



GARTH

Artwork downloaded from the Internet (c) Filsinger Games



WAYNE

Artwork downloaded from the Internet (c) Filsinger Games



Height: "?"
Weight: ??? lbs.
Aurora, IL

WAYNE



Height: "?"
Weight: ??? lbs.
Aurora, IL

GARTH

LEVEL 1 OFFENSE	LEVEL 1 DEFENSE	LEVEL 1 OFFENSE	LEVEL 1 DEFENSE
1. headlock - 1 2. noogie - 1 3. elbow smash - 2 (ag) 4. snap mare - 2 (ch A) 5. reverse knife edge - 2 6. Headbanger's Headbutt - 3	1. dazed - 1 (tag) 2. WAYNE - 2 3. dazed - 1 (tag) 4. dazed - 1 5. WAYNE - 1 6. WAYNE - 2	1. arm drag - 1 2. arm bar - 1 3. Japanese arm drag - 2 4. into the turnbuckle 5. suplex - 2 6. neckbreaker - 3 (ch E)	1. dazed - 1 (tag) 2. dazed - 1 3. GARTH - 2 4. GARTH - 1 5. dazed - 1 (tag) 6. dazed - 1 (tag)
LEVEL 2 OFFENSE	LEVEL 2 DEFENSE	LEVEL 2 OFFENSE	LEVEL 2 DEFENSE
1. dropkick - 2 (ag) 2. elbow drop - 2 3. into the turnbuckle 4. karate kick - 3 5. power slam - 3 6. delayed face-first suplex - 3	1. WAYNE - 1 2. dazed - 1 3. hurt - 2 4. WAYNE - 2 5. dazed - 1 6. hurt - 2 (tag)	1. snap mare - 2 2. reverse chinlock - 2 3. into the ropes (c) 4. double underhook suplex - 2 5. atomic drop - 3 6. Headbanger's Headbutt - 3	1. hurt - 2 (tag) 2. dazed - 1 3. GARTH - 1 4. GARTH - 2 5. hurt - 2 (tag) 6. hurt - 2 (tag)
LEVEL 3 OFFENSE	LEVEL 3 DEFENSE	LEVEL 3 OFFENSE	LEVEL 3 DEFENSE
1. flying elbow - 2 2. flying leg drop - 3 (ch H) 3. out of the ring (c) 4. out of the ring (c) 5. ddt - 3 6. PARTY TIME (+1)	1. down - 3 (tag) 2. down - 3 (lv) 3. hurt - 2 4. PIN 5(2) 5. down - 3 6. down - 3	1. knee drop - 2 2. dropkick - 3 (ch G) 3. out of the ring (c) 4. belly-to-belly suplex - 3 5. knee lift - 3 6. SCHWING SHOT (+3) (tag)	1. hurt - 2 2. hurt - 2 3. hurt - 2 4. down - 3 (tag) 5. down - 3 (tag)(lv) 6. PIN 7(4)
Ropes - A Turnbuckle - B Ring - A Deathjump - C Disqualification - 4	Agility -3 Power -1 Cage 3	Ropes - B Turnbuckle - B Ring - C Deathjump - A Disqualification - 5	Agility -3 Power +2 Cage 2
(c), Filsinger Games		(c), Filsinger Games	
LEVEL 1 OFFENSE	LEVEL 1 DEFENSE	LEVEL 1 OFFENSE	LEVEL 1 DEFENSE
LEVEL 2 OFFENSE	LEVEL 2 DEFENSE	LEVEL 2 OFFENSE	LEVEL 2 DEFENSE
LEVEL 3 OFFENSE	LEVEL 3 DEFENSE	LEVEL 3 OFFENSE	LEVEL 3 DEFENSE