



Introduction

Welcome to IGN's comprehensive guide for Konami's insane all female wrestling title. In this guide you will learn everything from a basic jab to the face all the way to moves and techniques not even listed in the game manual. We're going to cover Parameters, Chain Throws, Reversals and we'll even walk you through creating your very own character (and customizing default wrestlers). Coupled within this guide are a few small quicktime videos that show numerous features of the game including how to time reversals/counters, a montage of different tag-team attacks, examples on what certain attacks look like (to better help you understand how they work), and more. This is all done as a supplement to help you better yourself and to grasp some of the more indepth discussion and explanations. We hope you have fun learning with this guide, and in turn have fun playing against friends (or rivals) with your new found knowledge.



In this Rumble Roses XX strategy guide, you'll find:

- Basic game help for young debutants.
- In-depth advance gameplay tactics.
- Tips for all match types.
- Verified details on unlocking everything in the game.

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Basics

Game Basics	Create-a-Character
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Here's a rundown of the most basic controller inputs, and how to perform them.



Controls	
Movement	D-PAD / Left Analog Stick
Quickstep/Dashing	Tap the D-PAD twice in any direction
Taunt	Right Analog Stick (UP, DOWN, LEFT or RIGHT)
Attack	X
Run	A
Grab	Y
Context Sensitive/All purpose	B **
Block	RB
Execute Killer/Lethal move	LB
Execute Humiliation move	LS
Tag to Partner/Call for assistance	RS

* This button has other uses:

- Release a pin
- Slide in and out of the ring while carrying a weapon
- Directly get onto the turnbuckle (instead of walking up and manually pressing B, you can Run in the direction of a turnbuckle and your character will get on it automatically)

** This button also takes care of a myriad of features:

- Releases Holds
- Attempt pinfall
- Pick up weapon
- Search for weapon (outside of the ring)
- Leave/Enter the ring
- Climb on Turnbuckle
- Climb OFF Turnbuckle



So you want to get more in touch with your feminine side? Well unless you're one of the few people that can appreciate decorating dried flowers with multi-colored beads, all you have to is make your own character. Just pick the EDIT slot in the character selection screen, and head to the Locker Room. From here you can select Customize to start building your very own wrestler.

Profile

Change your Name, Ring Name, Voice, Theme Music, Technique, Ability, and Style.

Body

Modify the Height, Bust, Body, Hip, Arm, and Leg size of your character.

Muscles

Increase or Decrease the amount of Arm, Body, and Leg muscle.

Make-Up

Change your Hair Style, Skin Color, Eye Color, Lip Color, Eyelashes/Eyebrow Color, and finally Hair Color.

Costume

Switch costumes, swap out outfit parts, and change outfit colors.

When creating your character you will notice that you can't adjust every single facet of her moveset. While this makes the game easier to jump into for people who aren't hardcore wrestling fans, it means a lot of trial and error for the rest of us. Since each Technique option changes your entire moveset (including Killers/Lethals/Humiliations) you will be spending a good amount of time in the Exhibition mode until you find what kind of moves you're looking for. Also make sure that the Ability you choose synchs well with the Technique style you've chosen. This way your character will benefit from the correct mix of moves that relate well to the attributes she excels in...and playing the game will be a far more natural and fruitful endeavor.

Advanced Tactics

Attacks & Grapples	Aerials & Weapons	Supers	Reversals & Chains
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One of the most important skills is a strike. In this title, striking can be accomplished the following five ways:

Specialty	UP + X
Kicks	DOWN + X
Quick Attack	LEFT + X
Quick Attack	RIGHT + X
Normal Attack/Combo Starter	X *

* Combos themselves can be modified by following up with different direction/button combinations. Yes, just spamming the attack button will get you a nifty little string, but tossing in some directional inputs into the string itself (ex: X, X, LEFT + X, RIGHT + X) will yield different moves. You can also interrupt any attack string with a GRAB attempt of your choice to try and surprise your opponent. You can also interrupt the combo strings with any of the Grab Starters. Just press the grapple button after a strike has been performed and your character should instantly attempt to grab the opponent. Use these options to mix up your style so the opponent has a harder time countering/reversing you effectively.



The main arsenal for any wrestler are the holds/throws that they can use:

Head Submissions/Hold starter
UP + Y (follow this with any direction + Y for an additional throw)
Leg Submissions/Hold starter
DOWN + Y (follow this with any direction + Y for an additional throw)

Signature Move starter

RIGHT + Y (follow this with any direction + Y for an additional throw)

Power Move starter

LEFT + Y (follow this with any direction + Y for an additional throw)

Turnbuckle Move (facing)

UP, DOWN, LEFT or RIGHT + Y

Turnbuckle Move (rear)

UP, DOWN, LEFT or RIGHT + Y

Irish Whip

Y (If followed with a directional input, then your character will Irish Whip the opponent in the direction pressed)

Irish Whip Return Throw 1

When opponent is returning from an Irish Whip, press Y

Irish Whip Return Throw 2

When opponent is returning from an Irish Whip, press any direction + Y

Running Throw

Run at opponent, press any direction + Y

Flip to opponents Back

Run at opponent, press Y (this puts you BEHIND the opponent, dizzies them, and sets you up for Rear throws)

Running Rear Throw 1

When facing the opponents backside, run at them and press Y

Running Rear Throw 2

When facing the opponents backside, run at them and press any direction + Y

Rear Throws

When facing the opponents backside, press UP, DOWN, LEFT or RIGHT + Y

Groggy/Dizzy Throws (facing)

UP, DOWN LEFT or RIGHT + Y

Groggy/Dizzy Throws (rear)

UP, DOWN, LEFT or RIGHT + Y



High risk maneuvers can often lead to huge rewards, but if you miss they will leave you WIDE open for attack.

While on Turnbuckle

Any direction + X. Each character has 4 different moves from the top of the turnbuckle and as such, learning what each move does is key to winning. Some go immediately into a pin attempt, some are great for opponents who are close to the turnbuckle, and some are best used for an opponent laying down in the middle of the ring.

Over the Rope attack

When the opponent is outside of the ring, press towards them when facing ropes and hit the X button. Your character will grab the top rope and leap over to the outside, attempting to land on the opponent.

Running Attack to the Outside

When the opponent is outside of the ring, hit A to run towards them then right before you get to the ropes tap the X button. Each characters Running attack is different (some fly over the top rope, some jump on top of the rope itself and launch themselves, some will do a baseball slide, and some may even Suicide Dive right between the ropes). This is extremely tough to pull off at first and will take some practice to get used to (the timing is precise).



Fighting with weapons can lead to building your Killer/Lethal meter extremely quick, doing huge damage and will even help in making the opponents humiliation meter raise faster than normal.

Where do I find weapons?

In the Red Valley and Arena areas, the weapons can be found in the four corners OUTSIDE of the ring. To grab one all you have to do is get to the corner, press towards it and tap the B button. Your girl will then search the crowd for a second and bring out with a weapon. In the Queen's Match area, there are two Boat Oars laying outside of the ring on the ground.

Do certain characters have weapons when they start a match?

Yes. Candy Cane, Mistress Spencer, Rowdy Reiko, Great Kahn and Sgt Clemets all have weapons from the get-go. Not only are these weapons specific to the characters that hold them, but these characters also have an exclusive Lethal move with the weapon of their choice (ie: Candy Cane leaps up into the air and smashes her guitar into your face).

How do I use weapons?

Normal Attack: X *

Running Attack: Run at opponent, press X

Weapon Grapple: UP or DOWN + X

* The style of attack varies depending on the weapon used and some weapons even allow you to hit an opponent laying on the ground.

Attacks & Grapples	Aerials & Weapons	Supers	Reversals & Chains
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When you fill up one of your meters you have the ability to unleash your special throws on the opponent. There are three different types of special throws, each one needing their own explanation:

Killers

Killer Moves are your anywhere, anytime moves. As soon as your meter is filled you have free reign to drop these on your opponent any time you want, as long as they are standing up. These range from damaging throws, to pinning combinations, turnbuckle attacks and even submissions. The best thing about Killer Moves is that they interrupt any other attack (grab, running attack, strikes, etc.) for free...but be forewarned that if your opponent has a meter of their own, they can counter the move and you will be left wide open AND groggy/dizzy.

Lethals

Now these are the ones that deal out huge damage, but there is a catch. Each character needs their opponent to be in a specific state for the option to unleash their Lethal to be available. These range from the opponent laying on the mat while you're on a turnbuckle, to the opponent running at you after you Irish Whip them into the ropes. To better help you find your characters required situation, we've listed these here so you can instantly jump into the game and test them out at your leisure. *

Reiko	Opponent laying on mat, you're on top of turnbuckle
Rowdy Reiko	Opponent laying on mat, you're on top of turnbuckle
Dixie	Opponent laying on mat, you're near her legs
Sgt Clemets	Opponent standing, facing you, groggy
Candy Cane	Run at opponent
Becky	Run at opponent
Aisha	Opponent standing, facing you, groggy
Sista-A	Opponent standing, facing you, groggy
Evil Rose	Opponent laying on mat, you're on top of turnbuckle
Noble Rose	Opponent laying on mat, you're on top of turnbuckle
Aigle	Opponent running at you (after you Irish Whip them into the ropes)
Great Kahn	Opponent standing, facing you, groggy
Makoto	Opponent standing, facing you, groggy

The BBD	Opponent standing, facing you, groggy
Ms Spencer	Opponent standing, facing away, groggy
Mistress Spencer	Opponent standing, facing you, groggy
Benikage	Opponent standing, facing you, groggy
Yasha	Opponent running at you (after you Irish Whip them into the ropes)
Anesthesia	Opponent laying on mat, you're near her head
Dr Anesthesia	Opponent laying on mat, you're near her head
Lady X Substance	Opponent stunned in turnbuckle, facing you, groggy
Lady X Subsistence	Opponent standing, facing away, groggy

* Not every character's "Superstar" variant shares the same requirements as their counterpart for the Lethal Move option to be activated, so be sure to experiment (it wouldn't be much fun if we told you EVERYTHING) when playing with friends in the Exhibition mode.

Humiliation

Humiliation Moves are the be all, end all of special throws/moves in this title. They almost always result in a tap-out, you can use them just as you would a Killer Move (just press the LB button), and they're usually really painful looking. The only drawback to this is that you must have your opponent's humiliation meter filled to the maximum (when it happens a short ingame cutscene plays). Now this wouldn't be a big deal, but you have to understand that this game isn't like the first title, where almost every suplex or throw would result in the H-meter getting filled. Each character has roughly 2-5 moves that inflict humiliation damage (more moves are available for characters with a higher Foul rating), and the amount of damage inflicted varies from person to person. The trick is to learn which moves you have that inflict H-meter damage, and then figure out how much is inflicted. After that it's only a matter of tossing these particular moves into your regular style of play enough to build up the opponents H-meter. Then all you have to do is land the Humiliation Move, sit back and enjoy the show.

Keep in mind that Humiliations are considered by default, a submission move. Therefore if you do not attack the correct type of body limb that the H-move targets, you leave an opportunity for the opponent to escape (just as with any normal submission move, the time it takes for them to escape from the hold is dependant on how much damage you have inflicted to that particular limb). Play smart and wear them down prior to inputting the Humiliation Move and you'll have no problem winning PHM matches consistently.

Attacks & Grapples

Aerials & Weapons

Supers

Reversals & Chains



To turn the tide of a fight or to get yourself out of a throw, these must be learned if you want to last in any match.

Counter/Reverse Attacks: RB + X When reversing an attack, you want to time it so you press the buttons right before an attack hits. Some reversals end up hitting the opponent while some may just push them away. Each result is dependant on who you're using and what kind of attack you counter/reverse.

Counter/Reverse Grapples

RB + Y

The same applies here. Time the button inputs right before the opponent grabs you and the move will be countered. The result could be that your character dodges their grapple attempt (leaving the opponent groggy) or maybe outright throws the opponent to the mat.

Counter Killer Moves

RB + LB

The window of opportunity for countering a Killer move is very small, so this would be best practiced first with a friend in Exhibition mode. As soon as the opponent flashes and starts to dash towards you, you must IMMEDIATELY input the button combination. Your character will then parry the opponents dash attempt and leave them groggy/dizzy for a small time. Taking advantage of this opening may be the difference between winning or losing a match.

Reverse Humiliation Moves

RB + LS

The timing for these is exactly the same as countering a Killer move as the startup for the move is the same (a flash followed with a dash). Unlike when countering a Killer move, you will actually REVERSE the Humiliation by using the opponents Humiliation ON THEM.

Reverse a Reversal of your Humiliation Move

RB + LS

If your Humiliation move is reversed and you have a spare meter you can actually reverse the reversal. To do so just wait until the opponents face has shown up on screen (indicating that they are reversing your Humiliation) and press the button combination. You will then reverse their reversal and get the Humiliation move you were going for to begin with.



Stringing submission moves together for a more potent offense.

When doing certain Head or Leg ground grapples, you may notice a loud noise accompanied by a red spark (instead of the normal dark blue/black). This indicates that the move you did is the Chain Throw Starter for your character. To follow up after the red spark, you can tap either the X or Y button to initiate the second part of the string. Pressing the X button usually results in a move that damages the body part and lets go, while pressing the Y button ends in an actual submission hold.

NOTE: Aisha/Sista-A, Benikage/Yasha, Makoto/BBD, Lady X Subsistence players! Your character actually has a THIRD chain option available. However, you cannot go into the third and final chain if your initial follow up was performed with the X button. It HAS to be the Y button for the red spark to appear indicating you can go into another throw. To make it easier to understand I've listed a small text based chart below.

First Grapple (ends in red spark):

- If followed with the X button the chain ends.
- If followed with the Y button another red spark appears.
- Third throw can be performed with X OR Y to finish.

List of Chain Throw Starters

NOTE: If the Chain Throw requires you to do a Head or Leg Submission/Grapple Starter, then you can also start the Chain Throw if the opponent is laying on the ground (just get near the extremity you need to apply the move to, and press the direction noted + Y).

Example: Candy Cane's Chain Throw can be done both by doing a Head Grab Starter (UP + Y) and then following up with DOWN + Y, OR you can just knock the opponent down, get near their head and press DOWN + Y.

NOTE: The Superstar variants of each Face/Heel share the same Chain Throw starter as their counterpart. So yes, Reiko and Superstar Reiko both execute their Chain Throw with "Leg Starter, DOWN + Y"

Reiko Hinomoto	Leg Starter, DOWN + Y
Rowdy Reiko	Head Starter, DOWN + Y
Dixie Clemets	None Available
Sgt Clemets	None Available
Noble Rose	Head Starter, DOWN + Y
Evil Rose	Head Starter, DOWN + Y
Makoto	Head Starter, DOWN + Y
The BBD	Head Starter, DOWN + Y
Aigle	None Available
Great Kahn	None Available
Candy Cane	Head Starter, DOWN + Y
Becky	Leg Starter, DOWN + Y
Ms. Spencer	Head Starter, DOWN + Y
Mistress Spencer	Head Starter, DOWN + Y
Anathesia	Leg Starter, DOWN + Y
Dr Anathesia	Head Starter, DOWN + Y
Benikage	Leg Starter, DOWN + Y
Yasha	Head Starter, DOWN + Y
Aisha	Leg Starter, DOWN + Y
Sista-A	Leg Starter, DOWN + Y
Lady X Substance	Head Starter, DOWN + Y
Lady X Subsistence	Leg Starter, DOWN + Y
Non-Non (Bear)	None Available
Sebastian (Clown Slave)	Head Starter, DOWN + Y

Matches

Match Types	Tag Team Matches	Street Fights	Match Strategy
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While wrestling is a combat sport, different match types yield different rules and conditions.

1 on 1

The basic, tried and true wrestling match. Two people enter, only one will win. Everything is fair game here and there is no disqualifications in the world of Rumble Roses.

Handicap Match

Two on one, Tag-Team style (rescues, team dynamics, rescues, etc apply). One player has two characters (or two people can team up) while the other fights solo. This is a great way for a seasoned vet to take on average players and still have fun.

3-Way

Free for all. Strategy is definitely involved here as you could be looking to team up with someone, or you could be on the receiving end of a double team beatdown. Be sure to look for a way to make sure that one character doesn't interrupt your pin/submission attempt when you go for the win.

4-Way (aka Texas Tornado Match)

Imagine a 3-Way match with 4 players. Same rules apply and it's organized chaos at its finest.

Queens Match

A 1 on 1 fight where the loser has to perform a pre-chosen penalty. Penalties range from doing the samba, using a hoola hoop, being tickled, or even having to rub oil on the winners back. The match style follows the same rules of a 1 on 1 match, so there shouldn't be any problems just jumping in a match with a friend (or the CPU).

PHM

The only way to win is to land a Humiliation Move. No pins, no submissions. Everything else is fair game (weapons, Killer Moves, Lethal Moves, etc) but nothing will result in a win other than a Humiliation.



The staple of any good wrestling game is a Tag-Team match. Two teams fight each other using any trick they can think of. Rumble Roses however, included team dynamics and friendships. These can both be a valued asset or a hinderance as a team who get along well together (indicated by the icon above the characters before a match) get more damaging Team Moves and can call for help if they're caught in a submission or pin attempt. Those who do not get along won't attempt any rescues and their Team Moves will do less damage (and be far less flashy).

Keep in mind that you can damage your team dynamic by accidentally attacking your partner. Do it a few to many times and she won't let you tag out, she'll ignore your calls for help, and you might risk the chance that she'll outright walk (leaving you there on your own). But by throwing your opponent into their own corner, you will make them knock down their own partner (which damages their team dynamic), giving you time to attempt a submission or a pin while their teammate is yelling at them, without worry of a rescue attempt.

Double X Moves

LB + RB

These moves cost both you AND your partner a meter, but it allows you to perform tag team moves on the opponent. If playing with a cpu partner you only not only have to activate the Double X move, but you have to press the button combination again so your partner jumps in with you. However when playing with a friend (or online), your partner needs to press the buttons so they can jump in, or you are penalized and lose one of your meters. Below is a listing of where you can activate a Double X move and the circumstances needed.

NOTE: Not all characters/teams can perform Double X Moves from these locations:

- Opponent groggy, in turnbuckle (facing you)
- Opponent groggy, in turnbuckle (facing away)
- Opponent facing you (normal or groggy)
- Opponent facing away (normal or groggy)
- Opponent stunned on ropes
- Opponent on ground, near their head
- Opponent on ground, near their legs

Turnbuckle Team Moves

If you throw your opponent into the corner where your partner is waiting, they will grab the stunned opponent and hold them so you can get some free shots. You can either press Strike (X button) or Grapple (Y button) to do a quick team up move. How the team gets along and what your character specializes in determines what the attacks and throws may look like.

Rescues and how they work

If you find yourself on the recieving end of a pin attempt, submission, or humiliation and your team dynamic is strong, then you can press the RT button to yell for help from your teammate. If successful, your partner will leap off the top turnbuckle and break up the move, helping you escape and keeping the team alive. However, if the opponent's team dynamic is strong then they may request a Rescue Counter, which results in their partner leaping into the air and knocking your partner down. Thus allowing the pin/submission/etc to continue as per norm.

Match Types	Tag Team Matches	Street Fights	Match Strategy
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When the fight gets to personal to settle in the ring, the girls take it out to streets. Respect can be won or lost in this urban themed arena in a heartbeat.

Take the base rules of Rumble Roses, throw away the Humiliation Meter, include a life bar and a enclosed urban enviorn to fight in (fences, concrete, walls, etc). This match has a different feel to it all together as it's far more fast paced. All grabs are done directly with no starter needed (ie: pressing Up + Y will result in the grab itself, not the starter), Irish Whips now throw the opponent into the wall/fence, Submissions only do damage once (instead of over a period of time), and there is the inclusion of Launchers, Juggles, and Recovery Attacks.

Launcher

Quickstep/Dash towards opponent + X

The launcher can be follwed up with any combo/attack of your choice.

Lethal Juggle

If you have a meter filled, press the LB button after the opponent has been launched. This can be used in any juggle combo (each character's Lethal Juggle is different so you will have to experiment to find the correct timing) just as you would interrupt an attack string with a grapple attempt *.

* The Lethal Juggle move can be countered by just as if you were countering/reversalling any normal attack (Block + Attack).

Stunning Whip

Tapping the Y will Irish Whip the opponent into the fence/concrete wall of the arena. While throwing someone into the concrete wall knocks them down, throwing them into a fence stuns them and allows you to attempt any Dizzy/Groggy (rear) Grab or Lethal your character may have. Also note that hitting someone that is directly next to a fence results in them bouncing off of the fence for extra damage. Most importantly to remember is that you ALWAYS Irish Whip in the opposite direction that you're facing.

Recovery Attack

While knocked down, press X

This allows you to attempt a quick get up attack (ala Tekken/VF/DOA) to give yourself some room. It stuns the opponent briefly, allowing you a window to mount your offense...however it can be Countered/Reversed just as with any other strike, so don't rely on it specifically.

Match Types	Tag Team Matches	Street Fights	Match Strategy
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The meat and potatoes of your gameplay is knowing what to do, how to do it, and why it works. So instead of covering each character individually by listing a small bio, some filler text and some screenshots of a few moves, we're going to instead cover how to maximize your advantages with each style of play (well rounded, speed, submission based, strikes, grapples, and foul).

What parameters/abilities determine

You can open the parameter and abilities screen before any match by pressing the Y button. This screen shows you a nifty little grid readout of what your wrestler excels in (aka: your abilities) and will be a definite thing to keep aware of as you compete.

The areas of the grid that your character excels in are in direct correlation to how much damage you deal and receive by that type of attack. When looking for what that means in terms of Striking and Grapples, a perfect example is a match between Reiko and Aisha. If Reiko kicks Aisha in the body it will do roughly 98% damage, but if Aisha punches Reiko in the body it does around 137%. The same goes for Grapples as Aisha's grapples do around 20-30% less than Reikos on average.



This is also true for Submissions, Foul, and Aerial as your characters offense/defense capabilities are in direct relation to how these abilities appear on the grid. If Anesthesia fights Dixie and the match is taken to submissions, then Anesthesia will not only be able to escape quicker from any submission Dixie may land, but she automatically does more damage to Dixie (not to mention that Dixie will take longer to get out of submission holds). Candy Cane does better with weapons (due to her Foul rating) and street fights, while Benikage does best when soaring through the air and striking her opponents, etc.

Strikes/Grapples

With a strike based character (Aisha is a perfect example), it doesn't mean that only your Strike (X button) attacks get the benefit from the ability, but that any move you do (including throws/submissions) that involves striking the opponent does more damage than it would for someone with an ability based in Aerial or Reversals. Your defense is also naturally higher by comparison to someone with a lower Strike rating, so you will take considerably less damage from someone who specializes in Grapples or Submissions if they want to attack you by punching or kicking.

Also remember that the more damage a character takes overall results in more damage dealt overall. If you continually concentrate on a body part, then the throws/strikes you do will do a far more considerable amount of damage after some punishment.

Submissions

When using a character with a high Submission rating (such as Anesthesia), you already know that your game is going to be ground based. Whether it's targeting the opponent's body with Strikes, or using Suplexes that allow you to deal extra damage to a specified area, you will always want to slap on a Submission hold the second you get a chance. This means finding moves that result in your character positioned above the body part you want to attempt a Submission on.

What's the best way to position your opponent for a Submission? To knock/throw them down so they land facing the way you need them to. This cuts down on the time walking around trying to get near the appropriate body part, while at the same time gives the opponent a smaller window to time a Counter/Reversal. This is ESPECIALLY true if you plan on using the Chain Throws each character has available, as you want to abuse those as much as possible when using a Submission based character. So with that in mind, you should not only be aware of how each attack you do damages the opponent, but you should be fully aware of how/where they're going to land if your attack is successful so that you can instantly begin your ground game.

Aerial

Learning when it's a good idea to launch yourself off of the top turnbuckle or out of the ring is just as important as anything else if your character is proficient in the Aerial ability. Landing an important high flying maneuver can result in huge damage, set up a Lethal, or even turn the momentum of the match in your favor. But on the other side of the coin, missing a move can leave you open for any number of retaliations, or you might even hurt yourself upon landing and set *yourself* up for huge punishment.

Following these simple rules when "catching air" should keep you from putting yourself in a bad situation:

1. Attempt an aerial attack on a standing opponent only if they are stunned. This gives you a far better shot at hitting them without fear of a dodge or counter-attack, and you will be able to instantly follow-up with whatever offense you want.
2. Only use the high flying moves when your opponent is laying down on the mat. Once again, doing this will result in a higher chance that the opponent can't dodge your move.
3. Don't plan on flying over the top rope to the outside unless you know exactly where you'll land (missing these will give your opponent a HUGE opportunity for a free beatdown).
4. A great setup for the high flying moves is to throw your opponent into the turnbuckle, then Run (X button) at them and press Grapple (Y button). You will flip over the opponent and land on top of the turnbuckle as they tumble to the canvas. This gives you a perfect chance to go on the offensive (including character specific Lethal attacks).

BEWARE: Attempting specific moves on an opponent laying on the ground (ex: Bodysplashes, Flying Headbutts, Elbow Drops, etc) CAN result in them countering/reversing your move. It deals a pretty big chunk of damage and it's always a part of the game that is "High Risk Maneuvers".

Foul

Ah, playing dirty, the classic "way of the heel wrestler". For those of you who pick a character with a high Foul rating, you will be given the bonus of being able to do huge damage thanks to the weapons strewn about the arenas. Each weapon can target any body part as long as you know when and where to swing, be used while running and each weapon has its own specific grapple attack (noted above in the *Weapons* section). Not only will you get the added damage bonus, but your special meter will build faster using a weapon than it would for a character with a low Foul rating. The only wrestling arena lacking of weapons is the Sky Scraper, and as such you should stay away from that (unless your character is one of the few that starts a match with a weapon in hand).

List of weapons, and where they are/who has them:

Baseball Bat, Tickle Stick, Riding Crop, Brass Knuckles: Located in the four outside corners of the Arena and Red Valley venues

Boat Oars: Near the north east and south west of the outside areas of the Queens Match arena

Guitar: Candy Cane

Flaming Baton: Great Khan

Night Stick: Sgt Clemets

Kendo Stick: Rowdy Reiko

Riding Crop: Mistress Spencer

How to get the most out of your Killer/Lethal Moves/Humiliations

To get the absolute most out of your Killer/Lethal/Humiliations moves you need to be aware of what body part that move damages. Sure, you can beat someone's legs to a pulp and slap arm submissions on them all day long, but if your Killer Move is a pin combination that does damage to the body there's a high chance they'll kick out of it (especially if you haven't damaged their body prior too). This should be obvious, but you need to make sure that the moves you do damage the same body part that the Killer/Lethal/Humiliations will injure. This almost always nets you a 3-count, Tap Out or H-KO and will make your matches (whether it's at a friends house or on Xbox Live) quick and brutal.

Also be aware of what you can do to set up the opponent better for Lethals as these moves are situation dependant (meaning that your character can only perform the Lethal move if the opponent is in the correct "state"). Some characters require that the opponent has their back to you and is groggy/dizzy, while others won't work unless the opponent is running at you after you've performed an Irish Whip. Learning how to set up the opponent so you can easily attempt your Killer/Lethal moves will make you a far more precision based player as you won't be wasting time trying to position yourself for the "Lethal" notice to pop up...only to have the opponent punch you in the mouth and throw you out of the ring (which is usually followed by a taunt).

Characters with a higher rating in the ability their Killer/Lethal/Humiliation is based on get the same type of advantages they would from using any move that coorilates to their abilities in the parameter grid.

Example: Aisha has a extremely high Strike rating. Her Killer Move is a submission (which she rates fairly decent in as well) that is based around elbow *strikes* to the head. Thus she gets more out of her Killer move than she would if it was a suplex (as her Grapple ability is weak).

Closing Notes

We sincerely appreciate you taking time to read this, and we hope that our guide (even if only in a small remote way) helped you become a better overall player. It takes a lot to sit through one of these guides, and it shows a lot of initiative from someone owns a game that most consider shallow and "only about the T&A" to truly attempt to learn more about the engine and how it works. Take what you've read, practice it, learn how to apply it, and you will benefit from it in the long run.

Secrets

Outfit Unlocking Guide

- 1 = Maid Uniform
- 2 = Olga's Metal Gear Solid 2 outfit
- 3 = Eva's Metal Gear Solid 3 outfit
- 4 = Nyami Costume
- 5 = Mimi Costume
- 6 = Flower Bikini
- 7 = Marine Scallop Bikini

Reiko Hinomoto

- 1 :: Take 2 or more photos of Reiko in Photo Shoot mode. Photos do NOT need to be saved.
- 2 :: Win the tag belts with Dixie Clemets.
- 3 :: Win the tag belts with Evil Rose.
- 4 :: Defend the tag belt with Dixie as your partner 10 times.
- 5 :: Defend the tag belts with Evil Rose against Anesthesia (her partner can be anyone).
- 6 :: Make opponent experience penalty games 1 - 13 in Queens Match mode. You can fight any of the characters when doing this.
- 7 :: Make opponent experience penalty games 14 - 26 in Queens Match mode. You can fight any of the characters when doing this.

Rowdy Reiko

- 1 :: Take 2 or more photos of Rowdy Reiko in Photo Shoot mode. Photos do NOT need to be saved.
- 2 :: Win 10 consecutive matches in Street Fight Mode. You cannot lose a match or the win count is reset.
- 3 :: Win tag belts with Sgt. Clemets and then defend the title 7 times.
- 4 :: Win the singles championship belt, defend it 7 times against Sgt. Clemets.
- 5 :: Win the singles championship belt, defend it 5 times against Noble Rose.
- 6 :: Make opponent experience penalty games 1 - 13 in Queens Match mode. You can fight any of the characters when doing this.
- 7 :: Make opponent experience penalty games 14 - 26 in Queens Match mode. You can fight any of the characters when doing this.

Makoto

- 1 :: Take 2 or more photos of Makoto in Photo Shoot mode. Photos do NOT need to be saved.
- 2 :: Win Three consecutive matches in Street Fight mode.
- 3 :: Win tag belts with Aigle and then defend the title 7 times.
- 4 :: Win the singles championship belt, defend it 5 times against Aigle.
- 5 :: Defeat Reiko Hinomoto and Aigle in a 3 WAY ROYAL match.
- 6 :: Make opponent experience penalty games 1 - 13 in Queens Match mode. You can fight any of the characters when doing this.
- 7 :: Make opponent experience penalty games 14 - 26 in Queens Match mode. You can fight any of the characters when doing this.

The BBD

- 1 :: Take 2 or more photos of The BBD in Photo Shoot mode. Photos do NOT need to be saved.
- 2 :: Win the singles championship belt, defend it 7 times against Rowdy Reiko.
- 3 :: Win tag belts with Rowdy Reiko and then defend the title 10 times.
- 4 :: In Street Fight mode, defeat Rowdy Reiko and Great Khan 3 times in a row (without losing).
- 5 :: Defeat Rowdy Reiko and Great Khan in a 3 WAY ROYAL match.
- 6 :: Make opponent experience penalty games 1 - 13 in Queens Match mode. You can fight any of the characters when doing this.
- 7 :: Make opponent experience penalty games 14 - 26 in Queens Match mode. You can fight any of the characters when doing this.

Evil Rose
1 :: Take 2 or more photos of Evil Rose in Photo Shoot mode. Photos do NOT need to be saved.
2 :: Win tag belts with Reiko Hinomoto.
3 :: Win singles championship belt, defend it 5 times against Anesthesia.
4 :: After winning tag belts with Reiko Hinomoto, defend it 5 times against Anesthesia (her partner can be anyone).
5 :: Team up with Reiko Hinomoto and win a Handicap Match against Anesthesia.
6 :: Make opponent experience penalty games 1 - 13 in Queens Match mode. You can fight any of the characters when doing this.
7 :: Make opponent experience penalty games 14 - 26 in Queens Match mode. You can fight any of the characters when doing this.
Noble Rose
1 :: Take 2 or more photos of Noble Rose in Photo Shoot mode. Photos do NOT need to be saved.
2 :: Win singles belt, defend it 10 times against Rowdy Reiko.
3 :: Win tag belts with Reiko Hinomoto and then defend it 10 times against Anesthesia (her partner can be anyone).
4 :: Win singles belt, defend it against BOTH Anesthesia and Dr. Anesthesia in 1 on 1 matches.
5 :: Win 3 times in OHM, Street Fight, 3 Way Royal, and 4 Way Royal matches AND then win 3 consecutive matches in Handicap mode (you being without a partner).
6 :: Make opponent experience penalty games 1 - 13 in Queens Match mode. You can fight any of the characters when doing this.
7 :: Make opponent experience penalty games 14 - 26 in Queens Match mode. You can fight any of the characters when doing this.
Benikage
1 :: Take 2 or more photos of Benikage in Photo Shoot mode. Photos do NOT need to be saved.
2 :: Win singles belt, defend it 5 times against Anesthesia.
3 :: Win tag belts with Evil Rose.
4 :: After winning tag belts with Evil Rose, defend it 10 times.
5 :: After winning tag belts with Evil Rose, defend it against Anesthesia 7 times (her partner can be anyone).
6 :: Make opponent experience penalty games 1 - 13 in Queens Match mode. You can fight any of the characters when doing this.
7 :: Make opponent experience penalty games 14 - 26 in Queens Match mode. You can fight any of the characters when doing this.
Yasha
1 :: Take 2 or more photos of Yasha in Photo Shoot mode. Photos do NOT need to be saved.
2 :: Win tag belts with Noble Rose, then defend it 10 times.
3 :: After winning tag belts with Noble Rose, defend against Anesthesia 5 times (her partner can be anyone).
4 :: Win singles belt, and then defend it against BOTH Anesthesia and Dr. Anesthesia in 1 on 1 matches.
5 :: Win 3 times in OHM, Street Fight, 3 Way Royal, and 4 Way Royal matches AND then win 3 consecutive matches in Handicap mode (you being without a partner).
6 :: Make opponent experience penalty games 1 - 13 in Queens Match mode. You can fight any of the characters when doing this.
7 :: Make opponent experience penalty games 14 - 26 in Queens Match mode. You can fight any of the characters when doing this.
Aigle
1 :: Take 2 or more photos of Aigle in Photo Shoot mode. Photos do NOT need to be saved.
2 :: Win singles belt, defend it 10 times.
3 :: Win tag belts with Makoto, then defend it 15 times.
4 :: Win singles belt, defend against Makoto 7 times.
5 :: Defeat Reiko Hinomoto and Aigle in singles matches.
6 :: Make opponent experience penalty games 1 - 13 in Queens Match mode. You can fight any of the characters when doing this.

7 :: Make opponent experience penalty games 14 - 26 in Queens Match mode. You can fight any of the characters when doing this.
Great Khan
1 :: Take 2 or more photos of Great Khan in Photo Shoot mode. Photos do NOT need to be saved.
2 :: Win singles belt, defend 10 times against Makoto.
3 :: Win singles belt, defend 10 times against The BBD.
4 :: Defeat Reiko Hinomoto and Makoto in a Handicap Match (you being alone).
5 :: Win tag belts with The BBD, then defend it 7 times.
6 :: Make opponent experience penalty games 1 - 13 in Queens Match mode. You can fight any of the characters when doing this.
7 :: Make opponent experience penalty games 14 - 26 in Queens Match mode. You can fight any of the characters when doing this.
Dixie
1 :: Take 2 or more photos of Dixie in Photo Shoot mode. Photos do NOT need to be saved.
2 :: When tag belts with Aisha as your partner.
3 :: Win singles belt, defend against Aisha 7 times.
4 :: Win tag belts with Reiko Hinomoto, then defend it 10 times.
5 :: Defeat Reiko Hinomoto and Aisha in singles matches.
6 :: Make opponent experience penalty games 1 - 13 in Queens Match mode. You can fight any of the characters when doing this.
7 :: Make opponent experience penalty games 14 - 26 in Queens Match mode. You can fight any of the characters when doing this.
Sgt. Clemets
1 :: Take 2 or more photos of Sgt. Clemets in Photo Shoot mode. Photos do NOT need to be saved.
2 :: Win singles belt, defend 5 times against Reiko Hinomoto.
3 :: Win singles belt, defend 5 times against Aisha.
4 :: Win 10 consecutive matches in Street Fight. Do NOT lose or you have to start over.
5 :: Win tag belts with Rowdy Reiko, then defend it 7 times.
6 :: Make opponent experience penalty games 1 - 13 in Queens Match mode. You can fight any of the characters when doing this.
7 :: Make opponent experience penalty games 14 - 26 in Queens Match mode. You can fight any of the characters when doing this.
Candy Cane
1 :: Take 2 or more photos of Candy Cane in Photo Shoot mode. Photos do NOT need to be saved.
2 :: Win tag belts with Ms Spencer as your partner.
3 :: Win singles belt, defend 5 times against Ms Spencer.
4 :: After winning tag belts with Ms Spencer, defend the title 10 times.
5 :: Win singles belt, defend 5 times against Aigle.
6 :: Make opponent experience penalty games 1 - 13 in Queens Match mode. You can fight any of the characters when doing this.
7 :: Make opponent experience penalty games 14 - 26 in Queens Match mode. You can fight any of the characters when doing this.
Becky
1 :: Take 2 or more photos of Becky in Photo Shoot mode. Photos do NOT need to be saved.
2 :: Win singles belt, defend 5 times against Ms Spencer.
3 :: Win tag belts with Ms Spencer, then defend the title 15 times.
4 :: Win singles belt, defend 15 times against Ms Spencer.
5 :: Win singles belt, defend 10 times against Mistress Spencer.
6 :: Make opponent experience penalty games 1 - 13 in Queens Match mode. You can fight any of the characters when doing this.

7 :: Make opponent experience penalty games 14 - 26 in Queens Match mode. You can fight any of the characters when doing this.
Ms Spencer
1 :: Take 2 or more photos of Ms Spencer in Photo Shoot mode. Photos do NOT need to be saved.
2 :: Win at least once in Singles, Queen's Match, Tag Match, Handicap Match (with you being alone), and then win 3 consecutive matches in Street Fight mode.
3 :: Win singles belt, then defend it 7 times.
4 :: Win tag belts with Candy Cane, then defend the title 7 times.
5 :: Win singles belt, then defend 5 times against Candy Cane.
6 :: Make opponent experience penalty games 1 - 13 in Queens Match mode. You can fight any of the characters when doing this.
7 :: Make opponent experience penalty games 14 - 26 in Queens Match mode. You can fight any of the characters when doing this.
Mistress Spencer
1 :: Take 2 or more photos of Mistress Spencer in Photo Shoot mode. Photos do NOT need to be saved.
2 :: Win tag belts with Candy Cane, then defend the title 10 times.
3 :: Win at least 3 times in Singles, Queen's Match, Tag Matc, Handicap Match (with you being alone), and then win 3 consecutive matches in a Battle Royale match.
4 :: Win singles belt, then defend 5 times against Becky.
5 :: Win singles belt, then defend title against Becky and Candy in 1 on 1 matches.
6 :: Make opponent experience penalty games 1 - 13 in Queens Match mode. You can fight any of the characters when doing this.
7 :: Make opponent experience penalty games 14 - 26 in Queens Match mode. You can fight any of the characters when doing this.
Anesthesia
1 :: Take 2 or more photos of Anesthesia in Photo Shoot mode. Photos do NOT need to be saved.
2 :: Win tag belts with Evil Rose as your partner, then defend the title 10 times.
3 :: Win singles belt and defend it 7 times.
4 :: After winning tag belts with Evil Rose, defend against Reiko Hinomoto (her partner can be anyone).
5 :: Defeat Reiko Hinomoto and Evil Rose in singles matches.
6 :: Make opponent experience penalty games 1 - 13 in Queens Match mode. You can fight any of the characters when doing this.
7 :: Make opponent experience penalty games 14 - 26 in Queens Match mode. You can fight any of the characters when doing this.
Dr. Anesthesia
1 :: Take 2 or more photos of Anesthesia in Photo Shoot mode. Photos do NOT need to be saved.
2 :: Win tag belts with Evil Rose as your partner, then defend the title 10 times.
3 :: Win singles belt, then defend against both Noble Rose and Yasha in 1 on 1 matches.
4 :: Win singles belt, then defend defend it 7 times against Reiko Hinomoto.
5 :: Defeat Reiko Hinomoto and Noble Rose in a Handicap Match (with you being alone).
6 :: Make opponent experience penalty games 1 - 13 in Queens Match mode. You can fight any of the characters when doing this.
7 :: Make opponent experience penalty games 14 - 26 in Queens Match mode. You can fight any of the characters when doing this.
Aisha
1 :: Take 2 or more photos of Aisha in Photo Shoot mode. Photos do NOT need to be saved.
2 :: Win singles belt, then defend it 5 times against Dixie.
3 :: Win singles belt, then defend it 7 times.
4 :: Win tag belts with Dixie as your partner, then defend the title 5 times.

5 :: When playing AGAINST Aisha as another character in Queen's Match mode, make her do the Samba penalty when you win.
6 :: Make opponent experience penalty games 1 - 13 in Queens Match mode. You can fight any of the characters when doing this.
7 :: Make opponent experience penalty games 14 - 26 in Queens Match mode. You can fight any of the characters when doing this.
Sista-A
1 :: Take 2 or more photos of Sista-A in Photo Shoot mode. Photos do NOT need to be saved.
2 :: Win singles belt, then defend it 5 times against Sgt. Clemets.
3 :: Defeat Sgt. Clemets 7 consecutive times in the Street Fight mode.
4 :: Win tag belts with Sgt. Clemets as your partner, then defend the title 5 times.
5 :: When playing AGAINST Sista-A as another character in Queen's Match mode, make her do the Para Para penalty when you win.
6 :: Make opponent experience penalty games 1 - 13 in Queens Match mode. You can fight any of the characters when doing this.
7 :: Make opponent experience penalty games 14 - 26 in Queens Match mode. You can fight any of the characters when doing this.

How to acquire Singles Title Matches

You must meet the following conditions.

- 1 ::** With your current character that you are using, you must have at least 15 wins (they don't have to be consecutive wins).
- 2 ::** You must have fought with all of the default characters at least once (you don't have to fight your own character).
- 3 ::** You must currently have 3 or more consecutive wins (even if you have more than 15 wins, if you have lost any of your most recent 3 matches, they don't count; your last 3 matches must be matches you won).

The following are exceptions.

- 1 ::** Any matches fought with 3 or more people (i.e. non-singles matches) don't count.
- 2 ::** You can lose in matches if they are matches fought with 3 or more people because, as mentioned above, such matches do not count.
- 3 ::** Quick Matches and Xbox Live matches do not count.

After winning the belt:

- 1 ::** If you lose the belt, the above count of matches is reset.
- 2 ::** If you want the belt again, you must meet the above conditions again.

The following happens when you win the belt:

- 1 ::** You get to watch the ending.
- 2 ::** If a player who has become champion in the past plays the Queen's Match, you will be able to select "oil spreading" as your penalty game.
- 3 ::** While you are champion, no matter what you do during a match, your popularity does not diminish.

How to acquire Tag-Team Title Matches

You must meet the following conditions.

- 1 ::** With your current character that you are using, you must have at least 10 wins (they don't have to be consecutive wins).
- 2 ::** The 10 wins must be achieved with the same partner. If you switch partners, the count will be reset.
- 3 ::** You must currently have 3 or more consecutive wins (even if you have more than 10 wins, if you have lost any of your most recent 3 matches, they don't count; your last 3 matches must be matches you won).

The following are exceptions.

- 1 ::** Non-tag matches do not count. You can play singles matches, 3- or 4-way matches and they don't count.
- 2 ::** Quick Matches and Xbox Live matches do not count.

After winning the belt:

- 1 ::** If you lose the belt, the above count of matches is reset.
- 2 ::** If you want the belt again, you must meet the above conditions again.
- 3 ::** While you are tag champs, you cannot switch partners.

The following happens when you win the belt:

1 :: You get to watch the ending.

2 :: While you are champion, no matter what you do during a match, your popularity does not diminish.

NOTE: If you win the title match in either the singles or tag team championship, you get to view the ending (a movie will be shown). You can still continue playing after the ending, as after the movie is shown, the game returns to the map screen.

How to Modify Body/Muscle Structure

Changing of Weight:

How much you get to change the weight (build) of the character in the Customize mode depends on your performance during matches.

Initially, you cannot move the sliding bars in the Customize mode. But as you fight in matches, your performance determines how much you can move the sliding bars to alter the player physique.

Increasing the weight:

For every 10 suplexes you perform, you get to increase the sliding bar unit by 1. Suplexes are all grabbing moves that are not submission moves and that do not accompany the appearing of the gauge.

Decreasing the weight:

For every 15 steps you take (steps = pressing the directional button twice quickly), you get to decrease the sliding bar unit by 1. For every 15 times you dash (pressing the A button to run) or get thrown to the ropes or the corner, you get to decrease the sliding bar unit by 1.

The maximum number of units allowed to be increased after a match by meeting the above conditions is 4. The minimum number of units allowed to be decreased after a match by meeting the above conditions is 4.

In other words, even if you perform 10,000 suplexes in one match that does not allow you to increase sliding bar units by 1,000. You are only given a maximum of 4 units in a match.

Again, meeting the above conditions in a match does not automatically change the weight (physique) of the character model. Meeting the conditions simply allows you to change the weight (physique) of the character model by enabling the player to move the sliding bar more.

Changing muscle strength:

Like one's weight (physique), a character's muscle strength changes depending on your performance in matches. Muscle strength is linked to MUSCLE in the Customize mode.

Initially, you cannot move the sliding bars in the Customize mode. But as you fight in matches, your performance determines how much you can move the sliding bars to alter the player muscle strength.

Increasing muscle strength:

For every 15 strikes you perform and land on the opponent (they could be blocked and they still count), you get to increase the sliding bar unit by 1.

Decreasing muscle strength:

For every 7 submission holds you perform, you get to decrease the sliding bar unit by 1.

The maximum number of units allowed to be increased after a match by meeting the above conditions is 4. The minimum number of units allowed to be decreased after a match by meeting the above conditions is 4.

Meeting the above conditions in a match does not automatically change the muscle strength of the character. Meeting the conditions simply allows you to change the muscle strength of the character by enabling the player to move the sliding bar more.

Changing body flexibility:

Like one's weight (physique) and muscle strength, a character's flexibility changes depending on your performance in matches. However, there is no sliding bar that allows you to alter the character's flexibility. The only way you can change body flexibility is through matches.

Increasing body flexibility:

Being applied a submission hold: +2

Performing a submission hold: +1

When the counter (which is not seen) reaches 10, your flexibility increases by 1 unit.

Decreasing body flexibility:

For every 10 times you block an enemy attack (including empty blocks i.e. you have not been hit by the enemy attack), your flexibility decreases by 1 unit.

Every 5 minutes in a match, your flexibility decreases by 1 unit.

* **NOTE:** This "time factor" holds true during one match. When the match is over, the time counter is reset.

Also, if you meet any of the "increasing body flexibility" conditions during a match, the time counter is reset.

In other words, the elapsing of 5 minutes will decrease your flexibility only if you have not earned any flexibility units during the match in the past 5 minutes.

The maximum number of units increased after a match by meeting the above conditions is 4.

The minimum number of units decreased after a match by meeting the above conditions is 4.

Unlocking Characters

Unlocking Face versions of Heel characters:

- **Noble Rose** - Defeat Evil Rose with Reiko 10 times, then win the reward match.
- **Yasha** - Defeat Benikage with Anesthesia 10 times, then win the reward match.
- **Becky** - Defeat Candy Cane with Miss Spencer 10 times, then win the reward match.

Unlocking the Heel version of Face characters:

This is more time consuming, as you must win the singles championship title from a face character (thus giving you the Reward match to unlock her Heel counterpart). *Refer to "How to acquire a Title Shot for more information"*

After winning the title for the first time, all you have to do is pass the title off to the character you want to unlock (by LOSING a match). Then continue as normal and you'll get another championship match after fulfilling the requirements again (this time against the character that 'beat' you for the title). After that, another rewards match will pop up. Repeat as necessary.

Unlocking Swimsuits

This one is actually quite simple and it can be accomplished quickly. Just take any character, go into the Customize section in the Locker Room and put on her swimsuit. Head out to the map screen and compete in no less than 3 matches and then go back to the Locker Room. The swimsuit your character is wearing will now be readily available in all OTHER character's Shops to buy (no, you can't buy your own swimsuit), so feel free to Change Characters and check it out. Each swimsuit costs 9000 in game currency, and the colors of the swimsuit can be changed when selecting a character (just as with any outfit).