for the first time, defeating The Rock and Triple H in a Triple-Threat Match. There's been no stopping him ever since, as Big Show has become one of the most dominant athletes to ever appear in a WWE ring.

During *SmackDown!* on April 15, 2004, Big Show vowed that he would quit if he did not defeat Eddie Guerrero. After subsequently losing the match, Show went on a rampage that included the destruction of Torrie Wilson's car and throwing Kurt Angle off of a 25-foot ledge.

STATS

HEIGHT: 7'

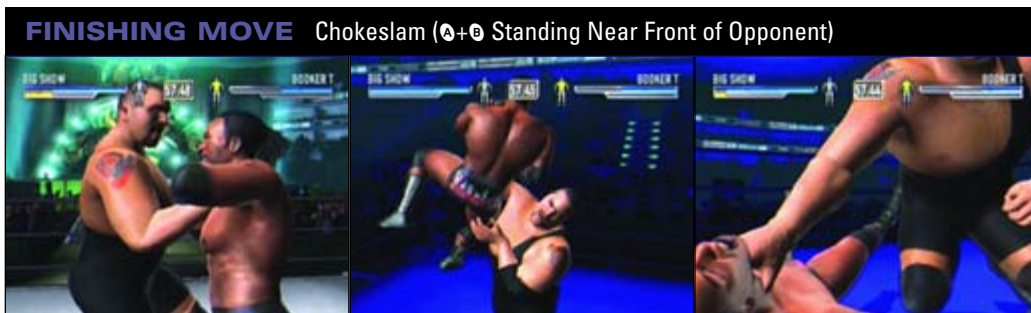
WEIGHT: 500 lbs.

FINISHING MOVE: Chokeslam, Showstopper

CAREER HIGHLIGHTS: WWE Champion, World Tag Team Champion, Hardcore Champion, U.S. Champion

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	10
Speed	5
Strength	10
Submission	9
Countering	6
Charisma	7



BIG SHOW[®]'S MOVE LIST

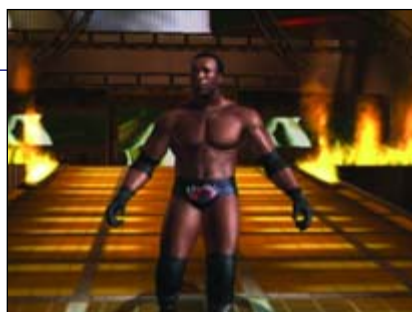
NAME	COMMAND
Aerial Attack Off Turnbuckle or Object	
Clothesline	X+D (Standing)
Leg Drop	X+D
747	X or X+D or X+Q
Axe Handle	X or X+D or X+Q (Standing)
Double Team Normal Move (Anywhere in Ring)	
Double Clothesline	A or B
Finisher Special Attack	
Chokeslam	A+B (Standing Near Front of Opponent)
Showstopper	A+B+Dir (Standing Near Rear of Opponent)
Ground Grapple Lower Body	
Knee Drop to Leg	A+D (Legs)
Leg Wrench	A+D (Legs)
Leg Smash	A+D (Legs)
Ground Grapple Upper Body	
Standing Armbar	A+D (Arms)
Chest Walk	A+D (Arms)
Sitting Bow and Arrow	A+D (Arms)
Foot Eye Rake	A+D (Head)
Ground Punches	A+D (Head)
Ground Choke	A+D (Head)
Ground Strike Directional	
Fist Drop	X+Dir (Arms)
Splash	X+Dir (Head)
Leg Drop	X+Dir (Legs)
Grapple	
Headbutt	A+D (Quick)
Big Boot	A+D (Quick)
Big Chest Slap	A+D (Quick)
Body Slam	A+Q (Quick)
Sidewalk Slam	A+D (Strong)
Gorilla Press Drop	A+D (Strong)
Giant Push	A+D (Strong)
Gorilla Press Overhead Slam	A+Q (Strong)
Ropes	
Top Rope Choke	A+D or A+Q (Against Opponent Tied on Ropes)
Choke Slingshot	A+D (Against Opponent Tied on Ropes)
Choke Slingshot	A+D (Against Opponent Tied on Ropes)
Running Opponent	
Polish Hammer	A (Against Running Opponent)
Spine Buster	A+D or A+Q (Against Running Opponent)
Back Drop	A+D or A+Q (Against Running Opponent)
Running Grapple Attack	
Rolling Belly-to-Belly Suplex	A+D or A+Q
Sleeper Slam	A+D or A+Q
Bulldog	A+D or A+Q (From Behind)
Chop Block	A+D or A+Q (From Behind)

NAME	COMMAND
Running Strike	
Clothesline	X
Running Shoulder Block	X+Dir
Opponent on Ground (Running)	
747	X
Earthquake	X+Dir
Safe Grapple (Outside of Ring)	
Big Boot	A+D or B+D
Headbutt	A+D or B+D
Body Slam	A+D or B+D
Gorilla Press Drop	A+Q or B+Q
Specialty Grapple	
Leg Drop Slam	B+D
Choke Hold	B+D
Giant Chop	B+D
Beel	B+Q
Standing Grapple	
Full-Nelson Slam	A+D (Behind)
Belly-to-Back Suplex 2	A+D (Behind)
Atomic Drop	A+D (Behind)
Reverse DDT	A+Q (Behind)
Neck Vice	A+D or A+Q (Opponent Sitting)
Asian Spike	A+D or A+Q (Opponent Sitting)
Strikes	
Big Boot	X+D or X+Q
Kick to Gut	X+Q
Punch to Head	X
Kidney Punch	X+D
Double Fist to Traps	X+D
Punch w/Elbow	X+D
Submission Grapple	
Bear Hug	B+D (Front)
Headlock	B+D (Front)
Chin Lock	B+D (Front)
Backbreaker Press	B+Q (Front)
Tag Team Double Team Move (In Corner)	
Newton Splash	W+Dir
Opponent Sitting in Turnbuckle	
The Big Sit	A+D or A+Q
Boot Wash	A+D or A+Q
Opponent Standing in Turnbuckle	
Running Shoulder	A+D (Front)
Beel	A+D (Front)
Choke and Beel	A+D (Front)
Corner Punches	A+Q (Front)
Grab Trunks w/Back Forearm Smash	A+D (Back)
Turnbuckle Head Smash	A+D (Back)
Toss Through Ropes Into Post	A+Q (Back)
Turnbuckle Tree of Woe	
Foot Choke	A+D or A+Q
Running Knee	A+D or A+Q

BIG SHOW[®]



PRIMA OFFICIAL GAME GUIDE



BOOKER T®

WWE.com BIO

Booker T came into WWE and quickly established himself as one of its top Superstars. Booker continues to pride himself on his past success in WCW, where he held the WCW Championship on five occasions. In fact, Booker is the most decorated man in WCW history—altogether, he held 22 WCW titles.

Altogether, the man has captured more than 27 championships. That's an accomplishment that may never be equaled.

In tag teams alone, Booker T has reigned at least 14 times, which is an amazing record. For the past three years, since coming to WWE as part of the Alliance, he has been on the hunt for a World Championship.

Along with the likes of Rob Van Dam, Kurt Angle, Eddie Guerrero, and the Undertaker, he is one of *SmackDown!*'s top title contenders, and it should come as no surprise if he one day snags the ultimate prize: The WWE Championship.

STATS

HEIGHT: 6'3"

WEIGHT: 256 lbs.

FROM: Houston, TX

FINISHING MOVE: Scissor Kick, Bookend

CAREER HIGHLIGHTS: WWE United States Champion; World Tag Team Champion; 5-time WCW Champion; WCW Television Champion; WCW Tag Team Champion; Intercontinental Champion

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	8
Speed	7
Strength	8
Submission	8
Countering	8
Charisma	7

FINISHING MOVE Scissor Kick (▲+□+△ Standing Near Opponent)



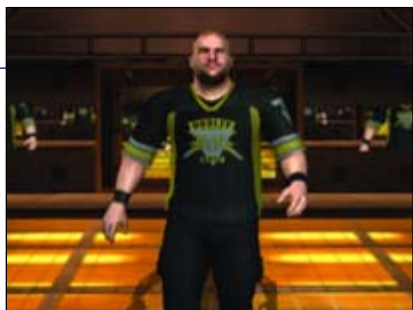
BOOKER T®'S MOVE LIST

BOOKER T®

NAME	COMMAND	NAME	COMMAND
Aerial Attack Off Turnbuckle or Object		Running Strike	
Axe Handle	X+ or X+ (Opponent Standing)	Running Roaring Elbow	X
Flying Drop Kick	X or X+ or X+ (Opponent Standing)	Clothesline	X+Dir
Flying Leg Drop	X+ or X+ (Opponent Down)	Opponent on Ground (Running)	
Flying Fist Drop	X+ or X+ (Opponent Down)	Stomp	X
Double Team Normal Move (Anywhere in Ring)		Elbow Drop	X+Dir
Heart Attack	A or B	Safe Grapple (Outside of Ring)	
Finisher Special Attack		DDT	A+ or B+
Book-End	A+B (Standing Near Front of Opponent)	Reverse Atomic Drop	A+ or B+
Scissor Kick	A+B+Dir Standing Near Opponent	Gut Buster	A+ or B+
Ground Grapple Lower Body		Fireman's Carry	A+ or B+
Elbow Drop to Leg	A+ (Legs)	Specialty Grapple	
Step Over Toe Hold	A+ (Legs)	Arm-Twist Kick	B+
Single Leg Boston Crab	A+ (Legs)	Gutwrench Suplex	B+
Ground Grapple Upper Body		Gourd Buster	B+
Sitting Bow and Arrow	A+ (Arms)	DDT	B+
Cross Arm Breaker	A+ (Arms)	Standing Grapple	
Short Arm Scissor	A+ (Arms)	Full-Nelson Slam	A+ (Behind)
Front Face Lock	A+ (Head)	Reverse DDT	A+ (Behind)
Foot Eye Rake	A+ (Head)	Russian Leg Sweep	A+ (Behind)
Ground Punches	A+ (Head)	Knee Breaker	A+ (Behind)
Ground Strike Directional		Body Scissor	A+ or A+ (Opponent Sitting)
Leg Drop	X+Dir (Arms)	Sitting Surfboard	A+ or A+ (Opponent Sitting)
Booker T Knee Drop	X+Dir (Head)	Strikes	
Elbow Drop	X+Dir (Legs)	Superkick	X+ or X+
Grapple		Gut Kick	X+
Reverse Atomic Drop	A+ (Quick)	Throat Chop	X
Short-Arm Clothesline	A+ (Quick)	Chop	X+
Arm Drag Leg Drop	A+ (Quick)	Punch to Gut	X+
Body Slam	A+ (Quick)	Punch w/Elbow	X+
Sidewalk Slam	A+ (Strong)	Submission Grapple	
Suplex	A+ (Strong)	Arm Wringer	B+
Spine Buster	A+ (Strong)	Double Underhook	B+
Fireman's Carry	A+ (Strong)	Abdominal Stretch	B+
Ropes		Headlock	B+
Top Rope Choke	A+ or A+	Tag Team Double Team Move (In Corner)	
Slingshot Suplex	A+	Body Slam to Knee	W+Dir
Slingshot Suplex	A+	Opponent Sitting in Turnbuckle	
Baseball Slide	X+Dir (Opponent Standing Outside Ropes)	Stomping a Mudhole	A+ or A+
Running Opponent		Boot Wash	A+ or A+
Flapjack	A	Opponent Standing in Turnbuckle	
Knee to Stomach	A+ or A+	Corner Punches	A+ (Front)
Back Drop	A+ or A+	Superplex	A+ (Front)
Running Grapple Attack		Beel	A+ (Front)
Belly-to-Back Suplex	A+ or A+	Choke and Beel	A+ (Front)
Sleeper Slam	A+ or A+	Turnbuckle Head Smash	A+ (Back)
Bulldog	A+ or A+ (Behind)	Toss Through Ropes Into Post	A+ (Back)
Chop Block	A+ or A+ (Behind)	Grab Trunks w/Back Forearm Smash	A+ (Back)
		Turnbuckle Tree of Woe	
		Foot Choke	A+ or A+
		Running Knee	A+ or A+



PRIMA OFFICIAL GAME GUIDE



BUBBA RAY DUDLEY™

WWE.com BIO

Bubba Ray got his start in ECW as a member of the bizarre Dudley family. After a brief rivalry with his brother D-Von, he joined forces with him, forming what would be perhaps the greatest tag team ever. After years of plying their trade in ECW, and winning eight titles there, they came to WWE in 2000.

Together, the Dudleys are the only tandem to have held WWE, WCW, and ECW Tag Team Championships. That's a tag team résumé that sets Bubba and his brother apart from any other tandem to ever lace up the boots.

The Dudleys briefly disbanded in favor of an attempt at singles action, and the run proved to be successful for Bubba Ray as he held the Hardcore Championship eight times during a two-month span in the spring of 2002. However, the two reunited at *Survivor Series 2002* and are seemingly inseparable now.

Bubba Ray is best known for his love of crashing opponents through tables. His scream of "D-Von...get the table" is one of the most popular phrases among WWE fans everywhere and has made his wood-splitting antic a legendary maneuver.

STATS

HEIGHT: 6'4"

WEIGHT: 310 lbs.

FROM: New York

FINISHING MOVE: Bubba Bomb, Bubba Cutter

CAREER HIGHLIGHTS: Hardcore Champion; World Tag Team Champion, WWE Tag Team Champion; WCW Tag Team Champion; ECW Tag Team Champion

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	7
Speed	6
Strength	8
Submission	6
Countering	7
Charisma	7

FINISHING MOVE Bubba Bomb (A+B Standing Near Front of Opponent)



BUBBA RAY DUDLEY™'S MOVE LIST

NAME	COMMAND
Aerial Attack Off Turnbuckle or Object	
Flying Elbow Drop	X+ or X+ or X+ or X+
Axe Handle	X (Opponent Standing)
Flying Leg Drop	X+ or X+ or X+
Double Team Normal Move (Anywhere in Ring)	
Dudley Neckbreaker	A or B
Finisher Special Attack	
Bubba Bomb	A+B (Standing Near Front of Opponent)
Bubba Cutter	A+B+Dir (Standing Near Front of Opponent)
Ground Grapple Lower Body	
Knee Drop to Leg	A+ (Legs)
Leg Smash	A+ (Legs)
Leg Bar	A+ (Legs)
Ground Grapple Upper Body	
Standing Armbar	A+ (Arms)
Cross Arm Breaker	A+ (Arms)
Sitting Bow and Arrow	A+ (Arms)
Ground Punches	A+ (Head)
Foot Eye Rake	A+ (Head)
Front Face Lock	A+ (Head)
Ground Strike—Directional	
Fist Drop	X+Dir (Arms)
Elbow Drop	X+Dir (Head)
Splash	X+Dir (Legs)
Grapple	
Body Slam	A+ (Quick)
Triple Shoulder Block	A+ (Quick)
Headbutt	A+ (Quick)
Eye Rake	A+ (Quick)
Power Slam	A+ (Strong)
Gutbuster	A+ (Strong)
Hangman Neckbreaker	A+ (Strong)
Spine Buster	A+ (Strong)
Ropes	
Choke Slingshot	A+ or A+
Rope Choke	A+ or A+
Baseball Slide	X+Dir
Running Opponent	
Bossman Slam	A
Knee to Stomach	A+ or A+
Front Drop	A+ or A+
Running Grapple Attack	
Belly-to-Back Suplex	A+ or A+
Sleeper Slam	A+ or A+
Bulldog	A+ or A+ (From Behind)
Chop Block	A+ or A+ (From Behind)
Running Strike	
Clothesline	X
Running Shoulder Block	X+Dir

NAME	COMMAND
Opponent On Ground (Running)	
747	X
Elbow Drop	X+Dir
Safe Grapple (Outside of Ring)	
Triple Shoulder Block	A+ or B+
Eye Rake	A+ or B+
Body Slam	A+ or B+
Headbutt	A+ or B+
Specialty Grapple	
Running Power Bomb	B+
Bionic Bubba	B+
DDT	B+
Sidewalk Slam	B+
Standing Grapple	
Russian Leg Sweep	A+ (Behind)
Full Nelson Slam	A+ (Behind)
Belly-to-Back Suplex 2	A+ (Behind)
Atomic Drop	A+ (Behind)
Kick to Back	A+ or A+ (Opponent Sitting)
Neck Vice	A+ or A+ (Opponent Sitting)
Strikes	
Gut Kick	X+ or X+
Jumping Boot	X+
Double Fist to Traps	X
Elbow Strike	X+
Kidney Punch	X+
Haymaker	X+
Submission Grapple	
Bear Hug	B+
Abdominal Stretch	B+
Full Nelson	B+
Chin Lock	B+
Tag Team Double Team Move (In Corner)	
Newton Splash	X+Dir
Opponent Sitting in Turnbuckle	
Running Knee	A+ or A+
Boot Wash	A+ or A+
Opponent Standing in Turnbuckle	
Corner Punches	A+ (Front)
Choke and Beel	A+ (Front)
Beel	A+ (Front)
Running Shoulder	A+ (Front)
Side Slam	A+ (Back)
Belly-to-Back Superplex	A+ (Back)
Toss Through Ropes Into Post	A+ (Back)
Turnbuckle Tree of Woe	
Foot Choke	A+ or A+
Stomping a Mudhole	A+ or A+

BUBBA RAY DUDLEY™



PRIMA OFFICIAL GAME GUIDE



CHARLIE HAAS™

WWE.com BIO

Like many other WWE Superstars, Charlie Haas worked his way through the amateur ranks and the independent circuit to reach his dream of making it to WWE, but along the way he hit a bump in the road that drives him more and more every day.

After a stellar career at Seton Hall University where he was a two-time Big East Champion, Haas at first ventured into the corporate world when he accepted a job as a Goldman-Sachs stockbroker. Unable to purge his itch for wrestling excitement, Haas quickly left that career for WWE and, along with brother Russ, wrestled as the Haas Brothers. Russ's untimely death in November 2001 did not deter him from the dream he shared with his brother. Today, as a tribute to his brother, Charlie wears the name Russ on his wristbands.

When WWE Superstar Kurt Angle and Paul Heyman formed "Team Angle," Haas was given his shot at the big-time and he did not disappoint. Teamed with a new partner, Shelton Benjamin, the duo developed into an up-and-coming tag team. It was not long after their union that they captured the WWE Tag Team Championship. In an attempt to jump away from Angle's shadow, Haas and Benjamin left Team Angle to form the Self-Proclaimed World's Greatest Tag Team. Benjamin has since jumped to *Raw*.

Haas is known as a man of very few words but instead lets his actions do the talking. And if this remains the case and he continues his development as a *SmackDown!* Superstar, Haas very quietly should be at the top of the *SmackDown!* roster for a long time to come.

STATS

HEIGHT: 6'2"

WEIGHT: 240 lbs.

FROM: Edmond, OK

FINISHING MOVE: Haas of Pain, Air Raid Siren

CAREER HIGHLIGHTS: WWE Tag Team Champion

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	7
Speed	7
Strength	7
Submission	7
Countering	7
Charisma	5

FINISHING MOVE Haas of Pain (Q+Q Standing Near Front of Opponent)



CHARLIE HAAS™ MOVE LIST

CHARLIE HAAS™

NAME	COMMAND	NAME	COMMAND
Aerial Attack Off Turnbuckle or Object		Opponent on Ground (Running)	
Flying Elbow Drop	X+< or X+> (Opponent Standing)	Forearm Drop	X
Axe Handle	X+< or X+>	Quick Leg Drop	X+Dir
Fist Leaping	X or X+< or X+>	Safe Grapple (Outside of Ring)	
Flying Drop Kick	X or X+< or X+> (Opponent Standing)	Enziguri	A+< or B+<
Double Team Normal Move (Anywhere in Ring)		Spine Buster	A+< or B+<
T-Slam	A or B	Body Slam	A+< or B+<
Finisher Special Attack		Gut Buster	A+< or B+<
Haas of Pain	A+B (Standing Near Front of Opponent)	Specialty Grapple	
Air Raid Siren	A+B+Dir (Standing Near Front of Opponent)	Full-Nelson Slam	B+<
Ground Grapple Lower Body		Belly-to-Back Suplex	B+<
STF	A+< (Legs)	German Suplex	B+<
Leg Grapevine	A+< (Legs)	Fisherman's Suplex	B+<
Nagata Lock	A+< (Legs)	Standing Grapple	
Ground Grapple Upper Body		Russian Leg Sweep	A+< (Behind)
Fujiwara Armbar	A+< (Arms)	Belly-to-Back Suplex	A+< (Behind)
Short Arm Scissor	A+< (Arms)	Grab Trunks w/Back Forearm Smash	A+< (Behind)
Sitting Bow and Arrow	A+< (Arms)	Sleeper Slam	A+< (Behind)
Front Facelock	A+< (Head)	Strangle Hold 2	A+< or A+> (Opponent Sitting)
Foot Eye Rake	A+< (Head)	Sitting Surfboard	A+< or A+> (Opponent Sitting)
Head Scissors	A+< (Head)	Strikes	
Ground Strike Directional		Superkick	X+< or X+> (With Feet or Knees)
Knee Drop	X+Dir (Arms)	Kick to Gut	X+< (With Feet or Knees)
Elbow Drop	X+Dir (Head)	Punch to Head	X (With Hands or Arms)
Leg Drop	X+Dir (Legs)	Chop	X+< (With Hands or Arms)
Grapple		Punch to Gut	X+< (With Hands or Arms)
Body Slam	A+< (Quick)	Haymaker	X+< (With Hands or Arms)
Snap Mare	A+< (Quick)	Submission Grapple	
Drop Kick	A+< (Quick)	Headlock	B+<
Drop Toe Hold	A+< (Quick)	Cross-Face Chicken Wing	B+<
Enziguri	A+< (Strong)	Standing Bow And Arrow	B+<
Gut Buster	A+< (Strong)	Arm Wringer	B+<
Spine Buster	A+< (Strong)	Tag Team Double Team Move (In Corner)	
Fireman's Carry	A+< (Strong)	Body Slam to Knee	Wet+Dir
Ropes		Opponent Sitting in Turnbuckle	
Slingshot Suplex	A+< or A+>	Running Knee	A+< or A+>
Wipeout	A+< or A+>	Alley-Oop	A+< or A+>
Suicide Dive	X+Dir	Opponent Standing in Turnbuckle	
Running Opponent		Corner Punches	A+< (Front)
Drop Toe Hold	A	Superplex	A+< (Front)
Flapjack	A+< or A+>	Monkey Flip	A+< (Front)
Front Drop	A+< or A+>	Running Shoulder	A+< (Front)
Running Grapple Attack		Turnbuckle Surfboard	A+< (Back)
Crucifix Head Scissor	A+< or A+>	Belly-to-Back Superplex	A+< (Back)
Float-Over DDT	A+< or A+>	Snake Eyes	A+< (Back)
Bulldog	A+< or A+> (From Behind)	Turnbuckle Tree of Woe	
Chop Block	A+< or A+> (From Behind)	Foot Choke	A+< or A+>
Running Strike		Running Knee	A+< or A+>
Leaping Forearm Smash	X		
Clothesline	X+< or X+>		



PRIMA OFFICIAL GAME GUIDE



CHAVO GUERRERO™

WWE.com BIO

A member of the proud Guerrero family, Chavo Guerrero is a third-generation competitor, the son of Chavo Guerrero Sr. (a.k.a. Chavo Classic) and grandson of Mexican legend Gory Guerrero. In the past few years, he has certainly created his own legacy, marking his territory in both WCW and WWE.

In both companies, Chavo's path has often crossed with that of his Uncle Eddie. The two were WWE Tag Team Champions on *SmackDown!*, and enjoyed a lengthy partnership before it all came crashing down. Nevertheless, Chavo was able to pick up the pieces and currently enjoys a successful singles career.

The Cruiserweight Championship has been his on more than one occasion, and he has been one of the cornerstones of the division in both WWE and WCW. Superstars like Rey Mysterio and Jamie Noble have learned the hard way that growing up in the business has given him a unique edge that few can boast.

After missing nearly two months due to a head injury he suffered from Billy Kidman's Shooting Star Press, Chavo is in the midst of a dedicated return to action.

STATS

HEIGHT: 5'9"

WEIGHT: 213 lbs.

FROM: El Paso, TX

FINISHING MOVE: Gory Bomb, Chavo DDT

CAREER HIGHLIGHTS: WWE Cruiserweight Champion, WWE Tag Team Champion, WCW Tag Team Champion

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	6
Speed	8
Strength	6
Submission	6
Countering	8
Charisma	6



CHAVO GUERRERO™'S MOVE LIST

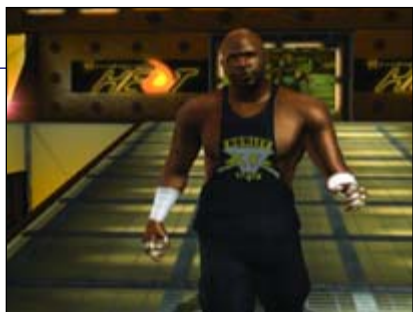
NAME	COMMAND
Aerial Attack Off Turnbuckle or Object	
Flying Drop Kick	X+< or X+> (Opponent Standing)
Corkscrew Moonsault	X+< or X+>
Axe Handle	X or X+< or X+> (Opponent Standing)
Flying Leg Drop	X or X+< or X+>
Double Team Normal Move (Anywhere in Ring)	
Flapjack	A or B
Finisher Special Attack	
Gory Bomb	A+B (Standing Near Front of Opponent)
Chavo DDT	A+B+Dir (Standing Near Front of Opponent)
Ground Grapple Lower Body	
Step Over Toe Hold	A+< (Legs)
Nagata Lock	A+< (Legs)
Leg Grapevine	A+< (Legs)
Ground Grapple Upper Body	
Short Arm Scissor	A+< (Arms)
Fujiwara Armbar	A+< (Arms)
Flipping Hammer Lock	A+< (Arms)
Front Facelock	A+< (Head)
Foot Eye Rake	A+< (Head)
Ground Punches	A+< (Head)
Ground Strike—Directional	
Corkscrew Leg Drop	X+Dir (Head)
Fist Drop	X+Dir (Arms)
Knee Drop	X+Dir (Legs)
Grapple	
Drop Kick	A+< (Quick)
Snap Mare	A+< (Quick)
European Uppercut	A+< (Quick)
Arm Drag	A+< (Quick)
Shoulder Breaker	A+< (Strong)
Body Slam	A+< (Strong)
Hangman Neckbreaker	A+< (Strong)
Suplex	A+< (Strong)
Ropes	
Top Rope Choke	A+<
Slingshot Suplex	A+<
DDT	A+<
Choke Slingshot	A+<
Plancha	X+Dir
Running Opponent	
Drop Toe Hold	A
Tilt-A-Whirl Backbreaker	A+< or A+>
Knee to Stomach	A+< or A+>
Running Grapple Attack	
Crucifix Head Scissor	A+< or A+>
Float-Over DDT	A+< or A+>
Chop Block	A+< or A+> (From Behind)
Twisting Huracanrana	A+< or A+> (From Behind)

NAME	COMMAND
Running Strike	
Leg Lariat	X
Flying Clothesline	X+Dir
Opponent on Ground (Running)	
Running Senton	X
Running Elbow Drop	X+Dir
Safe Grapple (Outside of Ring)	
Enziguri	A+< or B+<
Falcon Driver	A+< or B+<
Hangman Neckbreaker	A+< or B+<
European Uppercut	A+< or B+<
Specialty Grapple	
Snap Suplex	B+<
Huracanrana	B+<
Falcon Driver	B+<
Sunset Bomb	B+<
Standing Grapple	
Russian Leg Sweep	A+<
Reverse DDT	A+<
Bulldog	A+<
Belly-to-Back Suplex	A+<
Body Scissor	A+< or A+> (Opponent Sitting)
Sitting Surfboard	A+< or A+> (Opponent Sitting)
Strikes	
Roundhouse	X+< or X+> (With Feet or Knees)
Jumping Crescent Kick	X+< X+> or X+< (With Feet or Knees)
Kick to Gut	X+< (With Feet or Knees)
Chop	X (With Hands or Arms)
Jab	X+< (With Hands or Arms)
Punch to Head	X+< (With Hands or Arms)
Punch to Gut	X+< (With Hands or Arms)
Submission Grapple	
Abdominal Stretch	B+<
Headlock	B+<
Clover Leaf	B+<
Arm Wringer	B+<
Tag Team Double Team Move (In Corner)	
Demolition Drop	W+Dir
Opponent Sitting in Turnbuckle	
Running Knee	A+< or A+>
Alley-Oop Powerbomb	A+< or A+>
Opponent Standing in Turnbuckle	
Superplex	A+< (Front)
Monkey Flip	A+< (Front)
Corner Punches	A+< (Front)
Tiger Mask	A+< (Front)
Side Slam	A+< (Back)
Tornado DDT	A+< (Back)
Turnbuckle Surfboard	A+< (Back)
Turnbuckle Tree of Woe	
Foot Choke	A+< or A+>
Stomping a Mudhole	A+< or A+>

CHAVO GUERRERO™



PRIMA OFFICIAL GAME GUIDE



D-VON DUDLEY™

WWE.com BIO

“D-Von, get the tables!” That’s the phrase that Bubba Ray Dudley has shouted at his brother for almost 10 years now. D-Von Dudley has been one-half of one of the sport’s most enduring tag teams ever, and it doesn’t look like that’s going to end anytime soon.

Back in the ECW days, D-Von started as the antagonist of the Dudley clan, pushing around his brother Bubba Ray until the two men formed a unit that would endure through the ages. Backed up by the power of Bubba, D-Von is the faster, more compact member of the team, capable of dishing out the punishment both on the mat and from the air.

With an unprecedented number of Tag Team Championship reigns to his credit, D-Von can claim to be one of the finest tag team specialists the game has ever known.

STATS

HEIGHT: 6'2"

WEIGHT: 235 lbs.

FROM: New York

FINISHING MOVE: Flying Headbutt, Saving Grace

CAREER HIGHLIGHTS: World Tag Team Champion, WWE Tag Team Champion, WCW Tag Team Champion, ECW Tag Team Champion

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	8
Speed	6
Strength	7
Submission	6
Countering	7
Charisma	6



D-VON DUDLEY™'S MOVE LIST

D-VON DUDLEY™

NAME	COMMAND	NAME	COMMAND
Aerial Attack Off Turnbuckle or Object		Opponent on Ground (Running)	
Flying Drop Kick	X+ or X+ (Opponent Standing)	Running Elbow Drop	X
Flying Leg Drop	X+ or X+ (Opponent Standing)	Headbutt	X+Dir
Axe Handle	X or X+ or X+	Safe Grapple (Outside of Ring)	
Flying Elbow Drop	X or X+ or X+	Backbreaker	A+ or B+
Double Team Normal Move (Anywhere in Ring)		Reverse Atomic Drop	A+ or B+
Dudley Neckbreaker	A or B	Body Slam	A+ or B+
Finisher Special Attack		Swinging Neckbreaker	A+ or B+
Saving Grace	A+B (Standing Near Front of Opponent)	Specialty Grapple	
Flying Headbutt	A+B+Dir (Near Turnbuckle)	Swinging Neckbreaker	B+
Ground Grapple Lower Body		Sit-Down Power Bomb	B+
Step Over Toe Hold	A+ (Legs)	Hangman Neckbreaker	B+
Single-Leg Boston Crab	A+ (Legs)	DDT	B+
Leg Bar	A+ (Legs)	Standing Grapple	
Ground Grapple Upper Body		Full-Nelson Slam	A+ (Behind)
Standing Armbar	A+ (Arms)	Atomic Drop	A+ (Behind)
Cross Arm Breaker	A+ (Arms)	Grab Trunks w/Back Forearm Smash	A+ (Behind)
Short Arm Scissor	A+ (Arms)	Belly-to-Back Suplex	A+ (Behind)
Ground Punches	A+ (Head)	Asian Spike	A+ or A+ (Opponent Sitting)
Foot Eye Rake	A+ (Head)	Strikes	
Front Face Lock	A+ (Head)	Gut Kick	X+ or X+ (With Feet or Knees)
Ground Strike Directional		Kick to Gut	X+ (With Feet or Knees)
Fist Drop	X+Dir (Arms)	Punch to Head	X (With Hands or Arms)
Elbow Drop	X+Dir (Head)	Elbow Strike	X+ (With Hands or Arms)
Leg Drop	X+Dir (Legs)	Punch to Gut	X+ (With Hands or Arms)
Grapple		Haymaker	X+ (With Hands or Arms)
Arm Drag	A+ (Quick)	Submission Grapple	
Reverse Atomic Drop	A+ (Quick)	Chin Lock	B+
Snapmare	A+ (Quick)	Arm Wringer	B+
Body Slam	A+ (Quick)	Sleeper Hold	B+
Suplex	A+ (Strong)	Headlock	B+
Power Slam	A+ (Strong)	Tag Team Double Team Move (In Corner)	
Backbreaker	A+ (Strong)	Newton Splash	+Dir
Russian Leg Sweep	A+ (Strong)	Opponent Sitting in Turnbuckle	
Ropes		Running Knee	A+ or A+
Slingshot Suplex	A+ or A+	Alley-Oop Powerbomb	A+ or A+
Choke Slingshot	A+ or A+	Opponent Standing in Turnbuckle	
Suicide Dive	X+Dir	Corner Punches	A+ (Front)
Running Opponent		Superplex	A+ (Front)
Drop Toe Hold	A	Monkey Flip	A+ (Front)
Flapjack	A+ or A+	Choke and Beel	A+ (Front)
Front Drop	A+ or A+	D-Von Neckbreaker	A+ (Back)
Running Grapple Attack		Grab Trunks w/Back Forearm Smash	A+ (Back)
Crucifix	A+ or A+	Toss Through Ropes Into Post	A+ (Back)
Neckbreaker	A+ or A+	Turnbuckle Tree of Woe	
Bulldog	A+ or A+ (From Behind)	Foot Choke	A+ or A+
Chop Block	A+ or A+ (From Behind)	Stomping a Mudhole	A+ or A+
Running Strike			
Running Roaring Elbow	X		
Leaping Forearm Smash	X+Dir		



PRIMA OFFICIAL GAME GUIDE



EDDIE GUERRERO™

WWE.com BIO

Every WWE Superstar dreams to hear their name chanted by thousands of WWE fans. But only the truly special ones get to hear this. On *SmackDown!*, the names Kurt, Show, and Undertaker are equated with the best in the business. Now, Eddie Guerrero can share that distinction as well. Guerrero has been around for a while, but never has the name “Eddie” been chanted with the fervor and intensity that it is every time he enters the arena in his trademark “low-rider” now.

Guerrero’s career choice was a natural one stemming from his upbringing in the renowned Guerrero family, which produced many greats in the ring. His exposure to many different styles of wrestling allowed Guerrero to develop into a versatile competitor who can handle any type of match or opponent. Guerrero can grapple on the mat, sail off the top rope, or simply brawl with the best. Very few competitors can use brute strength to finish an opponent or choose a frog splash off the turnbuckle like Eddie can. His victory over Brock Lesner in 2004 for the WWE Championship cemented Eddie’s status as a ring great.

Equally as important, Guerrero is as skilled with the microphone as he is in the ring and his charisma and style have brought him legions of fans. He may lie, cheat, and steal...but Eddie Guerrero is still as popular as they come.

A man once haunted by the demons of addiction, Guerrero proudly displays his new addiction—succeeding in the ring and the passion and drive that is known as Latino Heat.

STATS

HEIGHT: 5'8"

WEIGHT: 228 lbs.

FROM: El Paso, TX

FINISHING MOVE: Frog Splash,
Gory Special

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

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	8
Speed	8
Strength	7
Submission	8
Countering	9
Charisma	9

FINISHING MOVE Gory Special (A+D+Dir Standing Near Front of Opponent)



EDDIE GUERRERO™ S MOVE LIST

EDDIE GUERRERO™

NAME	COMMAND	NAME	COMMAND
Aerial Attack Off Turnbuckle or Object		Opponent on Ground (Running)	
Flying Elbow Drop	X+△	Running Elbow Drop	X
Axe Handle	X+◇	Running Senton	X+Dir
Flying Drop Kick	X or X+△ or X+◇	Safe Grapple (Outside of Ring)	
Senton Bomb	X or X+△ or X+◇	Swinging Neckbreaker	A+△ or B+△
Double Team Normal Move (Anywhere in Ring)		Headbutt	A+◇ or B+◇
Double Suplex	A or B	Drop Kick to Legs	A+◇ or B+◇
Finisher Special Attack		Russian Leg Sweep	A+◇ or B+◇
Frog Splash	A+B (Near Turnbuckle)	Specialty Grapple	
Gory Special	A+B+Dir (Standing Near Front of Opponent)	Swinging Neckbreaker	B+△ (Front)
Ground Grapple Lower Body		Huracanrana	B+◇ (Front)
Figure-Four Leglock	A+△ (Legs)	Tilt-A-Whirl Backbreaker	B+◇ (Front)
Leg Bar	A+◇ (Legs)	Tres Amigos	B+◇ (Front)
Step Over Toe Hold	A+◇ (Legs)	Standing Grapple	
Ground Grapple Upper Body		Russian Leg Sweep	A+△ (Behind)
Flipping Hammer Lock	A+△ (Arms)	German Suplex	A+◇ (Behind)
Short Arm Scissor	A+◇ (Arms)	Belly-to-Back Suplex	A+◇ (Behind)
Cross Arm Breaker	A+◇ (Arms)	Reverse DDT	A+◇ (Behind)
Camel Clutch	A+△ (Head)	Sitting Surfboard	A+△ or A+◇ (Opponent Sitting)
Ground Punches	A+◇ (Head)	Strangle Hold 2	A+◇ or A+◇ (Opponent Sitting)
Head Scissors	A+◇ (Head)	Strikes	
Ground Strike Directional		Kick to Gut	X+△ or X+◇ (With Feet or Knees)
Elbow Drop	X+Dir (Arms)	Low Roundhouse	X+◇ (With Feet or Knees)
Leg Drop	X+Dir (Head)	Chop	X (With Hands or Arms)
Knee Drop	X+Dir (Legs)	Jab	X+△ (With Hands or Arms)
Grapple		Punch to Head	X+◇ (With Hands or Arms)
Drop Kick to Legs	A+△ (Quick)	Low Blow	X+◇ (With Hands or Arms)
Headbutt	A+◇ (Quick)	Submission Grapple	
Arm Drag	A+◇ (Quick)	Standing Octopus	B+△ (Front)
Snapmare	A+◇ (Quick)	Standing Bow and Arrow	B+◇ (Front)
Northern Lights Suplex 2	A+△ (Strong)	Sleeper Hold	B+◇ (Front)
Gutwrench Suplex	A+◇ (Strong)	Clover Leaf	B+◇ (Front)
Tilt-a-Whirl Slam	A+◇ (Strong)	Tag Team Double Team Move (In Corner)	
Power Slam	A+◇ (Strong)	Demolition Drop	Wet+Dir
Ropes		Opponent Sitting in Turnbuckle	
Wipeout	A+△ or A+◇	Stomping a Mudhole	A+△ or A+◇
Slingshot Suplex	A+◇ or A+◇	Alley-Oop	A+◇ or A+◇
Twisting Plancha	X+Dir	Opponent Standing in Turnbuckle	
Running Opponent		Superplex	A+△ (Front)
Drop Toe Hold	A	Corner Punches	A+◇ (Front)
Flapjack	A+◇ or A+◇	Monkey Flip	A+◇ (Front)
Front Drop	A+△ or A+◇	Lucha DDT	A+◇ (Front)
Running Grapple Attack		Turnbuckle Head Smash	A+◇ (Back)
Float-Over DDT	A+△ or A+◇	Belly-to-Back Superplex	A+◇ (Back)
Crucifix Head Scissor	A+◇ or A+◇	Snake Eyes	A+◇ (Back)
Bulldog	A+△ or A+◇ (From Behind)	Turnbuckle Tree of Woe	
Twisting Huracanrana	A+◇ or A+◇ (From Behind)	Boot Wash	A+△ or A+◇
Running Strike		Alley-Oop	A+◇ or A+◇
Leaping Forearm Smash	X		
Leg Lariat	X+Dir		



PRIMA OFFICIAL GAME GUIDE



JBL™

WWE.com BIO

With the motto "Work harder, work smarter" as his creed, John "Bradshaw" Layfield is out to prove that his formula for success in the arena of financial planning is every bit as useful in the ring.

The Abilene Christian University alumnus starred on the football team at the college, where he also studied ancient history. After injuries ended his football career, he found himself with no job and little money. He told himself that if he ever made money again, he'd know what to do with it. Sure enough, since becoming a WWE Superstar, his success in the ring has been matched by his stock-picking acumen. Even when the "bull market" subsided, and so-called experts were losing their proverbial shirts, JBL's portfolio was increasing. In the summer of 2003, JBL's book, *Have More Money Now*, a common-sense, straight-talk financial advice book, was released. He also writes a column for WWE.com.

Once known as the beer-drinking, cigar-smoking brawler who helped the APA rise to the top of the WWE tag team division, JBL now has a new attitude, and he even relocated out of his native Texas and into a posh penthouse in New York City. He has traded in his muscle shirts for \$3,000 suits and \$1,000 hats, and now drives a custom limo to take him from place to place. In addition to accumulating an amazing amount of cash from the stock market and a top-notch wardrobe, the mighty JBL was also able to add the title of WWE Champion to his portfolio after defeating Eddie Guerrero at *The Great American Bash* in June 2004.

STATS

HEIGHT: 6'6"

WEIGHT: 297 lbs.

FROM: New York City

FINISHING MOVE: Clothesline from Hell, Alabama Slam

CAREER HIGHLIGHTS: WWE Champion, World Tag Team Champion, Hardcore Champion

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	9
Speed	6
Strength	9
Submission	6
Countering	8
Charisma	7

FINISHING MOVE Clothesline from Hell (A+B Standing)



JBL™ S MOVE LIST

NAME	COMMAND
Aerial Attack Off Turnbuckle or Object	
Axe Handle	X+Dir (Opponent Standing)
Flying Elbow Drop	X or X+△ or X+▽
Flying Leg Drop	X+△ or X+▽
Double Team Normal Move (Anywhere in Ring)	
T-Slam	A or B
Finisher Special Attack	
Clothesline from Hell	A+B
Alabama Slam	A+B+Dir
Ground Grapple Lower Body	
Step Over Toe Hold	A+△ (Legs)
Leg Smash	A+△ (Legs)
Leg Bar	A+▽ (Legs)
Ground Grapple Upper Body	
Short-Arm Scissor	A+△ (Arms)
Sitting Bow and Arrow	A+△ (Arms)
Cross Arm Breaker	A+▽ (Arms)
Camel Clutch	A+△ (Head)
Foot Eye Rake	A+△ (Head)
Ground Punches	A+▽ (Head)
Ground Strike—Directional	
Fist Drop	X+Dir (Arms)
Leg Drop	X+Dir (Head)
Knee Drop	X+Dir (Legs)
Grapple	
Body Slam	A+△ (Quick)
Short-Arm Clothesline	A+△ (Quick)
Big Boot	A+▽ (Quick)
Triple Shoulder Block	A+▽ (Quick)
Sidewalk Slam	A+△ (Strong)
Backbreaker	A+△ (Strong)
Gorilla Press Overhead Slam	A+▽ (Strong)
Suplex	A+▽ (Strong)
Ropes	
Rope Gut Kick	A+△ or A+▽
Choke Slingshot	A+△ or A+▽
Baseball Slide	X+Dir
Running Opponent	
Bossman Slam	A
Back Drop	A+△ or A+▽
Power Slam	A+△ or A+▽
Running Grapple Attack	
Sleeper Slam	A+△ or A+▽
Neckbreaker	A+△ or A+▽
Chop Block	A+△ or A+▽ (From Behind)
Bulldog	A+△ or A+▽ (From Behind)
Running Strike	
Clothesline	X
Running Shoulder Block	X+Dir

NAME	COMMAND
Opponent on Ground (Running)	
Quick Leg Drop	X
Elbow Drop	X+Dir
Safe Grapple (Outside of Ring)	
DDT	A+△ or B+△
Body Slam	A+△ or B+△
Short-Arm Clothesline	A+△ or B+△
Big Boot	A+▽ or B+▽
Specialty Grapple	
Back Club	B+△ (Front)
DDT	B+△ (Front)
Fall-Away Slam	B+△ (Front)
Power Bomb	B+▽ (Front)
Standing Grapple	
Atomic Drop	A+△ (Behind)
Reverse DDT	A+△ (Behind)
Grab Trunks w/Back Forearm Smash	A+▽ (Behind)
Belly-to-Back Suplex	A+▽ (Behind)
Kick to Back	A+△ or A+▽ (Opponent Sitting)
Sitting Ab Stretch	A+△ or A+▽ (Opponent Sitting)
Strikes	
Jumping Boot	X+△ or X+▽ (With Feet or Knees)
Kick to Gut	X+▽ (With Feet or Knees)
Chop	X (With Hands or Arms)
Haymaker	X+△ (With Hands or Arms)
Punch to Head	X+△ (With Hands or Arms)
Kidney Punch	X+▽ (With Hands or Arms)
Submission Grapple	
Bear Hug	B+△ (Front)
Headlock	B+△ (Front)
Sleeper Hold	B+△ (Front)
Arm Wringer	B+▽ (Front)
Tag Team Double Team Move (In Corner)	
Newton Splash	Wet+Dir
Opponent Sitting in Turnbuckle	
Running Knee Smash	A+△ or A+▽
Boot Wash	A+△ or A+▽
Opponent Standing in Turnbuckle	
Corner Punches	A+△ (Front)
Choke and Beel	A+△ (Front)
Superplex	A+△ (Front)
Running Shoulder	A+▽ (Front)
Grab Trunks w/Back Forearm Smash	A+△ (Back)
Toss Through Ropes Into Post	A+△ (Back)
Turnbuckle Head Smash	A+▽ (Back)
Turnbuckle Tree of Woe	
Foot Choke	A+△ or A+▽
Running Knee	A+△ or A+▽

JBL™



PRIMA OFFICIAL GAME GUIDE



JOHN CENA™

WWE.com BIO

Very rarely has an athlete entered the ring who can walk the walk and talk the talk immediately. John Cena is one of those athletes. Using an uncanny ability to perform in the ring and at the microphone in his own unique way, Cena spent his rookie year in WWE challenging the best in the business for in-ring supremacy.

A former football star at Springfield College, Cena spent his college career developing two activities that would prove to define him: training and rapping. Now he is doing both in front of millions on a weekly basis and is one of the most popular young Superstars on *SmackDown!*.

Cena claims to already be a legend. While that issue may be in doubt, there is no denying that he has the talent to be a legend one day. He has faced some of the very best to ever compete in WWE and has held his own. And like most legends, Cena used the biggest possible stage to have one of the greatest moments of his career when he defeated Big Show at *WrestleMania XX* to earn his first Championship—the United States Championship!

STATS

HEIGHT: 6'1"

WEIGHT: 248 lbs.

FROM: West Newbury, MA

FINISHING MOVE: FU, Five Knuckle Shuffle

CAREER HIGHLIGHTS: United States Champion

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	9
Speed	7
Strength	10
Submission	6
Countering	8
Charisma	9

FINISHING MOVE FU (A+B Standing Near Front of Opponent)



JOHN CENA™'S MOVE LIST

JOHN CENA™

NAME	COMMAND	NAME	COMMAND
Aerial Attack Off Turnbuckle or Object		Opponent on Ground (Running)	
Flying Drop Kick	X or X+△ or X+▽	Forearm Drop	X
Flying Leg Drop	X or X+△ or X+▽	Quick Leg Drop	X+Dir
Axe Handle	X or X+△ or X+▽	Safe Grapple (Outside of Ring)	
Flying Elbow Drop	X or X+△ or X+▽	Headbutt	A+△ or B+△
Double Team Normal Move (Anywhere in Ring)		Fireman's Carry	A+△ or B+△
Double DDT	A or B	Short-Arm Clothesline	A+△ or B+△
Finisher Special Attack		Gorilla Press Drop	A+▽ or B+▽
FU	A+B	Specialty Grapple	
Five Knuckle Shuffle	A+B+Dir	Can't See Me Suplex	B+△ (Front)
Ground Grapple Lower Body		Protoplex	B+△ (Front)
Step Over Toe Hold	A+△ (Legs)	Gorilla Press Drop	B+△ (Front)
Leg Bar	A+△ (Legs)	Shuicide	B+▽ (Front)
Boston Crab	A+△ (Legs)	Standing Grapple	
Ground Grapple Upper Body		German Suplex	A+△ (Behind)
Sitting Bow and Arrow	A+△ (Arms)	Full-Nelson Slam	A+△ (Behind)
Standing Armbar	A+△ (Arms)	Atomic Drop	A+△ (Behind)
Cross Arm Breaker	A+△ (Arms)	Belly-to-Back Suplex 2	A+▽ (Behind)
Camel Clutch	A+△ (Head)	Body Scissor	A+△ or A+▽ (Opponent Sitting)
Ground Punches	A+△ (Head)	Sitting Ab Stretch	A+△ or A+△ (Opponent Sitting)
Head Scissors	A+△ (Head)	Strikes	
Ground Strike—Directional		Gut Kick	X+△ or X+▽ (With Feet or Knees)
Elbow Drop	X+Dir (Arms)	Kick to Gut	X+▽ (With Feet or Knees)
Fist Drop	X+Dir (Head)	Palm Slap	X (With Hands or Arms)
Leg Drop	X+Dir (Legs)	Punch to Head	X+△ (With Hands or Arms)
Grapple		Punch to Gut	X+△ (With Hands or Arms)
Headbutt	A+△ (Quick)	Low Blow	X+△ (With Hands or Arms)
Fireman's Carry	A+△ (Quick)	Submission Grapple	
Short Arm Clothesline	A+△ (Quick)	Headlock	B+△ (Front)
Body Slam	A+▽ (Quick)	Bear Hug	B+△ (Front)
Spine Buster	A+△ (Strong)	Chin Lock	B+△ (Front)
Double Arm DDT	A+△ (Strong)	Cena Underhook	B+▽ (Front)
Power Bomb	A+△ (Strong)	Tag Team Double Team Move (In Corner)	
Power Bomb	A+△ (Strong)	Demolition Drop	W+Dir
Ropes		Opponent Sitting in Turnbuckle	
Slingshot Suplex	A+△ or A+▽	Running Knee Smash	A+△ or A+▽
Wipeout	A+△ or A+△	Alley-Oop Powerbomb	A+△ or A+△
Baseball Slide	X+Dir	Opponent Standing in Turnbuckle	
Running Opponent		Beel	A+△ (Front)
Back Drop	A	Superplex	A+△ (Front)
Bossman Slam	A+△ or A+△	Corner Punches	A+△ (Front)
Knee to Stomach	A+△ or A+▽	Running Shoulder	A+▽ (Front)
Running Grapple Attack		Turnbuckle Surfboard	A+△ (Back)
Sleeper Slam	A+△ or A+▽	Side Slam	A+△ (Back)
Crucifix	A+△ or A+△	Turnbuckle Head Smash	A+▽ (Back)
One-Arm Bulldog	A+△ or A+▽ (From Behind)	Turnbuckle Tree of Woe	
Chop Block	A+△ or A+△ (From Behind)	Running Knee	A+△ or A+▽
Running Strike		Nut Stomp	A+△ or A+△
Clothesline	X		
Running Roaring Elbow	X+Dir		



PRIMA OFFICIAL GAME GUIDE



KURT ANGLE®

WWE.com BIO

Kurt Angle captured national attention in 1996 when he won the 220-pound freestyle wrestling competition at the Olympic Games in Atlanta. To say the least, that was only the beginning of the greatness that is Kurt Angle.

Four years after earning gold, Angle entered WWE for the first time and also earned professional wrestling gold. And then he did it again...and again...and again. Just weeks after entering WWE, Angle won the European Championship. A short time later he earned the Intercontinental Championship and also won the 2000 *King of the Ring*. Shortly after, Angle defeated The Rock at *No Mercy* to win the WWE Championship. Not bad for a rookie!

But perhaps Angle's most memorable accomplishment came in 2003 when he was shelved with a broken neck after a memorable *WrestleMania XLX* encounter with Brock Lesnar. Just a few months later, Angle not only stepped back in the ring, but did so to one of the most thundering ovations in WWE history and soon won back the WWE Championship from Lesnar.

Angle had a stint as general manager of *SmackDown!*, where he managed to anger just about everybody on the roster, especially John Cena and Eddie Guerrero. Now's he's back as a competitor looking for another championship reign.

STATS

HEIGHT: 6'2"

WEIGHT: 237 lbs.

FROM: West Pittsburgh, PA

FINISHING MOVE: Angle Slam, Ankle Lock

CAREER HIGHLIGHTS: WWE Champion, WWE Tag Team Champion, Intercontinental Champion, European Champion, Hardcore Champion, 2000 King of the Ring, *SmackDown!* General Manager

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	9
Speed	7
Strength	8
Submission	10
Countering	9
Charisma	8

FINISHING MOVE Angle Slam (ⓐ+ⓑ Standing Near Front of Opponent)



KURT ANGLE®'S MOVE LIST

KURT ANGLE®

NAME	COMMAND	NAME	COMMAND
Aerial Attack Off Turnbuckle or Object		Running Strike	
Axe Handle	X or X+△ or X+▽	Clothesline	X
Moonsault	X or X+△ or X+▽	Flying Double Chop	X+Dir
Fist Leaping	X or X+△ or X+▽	Opponent on Ground (Running)	
Flying Drop Kick	X or X+△ or X+▽	Forearm Drop	X
Double Team Normal Move (Anywhere in Ring)		Elbow Drop	X+Dir
Double Atomic Drop	A or B	Safe Grapple (Outside of Ring)	
Finisher Special Attack		Hangman Neckbreaker	A+△ or B+△
Angle Slam	A+B (Standing Near Front of Opponent)	DDT	A+△ or B+△
Ankle Lock	A+B+Dir (Near a Downed Opponent's Feet)	Fireman's Carry	A+△ or B+△
Ground Grapple Lower Body		Swinging Neckbreaker	A+▽ or B+▽
STF	A+△ (Legs)	Specialty Grapple	
Figure-Four Leglock	A+△ (Legs)	Belly-to-Back Suplex	B+△
Elbow Drop to Leg	A+△ (Legs)	DDT	B+△
Ground Grapple Upper Body		Double Underhook Suplex	B+△
Fujiwara Armbar	A+△ (Arms)	The Three I's	B+▽
Flipping Hammer Lock	A+△ (Arms)	Standing Grapple	
Standing Armbar	A+△ (Arms)	Takedown	A+△ (Behind)
Flipping Camel Clutch	A+△ (Head)	Atomic Drop	A+△ (Behind)
Strangle Hold 1	A+△ (Head)	Belly-to-Back Suplex	A+△ (Behind)
Front Facelock	A+△ (Head)	German Suplex	A+▽ (Behind)
Ground Strike—Directional		Strangle Hold 2	A+△ or A+▽ (Opponent Sitting)
Leg Drop	X+Dir (Arms)	Neck Snap	A+△ or A+▽ (Opponent Sitting)
Elbow Drop 2	X+Dir (Head)	Strikes	
Knee Drop	X+Dir (Legs)	Kick to Gut	X+△ or X+▽ (With Feet or Knees)
Grapple		Gut Kick	X+▽ (With Feet or Knees)
Arm Drag	A+△ (Quick)	Chop	X (With Hands or Arms)
Fireman's Carry	A+△ (Quick)	Haymaker	X+△ (With Hands or Arms)
Snapmare	A+△ (Quick)	Punch to Head	X+△ (With Hands or Arms)
Hip Toss	A+▽ (Quick)	Low Blow	X+△ (With Hands or Arms)
Suplex	A+△ (Strong)	Submission Grapple	
Gorilla Press Drop	A+△ (Strong)	Double Underhook	B+△
Hangman Neckbreaker	A+△ (Strong)	Fuller Leg Lock	B+△
Russian Leg Sweep	A+▽ (Strong)	Hammer Lock	B+▽
Ropes		Tag Team Double Team Move (In Corner)	
Slingshot Suplex	A+△ or A+▽	Body Slam to Knee	△+Dir
Wipeout	A+△ or A+▽	Opponent Sitting in Turnbuckle	
Suicide Dive	X+Dir	Stomping a Mudhole	A+△ or A+▽
Running Opponent		Alley-Oop	A+△ or A+▽
Drop Toe Hold	A	Opponent Standing in Turnbuckle	
Flapjack	A+△ or A+▽	Running Shoulder	A+△ (Front)
Back Drop	A+△ or A+▽	Superplex	A+△ (Front)
Running Grapple Attack		Corner Punches	A+△ (Front)
Belly-to-Back Suplex	A+△ or A+▽	Running Shoulder	A+▽ (Front)
Stampede Clothesline	A+△ or A+▽	Side Slam	A+△ (Back)
Bulldog	A+△ or A+▽ (From Behind)	Turnbuckle Head Smash	A+△ (Back)
Chop Block	A+△ or A+▽ (From Behind)	Belly-to-Back Superplex	A+▽ (Back)
		Turnbuckle Tree of Woe	
		Running Knee	A+△ or A+▽
		Nut Stomp	A+△ or A+▽



PRIMA OFFICIAL GAME GUIDE



RENÉ DUPRÉE™

WWE.com BIO

During a stretch as one half of one of the best young tag teams in WWE, La Résistance, René Duprée focused on two things—tag team gold and his hatred of the United States. While many doubt his character because Duprée is French, few doubted that he has the attributes to be a top Superstar for a long time to come, and now that he is on *SmackDown!*, he may receive his opportunity to shine as a singles competitor.

He already has made his mark in tag team circles, winning the WWE Tag Team Championship with Kenzo Suzuki.

Duprée, the youngest WWE Superstar to ever win the World Tag Team Championship, is the son of a wrestling promoter and had his first professional match at age 14. He also has competed as a bodybuilder, winning a prestigious national tournament to qualify for competition against the best in the world. But Duprée shelved his bodybuilding career to come to WWE, and he made an immediate impact when La Résistance captured the World Tag Team Championship at *Bad Blood* 2003.

While he may not be popular because of his political views and actions against the U.S., make no mistake that Duprée has earned his meteoric rise in WWE and has the potential to stay near the top for a long time to come.

STATS

HEIGHT: 6'3"

WEIGHT: 260 lbs.

FROM: France

FINISHING MOVE: Falcon Arrow, Death Valley Driver

CAREER HIGHLIGHTS: WWE Tag Team Champion, World Tag Team Champion

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	7
Speed	7
Strength	7
Submission	7
Countering	7
Charisma	5

FINISHING MOVE Falcon Arrow (A+B Standing Near Front of Opponent)



RENÉ DUPRÉE™ S MOVE LIST

RENÉ DUPRÉE™

NAME	COMMAND
Aerial Attack Off Turnbuckle or Object	
Axe Handle	X or X+△ or X+▽
Flying Elbow Drop	X or X+△ or X+▽
Flying Drop Kick	X or X+△ or X+▽
Flying Leg Drop	X+△ or X+▽
Double Team Normal Move (Anywhere in Ring)	
Double Atomic Drop	A or B
Finisher Special Attack	
Falcon Arrow	A+B (Standing Near Front of Opponent)
Death Valley Driver	A+B+Dir (Standing Near Front of Opponent)
Ground Grapple Lower Body	
Leg Wrench	A+△ (Legs)
Boston Crab	A+△ (Legs)
Elbow Drop to Leg	A+△ (Legs)
Ground Grapple Upper Body	
Flipping Hammer Lock	A+△ (Arms)
Short Arm Scissor	A+△ (Arms)
Sitting Bow and Arrow	A+△ (Arms)
Ground Choke	A+△ (Head)
Foot Eye Rake	A+△ (Head)
Figure-Four Headlock	A+△ (Head)
Ground Strike—Directional	
Fist Drop	X+Dir (Body)
Elbow Drop	X+Dir (Head)
Leg Drop	X+Dir (Legs)
Grapple	
Short-Arm Clothesline	A+△ (Quick)
Eye Rake	A+△ (Quick)
Snapmare	A+△ (Quick)
Body Slam	A+△ (Quick)
Suplex	A+△ (Strong)
Power Slam	A+△ (Strong)
Backbreaker	A+△ (Strong)
Spine Buster	A+△ (Strong)
Ropes	
Top Rope Choke	A+△ or A+▽
Choke Slingshot	A+△ or A+▽
Running Opponent	
Drop Toe Hold	A
Spine Buster	A+△ or A+▽
Front Drop	A+△ or A+▽
Running Grapple Attack	
Crucifix	A+△ or A+▽
Stampede Clothesline	A+△ or A+▽
One-Arm Bulldog	A+△ or A+▽ (Behind)
Chop Block	A+△ or A+▽ (Behind)
Running Strike	
Mafia Kick	X
Flying Clothesline	X+Dir

NAME	COMMAND
Opponent on Ground (Running)	
Forearm Drop	X
Quick Leg Drop	X+Dir
Safe Grapple (Outside of Ring)	
Body Slam	A+△ or B+△
Backbreaker	A+△ or B+△
Short-Arm Clothesline	A+△ or B+△
Eye Rake	A+△ or B+△
Specialty Grapple	
Face Buster	B+△
Sit-Down Power Bomb	B+△
Swinging Neckbreaker	B+△
DDT	B+△
Standing Grapple	
Russian Leg Sweep	A+△ (Behind)
Reverse DDT	A+△ (Behind)
Grab Trunks w/Back Forearm Smash	A+△ (Behind)
German Suplex	A+△ (Behind)
Kick to Back	A+△ or A+▽ (Opponent Sitting)
Strangle Hold 2	A+△ or A+▽ (Opponent Sitting)
Strikes	
Mid Roundhouse	X+△ or X+▽ (With Feet or Knees)
Kick to Gut	X+△ (With Feet or Knees)
Punch to Head	X (With Hands or Arms)
Chop	X+△ (With Hands or Arms)
Jab	X+△ (With Hands or Arms)
Haymaker	X+△ (With Hands or Arms)
Submission Grapple	
Bear Hug	B+△
Fuller Leglock	B+△
Standing Wristlock	B+△
Headlock	B+△
Tag Team Double Team Move (In Corner)	
Body Slam to Knee	W+Dir
Opponent Sitting in Turnbuckle	
Running Knee Smash	A+△ or A+▽
Alley-Oop	A+△ or A+▽
Opponent Standing in Turnbuckle	
Superplex	A+△ (Front)
Corner Punches	A+△ (Front)
Beel	A+△ (Front)
Running Shoulder	A+△ (Front)
Tree of Woe	A+△ (Front)
Turnbuckle Surfboard	A+△ (Back)
Grab Trunks w/Back Forearm Smash	A+△ (Back)
Toss Through Ropes Into Post	A+△ (Back)
Turnbuckle Tree of Woe	
Foot Choke	A+△ or A+▽
Nut Stomp	A+△ or A+▽



PRIMA OFFICIAL GAME GUIDE



REY MYSTERIO™

WWE.com BIO

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

Originally a star in Mexico, Mysterio gained notoriety for his innovative high-flying maneuvers and lightning-fast style. In fact, his unique style helped open the doors to lighter competitors over the course of the 1990s. Mysterio's fame has allowed him to take his trade everywhere from Japan to ECW to WCW. In July 2002, Mysterio finally arrived in WWE, wearing his trademark mask, and his ability to innovate and bring the crowd to its feet has never been better.

Simply put, Rey Mysterio is lightning in a bottle and has proven time and time again that he can strike at any time against any opponent, regardless of size.

STATS

HEIGHT: 5'6"

WEIGHT: 175 lbs.

FROM: San Diego

FINISHING MOVE: 619, West Coast Pop

CAREER HIGHLIGHTS:

Cruiserweight Champion, WWE
Tag Team Champion, WCW
Cruiserweight Champion, WCW
Tag Team Champion, WCW World
Cruiserweight Tag Team Champion

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	7
Speed	10
Strength	5
Submission	5
Countering	8
Charisma	8

FINISHING MOVE 619 (A+B Standing Near Opponent)



REY MYSTERIO™'S MOVE LIST

REY MYSTERIO™

NAME	COMMAND	NAME	COMMAND
Aerial Attack Off Turnbuckle or Object		Opponent on Ground (Running)	
Axe Handle	X or X+△ or X+▽	Standing Shooting Star Press	X
Corkscrew Moonsault	X or X+△ or X+▽	Running Senton	X+Dir
Flipping Senton	X or X+△ or X+▽	Safe Grapple (Outside of Ring)	
Flying Drop Kick	X or X+△ or X+▽	Swinging Neckbreaker	A+△ or B+△
Double Team Normal Move (Anywhere in Ring)		Drop Kick	A+△ or B+△
Double DDT	A or B	Body Slam	A+▽ or B+▽
Finisher Special Attack		Russian Leg Sweep	A+▽ or B+▽
619	A+B (Standing Near Opponent Caught in Ropes Midway)	Specialty Grapple	
West Coast Pop	A+B+Dir (Standing Near Opponent Caught in Ropes Midway)	Sunset Bomb	B+△
Ground Grapple Lower Body		Huracanrana	B+△
Boston Crab	A+△ (Legs)	Step-Up Enziguri	B+▽
Knee Drop to Leg	A+△ (Legs)	Ultimate DDT	B+▽
Nagata Lock	A+△ (Legs)	Standing Grapple	
Ground Grapple Upper Body		Belly-to-Back Suplex	A+△ (Behind)
Cross Arm Breaker	A+△ (Arms)	Russian Leg Sweep	A+△ (Behind)
Flipping Hammer Lock	A+△ (Arms)	Reverse DDT	A+△ (Behind)
Short Arm Scissor	A+△ (Arms)	Bulldog	A+▽ (Behind)
Flipping Camel Clutch	A+△ (Head)	Neck Snap	A+△ or A+▽ (Opponent Sitting)
Ground Punches	A+△ (Head)	Kick to Back	A+△ or A+▽ (Opponent Sitting)
Head Scissors	A+△ (Head)	Strikes	
Ground Strike—Directional		Jumping Crescent Kick	X+▽ (With Feet or Knees)
Back Flip Splash	X+Dir (Arms)	High Roundhouse	X+▽+△ (With Feet or Knees)
Corkscrew Leg Drop	X+Dir (Head)	Punch to Head	X (With Hands or Arms)
Elbow Drop	X+Dir (Legs)	Punch to Gut	X+△ (With Hands or Arms)
Grapple		Jab	X+△ (With Hands or Arms)
Snap Suplex	A+△ (Quick)	Elbow Strike	X+△ (With Hands or Arms)
Snapmare Drop Kick	A+△ (Quick)	Submission Grapple	
Arm Drag Leg Drop	A+△ (Quick)	Arm Bar	B+△
Body Slam	A+▽ (Quick)	Arm Wringer	B+△
Sit-Down Power Bomb	A+△ (Strong)	Fuller Leg Lock	B+△
Swinging Neck Breaker	A+△ (Strong)	Chin Lock	B+▽
Tilt-A-Whirl Slam	A+△ (Strong)	Tag Team Double Team Move (In Corner)	
Drop Kick	A+▽ (Strong)	Demolition Drop	W+Dir
Ropes		Opponent Sitting in Turnbuckle	
Senton Flip	X+Dir	Alley-Oop Powerbomb	A+△ or A+▽
Slingshot Suplex	A+△ or A+▽	Running Knee Smash	A+△ or A+▽
Wipeout	A+△ or A+▽	Opponent Standing in Turnbuckle	
Running Opponent		Corner Punches	A+△ (Front)
Drop Toe Hold	A	Slice Bread #2	A+△ (Front)
Frankensteiner	A+△ or A+▽	Monkey Flip	A+△ (Front)
Tilt-A-Whirl Backbreaker	A+△ or A+▽	Tiger Mask	A+△ (Front)
Running Grapple Attack		Turnbuckle Surfboard	A+△ (Back)
Mysterio Bulldog	A+△ or A+▽	Tornado DDT	A+△ (Back)
Super Drop Kick	A+△ or A+▽	Turnbuckle Head Smash	A+△ (Back)
Twisting Huracanrana	A+△ or A+▽ (From Behind)	Turnbuckle Tree of Woe	
One Arm Bulldog	A+△ or A+▽ (From Behind)	Nut Stomp	A+△ or A+▽
Running Strike		Running Knee	A+△ or A+▽
Running Drop Kick	X		
Wheel Kick	X+Dir		



PRIMA OFFICIAL GAME GUIDE



ROB VAN DAM®

WWE.com BIO

Many consider Rob Van Dam to be the finest WWE athlete to never hold the World Heavyweight or WWE Championship. But because of his incredible talent and work ethic, RVD's reign at the top may not be far away.

While competing for ECW, RVD combined his scintillating martial-arts skills and eye-popping maneuvers to develop a huge following that made his move to WWE enormously successful.

At 6 foot, 220 pounds, RVD may not be the largest man in the ring, but he regularly brings the largest fight with him and as a result has excelled against Superstars nearly twice his size. When his alliance with Kane ended with a Chokeslam from the monster, RVD was not deterred to step into the ring with his former partner and hold his own. His quickness, strength, and ability to counter just about any move, combined with an incredible offensive arsenal from inside or above the ring make RVD not only dangerous, but very popular as well.

STATS

HEIGHT: 6'

WEIGHT: 230 lbs.

FROM: Battle Creek, MI

FINISHING MOVE: Five-Star Frog Splash, Split-Legged Moonsault

CAREER HIGHLIGHTS:

Intercontinental Champion,
World Tag Team Champion,
Hardcore Champion, ECW
Television Champion, ECW
Tag Team Champion, WWE
Tag Team Champion

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	8
Speed	9
Strength	7
Submission	5
Countering	8
Charisma	8

FINISHING MOVE Five Star Frog Splash (A+B Near Turnbuckle)



ROB VAN DAM®'S MOVE LIST

ROB VAN DAM®

NAME	COMMAND	NAME	COMMAND
Aerial Attack Off Turnbuckle or Object		Opponent on Ground (Running)	
Flying Drop Kick	X or X+△ or X+▽	Rolling Thunder	X
Moonsault (Opponent on Ground)	X or X+△ or X+▽	Standing Shooting Star Press	X+Dir
Axe Handle	X or X+△ or X+▽	Safe Grapple (Outside of Ring)	
Flipping Senton (Opponent on Ground)	X or X+△ or X+▽	RVD Enziguri	A+△ or B+△
Double Team Normal Move (Anywhere in Ring)		Spinning Back Kick	A+△ or B+△
Flapjack	A or B	Atomic Drop	A+▽ or B+▽
Finisher Special Attack		Body Slam	A+▽ or B+▽
Five-Star Frog Splash	A+B (Near Turnbuckle)	Specialty Grapple	
Split-Legged Moonsault	A+B+Dir (Near Turnbuckle)	Step Over Heel Kick	B+△
Ground Grapple Lower Body		RVD Enziguri	B+△
Boston Crab	A+△ (Legs)	Huracanrana	B+▽
Leg Bar	A+△ (Legs)	Finishing Touch	B+▽
Step Over Toe Hold	A+△ (Legs)	Standing Grapple	
Ground Grapple Upper Body		Atomic Drop	A+△
Short Arm Scissor	A+△ (Arms)	Reverse DDT	A+△
Flipping Hammer Lock	A+△ (Arms)	Belly-to-Back Suplex 2	A+△
Standing Armbar	A+△ (Arms)	Bulldog	A+▽
Head Scissors	A+△ (Head)	Sitting Surfboard	A+△ or A+▽ (Opponent Sitting)
Ground Punches	A+△ (Head)	Kick to Back	A+△ or A+▽ (Opponent Sitting)
Camel Clutch	A+△ (Head)	Strikes	
Ground Strike—Directional		Low Roundhouse	X+△ or X+▽ (With Feet or Knees)
Back Flip Splash	X+Dir (Arms)	High Roundhouse	X+▽ (With Feet or Knees)
Corkscrew Leg Drop	X+Dir (Head)	RVD Backhand	X (With Hands or Arms)
Knee Drop	X+Dir (Legs)	Uppercut	X+△ (With Hands or Arms)
Grapple		Spinning Back Kick	X+△ (With Hands or Arms)
Arm Drag	A+△ (Quick)	Medium Roundhouse	X+▽ (With Hands or Arms)
Spinning Back Kick	A+△ (Quick)	Submission Grapple	
Snapmare	A+△ (Quick)	Arm Bar	B+△
Body Slam	A+▽ (Quick)	Double Underhook	B+△
Drop Kick	A+△ (Strong)	Chin Lock	B+△
RVD Slingshot	A+△ (Strong)	Arm Wringer	B+▽
Northern Lights Suplex	A+△ (Strong)	Tag Team Double Team Move (In Corner)	
Step Up Enziguri	A+▽ (Strong)	Demolition Drop	△+Dir
Ropes		Opponent Sitting in Turnbuckle	
Slingshot Suplex	A+△ or A+▽	Running Knee Smash	A+△ or A+▽
Wipeout	A+△ or A+▽	Alley-Oop	A+△ or A+▽
Twisting Plancha	X+Dir (Opponent Outside Ring)	Opponent Standing in Turnbuckle	
Running Opponent		Tiger Mask	A+△ (Front)
Drop Toe Hold	A	Monkey Flip	A+△ (Front)
Frankensteiner	A+△ or A+▽	Running Shoulder	A+△ (Front)
Back Drop	A+△ or A+▽	Slice Bread #2	A+△ (Front)
Running Grapple Attack		Turnbuckle Surfboard	A+△ (Back)
Crucifix Head Scissor	A+△ or A+▽	Tornado DDT	A+△ (Back)
Float-Over DDT	A+△ or A+▽	Turnbuckle Head Smash	A+△ (Back)
Twisting Huracanrana	A+△ or A+▽ (From Behind)	Turnbuckle Tree of Woe	
Chop Block	A+△ or A+▽ (From Behind)	Alley-Oop	A+△ or A+▽
Running Strike		Running Knee	A+△ or A+▽
Leg Lariat	X		
Wheel Kick	X+Dir		



PRIMA OFFICIAL GAME GUIDE



SCOTTY 2 HOTTY™

WWE.com BIO

The neck has healed, the man is back, and the Worm has never looked better.

Scotty 2 Hotty grew up a WWE die-hard. A native of Maine, Scotty regularly attended WWE events at the Cumberland County Civic Center in Portland and dreamed of the day when he would enter a WWE arena as a superstar. Known for his success in tag team competition, Scotty can also mix it up on his own, as he proved during his rivalry with Dean Malenko. Their match at *Backlash 2000* was considered among the best of that event.

A bump in the road Scotty 2 Hotty had to endure occurred in May 2002 when he had spinal fusion surgery in San Antonio—a procedure that forced him to miss a year and a half.

Now that he is back, Scotty 2 Hotty is stronger than ever, and always entertaining. Whether he is dancing, performing the Worm, or scoring victories, Scotty 2 Hotty has a unique style that has made him a fan.

STATS

HEIGHT: 5'9"

WEIGHT: 217 lbs.

FROM: Westbrook, ME

FINISHING MOVE: The Worm, Step-Up Enziguri

CAREER HIGHLIGHTS: Light Heavyweight Champion, WWE Tag Team Champion, World Tag Team Champion

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	6
Speed	8
Strength	5
Submission	6
Countering	6
Charisma	6

FINISHING MOVE The Worm (⬆️+⬆️ Standing Near Opponent Near Center of Ring)



SCOTTY 2 HOTTY™'S MOVE LIST

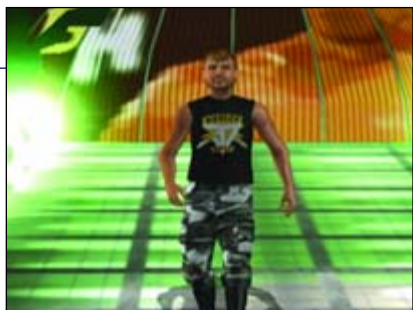
NAME	COMMAND
Aerial Attack Off Turnbuckle or Object	
Flying Drop Kick	X or X+△ or X+▽ (Standing)
Moonsault	X or X+△ or X+▽
Axe Handle	X or X+△ or X+▽ (Standing)
Flying Leg Drop	X or X+△ or X+▽
Double Team Normal Move (Anywhere in Ring)	
Double Atomic Drop	A or B
Finisher Special Attack	
The Worm	A+B (Standing Near Opponent Near Center of Ring)
Step-Up Enziguri	A+B+Dir (Standing Near Front of Opponent)
Ground Grapple Lower Body	
Step Over Toe Hold	A+△ (Legs)
Nagata Lock	A+△ (Legs)
Leg Bar	A+△ (Legs)
Ground Grapple Upper Body	
Standing Armbar	A+△ (Arms)
Flipping Hammer Lock	A+△ (Arms)
Sitting Bow and Arrow	A+△ (Arms)
Ground Punches	A+△ (Head)
Foot Eye Rake	A+△ (Head)
Head Scissors	A+△ (Head)
Ground Strike—Directional	
Fist Drop	X+Dir (Arms)
Elbow Drop	X+Dir (Head)
Leg Drop	X+Dir (Legs)
Grapple	
Drop Kick	A+△ (Quick)
Arm Drag	A+△ (Quick)
Snapmare	A+△ (Quick)
Headlock Punch	A+△ (Quick)
Reverse Atomic Drop	A+△ (Strong)
Suplex	A+△ (Strong)
Super Kick	A+△ (Strong)
Arm Drag Leg Drop	A+△ (Strong)
Ropes	
Slingshot Suplex	A+△ or A+▽
Choke Slingshot	A+△ or A+▽
Suicide Dive	X+Dir (Opponent Outside Ring)
Running Opponent	
Drop Toe Hold	A
Knee to Stomach	A+△ or A+▽
Back Drop	A+△ or A+▽
Running Grapple Attack	
Crucifix	A+△ or A+▽
Float-Over DDT	A+△ or A+▽
Bulldog	A+△ or A+▽ (From Behind)
Twisting Huracanrana	A+△ or A+▽ (From Behind)
Running Strike	
Running Drop Kick	X
Leg Lariat	X+Dir

NAME	COMMAND
Opponent on Ground (Running)	
Running Senton	X
Quick Leg Drop	X+Dir
Safe Grapple (Outside of Ring)	
DDT	A+△ or B+△
Headlock Punch	A+△ or B+△
Swinging Neckbreaker	A+△ or B+△
Reverse Atomic Drop	A+△ or B+△
Specialty Grapple	
Enziguri	B+△ (Front)
Bulldog	B+△ (Front)
Swinging Neckbreaker	B+△ (Front)
DDT	B+△ (Front)
Standing Grapple	
Russian Leg Sweep	A+△ (Behind)
Reverse DDT	A+△ (Behind)
Bulldog	A+△ (Behind)
Atomic Drop	A+△ (Behind)
Neck Snap	A+△ or A+▽ (Opponent Sitting)
Body Scissor	A+△ or A+▽ (Opponent Sitting)
Strikes	
Low Roundhouse	X+△ or X+▽ (With Feet or Knees)
Gut Kick	X+▽ (With Feet or Knees)
Punch to Head	X (With Hands or Arms)
Chop	X+△ (With Hands or Arms)
Jab	X+△ (With Hands or Arms)
Punch to Gut	X+△ (With Hands or Arms)
Submission Grapple	
Fuller Leg Lock	B+△
Arm Wringer	B+△
Standing Wristlock	B+△
Chin Lock	B+△
Tag Team Double Team Move (In Corner)	
Clothesline	Wet+Dir
Opponent Sitting in Turnbuckle	
Running Knee Smash	A+△ or A+▽
Alley-Oop	A+△ or A+▽
Opponent Standing in Turnbuckle	
Running Shoulder	A+△ (Front)
Superplex	A+△ (Front)
Monkey Flip	A+△ (Front)
Corner Punches	A+△ (Front)
Side Slam	A+△ (Back)
Grab Trunks w/Back Forearm Smash	A+△ (Back)
Toss Through Ropes Into Post	A+△ (Back)
Turnbuckle Tree of Woe	
Foot Choke	A+△ or A+▽
Running Knee	A+△ or A+▽

SCOTTY 2 HOTTY™



PRIMA OFFICIAL GAME GUIDE



SPIKE DUDLEY™

WWE.com BIO

Spike Dudley may be the runt of the Dudley litter, but he's the perfect example of the old cliché, "It's not the size of the dog in the fight, it's the size of the fight in the dog!" While in ECW, nearly half of the roster tossed Spike around like a rag doll, threw him through tables and split him open with thunderous chair shots to the head. But he still got up and continued to fight.

Although various WWE Superstars still underestimate Spike for his size, they learn pretty quickly about the size of Spike's heart, how far it's gotten him already, and that the best of Spike is still yet to come!

STATS

HEIGHT: 5'8"

WEIGHT: 150 lbs.

FROM: Dudleyville

FINISHING MOVE: Dudley Dog, Spike Dudley Drop

CAREER HIGHLIGHTS: World Tag Team Champion, ECW Tag Team Champion, Cruiserweight Champion

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	6
Speed	9
Strength	5
Submission	5
Countering	6
Charisma	5

FINISHING MOVE Spike Dudley Drop (↓+Ⓢ+Dir Opponent Down Near Turnbuckle)



SPIKE DUDLEY™'S MOVE LIST

NAME	COMMAND
Aerial Attack Off Turnbuckle or Object	
Axe Handle	X or X+△ or X+▽
Moonsault	X+△ or X+▽ (Opponent on Ground)
Flying Drop Kick	X+◇ or X+◇
Flying Elbow Drop	X+◇ or X+◇ (Opponent on Ground)
Double Team Normal Move (Anywhere in Ring)	
Double DDT	A or B
Finisher Special Attack	
Dudley Dog	A+B (Standing in Front of Turnbuckle)
Spike Dudley Drop	A+B+Dir (Opponent Down Near Turnbuckle)
Ground Grapple Lower Body	
Step Over Toe Hold	A+△ (Legs)
Leg Grapevine	A+◇ (Legs)
Leg Bar	A+◇ (Legs)
Ground Grapple Upper Body	
Standing Armbar	A+△ (Arms)
Fujiwara Armbar	A+◇ (Arms)
Sitting Bow and Arrow	A+◇ (Arms)
Ground Punches	A+△ (Head)
Head Scissors	A+◇ (Head)
Figure-Four Headlock	A+◇ (Head)
Ground Strike—Directional	
Fist Drop	X+Dir (Arms)
Elbow Drop	X+Dir (Head)
Corkscrew Leg Drop	X+Dir (Legs)
Grapple	
Eye Rake	A+◇ (Quick)
Reverse Atomic Drop	A+◇ (Quick)
Arm Drag	A+▽ (Quick)
Drop Toe Hold	A+△ (Quick)
Suplex	A+△ (Strong)
Russian Leg Sweep	A+◇ (Strong)
Drop Kick	A+◇ (Strong)
Step-Up Enziguri	A+▽ (Strong)
Ropes	
Choke Slingshot	A+△ or A+▽
Top Rope Choke	A+◇ or A+◇
Running Opponent	
Drop Toe Hold	A
Back Drop	A+◇ or A+◇
Front Drop	A+△ or A+▽
Running Grapple Attack	
Crucifix Head Scissor	A+△ or A+▽
Float-Over DDT	A+◇ or A+◇
Bulldog	A+△ or A+▽ (From Behind)
Chop Block	A+◇ or A+◇ (From Behind)
Running Strike	
Running Drop Kick	X
Flying Double Chop	X+Dir

NAME	COMMAND
Opponent on Ground (Running)	
Running Senton	X
Running Elbow Drop	X+Dir
Safe Grapple (Outside of Ring)	
Reverse Atomic Drop	A+△ or B+△
Russian Leg Sweep	A+◇ or B+◇
Drop Kick	A+◇ or B+◇
Jawbreaker	A+▽ or B+▽
Specialty Grapple	
Bulldog	B+△
Huracanrana	B+◇
Jawbreaker	B+◇
DDT	B+▽
Standing Grapple	
Grab Trunks w/Back Forearm Smash	A+△ (Behind)
Reverse DDT	A+◇ (Behind)
Bulldog	A+▽ (Behind)
Kneebreaker	A+▽ (Behind)
Kick to Back	A+△ or A+▽ (Opponent Sitting)
Kick to Back	A+◇ or A+◇ (Opponent Sitting)
Strikes	
Mid Roundhouse	X+△ or X+▽ (With Feet or Knees)
Kick To Gut	X+▽ (With Feet or Knees)
Punch to Head	X (With Hands or Arms)
Chop	X+△ (With Hands or Arms)
Jab	X+◇ (With Hands or Arms)
Punch to Gut	X+◇ (With Hands or Arms)
Submission Grapple	
Arm Bar	B+△
Arm Wringer	B+◇
Standing Wristlock	B+◇
Headlock	B+▽
Tag Team Double Team Move (In Corner)	
Demolition Drop	W+Dir
Opponent Sitting in Turnbuckle	
Running Knee Smash	A+△ or A+▽
Spike Stomps	A+◇ or A+◇
Opponent Standing in Turnbuckle	
Choke and Beel	A+△ (Front)
Corner Punches	A+◇ (Front)
Monkey Flip	A+◇ (Front)
Tiger Mask	A+▽ (Front)
Turnbuckle Surfboard	A+◇ (Back)
Grab Trunks w/Back Forearm Smash	A+◇ (Back)
D-Von Neckbreaker	A+▽ (Back)
Turnbuckle Tree of Woe	
Boot Wash	A+△ or A+▽
Nut Stomp	A+◇ or A+◇

SPIKE DUDLEY™



PRIMA OFFICIAL GAME GUIDE



UNDERTAKER®

WWE.com BIO

If any one Superstar symbolizes WWE, it's Undertaker.

For more than a dozen years, Undertaker has been a WWE mainstay. He's battled all the greats—from Hogan and Ultimate Warrior, to Stone Cold and The Rock—and lived to tell about it. No other Superstar has ever had the run of success enjoyed by the “Deadman”—no one.

A multiple-time WWE Champion, ‘Taker has had the privilege of performing in main events all over the U.S., North America and the world. In fact, ‘Taker’s *WrestleMania* record is second to none—he was going into an amazing 12-0 *WrestleMania 21*.

Undertaker has also been at the forefront of some of the most original matches and concepts in WWE history. He is the innovator of Inferno Matches, Casket Matches, and, of course, the famed Hell in a Cell. He is also constantly in the hunt for the WWE Championship.

STATS

HEIGHT: 6'10"

WEIGHT: 305 lbs.

FROM: Houston

FINISHING MOVE: Chokeslam, Tombstone

CAREER HIGHLIGHTS: WWE Champion, World Tag Team Champion, WCW Tag Team Champion, Hardcore Champion

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	10
Speed	5
Strength	10
Submission	7
Countering	8
Charisma	10

FINISHING MOVE Tombstone (⬆+⬆ Standing Near Front of Opponent)



UNDERTAKER'S MOVE LIST

NAME	COMMAND
Aerial Attack Off Turnbuckle or Object	
Axe Handle	↖+X or ↗+X
Fist Leaping	⬆+X or ⬇+X
Flying Leg Drop	⬆+X or ⬇+X (On Downed Opponent)
Double Team Normal Move (Anywhere in Ring)	
T-Slam	A or B
Finisher Special Attack	
Tombstone	A+B (Standing Near Front of Opponent)
Chokeslam	A+B+Dir (Standing Near Front of Opponent)
Ground Grapple Lower Body	
Step Over Toe Hold	A+⬇ (Legs)
Single-Leg Boston Crab	A+↖ (Legs)
Leg Bar	A+↗ (Legs)
Ground Grapple Upper Body	
Standing Armbar	A+⬆ (Arms)
Sitting Bow and Arrow	A+↖ (Arms)
Fujiwara Armbar	A+⬇ (Arms)
Ground Punches	A+⬆ (Head)
Foot Eye Rake	A+↖ (Head)
Ground Choke	A+↗ (Head)
Ground Strike—Directional	
Fist Drop	X+Dir (Arms)
Elbow Drop	X+Dir (Head)
Leg Drop	X+Dir (Legs)
Grapple	
Russian Leg Sweep	A+⬇ (Quick)
Big Boot	A+↖ (Quick)
Arm Drag	A+↗ (Quick)
Body Slam	A+⬇ (Quick)
Shoulderbreaker	A+⬆ (Strong)
Triple Shoulder Block	A+↖ (Strong)
Belly-to-Back Suplex	A+↗ (Strong)
Choke Braindamage	A+⬇ (Strong)
Ropes	
Rope Choke	A+⬆ or A+⬇
Choke Slingshot	A+↖ or A+↗
Suicide Dive	A+Dir (Toward Ropes to Opponent Standing Outside of The Ring)
Running Opponent	
Bossman Slam	A
Spine Buster	A+↖ or A+↗
Power Slam	A+⬆ or A+⬇
Running Grapple Attack	
Sleeper Slam	A+⬆ or A+⬇
Stampede Clothesline	A+↖ or A+↗
Bulldog	A+⬆ or A+⬇ (From Behind)
Chop Block	A+↖ or A+↗ (From Behind)
Running Strike	
Flying Clothesline	X
Running Shoulder Block	X+Dir

NAME	COMMAND
Opponent on Ground (Running)	
Running Elbow Drop	X
Quick Leg Drop	X+Dir
Safe Grapple (Outside of Ring)	
Triple Shoulder Block	A+⬆ or B+⬆
Full Nelson Slam	A+↖ or B+↖
Big Boot	A+↗ or B+↗
DDT	A+⬇ or B+⬇
Specialty Grapple	
Sidewalk Slam	B+⬆
DDT	B+↖
Gutwrench Suplex	B+↗
Power Bomb	B+⬇
Standing Grapple	
Grab Trunks w/Back Forearm Smash	A+⬆ (Behind)
Atomic Drop	A+↖ (Behind)
Belly-to-Back Suplex	A+↗ (Behind)
Full-Nelson Slam	A+⬇ (Behind)
Asian Spike	A+⬆ or A+⬇ (Opponent Sitting)
Neck Vice	A+↖ or A+↗ (Opponent Sitting)
Strikes	
Jumping Boot	X+⬆ or X+⬇ (With Feet or Knees)
Kick to Gut	X+⬇ (With Feet or Knees)
Punch to Head	X (With Hands or Arms)
Kidney Punch	X+↖ (With Hands or Arms)
Haymaker	X+↗ (With Hands or Arms)
Submission Grapple	
Bear Hug	B+⬆
Backbreaker Press	B+↖
Arm Bar	B+↗
Dragon Sleeper	B+⬇
Tag Team Double Team Move (In Corner)	
Newton Splash	W+Dir
Opponent Sitting in Turnbuckle	
Running Knee Smash	A+⬆ or A+⬇
Boot Wash	A+↖ or A+↗
Opponent Standing in Turnbuckle	
Choke and Beel	A+⬆ (Front)
Old School	A+↖ (Front)
'Taker Soup Bones	A+⬇ (Front)
Corner Charge	A+⬇ (Front)
Snake Eyes	A+↖ (Back)
Grab Trunks w/Back Forearm Smash	A+⬆ (Back)
Toss Through Ropes Into Post	A+⬇ (Back)
Turnbuckle Tree of Woe	
Running Knee	A+⬆ or A+⬇
Foot Choke	A+↖ or A+↗

UNDERTAKER®



PRIMA OFFICIAL GAME GUIDE



MISS JACKIE™

WWE.com BIO

Toward the end of *Tough Enough II*, Miss Jackie suffered an injury that would have knocked just about anybody else out of the running for the WWE contract. Not Jackie, though. She stuck it out, and in the end, she was announced as one of the winners.

After being rewarded with a WWE contract, Jackie spent some time competing on the *Raw* roster. She was then off to Ohio Valley Wrestling, a developmental organization of WWE. While in OVW, Miss Jackie learned even more about the business of sports entertainment.

Miss Jackie is one of the most flamboyant WWE Superstars to come to *SmackDown!*. Jackie and Charlie Haas were recently engaged, but Haas later admitted to an affair with Dawn Marie before breaking up with Jackie at *Armageddon*.

STATS

HEIGHT: 5'7"

WEIGHT: N/A

FROM: Cleveland, OH

FINISHING MOVE: High Cross Body, Huracanrana

CAREER HIGHLIGHTS: *Tough Enough II* winner

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	4
Speed	7
Strength	3
Submission	3
Countering	5
Charisma	5



MISS JACKIE™'S MOVE LIST

NAME	COMMAND	NAME	COMMAND
Aerial Attack Off Turnbuckle or Object		Opponent on Ground (Running)	
Axe Handle	X or X+△ or X+▽	Running Elbow Drop	X
Moonsault	X or X+△ or X+▽	Standing Shooting Star Press	X+Dir
Flying Drop Kick	X or X+△ or X+▽	Safe Grapple (Outside of Ring)	
Flying Leg Drop	X or X+△ or X+▽	Reverse Atomic Drop	A+△ or B+△
Double Team Normal Move (Anywhere in Ring)		Swinging Neckbreaker	A+△ or B+△
Double DDT	A or B	DDT	A+△ or B+△
Finisher Special Attack		Face Buster	A+▽ or B+▽
High Cross Body	A+B (Standing Near Turnbuckle)	Specialty Grapple	
Huracanrana	A+B+Dir (Standing Near Front of Opponent)	Super Kick	B+△
Ground Grapple Lower Body		Enziguri	B+△
Step Over Toe Hold	A+△ (Legs)	Swinging Neckbreaker	B+▽
Single-Leg Boston Crab	A+△ (Legs)	Roundhouse Kick	B+△
STF	A+△ (Legs)	Standing Grapple	
Ground Grapple Upper Body		Russian Leg Sweep	A+△ (Behind)
Standing Armbar	A+△ (Arms)	Reverse DDT	A+△ (Behind)
Short Arm Scissor	A+△ (Arms)	Roll Up	A+△ (Behind)
Sitting Bow and Arrow	A+△ (Arms)	Atomic Drop	A+▽ (Behind)
Ground Punches	A+△ (Head)	Sitting Surfboard	A+△ or A+▽ (Opponent Sitting)
Head Scissors	A+△ (Head)	Kick to Back	A+△ or A+▽ (Opponent Sitting)
Figure-Four Headlock	A+△ (Head)	Strikes	
Ground Strike—Directional		Spinning Sidekick	X+△ or X+▽ (With Feet or Knees)
Knee Drop	X+Dir (Arms)	Spinning Roundhouse	X+▽ (With Feet or Knees)
Elbow Drop	X+Dir (Head)	Backhand	X (With Hands or Arms)
Leg Drop	X+Dir (Legs)	Chop	X+△ (With Hands or Arms)
Grapple		Big Lady Slap	X+△ (With Hands or Arms)
Arm Drag	A+△ (Quick)	Backhand	X+△ (With Hands or Arms)
Arm Wringer Flip	A+△ (Quick)	Submission Grapple	
Snapmare	A+△ (Quick)	Abdominal Stretch	B+△
Hip Toss	A+▽ (Quick)	Arm Bar	B+△
Snap Suplex	A+△ (Strong)	Sleeper Hold	B+△
DDT	A+△ (Strong)	Chin Lock	B+▽
Face Buster	A+△ (Strong)	Tag Team Double Team Move (In Corner)	
Reverse Atomic Drop	A+▽ (Strong)	Clothesline	Wet+Dir
Ropes		Opponent Sitting in Turnbuckle	
Choke Slingshot	A+△ or A+▽	Running Knee Smash	A+△ or A+▽
Wipeout	A+△ or A+▽	Boot Wash	A+△ or A+▽
Baseball Slide	X+Dir	Opponent Standing in Turnbuckle	
Running Opponent		Running Shoulder	A+△ (Front)
Drop Toe Hold	A	Corner Punches	A+△ (Front)
Back Drop	A+△ or A+▽	Monkey Flip	A+△ (Front)
Knee to Stomach	A+△ or A+▽	Superplex	A+▽ (Front)
Running Grapple Attack		Side Slam	A+△ (Back)
Crucifix Head Scissor	A+△ or A+▽	Grab Trunks w/Back Forearm Smash	A+△ (Back)
Neckbreaker	A+△ or A+▽	Snake Eyes	A+▽ (Back)
Bulldog	A+△ or A+▽ (From Behind)	Turnbuckle Tree of Woe	
Twisting Huracanrana	A+△ or A+▽ (From Behind)	Alley-Oop	A+△ or A+▽
Running Strike		Running Knee	A+△ or A+▽
Wheel Kick	X		
Leg Lariat	X+Dir		



PRIMA OFFICIAL GAME GUIDE



JAZZTM

WWE.com BIO

Jazz may be the meanest woman to ever compete in a ring. Her nasty disposition and hardcore style were honed in rough-and-tumble ECW. Upon her arrival in WWE at the 2001 *Survivor Series*, Jazz launched an all-out campaign to become the next Women's Champion. Not one to wait patiently, Jazz immediately targeted other Divas in an attempt to quickly make herself a contender. Within a few months, Jazz defeated Trish Stratus for the Women's Championship. At *WrestleMania X8*, Jazz further proved her ferocity to the world as she successfully defended her title against both Trish and Lita in a *Triple-Threat Match*.

STATS

HEIGHT: 5'4"

WEIGHT: 140 lbs.

FROM: New Orleans, Louisiana

FINISHING MOVE: Gorilla Press Drop, Bitch Clamp

CAREER HIGHLIGHTS: N/A

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	4
Speed	5
Strength	4
Submission	5
Countering	5
Charisma	3



JAZZ™ S MOVE LIST

JAZZ™

NAME	COMMAND
Aerial Attack Off Turnbuckle or Object	
Flying Drop Kick	X or X+△ or X+▽
Flying Leg Drop	X or X+△ or X+▽
Axe Handle	X or X+△ or X+▽
Flying Elbow Drop	X or X+△ or X+▽
Double Team Normal Move (Anywhere in Ring)	
Double Suplex	A or B
Finisher Special Attack	
Bitch Clamp	A+B Standing Near Front of Opponent
Gorilla Press Drop	A+B+Dir Standing Near Front of Opponent
Ground Grapple Lower Body	
Step Over Toe Hold	A+△ (Legs)
Nagata Lock	A+△ (Legs)
Leg Bar	A+△ (Legs)
Ground Grapple Upper Body	
Fujiwara Armbar	A+△ (Arms)
Cross Arm Breaker	A+△ (Arms)
Sitting Bow and Arrow	A+△ (Arms)
Ground Punches	A+△ (Head)
Head Scissors	A+△ (Head)
Front Facelock	A+△ (Head)
Ground Strike—Directional	
Elbow Drop	X+Dir (Head)
Elbow Drop	X+Dir (Arms)
Leg Drop	X+Dir (Feet)
Grapple	
Arm Drag	A+△ (Quick)
Snapmare	A+△ (Quick)
Eye Rake	A+△ (Quick)
Drop Toe Hold	A+△ (Quick)
Backbreaker	A+△ (Strong)
Body Slam	A+△ (Strong)
Suplex	A+△ (Strong)
Jawbreaker	A+△ (Strong)
Ropes	
Choke Slingshot	A+△ or A+▽
Slingshot Suplex	A+△ or A+▽
Baseball Slide	X+Dir
Running Opponent	
Flapjack	A
Back Drop	A+△ or A+▽
Knee to Stomach	A+△ or A+▽
Running Grapple Attack	
Sleeper Slam	A+△ or A+▽
Belly-to-Back Suplex	A+△ or A+▽
Bulldog	A+△ or A+▽ (From Behind)
Chop Block	A+△ or A+▽ (From Behind)

NAME	COMMAND
Opponent on Ground (Running)	
Elbow Drop	X
Quick Leg Drop	X+Dir
Safe Grapple (Outside of Ring)	
Body Slam	A+△ or B+△
Jawbreaker	A+△ or B+△
Eye Rake	A+△ or B+△
Backbreaker	A+△ or B+△
Specialty Grapple	
Fisherman's Suplex	B+△
Double Underhook Suplex	B+△
Power Slam	B+△
DDT	B+△
Standing Grapple	
Russian Leg Sweep	A+△ (Behind)
Reverse DDT	A+△ (Behind)
Belly-to-Back Suplex	A+△ (Behind)
Atomic Drop	A+△ (Behind)
Neck Vice	A+△ or A+▽ (Opponent Sitting)
Asian Spike	A+△ or A+▽ (Opponent Sitting)
Strikes	
Gut Kick	X+△ or X+▽ (With Feet of Knees)
Kick to Gut	X+△ (With Feet or Knees)
Punch to Head	X (With Hands or Arms)
Chop	X+△ (With Hands or Arms)
Haymaker	X+△ (With Hands or Arms)
Punch to Gut	X+△ (With Hands or Arms)
Submission Grapple	
Abdominal Stretch	B+△
Chin Lock	B+△
Standing Octopus	B+△
Bear Hug	B+△
Tag Team Double Team Move (In Corner)	
Clothesline	W+Dir
Opponent Sitting in Turnbuckle	
Running Knee Smash	A+△ or A+▽
Boot Wash	A+△ or A+▽
Opponent Standing in Turnbuckle	
Corner Punches	A+△ (Front)
Running Shoulder	A+△ (Front)
Beel	A+△ (Front)
Choke and Beel	A+△ (Front)
Side Slam	A+△ (Back)
Grab Trunks w/Back Forearm Smash	A+△ (Back)
Snake Eyes	A+△ (Back)
Turnbuckle Tree of Woe	
Foot Choke	A+△ or A+▽
Stomping a Mudhole	A+△ or A+▽



PRIMA OFFICIAL GAME GUIDE



LITA®

WWE.com BIO

Lita always lived the lifestyle of a free spirit. As a teenager, she played drums for a rock band, and even trained in kickboxing and martial arts. She likes to play rough, has tattoos that express her free-spirited feelings and her exotic red hair accentuates the beauty within the rebel. She began her trek into sports-entertainment in Mexico and learning the *luchadore* style. In 1999, she was offered a deal with ECW and became a valet who would get physically involved if provoked. While in ECW, she trained and graduated from the famous Funking Conservatory run by Dory Funk. Lita signed with WWE in early 2000 and her career took off.

She originally came into WWE at the side of a popular athlete from Mexico named Essa Rios. However, her wild side became more apparent, and she left Rios to form Team eXtreme with the Hardy Boyz. With the Hardys, Lita was able to show off her incredible talents, performing high risk and complex moves that no female competitor has ever seen used. Her abilities that were highlighted while a member of Team eXtreme made her a hot commodity in WWE. It wasn't long before Lita was wearing championship gold, as she defeated Stephanie McMahon in August 2000 for the Women's Championship.

In mid-2002, Lita suffered a neck injury while filming on the set of the WB's *Dark Angel*. However that would not take her away from the scene; as while she was undergoing rehab for her neck and back, she became a color commentator on *WWE Sunday Night HEAT*. During her period of healing she also donated time and effort to many charities, such as local animal shelters and pet hospitals. In 2003, the fiery red-head made her return to *Raw* and has been in the thick of things ever since.

Lita's autobiography, *Lita: A Less Traveled ROAD—The Reality of Amy Dumas*, has made *The New York Times Best-Seller List*, and is currently available at book retailers everywhere.

STATS

HEIGHT: N/A

WEIGHT: N/A

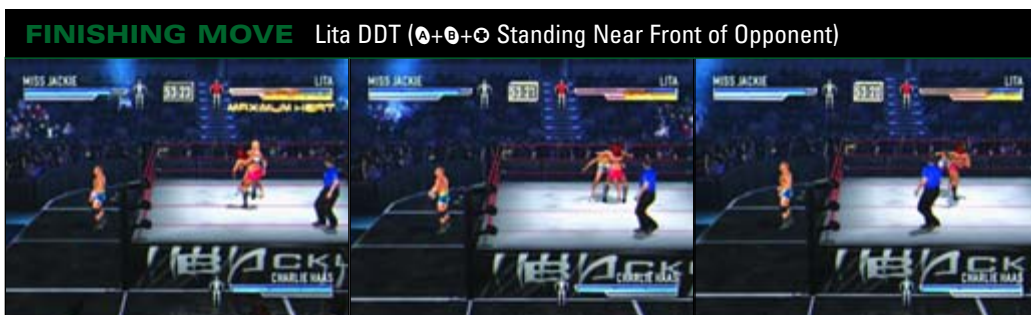
FROM: Sanford, NC

FINISHING MOVE: Lita DDT, Moonsault

CAREER HIGHLIGHTS: Women's Champion

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	4
Speed	8
Strength	3
Submission	5
Countering	5
Charisma	7



LITA[®]'S MOVE LIST

NAME	COMMAND
Aerial Attack Off Turnbuckle or Object	
Flying Drop Kick	X or X+△ or X+▽
Moonsault	X or X+△ or X+▽
Axe Handle	X or X+◀ or X+▶
Flying Leg Drop	X or X+◀ or X+▶
Double Team Normal Move (Anywhere in Ring)	
Double DDT	A or B
Finisher Special Attack	
Moonsault	A+B (Opponent Down Standing Near Turnbuckle)
Lita DDT	A+B+Dir (Standing Near Front of Opponent)
Ground Grapple Lower Body	
Step Over Toe Hold	A+△ (Legs)
Nagata Lock	A+◀ (Legs)
Leg Bar	A+▶ (Legs)
Ground Grapple Upper Body	
Short Arm Scissor	A+△ (Arms)
Cross Arm Breaker	A+◀ (Arms)
Flipping Hammer Lock	A+▶ (Arms)
Front Facelock	A+△ (Head)
Flipping Camel Clutch	A+◀ (Head)
Ground Punches	A+▶ (Head)
Ground Strike—Directional	
Elbow Drop	X+Dir (Arms)
Leg Drop	X+Dir (Head)
Knee Drop	X+Dir (Legs)
Grapple	
Drop Kick	A+△ (Quick)
Arm Wringer Flip	A+◀ (Quick)
Trip w/Double Leg Drop	A+▶ (Quick)
Arm Drag	A+▽ (Quick)
Suplex	A+△ (Strong)
Russian Leg Sweep	A+◀ (Strong)
Bulldog	A+▶ (Strong)
Body Slam	A+▽ (Strong)
Ropes	
Wipeout	A+△ or A+▽
Slingshot Suplex	A+◀ or A+▶
Plancha	X+Dir
Running Opponent	
Drop Toe Hold	A
Back Drop	A+◀ or A+▶
Knee to Stomach	A+△ or A+▽
Running Grapple Attack	
Crucifix Head Scissor	A+△ or A+▽
Neckbreaker	A+◀ or A+▶
Chop Block	A+△ or A+▽ (From Behind)
Twisting Huracanrana	A+◀ or A+▶ (From Behind)
Running Strike	
Running Drop Kick	X
Clothesline	X+Dir

NAME	COMMAND
Opponent on Ground (Running)	
Running Senton	X
Running Elbow Drop	X+Dir
Safe Grapple (Outside of Ring)	
Body Slam	A+△ or B+△
Drop Kick	A+◀ or B+◀
Russian Leg Sweep	A+▶ or B+▶
Jawbreaker	A+▽ or B+▽
Specialty Grapple	
Tilt-A-Whirl Slam	B+△
Huracanrana	B+◀
Twist of Fate	B+▶
Jawbreaker	B+▽
Standing Grapple	
Belly-to-Back Suplex	A+△ (Behind)
Reverse DDT	A+◀ (Behind)
Bulldog	A+▶ (Behind)
Knee Breaker	A+▽ (Behind)
Sitting Surfboard	A+△ or A+▽ (Opponent Sitting)
Kick to Back	A+◀ or A+▶ (Opponent Sitting)
Strikes	
Spinning Roundhouse	X+△ or X+▽ (With Feet or Knees)
Spinning Sidekick	X+▽ (With Feet or Knees)
Chop	X (With Hands or Arms)
Backhand	X+△ (With Hands or Arms)
Palm Strike	X+◀ (With Hands or Arms)
Big Lady Slap	X+▶ (With Hands or Arms)
Submission Grapple	
Standing Octopus	B+△
Standing Bow And Arrow	B+◀
Arm Bar	B+▶
Abdominal Stretch	B+▽
Tag Team Double Team Move (In Corner)	
Clothesline	Wet+Dir
Opponent Sitting in Turnbuckle	
Running Knee Smash	A+△ or A+▽
Alley-Oop Powerbomb	A+◀ or A+▶
Opponent Standing in Turnbuckle	
Corner Punches	A+△ (Front)
Monkey Flip	A+◀ (Front)
Superplex	A+▶ (Front)
Tiger Mask	A+▽ (Front)
Side Slam	A+◀ (Back)
Tornado DDT	A+▶ (Back)
Turnbuckle Head Smash	A+▽ (Back)
Turnbuckle Tree of Woe	
Running Knee	A+△ or A+▽
Stomping a Mudhole	A+◀ or A+▶

LITA[®]



PRIMA OFFICIAL GAME GUIDE



NIDIA™

WWE.com BIO

After winning the first WWE *Tough Enough* competition, Nidia has had no problem with garnering attention from WWE Superstars and from fans all over. First being drafted to *SmackDown!*, Nidia was often seen by the side of Jamie Noble. Nidia split with Noble, and just weeks after *WrestleMania XX*, was drafted by Eric Bischoff for the *Raw* roster. As someone who has no problem getting physical, Nidia is looking forward to the opportunity to pursue the WWE Women's Championship.

STATS

HEIGHT: N/A

WEIGHT: N/A

FROM: N/A

FINISHING MOVE: Death Valley Driver, Roundhouse Kick

CAREER HIGHLIGHTS: WWE *Tough Enough*

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	3
Speed	6
Strength	2
Submission	3
Countering	3
Charisma	3

FINISHING MOVE Death Valley Driver (⬇️+⬆️ Standing Near Front of Opponent)



NIDIA™ S MOVE LIST

NAME	COMMAND
Aerial Attack Off Turnbuckle or Object	
Axe Handle	X or X+△ or X+▽
Flying Leg Drop	X or X+△ or X+▽
Flying Drop Kick	X or X+◀ or X+▶
Flying Elbow Drop	X or X+◀ or X+▶
Double Team Normal Move (Anywhere in Ring)	
Double Atomic Drop	A or B
Finisher Special Attack	
Death Valley Driver	A+B (Standing Near Front of Opponent)
Roundhouse Kick	A+B+Dir (Standing Near Front of Opponent)
Ground Grapple Lower Body	
Step Over Toe Hold	A+△ (Legs)
Single-Leg Boston Crab	A+◀ (Legs)
Leg Bar	A+▶ (Legs)
Ground Grapple Upper Body	
Standing Armbar	A+△ (Arms)
Cross Arm Breaker	A+◀ (Arms)
Sitting Bow and Arrow	A+▶ (Arms)
Ground Punches	A+△ (Head)
Head Scissors	A+◀ (Head)
Figure-Four Headlock	A+▶ (Head)
Ground Strike—Directional	
Knee Drop	X+Dir (Arms)
Elbow Drop	X+Dir (Head)
Leg Drop	X+Dir (Legs)
Grapple	
Arm Drag	A+△ (Quick)
Arm Wringer Flip	A+◀ (Quick)
Snapmare	A+▶ (Quick)
Hip Toss	A+▽ (Quick)
Body Slam	A+△ (Strong)
DDT	A+◀ (Strong)
Face Buster	A+▶ (Strong)
Jawbreaker	A+▽ (Strong)
Ropes	
Choke Slingshot	A+△ or A+▽
Wipeout	A+◀ or A+▶
Baseball Slide	X+Dir
Running Opponent	
Drop Toe Hold	A
Back Drop	A+◀ or A+▶
Knee to Stomach	A+△ or A+▽
Running Grapple Attack	
Crucifix	A+△ or A+▽
Neckbreaker	A+◀ or A+▶
Twisting Huracanrana	A+△ or A+▽ (From Behind)
One-Arm Bulldog	A+◀ or A+▶ (From Behind)
Running Strike	
Running Drop Kick	X
Wheel Kick	X+Dir

NAME	COMMAND
Opponent on Ground (Running)	
Running Elbow Drop	X
Quick Leg Drop	X+Dir
Safe Grapple (Outside of Ring)	
Body Slam	A+△ or B+△
Face Buster	A+◀ or B+◀
Jawbreaker	A+▶ or B+▶
Full-Nelson Slam	A+▽ or B+▽
Specialty Grapple	
Full-Nelson Slam	B+△
Enziguri	B+◀
Backbreaker	B+▶
Hangman Neckbreaker	B+▽
Standing Grapple	
Russian Leg Sweep	A+△ (Behind)
Belly-to-Back Suplex	A+◀ (Behind)
Sleeper Slam	A+▶ (Behind)
Atomic Drop	A+▽ (Behind)
Body Scissor	A+△ or A+▽ (Opponent Sitting)
Kick to Back	A+◀ or A+▶ (Opponent Sitting)
Strikes	
Spinning Roundhouse	X+△ or X+▽ (With Feet or Knees)
Spinning Sidekick	X+▽ (With Feet or Knees)
Big Lady Slap	X (With Hands or Arms)
Chop	X+△ (With Hands or Arms)
Backhand	X+◀ (With Hands or Arms)
Backhand	X+▶ (With Hands or Arms)
Diva Chop	X
Face Slap	X+△
Face Slap	X+◀
Lady Slap	X+▶
Submission Grapple	
Abdominal Stretch	B+△ (Front)
Arm Wringer	B+◀ (Front)
Full-Nelson	B+▶ (Front)
Standing Bow and Arrow	B+▽ (Front)
Tag Team Double Team Move (In Corner)	
Clothesline	W+Dir
Opponent Sitting in Turnbuckle	
Running Knee Smash	A+△ or A+▽
Boot Wash	A+◀ or A+▶
Opponent Standing in Turnbuckle	
Monkey Flip	A+△ (Front)
Corner Punches	A+◀ (Front)
Choke and Beel	A+▶ (Front)
Superplex	A+▽ (Front)
Side Slam	A+◀ (Back)
Grab Trunks w/Back Forearm Smash	A+▶ (Back)
Belly-to-Back Superplex	A+▽ (Back)
Turnbuckle Tree of Woe	
Running Knee	A+△ or A+▽
Foot Choke	A+◀ or A+▶



PRIMA OFFICIAL GAME GUIDE



STACY KEIBLER®

WWE.com BIO

She's got legs—really long legs—and she knows how to use them...and millions of WWE fans thank her for that every single week. Stacy Keibler is not only one of the youngest and hottest WWE Divas, but her combination of natural beauty, angelic smile, and legs that never seem to end leave WWE fans and Superstars alike gasping in awe every time she hits the ring.

The world of sports-entertainment first got a look at the Baltimore native in the old WCW. Quickly, her stunning looks captured the attention of millions of fans everywhere and when she finally hit the WWE scene, she was an instant hit. Whether it was as a valet to the Dudleys or Test, or simply a trip to the ring on her own, Keibler is one Diva who is always camera-friendly. In fact, it was Keibler who earned the cover shot for the hit WWE publication, *Divas Undressed*—one of the hottest-selling WWE magazines ever. Whether she is strutting her stuff on television or posing for the cameras, Keibler's talent is unmistakable and her popularity is undeniable.

And when it is time to mix it up in the ring, Keibler uses her 5-foot-11 frame to quickly gain an advantage on her opponents, proving, once again, that she's got legs, and she knows how to use them.

STATS

HEIGHT: 5'11"

WEIGHT: N/A

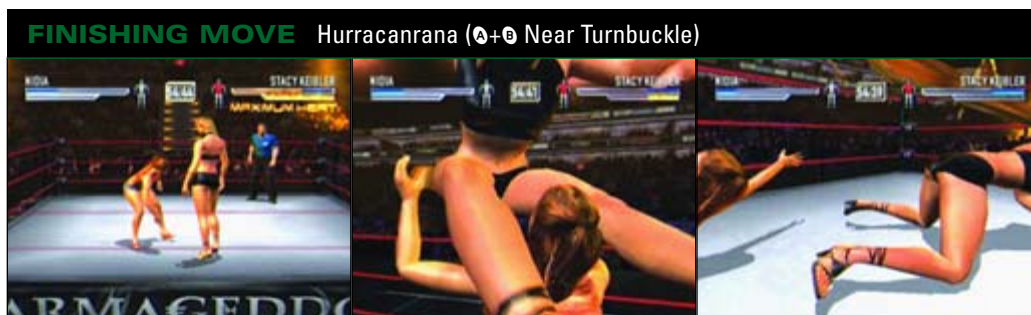
FROM: Baltimore, MD

FINISHING MOVE: Huracanrana, Step Up Wheel Kick

CAREER HIGHLIGHTS: N/A

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	3
Speed	6
Strength	2
Submission	3
Countering	3
Charisma	8



STACY KEIBLER®'S MOVE LIST

STACY KEIBLER®

NAME	COMMAND	NAME	COMMAND
Aerial Attack Off Turnbuckle or Object		Opponent on Ground (Running)	
Axe Handle	X or X+ or X+ or X+Q	Running Elbow Drop	X
Fist Leaping	X or X+ or X+ or X+Q	Quick Leg Drop	X+Dir
Flying Drop Kick	X or X+ or X+ or X+Q	Safe Grapple (Outside of Ring)	
Flying Leg Drop	X or X+ or X+ or X+Q	Fireman's Carry	A+ or B+
Double Team Normal Move (Anywhere in Ring)		Body Slam	A+ or B+
Double Clothesline	A or B	Big Boot	A+ or B+
Finisher Special Attack		Knife-Edge Chop	A+ or B+
Huracanrana	A+B (Standing Near Front of Opponent)	Specialty Grapple	
Step-Up Wheel Kick	A+B+Dir (Standing Near Front of Opponent)	Eye Poke	B+
Ground Grapple Lower Body		Huracanrana	B+
Step Over Toe Hold	A+ (Legs)	Jawbreaker	B+
Single-Leg Boston Crab	A+ (Legs)	Russian Leg Sweep	B+
Leg Bar	A+ (Legs)	Standing Grapple	
Ground Grapple Upper Body		Belly-to-Back Suplex	A+ (Behind)
Standing Armbar	A+ (Arms)	Reverse DDT	A+ (Behind)
Flipping Hammer Lock	A+ (Arms)	Sleeper Slam	A+ (Behind)
Sitting Bow and Arrow	A+ (Arms)	Atomic Drop	A+ (Behind)
Ground Punches	A+ (Head)	Body Scissor	A+ or A+Q (Opponent Sitting)
Head Scissors	A+ (Head)	Kick to Back	A+ or A+Q (Opponent Sitting)
Figure-Four Headlock	A+ (Head)	Strikes	
Ground Strike—Directional		Spinning Roundhouse	X+ or X+Q (With Feet or Knees)
Knee Drop	X+Dir (Arms)	Spinning Sidekick	X+Q (With Feet or Knees)
Elbow Drop	X+Dir (Head)	Big Lady Slap	X (With Hands or Arms)
Leg Drop	X+Dir (Legs)	Chop	X+ (With Hands or Arms)
Grapple		Jab	X+ (With Hands or Arms)
Arm Drag	A+ (Quick)	Backhand	X+ (With Hands or Arms)
Big Boot	A+ (Quick)	Submission Grapple	
Knife-Edge Chop	A+ (Quick)	Arm Bar	B+
Hip Toss	A+Q (Quick)	Headlock	B+
Body Slam	A+ (Strong)	Abdominal Stretch	B+
Snapmare	A+ (Strong)	Arm Wrench	B+
Fireman's Carry	A+ (Strong)	Tag Team Double Team Move (In Corner)	
Arm Wringer Flip	A+Q (Strong)	Clothesline	W+Dir
Ropes		Opponent Sitting in Turnbuckle	
Choke Slingshot	A+ or A+Q	Running Knee Smash	A+ or A+Q
Wipeout	A+ or A+Q	Boot Wash	A+ or A+Q
Clothesline	X+Dir	Opponent Standing in Turnbuckle	
Running Opponent		Choke and Beel	A+ (Front)
Drop Toe Hold	A	Corner Punches	A+ (Front)
Back Drop	A+ or A+Q	Beel	A+Q (Front)
Knee to Stomach	A+ or A+Q	Monkey Flip	A+Q (Front)
Running Grapple Attack		Side Slam	A+ (Back)
Crucifix	A+ or A+Q	Turnbuckle Head Smash	A+ (Back)
Sleeper Slam	A+ or A+Q	Snake Eyes	A+Q (Back)
Bulldog	A+ or A+Q (From Behind)	Turnbuckle Tree of Woe	
Chop Block	A+ or A+Q (From Behind)	Foot Choke	A+ or A+Q
Running Strike		Running Knee	A+ or A+Q
Clothesline	X		
Running Drop Kick	X+Dir		



PRIMA OFFICIAL GAME GUIDE



TRISH STRATUS®

WWE.com BIO

One of the most sultry Divas in the history of sports-entertainment, Trish Stratus has already made quite a name for herself in WWE. Her beauty is second to none, and her brains and brawn make her the total package.

Renowned for her work as a fitness model, Stratus entered World Wrestling Entertainment in 2000 first as a manager for several young Superstars, including former WWE Intercontinental Champion Val Venis. However, her beauty and athleticism left the fans asking for more Trish and the young Diva delivered, as she worked her way to the top of the WWE Women's Division. Stratus has held the WWE Women's Championship on several occasions and is always in the mix to challenge for the top spot and headline a major WWE event. Her dedication to her craft has made her one of the toughest, most athletic Divas to ever enter the ring.

Despite the bumps and bruises that come with being a WWE Superstar, when it is time to pose in front of the cameras, Stratus is always in championship form. She was named WWE Diva of the Decade during the *Raw 10th Anniversary Special* and has won the WWE.com Babe of the Year competition three times. Stratus has also graced the cover of *Raw Magazine* too many times to count and is always one of the more popular entries in the annual *WWE Divas Magazine* special.

Stratus made headlines for a change of heart during a love triangle between herself, Christian and Chris Jericho. Despite suffering a savage beating at the hands of Christian after several verbal spats, during *WrestleMania XX*, Stratus turned on Chris Jericho and revealed her affection for Christian, shocking both the fans and her former beau alike.

Since then, she's vigorously held onto her title, defeating other Divas such as Victoria and Stacy Keibler. At *Taboo Tuesday*, she battled all the Divas in a "Schoolgirl Match" and retained the title yet again. But that reign came to an end Dec. 6 in Charlotte, N.C., as Lita defeated her in an epic match.

STATS

HEIGHT: N/A

WEIGHT: N/A

FROM: Toronto, Ontario, Canada

FINISHING MOVE:

Stratusfaction, Trish Bulldog

CAREER HIGHLIGHTS: Women's Champion

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	4
Speed	8
Strength	3
Submission	5
Countering	5
Charisma	7

FINISHING MOVE Trish Bulldog (A+B Opponent Must Be Standing in Turnbuckle)



TRISH STRATUS®'S MOVE LIST

NAME	COMMAND	NAME	COMMAND
Aerial Attack Off Turnbuckle or Object		Opponent on Ground (Running)	
Axe Handle	X or X+△ or X+▽	Running Elbow Drop	X
Moonsault	X or X+△ or X+▽	Quick Leg Drop	X+Dir
Flying Drop Kick	X or X+△ or X+▽	Safe Grapple (Outside of Ring)	
Flying Leg Drop	X or X+△ or X+▽	Swinging Neckbreaker	A+△ or B+△
Double Team Normal Move (Anywhere in Ring)		Body Slam	A+△ or B+△
Double Clothesline	A or B	Drop Kick	A+△ or B+△
Finisher Special Attack		DDT	A+▽ or B+▽
Stratusfaction	A+B (Opponent Must Be Tied Up in Ropes)	Specialty Grapple	
Trish Bulldog	A+B (Opponent Must Be Standing in Turnbuckle)	Spinebuster	B+△
Ground Grapple Lower Body		Enziguri	B+△
Step Over Toe Hold	A+△ (Legs)	Thez Press	B+△
Single-Leg Boston Crab	A+△ (Legs)	Swinging Neckbreaker	B+▽
Leg Bar	A+△ (Legs)	Standing Grapple	
Ground Grapple Upper Body		Russian Leg Sweep	A+△ (Behind)
Standing Armbar	A+△ (Arms)	Reverse DDT	A+△ (Behind)
Fujiwara Armbar	A+△ (Arms)	Grab Trunks w/Back Forearm Smash	A+△ (Behind)
Sitting Bow and Arrow	A+△ (Arms)	Atomic Drop	A+▽ (Behind)
Ground Punches	A+△ (Head)	Body Scissor	A+△ or A+▽ (Opponent Sitting)
Head Scissors	A+△ (Head)	Kick to Back	A+△ or A+▽ (Opponent Sitting)
Front Facelock	A+△ (Head)	Strikes	
Ground Strike—Directional		Spinning Roundhouse	X+△ or X+▽ (With Feet or Knees)
Knee Drop	X+Dir (Arms)	Spinning Sidekick	X+▽ (With Feet or Knees)
Elbow Drop	X+Dir (Head)	Overhead Chop	X (With Hands or Arms)
Leg Drop	X+Dir (Legs)	Chop	X+△ (With Hands or Arms)
Grapple		Big Lady Slap	X+△ (With Hands or Arms)
Arm Drag	A+△ (Quick)	Backhand	X+△ (With Hands or Arms)
Arm Wringer Flip	A+△ (Quick)	Submission Grapple	
Snapmare	A+△ (Quick)	Abdominal Stretch	B+△
Hip Toss	A+▽ (Quick)	Arm Bar	B+△
Drop Kick	A+△ (Strong)	Neck and Arm Stretch	B+△
DDT	A+△ (Strong)	Chin Lock	B+▽
Body Slam	A+△ (Strong)	Tag Team Double Team Move (In Corner)	
Power Slam	A+▽ (Strong)	Clothesline	W+Dir
Ropes		Opponent Sitting in Turnbuckle	
Wipeout	A+△	Running Knee Smash	A+△ or A+▽
Baseball Slide	X+Dir	Boot Wash	A+△ or A+▽
Running Opponent		Opponent Standing in Turnbuckle	
Drop Toe Hold	A	Monkey Flip	A+△ (Front)
Back Drop	A+△ or A+▽	Stratusphere	A+△ (Front)
Knee to Stomach	A+△ or A+▽	Superplex	A+△ (Front)
Running Grapple Attack		Corner Punches	A+△ (Front)
Crucifix Head Scissor	A+△ or A+▽	Side Slam	A+△ (Back)
Neckbreaker	A+△ or A+▽	Toss Through Ropes Into Post	A+△ (Back)
Bulldog	A+△ or A+▽ (From Behind)	Snake Eyes	A+△ (Back)
Chop Block	A+△ or A+▽ (From Behind)	Turnbuckle Tree of Woe	
Running Strike		Foot Choke	A+△ or A+▽
Clothesline	X	Running Knee	A+△ or A+▽
Running Drop Kick	X+Dir		



PRIMA OFFICIAL GAME GUIDE



ANDRE THE GIANT™

WWE.com BIO

Hollywood Hogan defeated his former long-time friend, Andre the Giant, at *WrestleMania III*, but Andre was able to get a rematch on an edition of *The Main Event*. During the match, Andre went for the pin, but Hogan got his shoulder up at the count of one. The referee continued to count, however, and awarded the match to Andre. Andre then almost immediately gave up his WWE Championship to “Million Dollar Man” Ted DiBiase. It was finally revealed that DiBiase paid Andre the Giant a large sum of money to receive the WWE Championship. Hogan, who was furious about the referee continuing to count even though his shoulder was up, knew something was fishy. It was also revealed that Earl Hebner, who was said to have been refereeing the match, wasn’t even in the ring. Once Andre gave the championship to DiBiase, President Jack Tunney vacated the title, putting it up for grabs in a 14-man tournament at *WrestleMania IV*.

STATS

HEIGHT: 7'4"

WEIGHT: 500 lbs.

FROM: Grenoble, France

FINISHING MOVE:

Power Slam, Avalanche

CAREER HIGHLIGHTS: WWE

Champion, WWE Tag Team

Champion

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	10
Speed	3
Strength	10
Submission	10
Countering	7
Charisma	9

FINISHING MOVE Power Slam (⬆+⬆+⬆ Standing Near Front of Opponent)



ANDRE THE GIANT™'S MOVE LIST

NAME	COMMAND	NAME	COMMAND
Aerial Attack Off Turnbuckle or Object		Running Strike	
747	X+△ or X+▽	Clothesline	X
Axe Handle	X+△ or X+▽	Running Shoulder Block	X+Dir
Axe Handle	X or X+△ or X+▽	Earthquake	X (Opponent on Ground)
Leg Drop	X or X+△ or X+▽	Earthquake	X+Dir (Opponent on Ground)
Double Team-Normal Move (Anywhere in Ring)		Safe Grapple (Outside of Ring)	
Double Clothesline	A or B	Eye Rake	A+△ or B+△
Dudley Neckbreaker	A or B	Big Boot	A+△ or B+△
Finisher—Special Attack		Headbutt	A+△ or B+△
Avalanche	A+B (In Center of Ring with Opponent Standing in Turnbuckle)	Knife-Edge Chop	A+▽ or B+▽
Power Slam	A+B+Dir (Standing In Front of Opponent)	Specialty Grapple	
Ground Grapple Lower Body		Body Slam	B+△
Leg Wrench	A+△ (Legs)	Choke Hold	B+△
Leg Smash	A+△ (Legs)	Gorilla Press Gut Buster	B+△
Leg Wrench	A+△ (Legs)	Beel	B+▽
Ground Grapple Upper Body		Standing Grapple	
Chest Walk	A+△ (Arms)	Atomic Drop	A+△ (From Behind)
Chest Walk	A+△ (Arms)	Belly-to-Back Suplex 2	A+△ (From Behind)
Ground Choke	A+△ (Head)	Full-Nelson Slam	A+△ (From Behind)
Ground Choke	A+△ (Head)	Grab Trunks w/Back Forearm Smash	A+▽ (From Behind)
Ground Choke	A+△ (Head)	Neck Vice	A+△ or A+▽ (Opponent Sitting)
Ground Strike—Directional		Asian Spike	A+△ or A+△ (Opponent Sitting)
Splash	X+Dir (Arms)	Strike with Feet or Knees	
Splash	X+Dir (Head)	Gut Kick	X+△ or X+▽
Splash	X+Dir (Legs)	Kick to Gut	X+▽
Quick Grapple		Strike with Hands or Arms	
Headbutt	A+△	Punch to Head	X
Big Boot	A+△	Giant Chop	X+△
Eye Rake	A+▽	Double Fist to Traps	X+△
Big Chest Slap	A+△	Punch w/Elbow	X+△
Strong Grapple		Submission Grapple	
Knife-Edge Chop	A+△	Backbreaker Press	B+△
Gorilla Press Drop	A+△	Bear Hug	B+△
Giant Push	A+△	Sleeper Hold	B+△
Gorilla Press Overhead Slam	A+▽	Nerve Pinch	B+▽
Ropes Grapple (Opponent Tied on Ropes)		Tag Team Double (In Corner)	
Top Rope Choke	A+△	Newton Splash	W+Dir
Rope Choke	A+△	Opponent Sitting in Turnbuckle	
Running Counter Attack (Against a Running Opponent)		The Big Sit	A+△ or A+▽
Big Boot	A	Boot Wash	A+△ or A+△
Knee to Stomach	A+△ or A+△	Opponent Standing in Turnbuckle	
Back Drop	A+△ or A+△	Beel	A+△ (Front)
Running Grapple Attack		Choke and Beel	A+△ (Front)
Running Shoulder Block	A+△ or A+▽	Choke and Beel	A+▽ (Back)
Running Shoulder Block	A+△ or A+△	Grab Trunks w/Back Forearm Smash	A+△ (Back)
Running Grapple Attack (From Behind)		Turnbuckle Head Smash	A+△ (Front)
Triple Shoulder Block	A+△ or A+▽	Toss Through Ropes Into Post	A+▽ (Back)
Triple Shoulder Block	A+△ or A+△	Foot Choke	A+△ or A+▽



PRIMA OFFICIAL GAME GUIDE



BRET HART™

WWE.com BIO

One of the greatest technical competitors of all time, few individuals have accomplished as much as Bret Hart. Hailing from Calgary, Alberta, Canada, Bret followed the same path as his father, the legendary Stu Hart. He became one of WWE's all-time greats, and he proclaimed himself to be the best there is, the best there was, and the best there ever will be. Few would argue with this statement. Bret won every major WWE title in his illustrious career, defeating legends such as Stone Cold, "Rowdy" Roddy Piper, Razor Ramon, and Ric Flair along the way. An often-controversial figure, no one can take away from Bret's charisma, athletic prowess, and pure mat genius. His greatness defined a generation and laid out the template for young grapplers to follow for years to come.

STATS

HEIGHT: 6'

WEIGHT: 234 lbs.

FROM: Calgary, Alberta, Canada

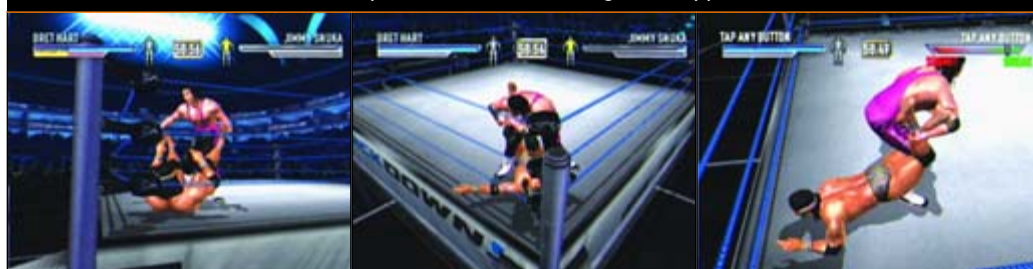
FINISHING MOVE: Sharpshooter, Bret Hart Piledriver

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

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	9
Speed	7
Strength	7
Submission	10
Countering	10
Charisma	9

FINISHING MOVE Sharpshooter (A+B Standing Near Opponent)



BRET HART™'S MOVE LIST

BRET HART™

NAME	COMMAND	NAME	COMMAND
Aerial Attack Off Turnbuckle or Object		Running Strike	
Flying Drop Kick	X+ or X+ or X+ or X+	Clothesline	X
Flying Leg Drop	X+ or X+ or X+ or X+	Leaping Forearm Smash	X+Dir
Axe Handle	X or X+ or X+ or X+	Opponent on Ground (Running)	
Flying Elbow Drop	X or X+ or X+ or X+	Headbutt	X
Double Team Normal Move (Anywhere in Ring)		Running Elbow Drop	X+Dir
Heart Attack	A or B	Safe Grapple (Outside of Ring)	
Finisher Special Attack		DDT	A+ or B+
Sharpshooter	A+B (Standing Near Opponent on Ground)	Russian Leg Sweep	A+ or B+
Bret Hart Piledriver	A+B+Dir (Standing Near Front of Opponent)	Hangman Neckbreaker	A+ or B+
Ground Grapple Lower Body		Reverse Atomic Drop	A+ or B+
Leg Grapevine	A+ (Legs)	Specialty Grapple	
STF	A+ (Legs)	German Suplex	B+
Nagata Lock	A+ (Legs)	Snap Suplex	B+
Ground Grapple Upper Body		Fisherman's Suplex	B+
Fujiwara Armbar	A+ (Arms)	Northern Lights Suplex 2	B+
Short Arm Scissor	A+ (Arms)	Standing Grapple	
Flipping Hammer Lock	A+ (Arms)	Grab Trunks w/Back Forearm Smash	A+ (Behind)
Head Scissors	A+ (Head)	Belly-to-Back Suplex	A+ (Behind)
Figure-Four Headlock	A+ (Head)	Atomic Drop	A+ (Behind)
Flipping Camel Clutch	A+ (Head)	Reverse DDT	A+ (Behind)
Ground Strike—Directional		Neck Snap	A+ or A+ (Opponent Sitting)
Leg Drop	X+Dir (Arms)	Kick to Back	A+ or A+ (Opponent Sitting)
Elbow Drop 2	X+Dir (Head)	Strikes	
Knee Drop	X+Dir (Legs)	Gut Kick	X+ or X+ (With Feet or Knees)
Grapple		Kick to Gut	X+ (With Feet or Knees)
Reverse Atomic Drop	A+ (Quick)	Chop	X (With Hands or Arms)
Hip Toss	A+ (Quick)	Punch to Gut	X+ (With Hands or Arms)
Arm Drag	A+ (Quick)	Punch to Head	X+ (With Hands or Arms)
Drop Kick	A+ (Quick)	Haymaker	X+ (With Hands or Arms)
Backbreaker	A+ (Strong)	Submission Grapple	
Russian Leg Sweep	A+ (Strong)	Abdominal Stretch	B+
DDT	A+ (Strong)	Arm Bar	B+
Hangman Neckbreaker	A+ (Strong)	Hammer Lock	B+
Ropes		Standing Octopus	B+
Choke Slingshot	A+ or A+	Tag Team Double Team Move (In Corner)	
Slingshot Suplex	A+	Demolition Drop	X+Dir
Suicide Dive	X+Dir	Opponent Sitting in Turnbuckle	
Running Opponent		Running Knee	A+ or A+
Drop Toe Hold	A	Alley-Oop Powerbomb	A+ or A+
Spine Buster	A+ or A+	Opponent Standing in Turnbuckle	
Flapjack	A+	Running Shoulder	A+ (Front)
Running Grapple Attack		Monkey Flip	A+ (Front)
Stampede Clothesline	A+	Superplex	A+ (Front)
Neckbreaker	A+	Corner Punches	A+ (Front)
Bulldog	A+ or A+ (From Behind)	Snake Eyes	A+ (Back)
Chop Block	A+ or A+ (From Behind)	Belly-to-Back Superplex	A+ (Back)
		Turnbuckle Surfboard	A+ (Back)
		Turnbuckle Tree of Woe	
		Running Knee	A+ or A+
		Tree of Woe Stomp	A+ or A+



PRIMA OFFICIAL GAME GUIDE



JIMMY "SUPERFLY" SNUKATM

WWE.com BIO

Few Superstars can be said to have single-handedly influenced the development of sports-entertainment, but Jimmy "Superfly" Snuka is one of them. His innovative, high-flying style was the precursor to much of what fans see each week on *Raw* and *SmackDown!*. He was the man who popularized maneuvers from the top rope, and was one of the most popular competitors in WWE history. His nickname, "Superfly," is in reference to his incredible aerial style. His trademark splash off the top turnbuckle might have been the most devastating aerial maneuver of all time, and led to countless victories for Snuka.

STATS

HEIGHT: 6'

WEIGHT: 260 lbs.

FROM: Fiji Islands

FINISHING MOVE: Superfly Splash, Piledriver

CAREER HIGHLIGHTS: U.S. Champion, ECW Television Champion, ECW Heavyweight Champion

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	8
Speed	8
Strength	7
Submission	7
Countering	8
Charisma	8

FINISHING MOVE Superfly Splash (A+B On Ground Near Turnbuckle)



JIMMY "SUPERFLY" SNUKA™'S MOVE LIST

JIMMY "SUPERFLY" SNUKA™

NAME	COMMAND	NAME	COMMAND
Aerial Attack Off Turnbuckle or Object		Opponent on Ground (Running)	
Axe Handle	X or X+ or X+ or X+	Headbutt	X
Flying Leg Drop	X or X+ or X+ or X+	747	X+Dir
Flying Drop Kick	X or X+ or X+ or X+	Safe Grapple (Outside of Ring)	
Flying Elbow Drop	X or X+ or X+ or X+	Drop Kick	A+ or B+
Double Team Normal Move (Anywhere in Ring)		Jumping Headbutt	A+ or B+
Double Suplex	A or B	Body Slam	A+ or B+
Finisher Special Attack		Reverse Atomic Drop	(Pro Reversal)
Superfly Splash	A+B (On Ground Near Turnbuckle)	Specialty Grapple	
Piledriver	A+B+Dir (Standing Near Front of Opponent)	Snuka Chop	B+
Ground Grapple Lower Body		Roundhouse Kick	B+
Single-Leg Boston Crab	A+ (Legs)	Belly-to-Back Suplex	B+
Leg Bar	A+ (Legs)	Samoan Drop	B+
Nagata Lock	A+ (Legs)	Standing Grapple	
Ground Grapple Upper Body		Russian Leg Sweep	A+ (Behind)
Cross Arm Breaker	A+ (Arms)	Grab Trunks w/Back Forearm Smash	A+ (Behind)
Fujiwara Armbar	A+ (Arms)	Atomic Drop	A+ (Behind)
Short Arm Scissor	A+ (Arms)	Belly-to-Back Suplex	A+ (Behind)
Front Facelock	A+ (Head)	Sitting Ab Stretch	A+ or A+ (Opponent Sitting)
Ground Punches	A+ (Head)	Kick to Back	A+ or A+ (Opponent Sitting)
Head Scissors	A+ (Head)	Strikes	
Ground Strike—Directional		Mid Roundhouse	X+ (With Feet or Knees)
Fist Drop	X+Dir (Arms)	Low Roundhouse	X+ or X+ (With Feet or Knees)
Leg Drop	X+Dir (Head)	Punch to Head	X (With Hands or Arms)
Elbow Drop	X+Dir (Legs)	Punch to Gut	X+ (With Hands or Arms)
Grapple		Chop	X+ (With Hands or Arms)
Jumping Headbutt	A+ (Quick)	Elbow Strike	X+ (With Hands or Arms)
Hip Toss	A+ (Quick)	Submission Grapple	
Arm Wringer Flip	A+ (Quick)	Double Underhook	B+
Drop Kick	A+ (Quick)	Headlock	B+
Body Slam	A+ (Strong)	Arm Bar	B+
Suplex	A+ (Strong)	Arm Wringer	B+
Reverse Atomic Drop	A+ (Strong)	Tag Team Double Team Move (In Corner)	
Atomic Drop	A+ (Strong)	Body Slam to Knee	Dir+Dir
Ropes		Opponent Sitting in Turnbuckle	
Wipeout	A+ or A+	Grab Trunks w/Back Forearm Smash	A+ (Stuck on Turnbuckle-Front)
Slingshot Suplex	A+ or A+	Alley-Oop	A+ or A+
Plancha	X+Dir	Running Knee Smash	A+ or A+
Running Opponent		Opponent Standing in Turnbuckle	
Back Drop	A	Running Shoulder	A+ (Front)
Back Drop	A+ or A+	Corner Punches	A+ (Front)
Running Grapple Attack		Beel	A+ (Front)
Belly-to-Back Suplex	A+ or A+	Superplex	A+ (Front)
Belly-to-Back Suplex	A+ or A+	Toss Through Ropes Into Post	A+ (Back)
Bulldog	A+ or A+ (From Behind)	Snake Eyes	A+ (Back)
Bulldog	A+ or A+ (From Behind)	Turnbuckle Head Smash	A+ (Back)
Running Strike		Turnbuckle Tree of Woe	
Clothesline	X	Alley-Oop	A+ or A+
Flying Double Chop	X+Dir	Running Knee	A+ or A+



PRIMA OFFICIAL GAME GUIDE



MANKIND™

WWE.com BIO

Mick Foley's name is legend in the sports-entertainment industry. The story of how he became involved transcends the business. His inspiration came when he hitchhiked to Madison Square Garden and watched as Jimmy "Superfly" Snuka soar off the top of a 15-foot high steel cage onto Don Muraco. At that moment, Foley knew exactly what he wanted to do with his life. He compiled a video full of vignettes, including one where he flew off the roof of his home, crashing onto a bed of mattresses and cushions, all in the dream of how he would one day become WWE Champion.

After training with former WWE star and World Tag Team Champion Dominic DeNucci, Foley began to compete using the name Cactus Jack in various regions of the United States, before making his way to Japan. Returning to the United States, he joined with WCW, and then after a few years, aligned himself with Extreme Championship Wrestling, where Foley's name would become recognized as a cult icon. Performing in front of smaller crowds, Foley pushed his body and soul to the limits. Many of Foley's actions resulted in injuries and broken bones, but his legacy for never quitting, continuing to press toward his dream of becoming a WWE Superstar.

In 1996, he finally made it. Mick Foley was now with World Wrestling Entertainment. His performances in various matches are remembered by all who saw them. Who can forget the unbelievable sight of Foley being thrown off the top of a cell and crash through an announcing table in a Hell in a Cell Match at the 1998 *King of the Ring* pay-per-view event. Later on, he formed The Rock 'n' Sock Connection, one of the most popular tag teams in WWE history with The Rock. They went on to win the World Tag Team Championship three times. Individually, he captured the WWE Championship three times, once in '98, and twice in '99. His stamina to perform day after day garnered the attention and loyalty of millions of fans worldwide.

In addition, Foley has become a successful author. His 1999 autobiography, *Have A Nice Day*—written in longhand on 760 pages of notebook paper during a European tour—reached No. 1 on *The New York Times Best-Seller List*. In 2000 and 2001, Foley wrote two children's holiday books, titled *Christmas Chaos* and *Halloween Hijinx*. Mick wrote a follow-up to *Have a Nice Day*, entitled *Foley Is Good*. Later, Foley wrote the book called *Tietam Brown*, a coming of age-type story. Foley's newest offering is the children's book, *Tales from Wrescal Lane*.

His heart is just as big outside the ring, as Mick Foley has participated in numerous Make-A-Wish Foundation events as well as surprise visits to children under strict medical care in hospitals. Foley has also visited schools and libraries, talking to students about the necessity of education and the importance of reading in and out of the classroom. Foley has also traveled to various military bases and military hospitals to visit U.S. troops, boosting morale and get-well wishes to soldiers.

STATS

HEIGHT: 6'2"

WEIGHT: 287 lbs.

FROM: Long Island, NY

FINISHING MOVE:

Mandible Claw, Double-Arm DDT

CAREER HIGHLIGHTS: WWE

Champion, World Tag Team Champion, Hardcore Champion, WWE Commissioner, Co-General Manager of *Raw*

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	10
Speed	7
Strength	8
Submission	8
Countering	7
Charisma	10

FINISHING MOVE Mandible Claw (A+B Standing Near Front of Opponent)



MANKIND™'S MOVE LIST

NAME	COMMAND	NAME	COMMAND
Aerial Attack Off Turnbuckle or Object		Opponent on Ground (Running)	
Axe Handle	X or X+△ or X+▽	Elbow Drop	X
Flying Elbow Drop	X or X+△ or X+▽	Quick Leg Drop	X+Dir
Flying Drop Kick	X+◁ or X+▷	Safe Grapple (Outside of Ring)	
Flying Leg Drop	X+◁ or X+▷	DDT	A+△ or B+△
Double Team Normal Move (Anywhere in Ring)		Headbutt	A+◁ or B+◁
Double Suplex	A or B	Short-Arm Clothesline	A+◁ or B+▷
Finisher Special Attack		Face Buster	A+▽ or B+▽
Mandible Claw	A+B (Standing Near Front of Opponent)	Specialty Grapple	
Double-Arm DDT	A+B+Dir (Standing Near Front of Opponent)	Face Buster	B+△
Ground Grapple Lower Body		Gutwrench Suplex	B+◁
Step Over Toe Hold	A+△ (Legs)	Swinging Neckbreaker	B+▷
Leg Wrench	A+◁ (Legs)	DDT	B+▽
Leg Bar	A+▷ (Legs)	Standing Grapple	
Ground Grapple Upper Body		Russian Leg Sweep	A+△ (Behind)
Standing Armbar	A+△ (Arms)	Full-Nelson Slam	A+◁ (Behind)
Short-Arm Scissor	A+◁ (Arms)	Kneebreaker	A+▷ (Behind)
Sitting Bow and Arrow	A+▷ (Arms)	Atomic Drop	A+▽ (Behind)
Ground Punches	A+△ (Head)	Asian Spike	A+△ or A+▽ (Opponent Sitting)
Foot Eye Rake	A+◁ (Head)	Kick to Back	A+◁ or A+▷ (Opponent Sitting)
Head Scissors	A+▷ (Head)	Strikes	
Ground Strike—Directional		Gut Kick	X+△ or X+▽ (With Feet or Knees)
Fist Drop	X+Dir (Arms)	Kick to Gut	X+▽ (With Feet or Knees)
Elbow Drop	X+Dir (Head)	Punch to Head	X (With Hands or Arms)
Leg Drop	X+Dir (Legs)	Chop	X+△ (With Hands or Arms)
Grapple		Punch to Gut	X+◁ (With Hands or Arms)
Short-Arm Clothesline	A+△ (Quick)	Haymaker	X+▷ (With Hands or Arms)
Headbutt	A+◁ (Quick)	Submission Grapple	
Snapmare	A+▷ (Quick)	Bear Hug	B+△
Body Slam	A+▽ (Quick)	Arm Wringer	B+◁
Suplex	A+△ (Strong)	Double Underhook	B+▷
Snowplow	A+◁ (Strong)	Headlock	B+▽
Backbreaker	A+▷ (Strong)	Tag Team Double Team Move (In Corner)	
Belly-to-Back Suplex	A+▽ (Strong)	Newton Splash	Wet+Dir
Ropes		Opponent Sitting in Turnbuckle	
Choke Slingshot	A+△ or A+▽	Running Knee Smash	A+△ or A+▽
Rope Gut Kick	A+◁ or A+▷	Boot Wash	A+◁ or A+▷
Suicide Dive	X+Dir	Opponent Standing in Turnbuckle	
Running Opponent		Choke and Beel	A+△ (Front)
Back Drop	A	Corner Punches	A+◁ (Front)
Bossman Slam	A+◁ or A+▷	Beel	A+▷ (Front)
Knee to Stomach	A+△ or A+▽	Running Shoulder	A+▽ (Front)
Running Grapple Attack		Snake Eyes	A+◁ (Back)
Neckbreaker	A+△ or A+▽	Turnbuckle Head Smash	A+▷ (Back)
Belly-to-Back Suplex	A+◁ or A+▷	Toss Through Ropes Into Post	A+▽ (Back)
Bulldog	A+△ or A+▽ (From Behind)	Turnbuckle Tree of Woe	
Chop Block	A+◁ or A+▷ (From Behind)	Stomping a Mudhole	A+△ or A+▽
Running Strike		Running Knee	A+◁ or A+▷
Clothesline	X		
Running Roaring Elbow	X+Dir		



PRIMA OFFICIAL GAME GUIDE



THE ROCK®

WWE.com BIO

He is the most electrifying man in sports *and* entertainment. He is quickly becoming one of the most recognized faces on the planet and one of the hottest celebrities in all walks of life.

Call him whatever you want, but to the millions and millions of fans around the world, there is no substitute for The Rock.

A third-generation WWE Superstar, The Rock at first did not plan to follow in the family tradition of sports-entertainment stardom, but instead used his gifts on the gridiron, where he starred for the University of Miami. After a very brief professional football career, The Rock decided to give WWE a shot—a choice that would prove to begin a new era in the entertainment world. In only a few years, The Rock was a multi-time WWE Champion and one of the most celebrated Superstars to ever set foot in the ring.

But it was more than his ability to layeth the smacketh down in the ring that made The Rock a Superstar. His quick wit, charisma, and ability to talk smack earned such raves that “The People’s Champion” was asked to speak to the people over and over again. Among his many famous public appearances were a stint hosting “Saturday Night Live” in 2000 and a speech at the 2002 Republican National Convention.

By 2001, The Rock became a multi-media superstar, having starred in the feature film, *The Mummy Returns*, and its highly successful prequel, *The Scorpion King*. His autobiography *The Rock Says...* was a *New York Times* No. 1 best-seller.

The Rock may have earned his biggest box office break to date with a starring role in *Walking Tall*, an action drama based on a true story that is expected to be even more successful than his previous hit, *The Rundown*. When Mick Foley suffered injury and humiliation at the hands of Evolution, Rocky returned to *Raw* to reform the Rock ‘n’ Sock Connection and the two competed as a team at *WrestleMania XX*. While Evolution walked out as the winner, The Rock proved that he has not lost his touch in the ring and at the microphone and is as beloved as a WWE Superstar now more than ever!

STATS

HEIGHT: 6'5"

WEIGHT: 260 lbs.

FROM: Miami, FL

FINISHING MOVE: Rock Bottom, People’s Elbow

CAREER HIGHLIGHTS: WWE Champion, Intercontinental Champion, World Tag Team Champion, 2000 *Royal Rumble* winner, WCW Champion

ATTRIBUTES

ATTRIBUTE	RATING
Stamina	9
Speed	7
Strength	9
Submission	7
Countering	9
Charisma	10

FINISHING MOVE People’s Elbow (⬆+⬆ Standing Near Opponent)



THE ROCK®'S MOVE LIST

NAME	COMMAND	NAME	COMMAND
Aerial Attack Off Turnbuckle or Object		Running Strike	
Axe Handle	X or X+△ or X+▽	Running Roaring Elbow	X
Fist Leaping	X or X+△ or X+▽	Flying Clothesline	X+Dir
Axe Handle	X or X+◀ or X+▶	Opponent on Ground	
Flying Elbow Drop	X or X+◀ or X+▶	Running Elbow Drop	X
Double Team Normal Move (Anywhere in Ring)		Leg Drop	X+Dir
T-Slam	A or B	Safe Grapple (Outside of Ring)	
Finisher Special Attack		Body Slam	A+△ or B+△
People's Elbow	A+B+Dir (Standing Near Opponent on Ground Near Center of Ring)	DDT	A+◀ or B+◀
Rock Bottom	A+B (Standing Near Front of Opponent)	Short-Arm Clothesline	A+◀ or B+◀
Ground Grapple Lower Body		Spine Buster	A+▽ or B+▽
Step Over Toe Hold	A+△ (Legs)	Specialty Grapple	
Leg Bar	A+◀ (Legs)	Bionic Elbow	B+△
Single-Leg Boston Crab	A+▶ (Legs)	DDT	B+◀
Ground Grapple Upper Body		Samoan Drop	B+◀
Sitting Bow and Arrow	A+△ (Arms)	People's Punches	B+▽
Cross Arm Breaker	A+◀ (Arms)	Standing Grapple	
Standing Armbar	A+▶ (Arms)	Belly-to-Back Suplex 2	A+△ (Behind)
Front Facelock	A+△ (Head)	Reverse DDT	A+◀ (Behind)
Head Scissors	A+◀ (Head)	Atomic Drop	A+◀ (Behind)
Ground Punches	A+▶ (Head)	German Suplex	A+▽ (Behind)
Ground Strike Directional		Sitting Ab Stretch	A+△ or A+▽ (Opponent Sitting)
Elbow Drop	X+Dir (Arms)	Kick to Back	A+◀ or A+▶ (Opponent Sitting)
Fist Drop	X+Dir (Head)	Strikes	
Knee Drop	X+Dir (Legs)	Gut Kick	X+△ or X+▽ (With Feet or Knees)
Grapple		Low Roundhouse	X+▽ (With Feet or Knees)
Body Slam	A+△ (Quick)	Punch to Head	X (With Hands or Arms)
Short-Arm Clothesline	A+◀ (Quick)	Haymaker	X+△ (With Hands or Arms)
Hip Toss	A+▶ (Quick)	Bionic Elbow	X+◀ (With Hands or Arms)
Snapmare	A+▽ (Quick)	Jab	X+▶ (With Hands or Arms)
Russian Leg Sweep	A+△ (Strong)	Submission Grapple	
Spine Buster	A+◀ (Strong)	Chin Lock	B+△
Death Valley Driver	A+▶ (Strong)	Headlock	B+◀
Suplex	A+▽ (Strong)	Sharpshooter	B+◀
Ropes		Arm Wringer	B+▽
Slingshot Suplex	A+△ or A+▽	Opponent Sitting in Turnbuckle	
Top Rope Choke	A+◀	Alley-Oop	A+△ or A+▽
Suicide Dive	X+Dir	Boot Wash	A+◀ or A+▶
Running Opponent		Opponent Standing in Turnbuckle	
Drop Toe Hold	A	Beel	A+△ (Front)
Knee to Stomach	A+◀ or A+▶	Superplex	A+◀ (Front)
Back Drop	A+△ or A+▽	Corner Punches	A+◀ (Front)
Running Grapple Attack		Running Shoulder	A+▽ (Front)
Neckbreaker	A+△ or A+▽	Belly-to-Back Superplex	A+◀ (Back)
Belly-to-Back Suplex	A+◀ or A+▶	Toss Through Ropes Into Post	A+◀ (Back)
Bulldog	A+△ or A+▽ (From Behind)	Turnbuckle Head Smash	A+▽ (Back)
Chop Block	A+◀ or A+▶ (From Behind)	Turnbuckle Tree of Woe	
		Running Knee	A+△ or A+▽
		Stomping a Mudhole	A+◀ or A+▶