




W
LEGENDS
OF
WRESTLEMANIA

COVERS XBOX 360[®] AND
PLAYSTATION[®]3 COMPUTER
ENTERTAINMENT SYSTEM

BASED ON A GAME
RATED BY THE
ESRB **TEEN**
T

THQ

Written by Bryan Stratton



LEGENDS OF WRESTLEMANIA



**PAYING YOUR DUES:
TRAINING** 2

**MAKING YOUR NAME:
GAME MODES** 14

**A LEGEND IS BORN:
CREATE MODES** 26

WWE LEGENDS 30

**IMPORTED
WWE SUPERSTARS** 108

**WRESTLEMANIA
RECAPS** 200

**ACHIEVEMENTS AND
TROPHIES** 206

PAYING YOUR DUES: TRAINING

No WWE Superstar becomes a Legend overnight. It takes dedication to mastering the fundamentals of in-ring competition before you can start to assemble the string of victories required to attain legendary status. This chapter covers all of the moves and maneuvers you must learn to rise through the ranks of WWE's elite Superstars and become the greatest Legend of all time.

CONTROLLER LAYOUT

360	PS3	MOVE
OR	OR	MOVE
A	X	GRAPPLE
B	○	ACTION (PIN, RUN, TAG, CLIMB, ENTER/EXIT RING, USE OBJECT)
X	□	STRIKE
Y	△	DEFEND
Y+B	△+○	TAUNT
Start	▶	PAUSE

DIRECTIONAL NOTE

OR and ○/□ are interchangeable for any of the following moves and maneuvers. For simplicity's sake, only OR is used in this chapter.

BASIC CONTROLS

The moves in this section can be performed in any match type. Practice them until they become second nature.

MOVEMENT

Moving around the ring (and in and out of it) is one of the most fundamental skills to master on your path to becoming a WWE Legend. All movement is performed with **←** or **→**, often accompanied by the Action button (**B** for 360, **○** for PS3).



MOVEMENT		
360	PS3	MOVE
←	←	WALK
DOUBLE-TAP ← AWAY FROM OPPONENT	DOUBLE-TAP ← AWAY FROM OPPONENT	RUN
DOUBLE-TAP B	DOUBLE-TAP ○	RUN
← TOWARD ROPES+ B	← TOWARD ROPES+ ○	ENTER/EXIT RING
← TOWARD CORNER+ B , B	← TOWARD CORNER+ ○ , ○	CLIMB TURNBUCKLE
B	○	DROP DOWN FROM TURNBUCKLE

STRIKES

Strikes are quick, forceful attacks like punches and kicks. They require little to no set-up and can be unleashed without warning, but they don't inflict as much damage as grapples.

All strike commands are based off of the Strike button (**X** for 360, **○** for PS3). Because the controls for many of these moves are so similar, pay careful attention to the positioning of your Legend and his opponent.



STRIKES				
LEGEND IS...	OPPONENT IS...	360	PS3	MOVE
STANDING	STANDING	X	○	QUICK STRIKE
STANDING	STANDING	← + X	← + ○	QUICK STRIKE
STANDING	STANDING	HOLD X	HOLD ○	STRONG STRIKE
STANDING	STANDING	← +HOLD X	← +HOLD ○	STRONG STRIKE
STANDING	STANDING	X (X3)	○ (X3)	FISTS OF FURY (COMBO STRIKES)
STANDING	STANDING	← + X (X3)	← + ○ (X3)	FISTS OF FURY (COMBO STRIKES)
RUNNING	STANDING	X	○	RUNNING STRIKE
RUNNING	STANDING	HOLD X	HOLD ○	RUNNING STRIKE
STANDING	DOWN	X	○	GROUND STRIKE
STANDING	DOWN	HOLD X	HOLD ○	STRONG GROUND STRIKE
ON THE TOP TURNBUCKLE	STANDING	X	○	DIVING ATTACK VS. STANDING OPPONENT
ON THE TOP TURNBUCKLE	STANDING	HOLD X	HOLD ○	DIVING ATTACK VS. STANDING OPPONENT
ON THE TOP TURNBUCKLE	DOWN	X	○	DIVING ATTACK VS. DOWNED OPPONENT
ON THE TOP TURNBUCKLE	DOWN	HOLD X	HOLD ○	DIVING ATTACK VS. DOWNED OPPONENT

MAKING YOUR NAME: GAME MODES

Legends of WrestleMania provides several ways for you to test your mettle against WWE's greatest Superstars:

EXHIBITION

Jump into a quick one-off match of any type against a COM opponent or up to three friends.

LEGEND KILLER

One of three modes available from the "Game Modes" option on the Main Menu, Legend Killer runs your Created Legend through six gauntlets of opponents.

WRESTLEMANIA TOUR MODE

Relive some of WrestleMania's greatest moments, Rewrite history by changing the outcome of classic matches, or Redefine memorable matches by changing the match type.

HALL OF FAME

View the records that you have set during your own legendary WWE career.

EXHIBITION

Eleven match types are available in Exhibition Mode. Three of them require you to win medals in *WrestleMania* Tour Mode and/or Legend Killer Mode to unlock them.

MATCH TYPE	# OF SUPERSTARS	WIN CONDITIONS	# OF MEDALS TO UNLOCK
SINGLE MATCH	1 VS. 1	PIN YOUR OPPONENT OR FORCE HIM TO SUBMIT	—
STEEL CAGE MATCH	1 VS. 1	ESCAPE THE CAGE THROUGH ROOF OR DOOR, OR PIN YOUR OPPONENT OR FORCE HIM TO SUBMIT	1
LADDER MATCH	1 VS. 1	CLIMB A LADDER TO REACH AND RETRIEVE THE CHAMPIONSHIP HANGING ABOVE THE CENTER OF THE RING	—
HELL IN A CELL	1 VS. 1	PIN YOUR OPPONENT OR FORCE HIM TO SUBMIT ANYWHERE IN THE ARENA	2
IRON MAN MATCH	1 VS. 1	SCORE A POINT FOR EACH PINFALL OR SUBMISSION; WHOEVER HAS THE MOST POINTS WHEN TIME EXPIRES WINS	3
SUBMISSION MATCH	1 VS. 1	FORCE YOUR OPPONENT TO SUBMIT; USE THE ACTION BUTTON ON A DOWNED OPPONENT TO APPLY A SUBMISSION	—
TAG TEAM MATCH	2 VS. 2	THE LEGAL PARTNER FROM ONE TEAM MUST PIN THE LEGAL PARTNER FROM THE OTHER TEAM OR FORCE HIM TO SUBMIT	—
TRIPLE THREAT MATCH	3 (NO TEAMS)	PIN EITHER OF YOUR OPPONENTS OR FORCE ONE TO SUBMIT; THE FIRST PINFALL OR SUBMISSION WINS THE MATCH	—
BATTLE ROYAL	6 (NO TEAMS)	THROW ALL OF YOUR OPPONENTS OVER THE TOP ROPE AND DOWN TO THE ARENA FLOOR	—
HANDICAP MATCH	1 VS. 2, OR 1 VS. TAG TEAM	PIN YOUR OPPONENT OR FORCE HIM TO SUBMIT	—
ROYAL RUMBLE	10, 20, OR 30	THROW ALL OF YOUR OPPONENTS OVER THE TOP ROPE AND DOWN TO THE ARENA FLOOR	—

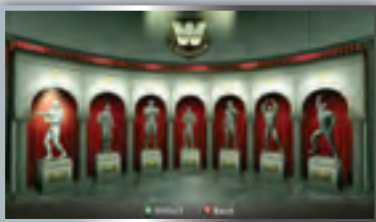
You can also adjust the Match Rules before entering the match to customize your experience.

MATCH RULES OPTIONS		
RULE	DESCRIPTION	APPLICABLE MATCH TYPES
ENTRANCE	TURN RING ENTRANCES ON OR OFF	ALL
DISQUALIFICATION	DQ A COMPETITOR IF HE USES AN OBJECT AS A WEAPON AGAINST HIS OPPONENT	SINGLE, IRON MAN, TAG TEAM, TRIPLE THREAT, HANDICAP
GIVE UP	ALLOW OR PREVENT VICTORY BY SUBMISSION	SINGLE, HELL IN A CELL, IRON MAN, TAG TEAM, TRIPLE THREAT, HANDICAP
RING OUT COUNT	DQ A COMPETITOR IF HE REMAINS OUTSIDE THE RING FOR A 10-COUNT, OR ALLOW UNLIMITED ACTIVITY OUTSIDE OF THE RING	SINGLE, IRON MAN, TAG TEAM, HANDICAP
PIN AND GIVE UP (STEEL CAGE)	DETERMINE WHETHER OR NOT STEEL CAGE MATCHES CAN END WITH A PINFALL OR SUBMISSION, IN ADDITION TO ESCAPING THE CAGE	STEEL CAGE

LEGEND KILLER MODE

Legend Killer Mode gives you the opportunity to create a Legend from nothing and pit him against biggest names to be crowned the greatest Legend of all time at *WrestleMania*. To play Legend Killer Mode, you must have a Created Legend or import a Created Superstar from *SmackDown vs. Raw 2009*.

There are six tiers of Legends to prove yourself against, and each tier is a gauntlet of opponents who you must defeat in a single setting. If you lose a match, you can choose to have a rematch and continue through the tier. If you choose to quit, you must start the tier all over again when you resume. Each tier must be unlocked before you can attempt to conquer it.

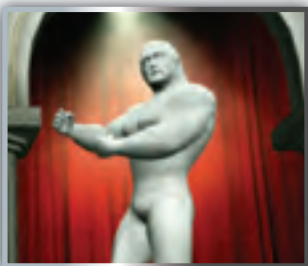


Defeating every Legend in a tier completes the tier and may unlock an additional tier in Legend Killer Mode. It also awards a gold medal for the Hall of Fame, which unlocks hidden match types, alternate costumes, and movies for the *WrestleMania* Tour Mode Movie Theater.

LEGEND KILLER TIER UNLOCK CONDITIONS	
TIER	UNLOCK CONDITION
LEGEND TIER 1	CREATE A LEGEND OR IMPORT A CREATED SUPERSTAR FROM SMACKDOWN VS RAW 09
LEGEND TIER 2	COMPLETE LEGEND TIER 1
LEGEND TIER 3	COMPLETE LEGEND TIER 2
FAVORITE LEGENDS TIER	RANK 10 LEGENDS OR SUPERSTARS IN THE HALL OF FAME'S TOP 10 LEGENDS
ALL-STAR LEGENDS TIER	COMPLETE LEGEND TIER 3
SUPERSTARS TIER	IMPORT SMACKDOWN VS. RAW 2009 SUPERSTAR DATA

LEGEND TIER 1

Legend Tier 1 is comprised of 10 of the most fan-friendly Legends of the 1980s, with a few dastardly villains thrown in for good measure.



#	NAME
1	JIM "THE ANVIL" NEIDHART
2	JUNKYARD DOG
3	BRITISH BULLDOG
4	"RAVISHING" RICK RUDE
5	DUSTY RHODES
6	JAKE "THE SNAKE" ROBERTS
7	JIMMY "SUPERFLY" SNUKA
8	"ROWDY" RODDY PIPER
9	ULTIMATE WARRIOR
10	HULK HOGAN

LEGEND TIER 2

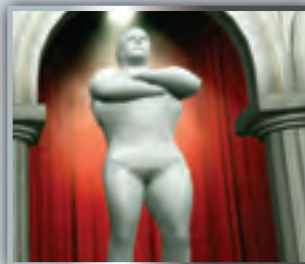
The second tier of WWE Legends features 10 of the biggest names of the 1990s, some of whom are still in active competition today.



#	NAME
1	ANIMAL
2	BAM BAM BIGELOW
3	HUNTER HEARST-HELMSLEY
4	HAWK
5	SHAWN MICHAELS
6	YOKOZUNA
7	BRET "HIT MAN" HART
8	STONE COLD STEVE AUSTIN
9	THE ROCK
10	UNDERTAKER

LEGEND TIER 3

Legend Tier 3 pits you against 10 of the biggest bad guys in the 1980s WWE. These Legends toppled some of the greatest champions of all time, so your work is cut out for you!



#	NAME
1	BIG JOHN STUDD
2	HONKY TONK MAN
3	NIKOLAI VOLKOFF
4	KING KONG BUNNY
5	GREG "THE HAMMER" VALENTINE
6	IRON SHEIK
7	MR. PERFECT
8	RIC FLAIR
9	"MILLION DOLLAR MAN" TED DIBIASE
10	ANDRE THE GIANT

FAVORITE LEGENDS TIER

This tier of Legends is unique, because you decide who's in it! Once you have ranked 10 Legends or Superstars in the Hall of Fame's Top 10 Legends, this tier is unlocked, and those Legends and Superstars are your opponents.



ANDRE THE GIANT™

CAREER HIGHLIGHTS

WWE CHAMPION
WORLD TAG TEAM CHAMPION
WINNER OF HUNDREDS OF BATTLE ROYALS
UNDEFEATED FOR NEARLY 15 YEARS IN WWE
FIRST INDUCTEE INTO THE WWE HALL OF FAME

OVERALL: 83

HEIGHT	7'4"
FROM	GRENOBLE, FRANCE
WWE DEBUT:	1973
ATTRIBUTES	
STR	99
GRA	94
DUR	96
TEC	78
SPD	52



STANDING

STRIKE ATTACKS

360	PS3	MOVE NAME	NOTES
HOLD X	HOLD ⊖	BRAIN CHOP 1	
Ⓢ TOWARD OPPONENT + HOLD X	Ⓢ TOWARD OPPONENT + HOLD ⊖	BACK CHOP 1	
Ⓢ AWAY FROM OPPONENT + HOLD X	Ⓢ AWAY FROM OPPONENT + HOLD ⊖	BACK CHOP 1	

FISTS OF FURY

360	PS3	MOVE NAME	NOTES
X (REPEATEDLY)	⊖ (REPEATEDLY)	4 COMBO 10 KICK	
Ⓢ TOWARD OPPONENT + X (REPEATEDLY)	Ⓢ TOWARD OPPONENT + ⊖ (REPEATEDLY)	3 COMBO 49 ANDRE 2	
Ⓢ AWAY FROM OPPONENT + X (REPEATEDLY)	Ⓢ AWAY FROM OPPONENT + ⊖ (REPEATEDLY)	3 COMBO 49 ANDRE 2	

QUICK GRAPPLE LV. 1

360	PS3	MOVE NAME	NOTES
A	X	BACK CHOP 7	

QUICK GRAPPLE LV. 2

360	PS3	MOVE NAME	NOTES
A	X	HEADLOCK 3	

GRAPPLE MOVES LV. 1

360	PS3	MOVE NAME	NOTES
Ⓢ TOWARD OPPONENT + A	Ⓢ TOWARD OPPONENT + X	OVERHAND PUNCH	
Ⓢ TOWARD OPPONENT + A, A	Ⓢ TOWARD OPPONENT + X, X	NECK TWIST	
A, A	X, X	POSITION CHANGE	

GRAPPLE MOVES LV. 2

360	PS3	MOVE NAME	NOTES
Ⓢ TOWARD OPPONENT + A	Ⓢ TOWARD OPPONENT + X	SCOOP SLAM 3	
Ⓢ TOWARD OPPONENT + A, A	Ⓢ TOWARD OPPONENT + X, X	HEADBUTT TO SHOULDER	
A, A	X, X	POSITION CHANGE	

STRONG GRAPPLE LV. 1

360	PS3	MOVE NAME	NOTES
HOLD A	HOLD X	SHOULDER CLAW 1	
Ⓢ TOWARD OPPONENT + HOLD A	Ⓢ TOWARD OPPONENT + HOLD X	CHOKE 1	DIRTY

STRONG GRAPPLE LV. 2

360	PS3	MOVE NAME	NOTES
HOLD A	HOLD X	COCONUT CRUSH 2	BLOOD
Ⓢ TOWARD OPPONENT + HOLD A	Ⓢ TOWARD OPPONENT + HOLD X	BEARHUG	

STRONG GRAPPLE LV. 3

360	PS3	MOVE NAME	NOTES
HOLD A	HOLD X	CHOKE TOSS	
Ⓢ TOWARD OPPONENT + HOLD A	Ⓢ TOWARD OPPONENT + HOLD X	NECK LOCK SUPLEX	

GRAPPLE FROM BEHIND

360	PS3	MOVE NAME	NOTES
A	X	BACK HEADBUTT	
Ⓢ OR Ⓢ + A	Ⓢ OR Ⓢ + X	FULL NELSON	
A, A	X, X	ATOMIC DROP 3	
HOLD A	HOLD X	CHEST PUNCH	



GROUND

STRIKE ATTACKS

360	PS3	MOVE NAME	NOTES
X	⊖	ELBOW DROP 1	
HOLD X	HOLD ⊖	BIG SPLASH 1	PIN

GRAPPLE MOVES

360	PS3	MOVE NAME	NOTES
A (NEAR UPPER BODY)	X (NEAR UPPER BODY)	SHOULDER CLAW 2	
⊕ TOWARD OPPONENT + A (NEAR UPPER BODY)	⊕ TOWARD OPPONENT + X (NEAR UPPER BODY)	ELBOW DROP 11	PIN
A (NEAR LOWER BODY)	X (NEAR LOWER BODY)	LEG STRETCH 1	
⊕ TOWARD OPPONENT + A (NEAR LOWER BODY)	⊕ TOWARD OPPONENT + X (NEAR LOWER BODY)	BIG WALK	

CORNER

RUNNING STRIKES

360	PS3	MOVE NAME	NOTES
X	⊖	BODY SPLASH 1	

GRAPPLE MOVES

360	PS3	MOVE NAME	NOTES
A	X	BIG THUMP 2	

ROPE

GROGGY AGAINST ROPES

360	PS3	MOVE NAME	NOTES
A	X	BACK BODY DROP	

IRISH WHIP REBOUND

360	PS3	MOVE NAME	NOTES
A	X	BIG BOOT 5	BLOOD

DIVING

DIVING ATTACK VS. STANDING OPPONENT

360	PS3	MOVE NAME	NOTES
X	⊖	DIVING AXE HANDLE	
⊕+X	⊕+⊖	DIVING AXE HANDLE	

DIVING ATTACK VS. DOWNED OPPONENT

360	PS3	MOVE NAME	NOTES
X	⊖	AIR AFRICA	PIN
⊕+X	⊕+⊖	AIR AFRICA	PIN

RUNNING

RUNNING STRIKES

360	PS3	MOVE NAME	NOTES
X	⊖	BIG BOOT 4	BLOOD
HOLD X	HOLD ⊖	SHOULDER BLOCK 1	

GRAPPLE MOVES

360	PS3	MOVE NAME	NOTES
A	X	TAKE A BACK	

GRAPPLE FROM BEHIND

360	PS3	MOVE NAME	NOTES
A	X	ONE HAND BULLDOG	BLOOD

GROUND STRIKES

360	PS3	MOVE NAME	NOTES
X	⊖	ELBOW DROP 4	

CHAIN STRUGGLE

POWER COMPARISON

360	PS3	MOVE NAME	NOTES
A, B, X, OR Y (RANDOM)	X, ⊖, ⊕, OR ⊗ (RANDOM)	HEADBUTT 1	BLOOD

LOCK UP

360	PS3	MOVE NAME	NOTES
A, B, X, OR Y (RANDOM)	X, ⊖, ⊕, OR ⊗ (RANDOM)	SCOOP SLAM 1	

HEAD LOCK

360	PS3	MOVE NAME	NOTES
A, B, X, OR Y (RANDOM)	X, ⊖, ⊕, OR ⊗ (RANDOM)	HEADLOCK PUNCH 1	

FRONT NECK LOCK

360	PS3	MOVE NAME	NOTES
A, B, X, OR Y (RANDOM)	X, ⊖, ⊕, OR ⊗ (RANDOM)	OVERHAND PUNCH	

SIDE ARM BAR

360	PS3	MOVE NAME	NOTES
A, B, X, OR Y (RANDOM)	X, ⊖, ⊕, OR ⊗ (RANDOM)	SHOULDER THRUST 1	

HAMMER LOCK

360	PS3	MOVE NAME	NOTES
A, B, X, OR Y (RANDOM)	X, ⊖, ⊕, OR ⊗ (RANDOM)	CHEST PUNCH	

GO BEHIND

360	PS3	MOVE NAME	NOTES
A, B, X, OR Y (RANDOM)	X, ⊖, ⊕, OR ⊗ (RANDOM)	ATOMIC DROP 4	

STANDING ARM BAR

360	PS3	MOVE NAME	NOTES
A, B, X, OR Y (RANDOM)	X, ⊖, ⊕, OR ⊗ (RANDOM)	BACK HEADBUTT	

SITTING SLEEPER HOLD

360	PS3	MOVE NAME	NOTES
A, B, X, OR Y (RANDOM)	X, ⊖, ⊕, OR ⊗ (RANDOM)	SHOULDER CLAW 2	

GROUND HEAD LOCK

360	PS3	MOVE NAME	NOTES
A, B, X, OR Y (RANDOM)	X, ⊖, ⊕, OR ⊗ (RANDOM)	BIG STOMP	

GROUND NECK LOCK

360	PS3	MOVE NAME	NOTES
A, B, X, OR Y (RANDOM)	X, ⊖, ⊕, OR ⊗ (RANDOM)	SHOULDER CLAW 2	

GROUND ARM LOCK

360	PS3	MOVE NAME	NOTES
A, B, X, OR Y (RANDOM)	X, ⊖, ⊕, OR ⊗ (RANDOM)	BIG STOMP	

GROUND TAKE A BACK

360	PS3	MOVE NAME	NOTES
A, B, X, OR Y (RANDOM)	X, ⊖, ⊕, OR ⊗ (RANDOM)	LEG STRETCH 1	

GROUND TAKE A LEG

360	PS3	MOVE NAME	NOTES
A, B, X, OR Y (RANDOM)	X, ⊖, ⊕, OR ⊗ (RANDOM)	BIG WALK	

RUNNING

360	PS3	MOVE NAME	NOTES
A, B, X, OR Y (RANDOM)	X, ⊖, ⊕, OR ⊗ (RANDOM)	TAKE A BACK	

FINISHER: HEADBUTT



OVERALL: 87

BATISTA®

STR	98
GRA	84
DUR	90
TEC	83
SPD	80



STANDING

STRIKE ATTACKS

360	PS3	MOVE NAME	NOTES
HOLD X	HOLD ○	PUNCH TO HEAD 3	
Ⓣ TOWARD OPPONENT + HOLD X	Ⓣ TOWARD OPPONENT + HOLD ○	DOUBLE SLEDGE HAMMER	
Ⓣ AWAY FROM OPPONENT + HOLD X	Ⓣ AWAY FROM OPPONENT + HOLD ○	DOUBLE SLEDGE HAMMER	

FISTS OF FURY

360	PS3	MOVE NAME	NOTES
X (REPEATEDLY)	○ (REPEATEDLY)	4 COMBO 13 KICK	
Ⓣ TOWARD OPPONENT + X (REPEATEDLY)	Ⓣ TOWARD OPPONENT + ○ (REPEATEDLY)	3 COMBO 11 CLOTHESLINE	
Ⓣ AWAY FROM OPPONENT + X (REPEATEDLY)	Ⓣ AWAY FROM OPPONENT + ○ (REPEATEDLY)	3 COMBO 11 CLOTHESLINE	

QUICK GRAPPLE LV. 1

360	PS3	MOVE NAME	NOTES
A	X	ARM WRENCH 2	

QUICK GRAPPLE LV. 2

360	PS3	MOVE NAME	NOTES
A	X	BACK ELBOW	

GRAPPLE MOVES LV. 1

360	PS3	MOVE NAME	NOTES
Ⓣ TOWARD OPPONENT + A	Ⓣ TOWARD OPPONENT + X	CHOKE TOSS	
Ⓣ TOWARD OPPONENT + A, A	Ⓣ TOWARD OPPONENT + X, X	SCOOP SLAM 4	
A, A	X, X	POSITION CHANGE	

GRAPPLE MOVES LV. 2

360	PS3	MOVE NAME	NOTES
Ⓣ TOWARD OPPONENT + A	Ⓣ TOWARD OPPONENT + X	MILITARY PRESS 3	
Ⓣ TOWARD OPPONENT + A, A	Ⓣ TOWARD OPPONENT + X, X	BACKBREAKER 7	
A, A	X, X	POSITION CHANGE	

STRONG GRAPPLE LV. 1

360	PS3	MOVE NAME	NOTES
HOLD A	HOLD X	OVERHAND PUNCH	
Ⓣ TOWARD OPPONENT + HOLD A	Ⓣ TOWARD OPPONENT + HOLD X	BEARHUG	

STRONG GRAPPLE LV. 2

360	PS3	MOVE NAME	NOTES
HOLD A	HOLD X	SUPLEX SLAM	
Ⓣ TOWARD OPPONENT + HOLD A	Ⓣ TOWARD OPPONENT + HOLD X	OKLAHOMA SLAM	

STRONG GRAPPLE LV. 3

360	PS3	MOVE NAME	NOTES
HOLD A	HOLD X	SPINEBUSTER 7	
Ⓣ TOWARD OPPONENT + HOLD A	Ⓣ TOWARD OPPONENT + HOLD X	POWERSLAM 2	

GRAPPLE FROM BEHIND

360	PS3	MOVE NAME	NOTES
A	X	ATOMIC DROP 4	
Ⓣ OR Ⓣ + A	Ⓣ OR Ⓣ + X	SIDEWALK SLAM 1	
A, A	X, X	BACK HEADBUTT	
HOLD A	HOLD X	RAISED HIGH AND PUNCH 1	



BATISTA

GROUND

STRIKE ATTACKS

360	PS3	MOVE NAME	NOTES
X	Ⓞ	ELBOW DROP 1	
HOLD X	HOLD Ⓞ	KNEE DROP 4	

GRAPPLE MOVES

360	PS3	MOVE NAME	NOTES
A (NEAR UPPER BODY)	X (NEAR UPPER BODY)	REVERSE CHIN LOCK	
TOWARD OPPONENT + A (NEAR UPPER BODY)	TOWARD OPPONENT + X (NEAR UPPER BODY)	SPEAR 3	
A (NEAR LOWER BODY)	X (NEAR LOWER BODY)	RAISED HIGH AND CHOP	
TOWARD OPPONENT + A (NEAR LOWER BODY)	TOWARD OPPONENT + X (NEAR LOWER BODY)	LEG STRETCH 1	

CORNER

RUNNING STRIKES

360	PS3	MOVE NAME	NOTES
X	Ⓞ	CLOTHESLINE 3	

GRAPPLE MOVES

360	PS3	MOVE NAME	NOTES
A	X	CLOTHESLINE 10	

ROPE

GROGGY AGAINST ROPES

360	PS3	MOVE NAME	NOTES
A	X	POWERSLAM 4	

IRISH WHIP REBOUND

360	PS3	MOVE NAME	NOTES
A	X	CLOTHESLINE 11	

DIVING

DIVING ATTACK VS. STANDING OPPONENT

360	PS3	MOVE NAME	NOTES
X	Ⓞ	DIVING AXE HANDLE	
TOWARD OPPONENT + X	TOWARD OPPONENT + Ⓞ	DIVING AXE HANDLE	

DIVING ATTACK VS. DOWNED OPPONENT

360	PS3	MOVE NAME	NOTES
X	Ⓞ	DIVING ELBOW DROP 3	
TOWARD OPPONENT + X	TOWARD OPPONENT + Ⓞ	DIVING ELBOW DROP 3	

RUNNING

RUNNING STRIKES

360	PS3	MOVE NAME	NOTES
X	Ⓞ	CLOTHESLINE 5	
HOLD X	HOLD Ⓞ	SHOULDER BLOCK 4	

GRAPPLE MOVES

360	PS3	MOVE NAME	NOTES
A	X	SPEAR 2	

GRAPPLE FROM BEHIND

360	PS3	MOVE NAME	NOTES
A	X	NECKBREAKER 5	

GROUND STRIKES

360	PS3	MOVE NAME	NOTES
X	Ⓞ	ELBOW DROP 4	

CHAIN STRUGGLE

POWER COMPARISON

360	PS3	MOVE NAME	NOTES
A, B, X, OR Y (RANDOM)	X, Ⓞ, Ⓞ, OR Ⓞ (RANDOM)	REVERSE ATOMIC DROP 2	

LOCK UP

360	PS3	MOVE NAME	NOTES
A, B, X, OR Y (RANDOM)	X, Ⓞ, Ⓞ, OR Ⓞ (RANDOM)	SCOOP SLAM 1	

HEAD LOCK

360	PS3	MOVE NAME	NOTES
A, B, X, OR Y (RANDOM)	X, Ⓞ, Ⓞ, OR Ⓞ (RANDOM)	HEADLOCK PUNCH 1	

FRONT NECK LOCK

360	PS3	MOVE NAME	NOTES
A, B, X, OR Y (RANDOM)	X, Ⓞ, Ⓞ, OR Ⓞ (RANDOM)	HEADBUTT 6	BLOOD

SIDE ARM BAR

360	PS3	MOVE NAME	NOTES
A, B, X, OR Y (RANDOM)	X, Ⓞ, Ⓞ, OR Ⓞ (RANDOM)	OVERHAND PUNCH	

HAMMER LOCK

360	PS3	MOVE NAME	NOTES
A, B, X, OR Y (RANDOM)	X, Ⓞ, Ⓞ, OR Ⓞ (RANDOM)	BACK DROP BOTTOM	

GO BEHIND

360	PS3	MOVE NAME	NOTES
A, B, X, OR Y (RANDOM)	X, Ⓞ, Ⓞ, OR Ⓞ (RANDOM)	ATOMIC DROP 4	

STANDING ARM BAR

360	PS3	MOVE NAME	NOTES
A, B, X, OR Y (RANDOM)	X, Ⓞ, Ⓞ, OR Ⓞ (RANDOM)	RAISED HIGH AND PUNCH 1	

SITTING SLEEPER HOLD

360	PS3	MOVE NAME	NOTES
A, B, X, OR Y (RANDOM)	X, Ⓞ, Ⓞ, OR Ⓞ (RANDOM)	REVERSE CHIN LOCK	

GROUND HEAD LOCK

360	PS3	MOVE NAME	NOTES
A, B, X, OR Y (RANDOM)	X, Ⓞ, Ⓞ, OR Ⓞ (RANDOM)	SPEAR 3	

GROUND NECK LOCK

360	PS3	MOVE NAME	NOTES
A, B, X, OR Y (RANDOM)	X, Ⓞ, Ⓞ, OR Ⓞ (RANDOM)	REVERSE CHIN LOCK	

GROUND ARM LOCK

360	PS3	MOVE NAME	NOTES
A, B, X, OR Y (RANDOM)	X, Ⓞ, Ⓞ, OR Ⓞ (RANDOM)	SPEAR 3	

GROUND TAKE A BACK

360	PS3	MOVE NAME	NOTES
A, B, X, OR Y (RANDOM)	X, Ⓞ, Ⓞ, OR Ⓞ (RANDOM)	RAISED HIGH AND CHOP	

GROUND TAKE A LEG

360	PS3	MOVE NAME	NOTES
A, B, X, OR Y (RANDOM)	X, Ⓞ, Ⓞ, OR Ⓞ (RANDOM)	LEG STRETCH 1	

RUNNING

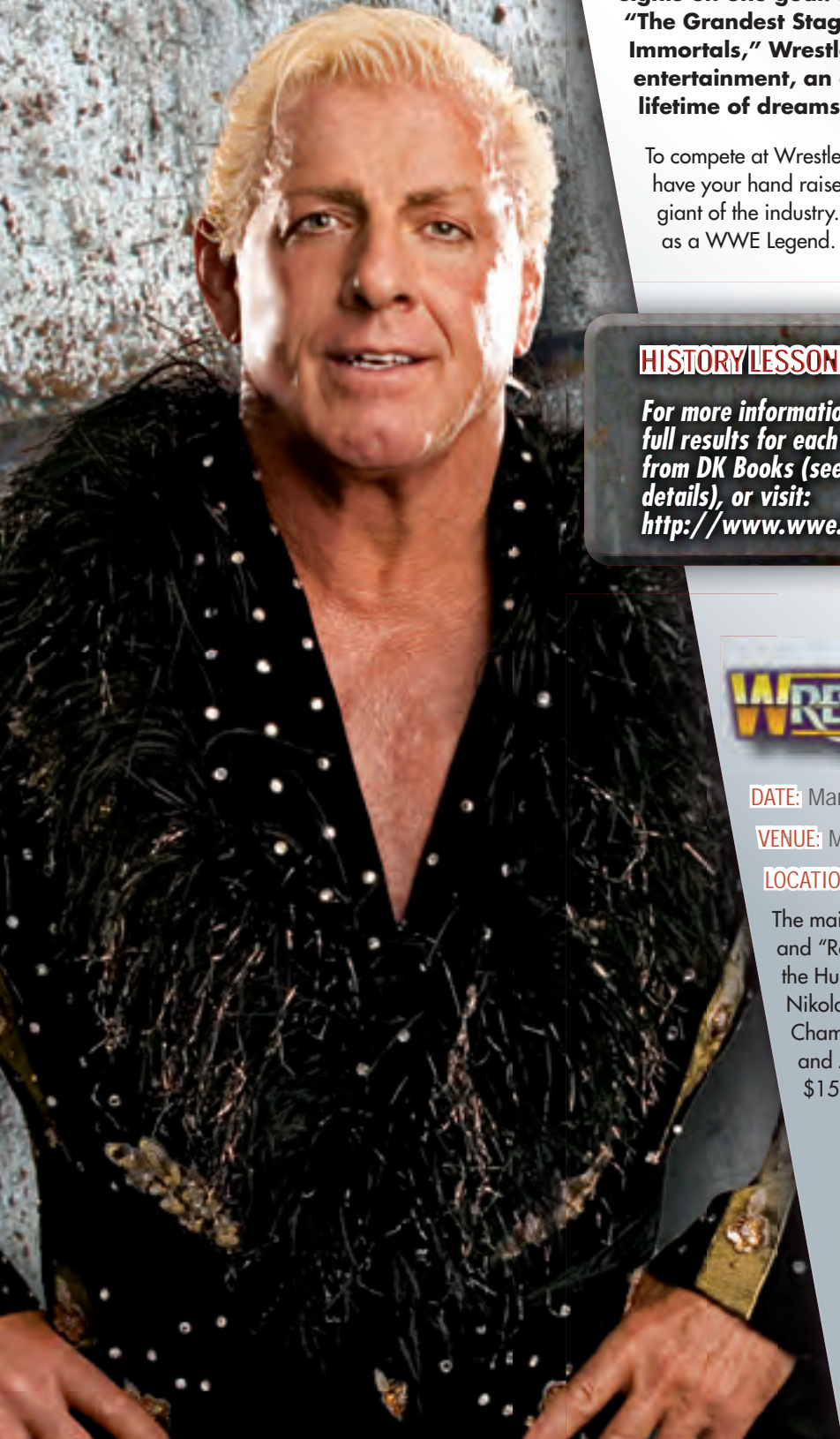
360	PS3	MOVE NAME	NOTES
A, B, X, OR Y (RANDOM)	X, Ⓞ, Ⓞ, OR Ⓞ (RANDOM)	SPEAR 2	

FINISHER

360	PS3	MOVE NAME	NOTES
X+A (AT CHAIN LEVEL 3)	Ⓞ+X (AT CHAIN LEVEL 3)	BATISTA BOMB	PIN

WRESTLEMANIA[®]

RECAPS



Since 1985, every Superstar in the WWE Universe has set their sights on one goal: to perform at **WrestleMania**. Known as “The Grandest Stage of Them All” and “The Showcase of the Immortals,” **WrestleMania** is the absolute pinnacle of sports-entertainment, an event where careers can be made and a lifetime of dreams can be fulfilled.

To compete at **WrestleMania** is to prove that you are a truly elite competitor. To have your hand raised in victory at **WrestleMania** is to establish yourself as a giant of the industry. To headline **WrestleMania** is to ensure your immortality as a WWE Legend.

HISTORY LESSON

For more information on any **WrestleMania** event, including full results for each match, pick up the **WWE Encyclopedia** from DK Books (see the last page of this guide for more details), or visit:
<http://www.wwe.com/shows/WrestleMania/history/>

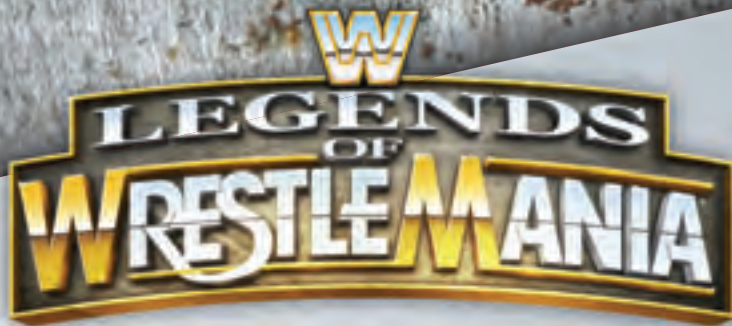


DATE: March 31, 1985

VENUE: Madison Square Garden

LOCATION: New York, NY

The main event of the first **WrestleMania** saw Hulk Hogan and “Rowdy” Roddy Piper square off in tag team action, with the Hulkster’s team emerging victorious. In a separate bout, Nikolai Volkoff and the Iron Sheik won the World Tag Team Championship. The Junkyard Dog defeated Greg Valentine, and Andre the Giant prevailed over Big John Studd in a \$15,000 Bodyslam Challenge.



WWE LEGENDS OF WRESTLEMANIA

OFFICIAL STRATEGY GUIDE

Written by Bryan Stratton

All WWE programming, talent names, images, likenesses, slogans, wrestling moves, trademarks, logos and copyrights are the exclusive property of World Wrestling Entertainment, Inc. and its subsidiaries.

All other trademarks, logos and copyrights are the property of their respective owners. © 2009 World Wrestling Entertainment, Inc. All Rights Reserved.

©2009 THQ/JAKKS Pacific, LLC. Used under exclusive license by THQ/JAKKS Pacific, LLC. JAKKS Pacific and the JAKKS Pacific logo are trademarks of JAKKS Pacific, Inc. Developed by YUKE'S Co., Ltd. YUKE'S Co., Ltd. and its logo are trademarks and/or registered trademarks of YUKE'S Co., Ltd. GameSpy and the "Powered by GameSpy" design are trademarks of GameSpy Industries, Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved.

All other trademarks, logos and copyrights are property of their respective owners. Andre the Giant™ is a trademark of the Andre R. Roussimoff Testamentary Trust.

DK/BradyGames, a division of Penguin Group (USA) Inc.
800 East 96th Street, 3rd Floor
Indianapolis, IN 46240

The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are properties of their respective owners.

Please be advised that the ESRB ratings icons, "EC", "E", "E10+", "T", "M", "AO", and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit www.esrb.org. For permission to use the ratings icons, please contact the ESA at esrblicenseinfo@theesa.com.

ISBN: 978-0-7440-1089-3

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 09-1 shows that the first printing of the book occurred in 2009.

12 11 10 09 4 3 2 1

Printed in the USA.

BRADYGAMES STAFF

Publisher

David Waybright

Editor-In-Chief

H. Leigh Davis

Licensing Director

Mike Degler

Marketing Director

Debby Neubauer

International Translations

Brian Saliba

CREDITS

Senior Development Editor

Ken Schmidt

Screenshot Editor

Michael Owen

Book Designer

Tim Amhrein

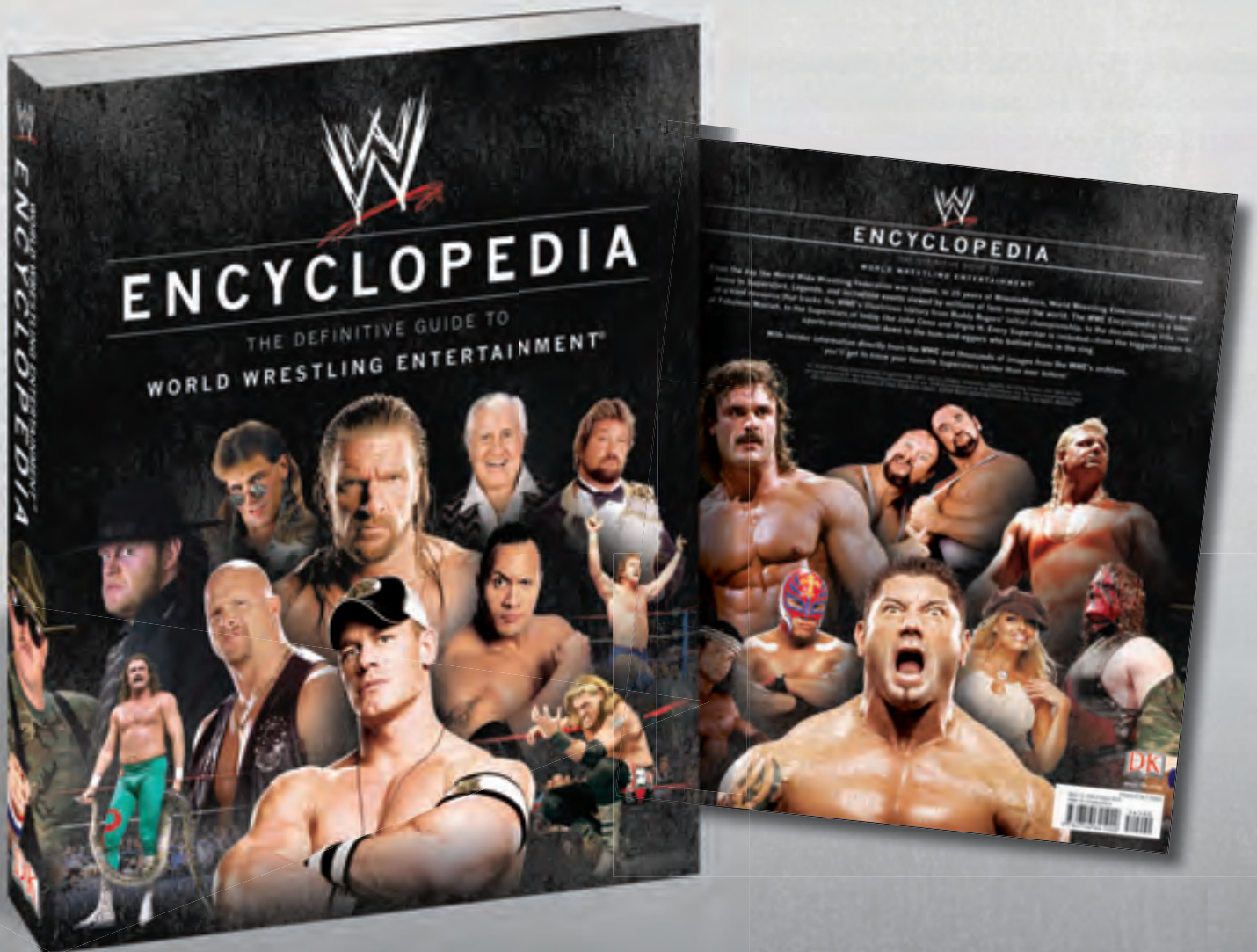
Production Designer

Tracy Wehmeyer



WWE[®] Encyclopedia

The Definitive Guide to
World Wrestling Entertainment[®]



The complete A-Z of World Wrestling Entertainment that covers over 50 years of sports-entertainment's greatest events including Superstars, Divas, and Legends. Includes never-before-seen images and information from the WWE archives!

Available March 2009
WHEREVER BOOKS ARE SOLD



www.dk.com

All WWE programming, talent names, images, likenesses, slogans, wrestling moves, trademarks, logos and copyrights are the exclusive property of World Wrestling Entertainment, Inc. and its subsidiaries. All other trademarks, logos and copyrights are the property of their respective owners. ©2009 World Wrestling Entertainment, Inc. All Rights Reserved.