## WWF No Mercy Faarooq FAQ

by Stencil

Updated to v1.0 on Nov 27, 2000

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Copyright 2000
            Stencil (applesauce@chemist.com)
            Version: 1.0 Date: 11/27/00
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```

Stencil - I'mmmmmmm BBACCCKK!! That's right, your favorite FAQ writer, Stencil is here!! This is a character guide for the ever so powerful Farooq. A personal favorite of mine. APA RULE!! Well, here's the FAQ! Look out for my upcoming TM4 and Kirby's Dream Course FAQs! Sit back, relax, and enjoy the FAQ!!!

(From WWF.com)

Faarooq

Height: 6' 2"

Weight: 270 pounds

From: Morner-Robbins, Texas Finishing move: Dominator

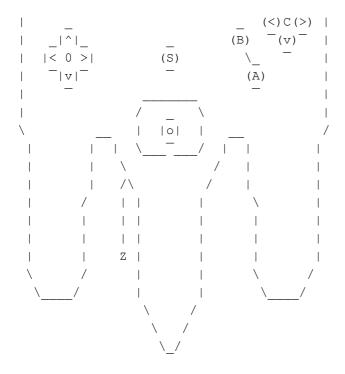
Career Highlights: Tag Team Champion (2)

Faarooq makes it clear that he loves to brawl with anyone. The only things he loves more than brawling are drinking beer and smoking cigars. He, along with Bradshaw, started the Acolyte Protection Agency with those pastimes in mind.

The agency provides protection to any Federation Superstar, as long as they have cash, and as long as they don?t take any ?suggestions? to the APA. Of course, they don?t keep the money, they just buy more beer!

The scouting report on the Acolytes is simple: Don't make them mad. Faarooq and Bradshaw are two of the toughest S.O.B.s on the planet, and they love to kick ass just for fun! And don't ever interrupt the Acolytes when they're playing cards ... it may be a painful experience!

(^) \



## Controls -

L: Pin (With Opponent Lying Down), Switch To Back Grapple (In Grapple), Avoid/Reverse Grapple (While Standing), Flip Standing Opponent (When dazed), Flip Opponent To Front Grapple (While in back grapple)

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R: Block/Reverse Attacks, Release Grapple (While in grapple), Pick Up Opponent (Hold R while opponent lays on mat)

\_\_\_\_

Z: Switch between manual/CPU control

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<C: Flip Opponent (While opponent lays on mat)

\_\_\_\_

>C: Switch Focus (While standing)

\_\_\_\_

^C: Climb into ring, Grab a weapon (When next to crowd), Drag Opponent (While opponent lays on mat), Tag Partner

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vC: Run, Climb Turnbuckle, Jump Over Opponent (While opponents lays on mat), Slide Into Ring (While outside/inside ring)

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A: Grapple (Hold for strong grapple, tap for weak)

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B: Striking Attacks (Hold for strong, tap for weak), Weapon Attack

+ Hair: Short 1, Color 6
\* Front Hair: Front Hair 24, Color 6
\* Facial Hair: 21
\* Mask/Etc: None
+ Hats/Caps: None
\* Ring Attire: Pants: Jeans 2, Colors 1 & 1

\*^\*^\*^\*

Appearance +-

+ Upper Body: No Sleeve: APA Colors 1 & 1
\* Tattoo: None
+ Gloves: APA
\* Wrist Band: None

+ Elbow Pad L: None

\* Elbow Pad R: None

+ Knee Pad L: None

\*^\*^\*^\*^\*^\*^\*^\*^\*^\*^\*

\_\_\_\_\_

Grappling =====

Front Weak Grapple

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A: Headbutt 01

< or > + A: Snapmare

^ + A: Double Axe Handle

v + A: Scoop Slam

B: Headlock Takedown

< or > + B: Rib Breaker

^ + B: Drop Suplex 01

v + B: Jawbreaker

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Front Strong Grapple
A: Headlock
< or > A: Back Body Flip
^ + A: Military Press
v + A: Small Package
B: Clinching Slam
< or > B: Bearhug
^ + B: Reverse Suplex
v + B: Snap Powerbomb 02 (@Favorite@)
Special: Analog: Dominator (@Favorite@)
Back Weak Grapple
A: Back Drop
Control Pad + A: Back Drop
B: Shin Breaker 01
Control Pad + A: Shin Breaker 01
Back Strong Grapple
A: Adominal Stretch
Control Pad + A: Abdominal Stretch
B: Atomic Drop
Control Pad + B: Atomic Drop
Special: Analog: German Suplex 01
Reversals
Back Weak Grapple Counter: Counter Elbow Strike
Back Strong Grapple Counter: Counter Snapmare
=======
Standing
=======
Weak Striking
Weak Arm Striking
B: Slap 03
Control Pad + B: Chop 01
Weak Leg Striking
B: Front Kick 01
Control + B: Front Kick 05
Strong Striking
B: Standing Clothesline 01
Control Pad + B: Punch 01
A + B: Dropkick 02
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Recovering Attack: Low Blow
Counter Attack
Counter Punch: Strong Attack (Control Pad + B)
Special Counter Punch: Front Special Grapple
Counter Kick
Special Counter Kick: Special Back Grapple
A: Sidewalk Slam Counter
B: Standing Clothesline 01
Walking Moves: Generic 01
=======
Running
=======
Running Attack
vC + B: Back Elbow Smash 01
vC + A & B: Diving Shoulder Block
Control Pad & vC + B: Clothesline L 02 (@Favorite@)
Control Pad & vC + A & B: Heavy Dropkick
Running Grapple
Front: vC + A: Swinging Neck Breaker
Back: vC + A: Bulldog
Running Ground Attack (Run and press B)
Facing Up: Elbow Drop 01
Facing Down: Stomp
Sitting Up: Stomp
Sitting Down: Stomp
Evasion: Roll (Run and press R)
=======
Ground
=======
Upper Body Submission (Press A)
Facing Up: Clutching Punch
Facing Down: Sitting Reverse Armbar
Sitting Up: Sleeper Hold
Sitting Down: Camel Clutch
Facing Up Special: None
Facing Down Special: None
```

```
Lower Body Submission (Press A)
Facing Up: Single Leg Crab
Facing Down: Knee Stomp
Facing Up Special: None
Facing Down Special: None
Ground Attack (Tap B)
Facing Up: Falling Headbutt
Acing Down: Leg Drop
Sitting Up: Kick
Sitting Down: Double Axe Handle
Turnbuckle
=========
Turnbuckle Attack
B: Front Kick 05
Control Pad + B: Punch 01
Running Turnbuckle Attack
vC + B: Clothesline R 01
vC + A & B: Heavy Dropkick
----
Corner Counter
Irish Whip to Corner Counter: Boot to Face
Tree of Woe Attack
B: Front Kick 05
Control Pad + B: Front Kick 05
Running Tree of Woe Attack: Shoulder Block
Front Turnbuckle Grapple
Front Weak Grapple
A: Eye Rake on Ropes
B: Shoulder Thrusts
Front Strong Grapple
A: Superplex
B: Knee Strikes
Front Special Grapple
Control Stick: Somoan Drop
Back Turnbuckle Grapple
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Back Weak Grapple
A: Forearm Smash
B: Forearm Smash
Back Strong Grapple
A: Super Back Drop
B: Super Back Drop
Back Special Grapple
Control Stick: Super Back Drop
Counter Grapple
Front Counter Grapple: Throw
Back Counter Grapple: Super Back Drop
Flying Attack
Standing Opponent: Flying Clothesline (@Favorite@)
Standing Opponent to Outside: Flying Clothesline
Standing Opponent[Special]: None
Laying Opponent: Back Elbow Drop
Laying Opponent to Outside: Back Elbow Drop
Laying Opponent[Special]: None
Turnbuckle Inside Attack
Turnbuckle Inside Attack: None
Turnbuckle Taunt
Corner Taunt: Taunt 009
Turnbuckle Taunt: Taunt 002
=======
Ringside
=======
Grapple To Apron
Weak Grapple: Club to Chest
Strong Grapple: Suplex to Inside
Special Grappple: None
Counter Grapple: Suplex to Inside
Rope Inside Attack (Control Pad + B near ropes): None
Flying Attack to Outside
Flying Attack: None
```

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Running Diving Attack (A): Baseball Slide
Running Diving Attack (Control Pad + A): Baseball Slide
Running Diving Taunt: None
Rebound Flying Attack: None
=======
Apron
======
Apron Attack
Apron Kick to Inside (B): Middle Kick
Apron Kick to Outside (B): Strong Kick
Grapple from Apron
Weak Grapple from Apron (A): Arm Breaker
Strong Grapple from Apron (Hold A): Guillotine
Special Grapple from Apron: None
Counter Grapple from Apron: Suplex Reverse to Outside
Flying Attack from Apron
Flying Attack (Back + B): Dropping Elbow
Running Flying Attack (Run + A): None
Flying Attack to Ring
Standing Opponent: None
Laying Opponent: None
Special Opponent (Special): None
Apron Taunt: Taunt 001
========
Irish Whip
=========
Irish Whip Attack: Back Elbow
Irish Whip Grapple
Weak Whip: Tap A: Scissor Sweep
Weak Whip: Hold A: Somoan Drop 01
Strong Whip: Tap A: Powerslam 02
Strong Whip: Hold A: Farooq Spinebuster (@Favorite@)
Special: Analog: Front Special Grapple
=======
Taunt.
=======
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Taunt
^ + Analog: Taunt 071 (@Favorite@)
< + Analog: Taunt 152</pre>
> + Analog: Taunt 152
Special Taunt: Taunt 096
Ducking Taunt: Taunt 001
Celebration Taunt: Taunt 020
Entry Way Taunt: None
=========
Double Team
Double Team Grapple
Front Grapple: Double Suplex
Back Grapple: Neck Breaker Backdrop
Sandwich Grapple: Double Powerbomb
Irish Whip Grapple: Double Arm Drag
Double Team Attack
Double Team Attack: Doomsday Device
Attack to Outside: Doomsday Device
Attack to Ring: None
Reversals
Counter Attack: Punching Reversal
*^*^*^*
                    -+ Fighting Style +-
                    *^*^*^*
               - Stance: Wrestling
               + Ring Entry: Normal
               - Counter/Reversals: Heavy
               + Speed: Normal
               - Submission Skills: Novice
               + Irish Whip Evasion: Yes
               - Recovery Rate: Normal
               + Bleeding: Normal
               - Reaction to Blood: Normal
               + Endurance: Normal
               - Turnbuckle Climbing: Climbing -
```

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+ Jumping Distance: Normal
           - Specific Weapon: Random
           *^*^*^*
                  Parameter +-
               *^*^*^*
        *|Offensive Strength | Defensive Strength |*
                 I
        *|Head: 2
                    |Head: 2
                                  | *
        *|Body: 4
                    |Body: 4
                                  |*
        *|Arms: 2
                    |Arms: 3
                                  | *
        *|Legs: 2
                    |Legs: 2
                                  | *
        *|Flying: 1
                    |Flying: 3
*^*^*^*
               -+ Ally/Enemy
               *^*^*^*
               ! Rival 1: Random 50%!
               ! Rival 2: Random 30%!
               ! Rival 3: Random 20%!
               ! Accompanied by: None !
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*^*^*^*
              -+ Credits +-
              *^*^*^*
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WWF.com - For the biography!
THQ/Nintendo/Aki - For making and publishing WWF No Mercy!
Myself - For making this!
Shark404 - For the lovely controller ASCII art!
Richard Simmons - He's not cool...
*^*^*^*
              -+ Final Words +-
              *^*^*^*
Stencil's Final Words: That's Farooq for ya! Hope you had a wonderful time
reading...Lataz...
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