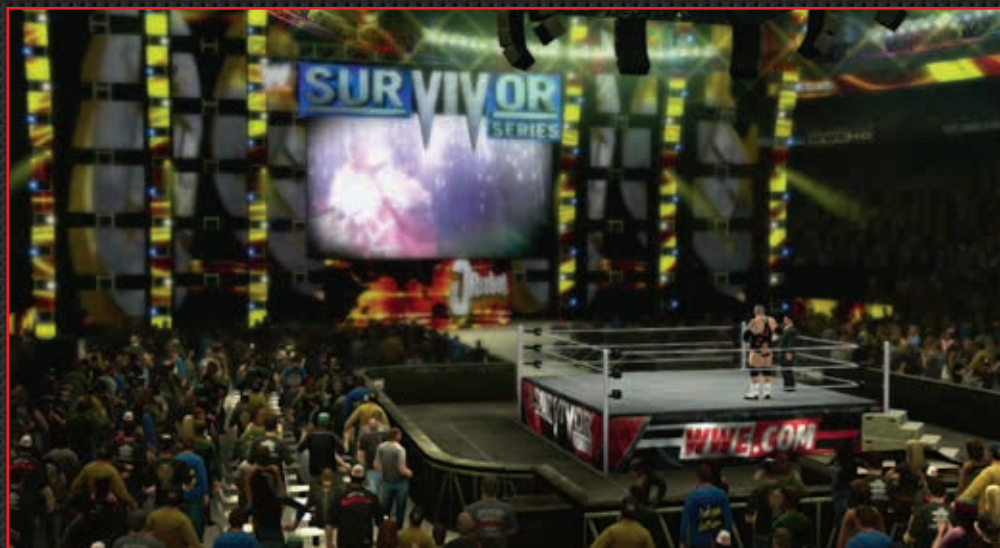
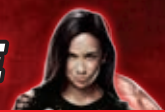


SUPERSTARS AND DIVAS

There are dozens of incredible Superstars and Divas in *WWE 2K14*. Most of these names and faces you're probably familiar with, but this chapter goes over everyone's in-game attributes and abilities so that you know what everyone can do. It's wall-to-wall talent in here, so have fun comparing the best of the best.





AJ LEE



VITAL STATS

Height: 5'2"
From: Union City, New Jersey
Brand: Raw
Abilities: Move Thief, Resiliency, Leverage Pin, Ring Escape
Finishers: Octopus Stretch, Shining Wizard 3, Jumping DDT 1
Hit Points: 550
Hit Point Percentages: Head (132), Body (143), Arms (132), Legs (143)
Crowd Reaction: Boo
Attire: Original Attire

BIOGRAPHY

AJ is living proof that perseverance truly does pay off. Growing up in Union City, New Jersey, the future WWE Diva experienced extreme poverty, including homelessness. But she never let her less-than-desirable circumstances hold her down. Instead, she relentlessly battled to break free from the meager surroundings and achieve her ultimate dream of becoming a WWE Diva.

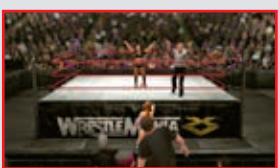
The WWE Universe first laid eyes on AJ during season three of WWE NXT. The spunky Diva hopeful made an immediate impact, teaming with her Pro, Primo, to defeat Aksana and Goldust in tag-team action on the show's premiere. Over the course of the next several weeks, fans couldn't help but fall in love with the perky girl next door. The self-proclaimed "Geek Goddess" made it all the way to the twelfth week before finally being eliminated from competition.

Following her stay on NXT, AJ jumped to SmackDown in May 2011. Her sparky personality instantly attracted many members of the Friday night brand, including Daniel Bryan.



IN THE RING

Like many Divas, AJ Lee has greater attributes for mobility than for direct confrontation. She's quick, agile and can get around the ring at leisure. It's easy to launch attacks quickly and fade away without dedicating to a slugfest. Of course, going against other Divas means that her opponents won't have high STP ratings either.



AJ shines in her abilities. She survives attacks from her opponents through Resiliency and Ring Escapes. Together, these give her several opportunities per match to get out of trouble, making it difficult to take her out without a long, concerted effort. Offensively, she has Leverage Pin to give herself an advantage in the latter portion of each match.

Put together, AJ becomes one of the stronger Diva choices for a long match. Her abilities let her avoid damage longer, as well as give her a modest aggressive advantage in the late game.

ATTRIBUTES

STP	70	SPD	75	TGH	70
GRP	65	JMP	80	DUR	70
SUB	60	AGL	80	CHA	80
STD	70	ADR	75	TAG	75
GRD	65	RCV	70	Overall	77

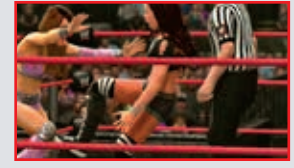
SIGNATURE MOVES AND FINISHERS

OCTOPUS STRETCH
 Breaking Point Submission, Standing in Front or Irish Whip Rebound (Y/A)



AJ has a Finisher called the Octopus Stretch. This chest attack is a Breaking Point Submission. It's engaged by standing in front of the opponent and using the Finishing Move Button. It's a great-looking attack that serves you well if you've already been working over an opponent's body.

SHINING WIZARD 3
 Standing in Front, Move Any Direction + (Y/A)



Shining Wizard 3 is a head attack that has pain written all over it. AJ's going to please everyone with this, except her opponent. Shining Wizard 3 is easy to pull off because it has so few limitations. This one is likely to be a frequent Finisher for many players.

SHIRANUI 2
 Standing in Front, Move Any Direction + (Y/A), Head Damage



When you feel like taking an opponent through a crazy flip, this is the go-to move. It's easy to set up, so once you have the Momentum, Shiranui 2 can be unleashed almost at your leisure.

MOVE LIST

STANDING

MOVE	CONTROLS	DETAILS
Woman's Elbow Smash	Strike	Head Damage
Right Back Kick	Move Down + Strike	Chest Damage
Gut Kick 2	Move Upper Left or Upper Right + Strike	Chest Damage
Slap 1	Move Left + Strike	Head Damage
Front Dropkick 1	Move Up + Strike	Chest Damage
Low Kick 2	Move Right + Strike	Leg Damage

Strike Combination

MOVE	CONTROLS	DETAILS
Left Middle Kick	Strike second hit	Chest Damage
Low Kick 2	Strike third hit	Leg Damage
Spinning Kick	Strike fourth hit	Head Damage

Strong Strikes

MOVE	CONTROLS	DETAILS
Roundhouse Kick 2	Hold Strike	Head Damage
Rolling Elbow 2	Move Any Direction + Hold Strike	Head Damage

Kick Reversal

MOVE	CONTROLS	DETAILS
Clothesline Reversal 2	Strike	Attack, Head Damage
Dragon Screw Reversal	Grapple	Leg Damage
Single Leg Boston Crab	Hold Strike	Kick Reversal, Grounded, Chest Damage
Snapmare and Chin Lock	Hold Strike	Punch Reversal, Running, Head Damage
Shove Back Reversal	Reversal	Normal Reversal, Chest Damage

Leverage Pin

MOVE	CONTROLS	DETAILS
School Boy 2	Reposition Up or Down	

GROUND

Strike Attacks

MOVE	CONTROLS	DETAILS
Woman's Stomp	Strike	Chest Damage
Wrestling Hero Stomp	Move Any Direction + Strike	Chest Damage

Face Up Grapples

MOVE	CONTROLS	DETAILS
Knee Attack 1	Grapple	UpperChest Damage
Soccerball Kick 2 Grapple	Side, Chest Damage	
Leg Stomps	Grapple	Lower, Leg Damage

Face Down Grapples

MOVE	CONTROLS	DETAILS
Elbow Drop 6	Grapple	Upper, Head Damage
Elbow Drop 11 Grapple	Side, Chest Damage	Side, Chest Damage
Knee Slam	Grapple	Lower, Leg Damage

Limb Target

MOVE	CONTROLS	DETAILS
Head Scissors Elbow	Grapple	Upper, Head Damage
Armcrusher	Grapple	Side, Arm Damage
Leg Stomps	Grapple Lower, Leg Damage	Lower, Leg Damage

Submission Grapple

MOVE	CONTROLS	DETAILS
Surfboard Stretch	Hold Grapple	Upper, Chest Damage
Camel Clutch 2	Hold Grapple	Side, Chest Damage
Single Leg Boston Crab	Hold Grapple	Lower, Chest Damage



HULK HOGAN



VITAL STATS

Height: 6'7"
From: Venice Beach, California
Brand: Legend (and WWE Retro)
Abilities: Hammer Throw, Resiliency, Comeback
Finishers: Running Leg Drop
Hit Points: 650
Hit Point Percentages: Head (130), Body (227.5), Arms (162.5), Legs (130)
Crowd Reaction: Cheer
Attire: WrestleMania 2

BIOGRAPHY

Hulk Hogan, the most recognizable icon of professional wrestling, came from humble beginnings. During high school he had two passions: music and wrestling. He played in a string of bands within the bustling Tampa music scene. When he wasn't on stage, he was running to arenas to see his favorite stars of the ring. Once he saw "Superstar" Billy Graham jump on the middle turnbuckle and hit a double-bicep pose, the young Hogan knew his place was in the ring.

In 1978, Hulk Hogan debuted in the World Wide Wrestling Federation managed by "Classy" Freddie Blassie. Despite his questionable ways, he connected with the crowd at the 1980 Showdown At Shea when he met Andre the Giant in a wild bout. Against the wishes of Mr. McMahon, Hogan left the company and appeared in Rocky III as "Thunderlips."

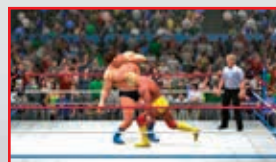
Hulk Hogan returned to WWE in January 1984 and aided Bob Backlund against the Wild Samoans and Lou Albano. With the fans now behind him, Hulk was ready to catapult to the top of the ladder. Later that month, he replaced an injured Backlund and defeated the Iron Sheik for the WWE Championship. That night, dubbed "Super Monday," saw the birth of the most powerful force in the universe. Commentator Gorilla Monsoon perfectly proclaimed, "Hulkamania is here!"



IN THE RING

Hulk Hogan is exactly what Charisma means in WWE. No one gets the love of the crowd as quickly or as easily as Hogan, and his special moves come out one after the other to win him even the hardest matches.

Use Hogan as a striker and grappler. He loses some of his grappling power as Hollywood Hulk Hogan, but he's still a massive threat. Stay away from most submission techniques, as they're suboptimal. Make your matches direct and focus on the pins.

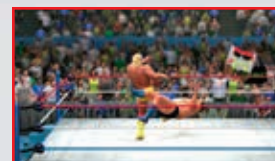


You have Comeback and Resiliency. Mix those with Hogan's inspiring Toughness and Durability and almost any match is winnable, even if you're taking plenty of hits.

SIGNATURE MOVES AND FINISHERS

BIG BOOT S

Running or Irish Whip Rebound + **Y/A**

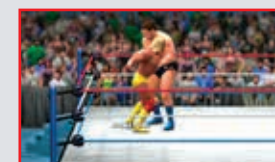


Both of Hogan's standard Signature Moves are set up from a charge or rebound. They're easier to use while running, but mix in whips so that your style is varied and to keep your opponent guessing.

AXE BOMBER

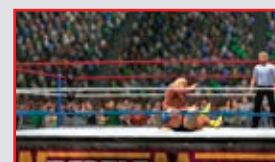
Running or Irish Whip Rebound + **RB/L** and **Y/A**

Whichever Signature Move you use, Hogan does heavy head damage to his opponent and can follow with a tremendous Running Leg Drop to make the situation even worse.



RUNNING LEG DROP 4

Grounded vs. Side (Pin Combo) + **Y/A** and Any Position on **L/R**



Knock targets down with Hogan's Signature Move and use a Running Leg Drop and pin combo to end your fights. Not many people are able to kick out from that.

MOVE LIST

STANDING

MOVE NAME	CONTROLS	DETAILS
Orton Punch 1	Strike	Combo, Standing In Front, Head
Gut Kick 1	Move Down + Strike	Combo, Standing In Front, Torso
Gut Kick 2	Move Lower Right or Lower Left + Strike	Combo, Standing In Front, Torso
Head Punch 1	Move Left + Strike	Combo, Standing In Front, Head
Gut Kick 2	Move Upper Right or Upper Left + Strike	Combo, Standing In Front, Torso
Gut Kick 1	Move Up + Strike	Combo, Standing In Front, Torso
Backhand Chop 1	Move Right + Strike	Combo, Standing In Front, Torso

MOVE NAME	CONTROLS	DETAILS
Right Punch 2	Strike, 2nd	Standing In Front, Head NEW!
Body Punch Right	Strike, 3rd	Standing In Front, Torso NEW!
Gut Kick 1	Strike, 4th	Standing In Front, Torso

MOVE NAME	CONTROLS	DETAILS
Clothesline 13	Hold Strike	Standing In Front, Head
Knife Edge Chop 2	Move + Hold Strike	Standing In Front, Torso

MOVE NAME	CONTROLS	DETAILS
Elbow Reversal	Strike	Standing In Front, Legs
Take Down Reversal	Grapple	D-Throw, Standing In Front, Torso
STF	Hold Grapple, Kick Reversal	Breaking Point Submission, Grounded-Lower Body, Head
Abdominal Stretch	Hold Grapple, Punch Reversal	Breaking Point Submission, Standing In Front, Irish Whip Rebound, Torso
Shove Back Reversal	Reversal	Standing In Front, Torso

GROUND

MOVE NAME	CONTROLS	DETAILS
Wrestling Hero Stomp	Strike	Standing In Front, Torso
Elbow Drop 2	Move + Strike	Standing In Front, Torso

MOVE NAME	CONTROLS	DETAILS
Head Punch 2	Grapple, Upper	Grounded-Upper Body, Head
Elbow Drop 8	Grapple, Side	Grounded-Side, Torso
Elbow Drop 12	Grapple, Lower	Grounded-Lower Body, Legs

MOVE NAME	CONTROLS	DETAILS
Armbars 2	Grapple, Upper	Grounded-Upper Body, Arms
Elbow Drop 11	Grapple, Side	Grounded-Side, Torso
Knee Slam	Grapple, Lower	Grounded-Lower Body, Legs

MOVE NAME	CONTROLS	DETAILS
Ground Punch 1	Grapple, Upper/Head	Grounded-Upper Body, Head
Armcruiser	Grapple, Side/Arm	Grounded-Side, Arms
Leg Stomps	Grapple, Lower/Leg	Grounded-Lower Body, Legs

MOVE NAME	CONTROLS	DETAILS
Surfboard Stretch	Hold Grapple, Upper	Breaking Point Submission, Grounded-Upper Body, Torso
Camel Clutch 2	Hold Grapple, Side	Breaking Point Submission, Grounded-Side, Torso
Single Leg Boston Crab	Hold Grapple, Lower	Breaking Point Submission, Grounded-Lower Body, Torso

CORNER

MOVE NAME	CONTROLS	DETAILS
Corner Punches	Grapple	Corner-Front, Torso NEW!
Repeating Punch 1	Move + Grapple	Corner-Front, Torso
10 Count Punch	Weight Detection	Corner-Front, Torso

MOVE NAME	CONTROLS	DETAILS
Toss Into Ring Post	Grapple	Corner-Back, Arms
Toss Into Ring Post	Move + Grapple	Corner-Back, Arms
Toss Into Ring Post	Weight Detection	Corner-Back, Arms

MOVE NAME	CONTROLS	DETAILS
Superplex	Grapple	D-Throw, Top Rope Front, Torso
Superplex	Move + Grapple	D-Throw, Top Rope Front, Torso
Arm Drag 8	Weight Detection	D-Throw, Top Rope Front, Torso

MOVE NAME	CONTROLS	DETAILS
Super Back Suplex	Grapple	D-Throw, Top Rope Back, Torso
Super Back Suplex	Move + Grapple	D-Throw, Top Rope Back, Torso
Side Slam 2	Weight Detection	D-Throw, Top Rope Back, Torso

MOVE NAME	CONTROLS	DETAILS
Alley Oop 2	Grapple	Corner-Seated, Torso

MOVE NAME	CONTROLS	DETAILS
Foot Choke 2	Grapple	Standing In Front, Head

MOVE NAME	CONTROLS	DETAILS
Deadly Drive	Grapple	Standing In Front, Torso

ATTRIBUTES

STP	90	SPD	70	TGH	90
GRP	90	JMP	70	DUR	90
SUB	75	AGL	70	CHA	100
STD	90	ADR	85	TAG	85
GRD	80	RCV	90	Overall	94

ATTRIBUTES—HOLLYWOOD

STP	90	SPD	65	TGH	85
GRP	80	JMP	65	DUR	80
SUB	60	AGL	70	CHA	100
STD	90	ADR	70	TAG	85
GRD	75	RCV	90	Overall	88



JOHN CENA



VITAL STATS

Height: 6'1"
From: West Newbury, Massachusetts
Brand: Raw
Abilities: Hammer Throw, Resiliency, Comeback (Default), Leverage Pin (Default), Move Thief (Default)
Finishers: Attitude Adjustment, STF
Hit Points: 650
Hit Point Percentages: Head (143), Body (227.5), Arms (149.5), Legs (130)
Crowd Reaction: Cheer
Attire: Original Attire

BIOGRAPHY

Love him or hate him, the WWE Universe must respect John Cena. After more than a decade competing in WWE rings, the West Newbury, Massachusetts native has proven himself as one of the greatest Superstars to ever lace a pair of boots (or sneakers). En route, he has also become the most polarizing personality in the storied history of sports-entertainment. In nearly every arena he enters, the leader of the Cenation is regularly showered with chants of "Let's go Cena," followed by "Cena sucks!"

Before becoming a WWE mega-Superstar, Cena excelled as a Division III All-American offensive lineman at Springfield College, where he also earned a degree in Exercise Physiology. Following graduation, Cena briefly worked the counter at a Gold's Gym before choosing to pursue a career in sports-entertainment.

After only one year of experience, Cena's chiseled frame, charismatic personality and endless in-ring potential caught the eye of WWE, who immediately swooped in and signed the prototypical Superstar to a developmental contract.



IN THE RING

John Cena is one of the best of the best. He's a Superstar with high offense, defense and endurance. There's pretty much nothing that he can't do well. There are certainly more skilled high fliers, but that's about the extent of it.

Trade strikes early; this is to your advantage with almost any matchup. Only dedicated high-end strikers have any chance to trade well against you in this way. Then, transition to grapples or submission holds at any time. Cena can smoothly use any type of offense (and should use them all) to keep opponents from locking down his patterns.



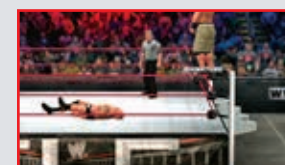
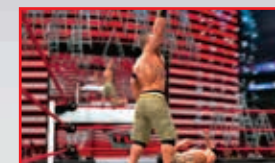
The default version of John Cena is so good that you'll feel naughty for choosing him without going up against the absolute scariest legends of the WWE.

SIGNATURE MOVES AND FINISHERS

FIVE KNUCKLE SHUFFLE

Grounded vs. Upper Body + Y/A

For lower risk, use this as your first Signature Move. Use a fast move, such as a charging strike, to drop an opponent. Get close to their head and use the Finishing Move button to start Cena's Five Knuckle Shuffle. Follow with an STF, if you're using the regular John Cena, or an Attitude Adjustment as Retro Cena.



DIVING FIVE KNUCKLE SHUFFLE (DEFAULT ONLY)

Dive vs. Ground + Y/A

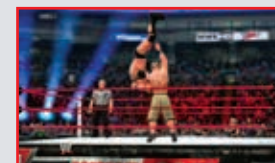
When enemies are weaker, set them up for this diving attack by dragging them over toward a turnbuckle. Climb up and use your

Signature Move for even more pain.

ATTITUDE ADJUSTMENT

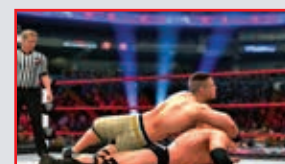
Standing in Front or Irish Whip Rebound + Y/A

Though it's useful to follow a head attack with another head attack (which STF provides), a number of people love Attitude Adjustment and will use this either way. It's a classic move, and it never grows old, unless you're the one taking the beating!



STF (DEFAULT ONLY)

Breaking Point Submission, Grounded vs. Lower Body + Y/A



This head attack is a great chaser for either type of Five Knuckle Shuffle. You're already likely to be attacking a damaged head, so the chance for a submission is at least decent.

MOVE LIST

STANDING

MOVE NAME	CONTROLS	DETAILS
Cena Punch 1	Strike	Combo, Standing In front, Head
Cena Punch 1	Move Down + Strike	Combo, Standing In front, Head
Gut Kick 2	Move Lower Right or Lower Left + Strike	Combo, Standing In front, Torso
Cena Punch 2	Move Left + Strike	Combo, Standing In front, Torso
Gut Kick 2	Move Upper Right or Upper Left + Strike	Combo, Standing In front, Torso
Cena Punch 1	Move Up + Strike	Combo, Standing In front, Head
Cena Punch 2	Move Right + Strike	Combo, Standing In front, Torso

MOVE NAME	CONTROLS	DETAILS
Cena Punch 2	Strike, 2nd	Standing In Front, Torso
Cena Punch 3	Strike, 3rd	Standing In Front, Torso
Cena Punch 4	Strike, 4th	Standing In Front, Head

MOVE NAME	CONTROLS	DETAILS
Cena Punch 5	Hold Strike	Standing In Front, Torso
Dropkick 9	Move + Hold Strike	Standing In Front, Torso

MOVE NAME	CONTROLS	DETAILS
Cena Punch Reversal	Strike	Standing In Front, Head
Belly to Belly Reversal	Grapple	D-Throw, Standing In Front, Torso
Single Leg Boston Crab	Hold Grapple, Kick Reversal	Breaking Point Submission, Grounded-Lower Body, Torso
Snapmare & Butterfly Lock	Hold Grapple, Punch Reversal	Breaking Point Submission, Standing In Front, Arms
Shove Back Reversal	Reversal	Standing In Front, Torso

MOVE NAME	CONTROLS	DETAILS
School Boy 1	Reposition Up or Down	Pin, Standing in Front

GROUND

MOVE NAME	CONTROLS	DETAILS
Angry Stomp	Strike	Standing In Front, Torso
Undertaker Stomp	Move + Strike	Standing In Front, Torso

MOVE NAME	CONTROLS	DETAILS
Running Neck Twist	Grapple, Upper	Grounded-Upper Body, Head
Elbow Drop 9	Grapple, Side	Grounded-Side, Head
Leg Breaker	Grapple, Lower	Grounded-Lower Body, Legs

MOVE NAME	CONTROLS	DETAILS
Knee Attack 2	Grapple, Upper	Grounded-Upper Body, Head
Elbow Drop 11	Grapple, Side	Grounded-Side, Torso
Knee Slam	Grapple, Lower	Grounded-Lower Body, Legs

MOVE NAME	CONTROLS	DETAILS
Fist Drop 4	Grapple, Upper/Head	Grounded-Upper Body, Head
Armcrusher	Grapple, Side/Arm	Grounded-Side, Arms
Elbow Drop 12	Grapple, Lower/Leg	Grounded-Lower Body, Legs

MOVE NAME	CONTROLS	DETAILS
Surfboard Stretch	Hold Grapple, Upper	Breaking Point Submission, Grounded-Upper Body, Torso
Beast Bite	Hold Grapple, Side	Breaking Point Submission, Grounded-Side, Torso
Boston Crab	Hold Grapple, Lower	Breaking Point Submission, Grounded-Lower Body, Torso

CORNER

MOVE NAME	CONTROLS	DETAILS
Diving Leg Drop 2	Grapple	Corner-Front, Head
Clothesline 10	Move + Grapple	Corner-Front, Head
Diving Leg Drop 2	Weight Detection	Corner-Front, Head

MOVE NAME	CONTROLS	DETAILS
Toss Into Ring Post	Grapple	Corner-Back, Arms
Toss Into Ring Post	Move + Grapple	Corner-Back, Arms
Toss Into Ring Post	Weight Detection	Corner-Back, Arms

MOVE NAME	CONTROLS	DETAILS
Superplex	Grapple	D-Throw, Top Rope Front, Torso
Superplex	Move + Grapple	D-Throw, Top Rope Front, Torso
Arm Drag 8	Weight Detection	D-Throw, Top Rope Front, Torso

MOVE NAME	CONTROLS	DETAILS
Super Back Suplex	Grapple	D-Throw, Top Rope Back, Torso
Super Back Suplex	Move + Grapple	D-Throw, Top Rope Back, Torso
Side Slam 2	Weight Detection	D-Throw, Top Rope Back, Torso

ATTRIBUTES

STP	90	SPD	80	TGH	90
GRP	90	JMP	75	DUR	90
SUB	90	AGL	75	CHA	95
STD	85	ADR	85	TAG	80
GRD	85	RCV	90	Overall	95

ATTRIBUTES—RETRO

STP	85	SPD	80	TGH	90
GRP	85	JMP	75	DUR	90
SUB	85	AGL	75	CHA	90
STD	85	ADR	85	TAG	75
GRD	85	RCV	85	Overall	93

30 YEARS OF WRESTLEMANIA

This game mode gives you nearly 50 great challenges that cover every *WrestleMania* up to this point. See your favorite Superstars battle it out when the stakes couldn't be higher. Here, you learn what it takes to beat each one of these challenges.

THE ERAS OF WRESTLEMANIA

These challenges are divided into five eras: Hulkamania Runs Wild, The New Generation, The Attitude Era, Ruthless Aggression, and the Universe Era. You have to start from the beginning and work your way to the present. Any victory in a match lets you proceed, but matching all of the historical objectives for each challenge is how you unlock new Superstars, Divas, attire, arenas and more.

Why wait! Let's begin.



HULKAMANIA RUNS WILD



WRESTLEMANIA
Match: Andre the Giant vs. Big John Studd
Date: 03/31/1985
Location: New York, NY
Match Type: Body Slam Challenge
Unlocks: Big John Studd (*WrestleMania*), *WrestleMania* Arena, Andre the Giant (*WrestleMania*)



- MATCH STIPULATION**
- Body Slam Big John Studd (Critical) in the Ring
- HISTORICAL OBJECTIVE**
- Win the Match in Under 6 Minutes

EXPLANATION
 You begin your journey through *WrestleMania* with an incredible match between two giants. The goal is to get a successful body slam against Big John Studd within six minutes. That's plenty of time, even if you're new to the game. Here's how to proceed:

Andre the Giant is a powerhouse. Come out swinging with combinations of basic strikes. This injures Big John Studd and sets him up for the real punishment later. Take a minute to hit him while reversing any easy combinations of strikes that he returns your way.

Take the next minute or two to work on Studd's hit points with heavier, grappling attacks. Watch the upper left portion of the screen and try to get Studd down to critical status. That's when he'll be vulnerable to a body slam.



Once Studd begins to show weakness, taking longer and longer to rise from your attacks, slip a taunt or two into the match by pressing up on the D-pad. This earns you more Momentum, and thus, Signature Moves and Finishers!

To finish and win the match, try for a side headlock grapple and tap the Grapple button again to pull off the body slam that will finish Studd off. Never try this before Studd is down to critical health or he'll haul off and slam Andre in the gut.

WRESTLEMANIA 2
Match: Hulk Hogan vs. King Kong Bundy
Date: 04/07/1986
Location: Los Angeles, CA
Match Type: Steel Cage
Unlocks: Bobby Heenan (*WrestleMania*, *WrestleMania 2*), King Kong Bundy (*WrestleMania 2*, *WrestleMania 11*), *WrestleMania 2* Arena, Hulk Hogan (*WrestleMania 2*)



MATCH STIPULATION

- Win by Escaping the Cage

HISTORICAL OBJECTIVE

- Body Slam Bundy (at Critical Health)
- Escape Over the Cage Wall

EXPLANATION

Hulk Hogan and King Kong Bundy square off in this legendary cage match. Your goal is to work on Bundy until he's exhausted, body slam him at critical health and then put the big man in such horrible condition that it's possible to escape from the cage without being ripped off of the bars before you make it over the top.

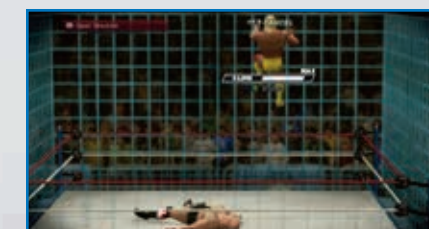
This would be an impossible task if you weren't playing as Hulk Hogan, a true Superstar. You have strength, speed and the guts to fight—despite a massive injury. Come out fast and throw strikes into Bundy to wound him quickly. Hogan can reverse attacks well, so you should be fine defensively. Your timing has to be good to keep massive pressure on Bundy throughout the match. Make the most of your combos, and don't let Bundy take control for long.



Use speed and distance to your advantage. Again, in this match, you can control the ring. Bundy isn't quick, so running maneuvers, jumps and Irish Whip moves are all effective for softening your heavy opponent.

Hogan builds Momentum quickly. Use his frequent Finishers to deal extreme damage. Down Bundy when there's an "F" to spare, and use Hogan's Finisher from the side to pay Bundy back for his Avalanche ambush back in March.

Don't try to climb out of the cage just because Bundy gets down into the critical range. Keep slamming him until he's taking an especially long time to rise. Use a side headlock to body slam him to make sure that you have your first historical objective complete, and maintain the assault until Bundy is taking an extremely long time to rise. Hold off on escaping until you have a Finisher, and then hit Bundy a final time with one of those heavy attacks. Run toward the edge of the cage afterward and use the Shoulder control to grab onto the side and climb up. Press the indicated button onscreen as a bar fills in front of you. Try to time this so that you get the bar as it reaches the right side, but don't try to be perfect. It's more important to get the bar on the first try rather than wait for several passes; that wastes too much time to be worthwhile.



and slam him back onto the mat. Resume your assault there until you have enough of an advantage to leave first.

This gets Hogan out of the cage and secures his victory. If you've been badly beaten up, Bundy might try to climb out instead. If he does, climb directly beneath him so that you can pull him off of the cage

WRESTLEMANIA 3
First Challenge
Match: Ricky Steamboat vs. "Macho Man" Randy Savage
Date: 03/29/1987
Location: Pontiac, MI
Unlocks: Miss Elizabeth (*WrestleMania 3*), Ricky Steamboat (*WrestleMania 3*), WWE Classic Intercontinental Championship (*WrestleMania 3*), "Macho Man" Randy Savage (*WrestleMania 3*)



MATCH STIPULATION

- Win by Pinfall or Submission

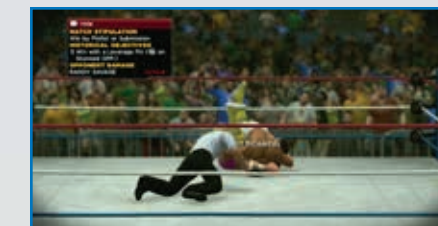
HISTORICAL OBJECTIVES

- Complete the *WrestleMania* Moment
- Get Randy Savage to Critical Damage
- Win with a Leverage Pin (Use Reposition on a Stunned Opponent)

EXPLANATION

Begin this match carefully. It's going to take some time to stop someone like "Macho Man"; he's tough, smart and dangerous. Use safe strikes to start working on him. Don't dedicate to anything very intense for the early match. Keep your health up by playing defensively, and stay close to the referee. This eventually brings you to the first match stipulation; a sudden event occurs, and you have to hit the correct button without much warning. Watch the screen and do what you're directed to do to see what happens. We won't spoil it for you!

Start to go after more daring moves now. "Macho Man" needs to be hurt badly for the final two stipulations, so go for more intense grapple attacks until "Macho Man" is badly hurt. Even then, continue to slam him with any



Signature Moves that you've earned with your Momentum.

To finish the match, you have to stun "Macho Man". Approach him, and use your Right Stick to initiate a Leverage Pin. If "Macho

Man" is wounded enough, he won't try to reverse this. Otherwise, he may flip it around on you. Try to kick out in the yellow part of the zone to keep the pressure going. Failing that, break out of the move and wound "Macho Man" even more so that your next attack will be more effective!

Remember that Ricky Steamboat is a fast and athletic Superstar. Don't be afraid to stay mobile and use distance to your advantage.

WRESTLEMANIA 3
Second Challenge
Match: Hulk Hogan vs. Andre the Giant
Date: 03/29/1987
Location: Pontiac, MI
Unlocks: Andre the Giant Attire (*WrestleMania 3, 4*), Bobby Heenan Attire (*WrestleMania 3*), Hulk Hogan Attire (*WrestleMania 3*), *WrestleMania 3 Arena*



When you have Momentum, use heavier strikes for a fairly safe knockdown against Andre, and hit your Finisher to complete the last historical objective for the match. Now you only have to defeat Andre the Giant to win. That doesn't make it sound easy, but you're Hulk Hogan.

Use your Charisma to maximum effect. Build Momentum for Finishers as often as possible so that Andre gets nailed with the best and hardest moves you have. When Andre is at his weakest point, go for the pin.



MATCH STIPULATION

- Win by Pinfall or Submission

HISTORICAL OBJECTIVE

- Grapple Andre the Giant (Light) by the Ring Steps
- Irish Whip Andre the Giant (Critical)
- Complete the *WrestleMania* Moment
- Hit a Leg Drop on Andre the Giant

EXPLANATION

What a match! Hulk Hogan and Andre the Giant go head to head at *WrestleMania 3*. You have multiple goals to reach during this amazing event, and then you still have to beat the Giant to finish the night as a victor.

Play the early match by the numbers. Use Hogan's speed and powerful strikes to bring Andre the Giant down into Light status as soon as possible. Once you do, slip outside the ring and lure Andre over toward the stairs on the right side of the ring. This initiates a fun sequence. When it ends, get back into the ring.

Start a new attack and don't get greedy with your combos. Hogan is better at reversals than Andre, so short attacks with a careful eye for reversal timing can ensure that Andre doesn't get to break you with his best moves.

Once Andre is in critical health, Irish Whip him and go through several events using the buttons onscreen. Once they're done, start setting Andre up for a Leg Drop. You need Momentum for this, so engage in combos of strikes, and taunt Andre when he starts to stay down for longer periods.



WRESTLEMANIA 4
Match: "Macho Man" Randy Savage vs. Ted DiBiase
Date: 03/27/1988
Location: Atlantic City, NJ
Unlocks: Hulk Hogan Attire (*WrestleMania 4*), "Million Dollar Man" Ted DiBiase (*WrestleMania 4*), *WWE Championship '88*, *WrestleMania 4 Arena*, "Macho Man" Randy Savage Attire (*WrestleMania 4*)



MATCH STIPULATION

- Win by Pinfall or Submission

HISTORICAL OBJECTIVE

- Grapple DiBiase (Moderate) While Standing in the Ring
- Hit Ted DiBiase with a Top Rope Elbow in the Ring
- Win by Pinfall

EXPLANATION

"Macho Man" and Ted DiBiase face off in this match. Though "Macho Man" is already weary from three matches earlier in the evening, he still might have enough left in him to win this historic challenge.

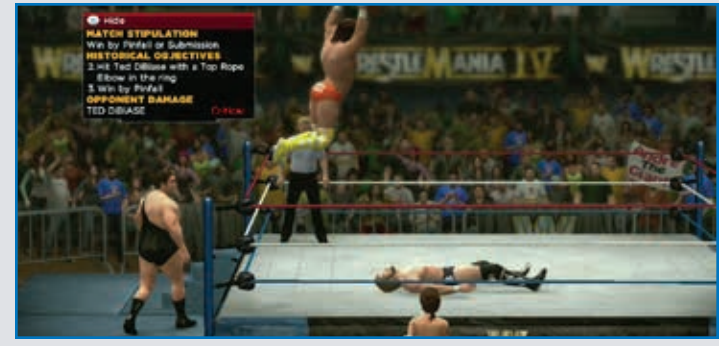
You've been playing Superstars with amazingly fast and powerful strikes so far. "Macho Man" is no slouch either, but strike combos are a little too simple for him. He likes to add even more flash to impress the crowd. So don't rely on basic strikes for long. Move toward grapples and Finishers as soon as you can. Building Momentum is easy when you're Randy Savage! Take advantage of that by unleashing Finishers throughout the engagement; they're his key to victory because he gets so many of them.



The first objective is to grapple DiBiase when you're in the main portion of the ring and he's closer to the edge. Wait until DiBiase is at moderate health before trying this. Once you succeed, a fun scene breaks up the action briefly.

Build up Momentum while punishing DiBiase with grappling attacks. You want him tired before you get to the next step. Once he's down for more than a couple of seconds, climb onto the turnbuckle and use a Finisher to unleash a Top Rope Elbow. It goes awry, but you're still left with an advantage.

Seize the upper hand and keep DiBiase in trouble. Stay away from the edge of the ring (DiBiase has a few advantages there, including his Dirty Pin and Ring Escape abilities). Don't stay dead center in the ring though either. Put DiBiase down close enough to the turnbuckles so that you can continue with those awesome Top Rope Elbows. They're crowd pleasers, and DiBiase won't take them for long before you can pin him and win.



WRESTLEMANIA 5
Match: Hulk Hogan vs. "Macho Man" Randy Savage
Date: 04/02/1989
Location: Atlantic City, NJ
Unlocks: "Macho Man" Randy Savage Attire (*WrestleMania 5*), Miss Elizabeth (*WrestleMania 4*), *WrestleMania 5 Arena*, Hulk Hogan (*WrestleMania 5*)



MATCH STIPULATION

- Win by Pinfall or Submission

HISTORICAL OBJECTIVE

- Get Randy Savage to Critical Condition
- Kick Out After Taking a Top Elbow Drop
- Hit Randy Savage with the Leg Drop
- Win by Pinfall

EXPLANATION

You have to start off stronger than ever against Randy Savage in this match, because things get tough in the later stages. After getting Savage into critical condition, you have to fight outside the ring briefly. Once you get back in, you need to let Savage get off at least one of his Top Elbow Drops from the turnbuckle. That's going to drop your health a fair bit, but it's a condition of your full victory. If need be, use Hulk Hogan's Resilience for an easier kick out during the subsequent pin attempt.

After that, you're in the clear. You just need to push hard and fast against Savage. Use taunts when he drops and Hogan's Momentum will build quickly. That gives you what you need for a Leg Drop the next time Savage drops to the mat. Nail him with that, and soon enough you can go for the pin. What a victory!

WRESTLEMANIA 6
Match: Ultimate Warrior vs. Hulk Hogan
Date: 04/01/1990
Location: Toronto, ON
Unlocks: Yellow Intercontinental Championship, Miss Elizabeth (*WrestleMania 5*), *WrestleMania 6 Arena*, Hulk Hogan Attire (*WrestleMania 6*)



MATCH STIPULATION

- Win by Pinfall or Submission

HISTORICAL OBJECTIVE

- Irish Whip Hogan (Light) in the Ring
- Complete the First *WrestleMania* Moment (Near Ref)
- Hit a Gorilla Press and Pin Hogan in 10 Seconds
- Complete the Second *WrestleMania* Moment
- Hit an Ultimate Splash and Pin Hogan in 10 Seconds

EXPLANATION

Look out for another fun, but tricky, match. Beating Hulk Hogan is never easy, but Ultimate Warrior has some moves that will get the entire arena on their feet! Use running attacks and fast grapples to weaken Hogan without resorting to trading strikes as often (Hogan has an edge in reversing your attacks, and his strikes deal massive damage if you keep taking them on the chin).

Make sure to Irish Whip Hogan as soon as he's in light condition. You can still get credit by waiting until later in the match, but it's a bad idea. You have many goals to accomplish, and winning too early is almost as bad as losing the match!

After the Irish Whip, settle down into a routine. Stay near the referee and continue attacking Hogan until a couple of *WrestleMania* actions pass.