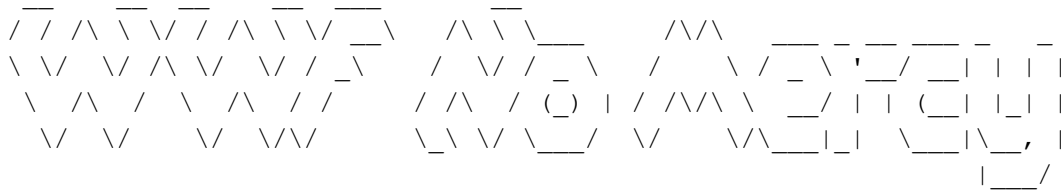


# WWF No Mercy FAQ

by nintendos own

Updated to v2.1 on Jul 22, 2004

Now 640 x 480 compliant!



WWF NO MERCY FAQ

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FOR NINTENDO 64

Version 2.1

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Last Update= 22nd July 2004

#####  
#WWF No Mercy supports: #  
#Rumble Pak #  
#Controller/Memory Pak #  
#1-4 Players Simultaneously#  
#####

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The rest of the movesets are incomplete, with just the characters special and/or trademark moves.

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- 

>> How To Navigate This FAQ <<

Check first for what you want in the Table of Contents (TOC). If you want to see the Introduction, check the [CODE] beside it, and type it into your find box. In Windows, press CTRL + F to bring up the box. Type in the Introduction code, and press "find". It will bring you to the Introduction.

+-----+  
|1. Introduction [INTR] |  
+-----+

The N64 may be considered dead and buried but it has many good games, one of which is WWF NO MERCY. Although it is not called WWF anymore, rather WWE now, it is still one of the biggest Sports Entertainment industries in the world.

+-----+  
|2. Version History [VERH] |  
+-----+

v1.0== Created FAQ. Gone as far as CAW.

v1.1== Added 'Match Types'

v1.2== Added 'Championship Mode' and 'SmackDown Mall'

v1.3== Added 'Other Things'

v1.5== Made Corrections , Added secrets + 'Winning Matches'

v1.8== New e-mail address, updated most sections

v1.85= Updated controls section

v1.9== Added 'Arenas', Updated FAQ in general

v1.91= Ran spellcheck [more mistakes than I'd care to make!]

v1.92= Added extra things.

v2.0== After some thought, I have decided to put in Character Movesets. I will slowly get them all done...

Done in this version: The Rock, HHH, Stone Cold, Undertaker.

v2.01= Done: Kane, Mankind, Chris Jericho, Kurt Angle, Chris Benoit. All of "Superstars 1" now finished. On to "Superstars 2"...

v2.02= I'll be a while doing "Superstars 2"... my game isn't working... it's nothing too serious. It'll probably fix itself...ಠ\_ಠ... we'll see.

Just changed the Legal Section.

v2.03= Still no luck with the game.

Changed the section headers, hopefully making them easier to find when scrolling. Also changed the ASCII at the top, after TimmyTheRabidTurtle told me it looked awful. Thanks Conor! ಠ\_ಠ

> September 22nd 2003

v2.1 = Whoa! Exactly 10 months since my last update... has it really been that long? Anyway, I did a huge overhaul on the guide, and now thanks to shoecream's text re-wrapper, it's 80 CPL (characters per line). It should look fine in 640x480!

All headers are changed (again), and hopefully, the layout is easier to navigate. I'd like comments on it... please e-mail me!

> July 22nd 2004

+-----+  
|3. Frequently Asked Questions [FAQS] |  
+-----+

Q. All my data (belts, created wrestlers etc.) keeps getting erased? What's wrong and what do I do?

A. This is a bug in the game and the only way to get it fixed is to get it replaced. However, N64 games are now hard to find and therefore, it is hard to find a replacement. A rumour I have heard is that if you Initialise the Game Pak data (explained below), it will get rid of the bug. I have not tested this myself (and I'm never going to) because I don't want to lose all my saved CAWs and championship progress. If you have done this, and it works for you, please e-mail me.

\*\*\*UPDATE: ludwig has informed me that this did not when he tried it. Please e-mail me if you have tried and if it doesn't work.\*\*\*

\*\*\*UPDATE 2: Travis Butts has informed me that he has tried it, and it worked. He says he tried it without a Rumble Pak.\*\*\*

Q. Why can't I get 100% in championship mode?

A. To achieve this, you must, at some stage, lose the belt. Then you will take a different route to reclaim the title. Losing the title at different stages and reclaiming it in different stages will eventually get you 100%.

Q. According to the instruction booklet, there is a 'RECORDS' section, but I can't find it anywhere. Where do I find it?

A. It's not there. THQ removed it so they could fit more wrestlers, stadia etc.

Q. How do I erase the data so I can start off all my championships with 0%?

A. Hold start while you turn on the N64 like you normally would for the controller pak. Make sure there is no controller pak inserted. It will say 'no controller pak detected' or 'rumble pak detected' if there is a rumble pak inserted. Go to 'initialise game pak data' and press 'yes'.

\*\*\*BEWARE- Doing so will delete your created wrestlers, championship progress, money in SmackDown! Mall, secret items and characters, everything that you unlocked in SD! Mall and anything else that you saved on to the game cartridge. i.e. everything will go back to exactly the way it was before you bought the game. You HAVE been warned. Don't be sending me e-mails saying 'all my created wrestlers got deleted because of you'. Once again, YOU HAVE BEEN WARNED!\*\*\*

Q. Where is the blood?

A. I can't confirm this (e-mail me if you can), but it seems that the new versions of the game (i.e. the bug-less ones) have had the blood removed. The wrestlers make the same reactions, but no blood appears. Maybe that was the bug.

Q. How do I do the People's Elbow?

A. Well, this is more complicated than it should be, but here's how: Get Special. If you want it to look perfectly realistic, then do a spinebuster. Go to the enemy's head (they have to be on the ground..). Press A. Now keep your finger on C-Down to run across the ring. After you hit off both ropes, hit B to finish off the manouvre.

Q. I heard there is a way to get your own character into the opening video. Is this true?

A. Yes, it is. All you have to edit the appearance of a character that is in the video (e.g. The Rock), and then the edited character will be in the video.

Q. Do you just make these up?

A. Yes. >\_>

If you have a REAL question, you can e-mail me at [nintendosown@hotmail.com](mailto:nintendosown@hotmail.com)

+-----+  
|4. Controls [CNTL] |  
+-----+

Most of these controls are taken from the instruction booklet. However, some of the controls in the booklet are wrong. In the booklet, it says that C-Up is used to pick up opponents [which the R button does] and to pick up weapons [which is the function of the C-Left button]. Just wanted to clear that up before people start e-mailing me saying "The controls in your FAQ are wrong. In the booklet it says....."

Now that that's done, here is a full list of the controls in NO MERCY.

>> Start - Pause Game  
- Skip ALL entrances

>> D-Pad - To Move  
- Highlight Options

>> 3D Stick - Taunt



& Right = Side moves (e.g. back- breaker) However, weak grapple moves do little damage, so to inflict more damage in less time Strong Grapples are essential.

-----  
Strong Grapple  
-----

A strong grapple usually has more powerful moves assigned to it. A strong grapple is achieved by pressing and holding the A-button. You will see that on screen the grapple takes longer to perform than a weak grapple and this gives your opponent time to retaliate and stop you from doing the grapple. My advice is to wear you opponent down by punching (B-Button) and using weak moves. Then start using stronger moves, and to finish them off, Specials.

-----  
>> Specials <<  
-----

As you beat on your opponent, your attitude meter (in the corner) will rise until it starts flashing. Then, by using a taunt, the meter will say 'SPECIAL!'. To do a special move, you must get into a strong grapple, and push the control stick once you're in the grapple. And, voila there's the move. There are other specials, not just grapple specials. When then meter is flashing 'SPECIAL!', if you press the A-Button at the feet or head you will do a special, but only if there's one assigned to that area. If you want to do your opponent's special, then, instead of tilting the control stick in the grapple, press A+B together. For example, if you're The Rock and your opponent is Triple H, then tilting the control stick will do your move (i.e. Rock Bottom), but if you press A+B together you will do HHH's special (i.e. The Pedigree)

-----  
Front / Back Grapple  
-----

When in a grapple you can change which side you're at i.e. if you are at the front you can go to the back. To do this press 'R' when in a grapple. When creating a wrestler, there are less back grapple moves to choose from than front grapples. Also, you must select less too. Basically, this means you have a different move for every direction in a front grapple (up, down, left, right), but with a back grapple, all directions are the same.

+-----+  
|6. Create-a-Wrestler [CAWS] |  
+-----+

Create-a-Wrestler is the clever feature in NO MERCY that allows you to create a wrestler (as the name suggests) from their entrance music to their allies and enemies.

Here are some stats for some wrestlers to create.

- Keys: < = left  
> = right  
^ = up  
v = down  
+ = left, right, up or down (any direction)  
C<, C> = C-left, C-right  
C^, Cv = C-up, C-down  
AB = Press A+B together  
(F) = Favourite

=====

Created by: Tetzcatlipoca

Name: Booker T  
Short Name: Booker T  
Alias: None  
Picture: Edit 2  
Height: 6'5"  
Weight: 255lbs.  
Music: Original 7  
Titantron: None

Body: Medium 1 - Colour 6  
Head: Male 1  
Face: Male 45  
Hair: Dreads, Black  
Facial Hair: None  
Masks/etc: None  
Hats/Caps: None  
Ring Attire: Short, Saturn - Black & White  
Upper Body: None  
Tattoo: None  
Gloves: APA - Colour1- Black  
Wrist Band: None  
Elbow Pad: None  
Knee Pad: None  
Feet: Padded 1 - Both colours are colour 1  
Entrance Attire: None  
Weapons/Props: None

Moves: It doesn't matter what moves he has as long as his Front Strong Grapple Special is a Censor Kick or a Rock Bottom (for the BookEnd)

STING

=====

Created by: Tetzcatlipoca

Name: Sting  
Short Name: Sting  
Alias: None  
Picture: Edit 13  
Height: 6'8"  
Weight: 277lbs.  
Music: Tazz  
Titantron: None

Body: Medium 2 - Colour 1  
Head: Male 1  
Face: Male 43 (it doesn't matter what his face is because he has a mask)  
Hair: Long 3 - Front Hair 1- Colour 6  
Facial Hair: None  
Masks/etc: Phantom  
Hats/Caps: None  
Ring Attire: Original Pants, Both Colour 2  
Upper Body: Tanktop 1, Colour 1  
Tattoo: None  
Gloves: None  
Wrist Band: Wrist Band 1, Colour 1

Elbow Pad: None  
Knee Pad: None  
Feet: Boots 1  
Entrance Attire: None  
Weapons/Props: None

RHYNO

=====

Created by: Tetzcatlipoca

Name: Rhyno  
Short Name: Rhyno  
Alias: None  
Picture: Edit 2  
Height: 6'5"  
Weight: 284lbs.  
Music: Original 3  
Titantron: None

Body: Austin  
Head: Male 1  
Face: Male 22  
Hair: Middle 1, Front Hair 23, Colour 6  
Facial Hair: None  
Masks/etc: None  
Hats/Caps: None  
Ring Attire: Original 2, Colour 2 & Colour 4  
Upper Body: Tazz, Colour 2 & Colour 4  
Tattoo: None  
Gloves: Grappling, Colour 1  
Wrist Band: Wrist Band 3, Colour 1  
Elbow Pad: None  
Knee Pad: None  
Feet: Boots 3  
Entrance Attire: None  
Weapons/Props: None

GOLDBERG

=====

Created by: Manuel Fernando Piñeros "iceman" Romero

GOLDBERG

PROFILE/MUSIC  
Short Name - Goldberg  
Alias - None  
Picture - edit 1  
Height - 6'3"  
Weight - 285lbs  
Music - ORIGINAL2

APPEARANCE 1  
Body - Medium 1, 1  
Head - Male 7  
Face - Male 31  
Hair - Bald  
Masks/Etc. - None  
Ring Attire - Short tights  
Upper Body - None  
Tattoo- Christian



Gloves- Grappling  
Elbow pad- Supporter (L & R)  
Knee pad- Kneepad 1 (L & R)  
Feet - Boots1- Default, Default  
Entrance Attire - None  
Weapons/Props - None

#### APPEARANCE 2

Body - Medium 1, 1  
Head - Male 7  
Face - Male 31  
Hair - Bald  
Masks/Etc. - None  
Ring Attire - Short tights  
Upper Body - None  
Tattoo - Christian  
Gloves - Grappling  
Elbow pad - Pad (L & R)  
Kneepad - Kneepad 1 (L & R)  
Feet - Boots 1- Default, Default  
Entrance Attire - None  
Weapons/Props - none

#### APPEARANCE 3

Body - Medium 1, 1  
Head - Male 7  
Face - Male 31  
Hair - Bald  
Masks/Etc. - None  
Ring Attire - Short tights  
Upper Body - Tanktop 3  
Tattoo - Christian  
Gloves - Grappling  
Elbow pad - Supporter (L & R)  
Kneepad - Kneepad 1 (L & R)  
Feet - Boots 1- Default, Default  
Entrance Attire - None  
Weapons/Props - None

#### APPEARANCE 4

Body - Medium 1 1st shade  
Head - Male 7  
Face - Male 31  
Hair - Bald  
Masks/Etc. - None  
Ring Attire - Cut jeans 2  
Upper Body - Referee 2, darkest black  
Tattoo - Christian  
Gloves - Grappling  
Elbow pad - supporter (L & R)  
Knee pad - supporter (L & R)  
Feet - Boots1- Default, Default  
Entrance Attire - None  
Weapons/Props - None

#### MOVES

##### GRAPPLING

Front Weak Grapple (A) - Knee lift  
Front Weak Grapple (A <->) - Snapmare

Front Weak Grapple (A ^) - Head Butt 02  
Front Weak Grapple (A v) - Fireman Carry  
Front Weak Grapple (B) - Neck Breaker 01  
Front Weak Grapple (B <->) - Arm Wrench /Elbow Smash  
Front Weak Grapple (B ^) - Back Body Flip  
Front Weak Grapple (B v) - Drop Suplex 02  
Front Strong Grapple (A) - Belly To Belly Suplex 02  
Front Strong Grapple (A <->) - Body Press To Front Slam (F)  
Front Strong Grapple (A ^) - Double Chokelift Slam  
Front Strong Grapple (A v) - Snap Powerbomb 02  
Front Strong Grapple (B) - Front Powerslam  
Front Strong Grapple (B <->) - Sambo Suplex  
Front Strong Grapple (B ^) - Falcon Arrow  
Front Strong Grapple (B v) - DDT 01  
Front Special Move - Jack Hammer (F) (BUY)

Back Weak Grapple (A) - Falling Back Drop  
Back Weak Grapple (A +) - Falling Back Drop  
Back Weak Grapple (B) - Sideslam  
Back Weak Grapple (B +) - Sideslam  
Back Strong Grapple (A) - German Suplex 03  
Back Strong Grapple (A +) - German Suplex 03  
Back Strong Grapple (B) - Back Breaker  
Back Strong Grapple (B +) - Back Breaker  
Back Special Move - Full Nelson Suplex (F)  
Back Weak Grapple Counter - Counter Elbow Strike  
Back Strong Grapple Counter - Counter Groin Kick

#### STANDING

Weak Arm Striking (B) - Straight Punch  
Weak Arm Striking (B +) - Slap 02  
Weak Leg Striking (B) - Front Kick 05  
Weak Leg Striking (B +) - Front Kick 04  
  
Strong Striking (B) - Punch 03  
Strong Striking (B +) - 3 Point Stance Charge  
Strong Striking (AB) - 3 Point Stance Charge

Ducking Attack - Body Tackle

Counter punch - Strong Attack [D-Pad/B]  
Special counter punch - Front Special Grapple  
Counter Kick (A) - Leg Push Takedown Counter  
Counter Kick (B) - Standing Clothesline 02  
Special counter Kick - Special Back Grapple

Walking Moves - Generic 01

#### RUNNING

Weak Running Attack (Cv+B) - Shoulder Block  
Weak Running Attack (Cv+AB) - Spear (F)  
Strong Running Attack (+Cv+B) - Kitchen Sink 01  
Strong Running Attack (+Cv+AB) - Spear (F)  
  
Running Front Grapple (Cv+A) - Neck Breaker  
Running Back Grapple (Cv+A) - Two Handed Facebuster  
  
Running Ground Attack Facing Up - Leg Drop  
Running Ground Attack Facing Down - Elbow Drop

Running Ground Attack Sitting Up - Stomp  
Running Ground Attack Sitting Down - Stomp

Evasion - Roll

#### GROUND

Upper Body Facing Up - Mounted Position Punching  
Upper Body Facing Down - Camel Clutch

Sitting Up - Surfboard Stretch  
Sitting Down - Camel Clutch

Upper Body Facing Up (Special) - None  
Upper Body Facing Down (Special) - None  
Lower Body Facing Up - Knee Smash  
Lower Body Facing Down - Knee Stomp  
Lower Body Facing Up (Special) - None  
Lower Body Facing Down (Special) - None

Ground Attack Facing Up - Elbow Drop 02  
Ground Attack Facing Down - Stomp 01  
Ground Attack Sitting Up - Kick  
Ground Attack Sitting Down - Double Axe Handle

#### TURNBUCKLE

Turnbuckle Attack (B) - Ear Slap  
Turnbuckle Attack (B +) - Ear Slap  
Running Turnbuckle Attack (Cv+B) - Spear (F)  
Running Turnbuckle Attack (Cv+AB) - Spear (F)  
Irish whip to Corner Counter - Boot to Face  
Tree of woe Attack (B) - Back Elbow  
Tree of woe Attack (B +) - Hard Headbutt 01  
Running Tree of woe Attack - Spear  
Front Weak Grapple (A) - Shoulder Thrusts  
Front Weak Grapple (B) - 10 Punch  
Front Strong Grapple (A) - Super Belly To Belly  
Front Strong Grapple (B) - Foot Choke  
Front Special Grapple - Super Death Valley Driver  
Back Weak Grapple (A) - Forearm Smash  
Back Weak Grapple (B) - Forearm Smash  
Back Strong Grapple (A) - Super Back Drop  
Back Strong Grapple (B) - Super Back Drop  
Back Special Grapple - Super Back Drop  
Front Counter Grapple - Throw  
Back Counter Grapple - Super Back Drop  
Flying Attack w/Standing Opponent - Double Axe Handle  
Flying Attack w/Standing Opponent to outside - Double Axe Handle  
Flying Attack w/Standing Opponent [Special] - None  
Flying Attack w/Laying Opponent - Knee Drop  
Flying Attack w/Laying Opponent to outside - Knee Drop  
Flying Attack w/Laying Opponent [Special] - None  
Turnbuckle Inside Attack - None  
Corner Taunt - Taunt 006  
Turnbuckle Taunt - Taunt 008

#### RINGSIDE

Weak Grapple to apron - Club to Chest

Strong Grapple to apron - Suplex to Inside  
Special Grapple to apron - None  
Counter Grapple From Apron - Suplex Reversal to Inside  
Rope Inside Attack - None  
Flying Attack - None  
Running diving Attack (A) - None  
Running diving Attack (A +) - None  
Running Diving Taunt - None  
Rebound Flying Attack - None

#### APRON

Apron kick to inside - Middle Kick  
Apron kick to outside - Strong Kick  
Weak Grapple from apron - Guillotine  
Strong Grapple from apron - Suplex To Outside  
Special Grapple from apron - None  
Counter Grapple to apron - Suplex Reverse to Outside  
Flying Attack to Outside - Dropping Elbow  
Running Flying Attack to Outside - None  
Flying Attack to Ring w/Standing Opponent - None  
Flying Attack to Ring w/Laying Opponent - None  
Flying Attack to Ring w/Standing Opponent [Special] - None  
Apron Taunt - Taunt 001

#### IRISH WHIP

Irish whip Attack - Back Elbow  
Front Weak Grapple (TAP A) - Back Body Flip  
Front Weak Grapple (HOLD A) - Neck Breaker Drop  
Front Strong Grapple (TAP A) - Samoan Drop 02  
Front Strong Grapple (HOLD A) - Powerslam 02  
Front Special Grapple - Boss Man Slam

#### TAUNT

Taunt1 - Taunt 072  
Taunt2 - Taunt 043  
Taunt3 - Taunt 179  
Special Taunt - Taunt 015  
Ducking Taunt - Taunt 009  
Celebration Taunt - Taunt 124  
Entry Way Taunt - 013

#### DOUBLE TEAM

Front Grapple - Front Wishbone Split  
Back Grapple - Double Atomic Drop  
Sandwich Grapple - Double Piledriver  
Irish whip Grapple - Double Arm Drag  
Double Team Attack - Doomsday Device  
Attack to outside - Doomsday Device  
Attack to ring - None  
Counter Attack - Punching Reversal

#### FIGHTING STYLE

Stance - Wrestling  
Ring Entry - Normal  
Counter/Reversals - Heavy

Speed - Normal  
Submission Skills - Normal  
Irish Whip Evasion - Yes  
Recovery Rate - Normal  
Bleeding - Normal  
Reaction to Blood - Aggression  
Endurance - Strong  
Turnbuckle Climbing - Climbing  
Jumping Distance - Normal  
Specific Weapon - Random

PARAMETER

	Offence	Defence
Head	2	2
====	=	=
Body	4	4
====	=	=
Arms	4	3
====	=	=
Legs	3	4
====	=	=
Flying	2	2
=====	=	=

ALLY/ENEMY

Rival 1 - None  
Rival 2 - None  
Rival 3 - None  
Accompanied by - None

BURNING EMBER

=====

Created by: Tetzcatlipoca

PROFILE/MUSIC

Short Name - Ember  
Alias - None  
Picture - Rios  
Height - 6'11"  
Weight - 296lbs  
Music - Kane  
Titantron - None

APPEARANCE 1

Body - Medium 1, 1  
Head - Male 1  
Face - Male 49  
Hair - Middle 2 , 8  
Front Hair - Front hair 7  
Facial Hair - None  
Masks/Etc. - T & A  
Ring Attire - Kane 2 , 1 & 1  
Upper Body - Flame Top , 1 & 1  
Tattoo- None  
Gloves- Taping, 4  
Wrist Band - None  
Elbow Pad- None  
Knee Pad- None

Feet - Padded 1 , 1 & 4  
Entrance Attire - None  
Weapons/Props - None

#### MOVES

##### GRAPPLING

Front Weak Grapple (A) - Scoop Slam  
Front Weak Grapple (A <->) - One hand scoop slam  
Front Weak Grapple (A ^) - Chop 01  
Front Weak Grapple (A v) - Double Leg Takedown  
Front Weak Grapple (B) - Chop Down  
Front Weak Grapple (B <->) - Rib Breaker  
Front Weak Grapple (B ^) - Stall Suplex  
Front Weak Grapple (B v) - Piledriver 01  
Front Strong Grapple (A) - Chokeslam from Hell  
Front Strong Grapple (A <->) - Death Valley Driver  
Front Strong Grapple (A ^) - Falcon Arrow  
Front Strong Grapple (A v) - Hurrancanrana Pin  
Front Strong Grapple (B) - DDT 01  
Front Strong Grapple (B <->) - Sambo Suplex  
Front Strong Grapple (B ^) - Double Chokelift Slam  
Front Strong Grapple (B v) - Canadian Back Breaker  
Front Special Move - 3/4 Turn Neckbreaker (F)

Back Weak Grapple (A) - School Boy  
Back Weak Grapple (A +) - Pendulum back breaker  
Back Weak Grapple (B) - Bulldog  
Back Weak Grapple (B +) - Backdrop  
Back Strong Grapple (A) - Neck Crank  
Back Strong Grapple (A +) - Octopus Stretch  
Back Strong Grapple (B) - Dudley Atomic Drop (F)  
Back Strong Grapple (B +) - Full Nelson Suplex Pin  
Back Special Move - Burning Hammer  
Back Weak Grapple Counter - Counter Rin-Ne  
Back Strong Grapple Counter - Counter Backflip

##### STANDING

Weak Arm Striking (B) - Straight Punch (F)  
Weak Arm Striking (B +) - Body Punch  
Weak Leg Striking (B) - Front Kick 05 (F)  
Weak Leg Striking (B +) - Spinning Crescent Kick

Strong Striking (B) - Punch 03  
Strong Striking (B +) - Dropkick 01  
Strong Striking (AB) - Cyclone Forearm (F)

Ducking Attack - Low Blow

Counter punch - Strong Attack [D-Pad/B]  
Special counter punch - Front Special Grapple  
Counter Kick (A) - Back kick sweep counter  
Counter Kick (B) - Standing Clothesline 01  
Special counter Kick - Counter Stunner

Walking Moves - Generic 02

##### RUNNING

Weak Running Attack (Cv+B) - Clothesline L 01  
Weak Running Attack (Cv+AB) - Clothesline From Hell

Strong Running Attack (+Cv+B) - Spear (F)  
Strong Running Attack (+Cv+AB) - Elbow Attack 03

Running Front Grapple (Cv+A) - Chokeslam  
Running Back Grapple (Cv+A) - Half Nelson Suplex

Running Ground Attack Facing Up - People's Elbow (F)  
Running Ground Attack Facing Down - Hip Press  
Running Ground Attack Sitting Up - Stomp  
Running Ground Attack Sitting Down - Stomp

Evasion - Roll

GROUND

Upper Body Facing Up - Neck Wrench  
Upper Body Facing Down - Mahistrol Cradle

Sitting Up - Dragon Sleeper Hold  
Sitting Down - Mahistrol Cradle

Upper Body Facing Up (Special) - People's Elbow (F)  
Upper Body Facing Down (Special) - Crippler Crossface  
Lower Body Facing Up - Figure 4 Leglock  
Lower Body Facing Down - Boston Crab  
Lower Body Facing Up (Special) - Walls of Jericho  
Lower Body Facing Down (Special) - Ankle Lock (F)

Ground Attack Facing Up - Scotty Worm Chop (F)  
Ground Attack Facing Down - Stomp 01  
Ground Attack Sitting Up - Dropkick to Knee  
Ground Attack Sitting Down - Rock Stomp

TURNBUCKLE

Turnbuckle Attack (B) - Back Spinning Wheel Kick  
Turnbuckle Attack (B +) - Hard Headbutt 02  
Running Turnbuckle Attack (Cv+B) - Jumping Body Splash  
Running Turnbuckle Attack (Cv+AB) - Spear (F)  
Irish whip to Corner Counter - Headstand  
Tree of woe Attack (B) - Fast Spinning Wheel Kick  
Tree of woe Attack (B +) - Dropkick to Knee 01  
Running Tree of woe Attack - Dropkick to Knee  
Front Weak Grapple (A) - High Kick  
Front Weak Grapple (B) - Multiple Chops  
Front Strong Grapple (A) - Turnbuckle Powerbomb  
Front Strong Grapple (B) - Tornado DDT  
Front Special Grapple - Diamond Dust (F)  
Back Weak Grapple (A) - Forearm Smash  
Back Weak Grapple (B) - Forearm Smash  
Back Strong Grapple (A) - Super Back Drop  
Back Strong Grapple (B) - Super Back Drop  
Back Special Grapple - Reverse Frankensteiner  
Front Counter Grapple - Throw  
Back Counter Grapple - Super Back Drop  
Flying Attack w/Standing Opponent - Kane Diving Lariat  
Flying Attack w/Standing Opponent to outside - Missile Dropkick  
Flying Attack w/Standing Opponent [Special] - None  
Flying Attack w/Laying Opponent - Backflip Splash 02  
Flying Attack w/Laying Opponent to outside - Swanton Bomb  
Flying Attack w/Laying Opponent [Special] - Shooting Star Press

Turnbuckle Inside Attack - Jumping Leg Drop  
Corner Taunt - Taunt 005  
Turnbuckle Taunt - Taunt 001

#### RINGSIDE

Weak Grapple to apron - Club to Chest  
Strong Grapple to apron - Suplex to Inside  
Special Grapple to apron - None  
Counter Grapple From Apron - Suplex Reversal to Inside  
Rope Inside Attack - Moonsault from 2nd Rope  
Flying Attack - 3rd Rope 180 Moonsault  
Running diving Attack (A) - Corkscrew Attack  
Running diving Attack (A +) - Tumbling Side Flip 02  
Running Diving Taunt - Fake Diving Attack  
Rebound Flying Attack - Springboard Lionsault

#### APRON

Apron kick to inside - Roundhouse Kick  
Apron kick to outside - Strong Kick  
Weak Grapple from apron - Guillotine  
Strong Grapple from apron - Suplex To Outside  
Special Grapple from apron - Powerbomb to Outside  
Counter Grapple to apron - Suplex Reverse to Outside  
Flying Attack to Outside - Asai Moonsault  
Running Flying Attack to Outside - Dropkick  
Flying Attack to Ring w/Standing Opponent - Missile Dropkick  
Flying Attack to Ring w/Laying Opponent - Slingshot Body Splash  
Flying Attack to Ring w/Standing Opponent [Special] - None  
Apron Taunt - Taunt 004

#### IRISH WHIP

Irish whip Attack - Big Kick  
Front Weak Grapple (TAP A) - Farooq Spinebuster  
Front Weak Grapple (HOLD A) - Tilt-a-whirl Slam  
Front Strong Grapple (TAP A) - Tilt-a-whirl Driver  
Front Strong Grapple (HOLD A) - Reverse Armbar  
Front Special Grapple - Crippler Crossface (F)

#### TAUNT

Taunt1 - HBK 02  
Taunt2 - Hardy  
Taunt3 - Rock 02  
Special Taunt - Scotty WORM  
Ducking Taunt - Taunt 022  
Celebration Taunt - Taunt 034  
Entry Way Taunt - 028

#### DOUBLE TEAM

Front Grapple - Tossing 3/4 turn Neckbreaker  
Back Grapple - Neck Breaker Back Drop  
Sandwich Grapple - Double Powerbomb  
Irish whip Grapple - Dudley Death Drop (3D)  
Double Team Attack - Doomsday Device  
Attack to outside - Doomsday Device  
Attack to ring - Missile Dropkick



Counter Attack - Roll up Pinning Reversal

FIGHTING STYLE

Stance - Wrestling
Ring Entry - Flip Over
Counter/Reversals - Heavy
Speed - Fast
Submission Skills - Expert
Irish Whip Evasion - Yes
Recovery Rate - Fast
Bleeding - Rarely
Reaction to Blood - Aggression
Endurance - Strong
Turnbuckle Climbing - Jump
Jumping Distance - Longest
Specific Weapon - Random

PARAMETER

Table with 3 columns: Parameter, Offence, Defence. Rows include Head, Body, Arms, Legs, Flying.

ALLY/ENEMY

Rival 1 - RICHARDS
Rival 2 - BUCHANAN
Rival 3 - GUERRERO
Accompanied by - None

Note: If you can't find anything such as clothes, faces, bodies etc., they may be in Smackdown Mall or might become available after you get a new secret character.

>>> Got any Wrestler ideas? email me at nintendosown@hotmail.com <<<
You will be fully credited on all your creations.

+-----+
|7. Matches [MTCH] |
+-----+

When having an exhibition match, you can change the rules of the match.
Here is what you have to choose when you are having an exhibition match.

-----
Match
-----

Choose what type of match you want to have.

Single Match-- One on One  
Tag Match===== Two on Two  
Triple Threat- One on One on One  
Handicap===== Two on One  
Cage Match---- One on One [you must climb out of the cage]

-----  
Player  
-----

Pick how many human players there will be and how many computer players (CPU's) there will be playing. The selection differs with different matches.

[in single & cage matches]  
1P vs. 2P  
1P vs. CPU  
CPU vs. 1P  
Watch - Watch two CPU's fight

[in tag matches]  
1P & 2P vs. 3P & 4P  
1P & 2P vs. 3P & CPU  
1P & 2P vs. CPU & CPU  
1P & CPU vs. 2P & CPU  
1P & CPU vs. CPU & CPU  
CPU & CPU vs. 1P & CPU  
Watch - Watch four CPU's fight

[in triple threat matches]  
1P vs. 2P vs. 3P  
1P vs. 2P vs. CPU  
1P vs. CPU vs. 2P  
1P vs. CPU vs. CPU  
CPU vs. 1P vs. CPU  
CPU vs. CPU vs. 1P  
Watch - Watch three CPU's fight

[in handicap matches]  
1P & 2P vs. 3P  
1P & 2P vs. CPU  
1P & CPU vs. 2P  
1P & CPU vs. CPU  
CPU & CPU vs. 1P  
Watch - Watch two CPU's take on one CPU

-----  
Arena  
-----

Now choose which arena you want the match to be fought in. There are eight to choose, and two more can be unlocked.

> Raw is War  
> No Mercy  
> SmackDown!  
> King of the Ring  
> SummerSlam  
> Survivor Series  
> Royal Rumble

> WrestleMania  
> Backlash (secret)  
> Armageddon (secret)

-----  
Rules  
-----

Select all the rules of the match.

Time Limit - 5, 10, 15, 30, 60 (all in minutes), No Limit.

> Choose how long the match will be. If there is no winner after the set amount of time it is a draw.

Count Out - 10 counts; 20 counts; Hardcore; No Count

> How long the count is when you are outside the ring. Once the count finishes, that player loses. The difference between 'Hardcore' and 'No Count' is that in the hardcore count out, you can pin outside the ring and go backstage.

Pin - Yes; No

> Choose whether you can win by pinfall or not.

Submission - Yes; No

> Choose whether you can win by submission or not.

TKO (total knockout) - Yes; No

> Choose whether you can win by TKO or not. If it is on, the opponent will be knocked out when they have suffered a lot of damage.

Rope Break- Yes; No

> If you pin or put on a submission hold near the ropes, the hold will be broken if Rope Break is set to 'yes'.

DQ (disqualification) - Yes; No

> Whether someone will be disqualified for breaking the rules i.e. using weapons (chairs etc.).

Bloodshed - Yes; First Blood; No

> Choose if the characters bleed or not. First Blood means you win when your opponent bleeds.

-----  
Belts  
-----

You can choose if a title will be on the line.

- Non Title Match (No Title On The Line)
- World Heavyweight
- Intercontinental
- European
- Hardcore
- Light Heavyweight
- Women's

-----  
>> Types of Match <<  
-----

-----

Normal Match

-----  
The aim in this match is to pin your opponent or make them submit. You will be disqualified for using foreign objects e.g. chairs, sledgehammers. You will be counted out if you stay out of the ring for too long.

Required Rule: DQ - Yes

-----  
No Disqualification (DQ)  
-----

You won't be disqualified for using foreign objects. You should also turn off count outs.

Required Rules: DQ - No  
Count Out - Hardcore

-----  
Submission Match  
-----

The object of this match is to make your opponent submit. Turn off everything (pinfalls, DQ, count outs etc.) except for submissions.

Required Rule: Submission - Yes

-----  
First Blood  
-----

Turn off everything. Go down to the 'BLOOD' option and put it to first blood. The first person to bleed loses.

Required Rule: Blood - First Blood

\*TIPS\* - Chairs and Ring Bells cause you to bleed. Also headbutts work occasionally.

\*\*\*Female characters don't bleed!\*\*\*

- - - - -  
Other types of matches are also available  
- - - - -

-----  
Cage Match  
-----

To win this match you must climb over the cage. C-up is used to climb.

\*TIPS\*

- Wear down your opponent until they're at 'LOSING IT!'
- As you climb your attitude meter decreases and you'll fall off when it says 'DANGER!' so don't climb unless you're attitude meter is high.
- When you're attitude meter says 'SPECIAL', you'll climb almost twice as fast!

-----  
Ladder Match  
-----

You must obtain the object hanging at the top of the ladder to win this match. Pick up the ladder by pressing C-Left, and press C-Left again to set it down.



- > Backlash (2000) [unlockable]
- > Armageddon (1999) [unlockable]

All the arenas look different, but they don't change the gameplay in any way. Each arena has an announcers table, five backstage areas and of course, a crowd where you can get weapons.

You can climb up on to a table by pressing C-Up. To throw your opponent on to a table, grapple close to the table and press C-Left. Alternatively, if your opponent stays in the ring, you can sometimes draw them out by taunting.

There are five backstage areas. To get to these, you must go to the entrance to the ring at the top of the ramp (e.g. in the No Mercy arena where the WWF sign is with the lights). Then Irish Whip your opponent into it (grapple and C-Down) and you will be brought backstage. You will be in the Hall, which is the first area. From here you can get to the other four areas by Irish Whipping your opponent into the doors. There are four weapons scattered around the hall.

-----  
Locker Room  
-----

This room is accessed by the door in the bottom left-hand corner. Here there are two chairs and a table. You can get more weapons by pressing C-Left at the lockers. This room is quite spacious so it's a good place for running moves.

-----  
Boiler Room  
-----

This room is the door in the bottom right-hand corner. There are good weapons in this room (such as the sledgehammer) and there is also plenty of room for performing running moves.

-----  
Parking Lot  
-----

The door to the parking lot in the top left-hand corner. This room also has good weapons and has the most space of all the areas backstage. You can even go into the truck that is parked in the top left corner by running into it. In Championship Mode, this is sometimes a good tactic to get your attitude meter up to 'SPECIAL!' as most of the time your opponent doesn't go in to the truck. Just keep taunting them until your meter is flashing red. Then go down, bring it up to special with one more taunt and beat your opponent with your finishing move. When using this tactic make sure you're not too close to the edge or opponent can pull you down.

-----  
Bar Room  
-----

Here there is a pool table, which you can put your opponent through. There is only one weapon, the pool cue in this room when you enter. You can get more weapons at the bar itself.

And of course, you have the ring where the majority of the game is based. Use everything to your advantage - weapons, tables, ropes, turnbuckles etc.

+-----+

This is where you can win titles.  
 There are seven titles to be won. They are:

- WWF Heavyweight Championship
- WWF Intercontinental Championship
- WWF Tag Team Championship
- WWF Light Heavyweight Championship
- WWF Hardcore Championship
- WWF European Championship
- WWF Women's Championship

First, you choose what championship you want to compete for. Then you pick your wrestler. For Tag Team Titles, there is no 2-Player Mode. And, strangely enough, you can pick a male wrestler and still compete for the Women's Title.

To achieve 100%, you must at some stages lose the title and then reclaim it. (See FAQ's section for more details)

When competing in Championship Mode, you get money for winning matches. When you lose a match in order to progress you do not get money. Another way of getting money is Survival Mode (section 15). You can spend this money in SmackDown Mall.

+-----+

+-----+

Here you can spend your hard-earned money, create-a-wrestler or save CAW creations to a memory pak.

Money can be spent on various things. It can be spent on clothes, moves, weapons and even secret characters.

Create-a-wrestler is explained in Section 6 and there are also stats for wrestlers you can create.

In the DATA section you can MOVE or COPY a created CAW to a memory pak. You can also ERASE them.

-----  
 >>Moves To Buy<<  
 -----

Symbol-(S) Special (ST) Standing (R) Running (SUB) Submission  
 (G) Grapple (T) Turnbuckle (P) Pin (GR)Ground  
 [B] Back [F] Front

- > Big Swing===== (S) (G[F])
- > Continuous Powerbomb/DVO----- (S) (G[F])
- > Double Dragon Screw 01===== (S) (G[F])
- > Fireball----- (S) (G[F])
- > Insider Edge===== (S) (G[F])
- > Jackknife Powerbomb----- (S) (G[F])
- > Jack Hammer===== (S) (G[F])
- > Kicking Combination 02----- (S) (G[F])
- > Old Man Flop===== (S) (G[F])
- > Poison Mist----- (S) (G[F])
- > Russian Neck Drop===== (S) (G[F])

- > Screwdriver----- (S) (G[F])
- > Six Seconds Magic===== (S) (SUB) (G[F])
- > Ultimate Armbar----- (S) (SUB) (G[F])
- > Burning Hammer===== (S) (G[B])
- > Cobra Clutch Suplex----- (S) (G[B])
- > DD DDT===== (S) (G[B])
- > Half Nelson Suplex----- (G[B])
- > Neck Crank===== (G[B])
- > Spinning Torture Rack----- (S) (SUB) (G[B])
- > Tiger Suplex '85 Pin===== (G[B]) (P)
- > Chokeslam----- (G) (R[F])
- > T-Bone Suplex===== (G) (R[F])
- > Half Nelson Suplex----- (G) (R[B])
- > Release German Suplex===== (G) (R[B])
- > DragonRana----- (T) (G[F]) (P)
- > Jumping Armbar Takedown===== (T) (G[F]) (SUB)
- > Misty Frankensteiner----- (T) (G[F])
- > Stomp and Choke===== (T) (G[F])
- > Super Brainbuster----- (T) (G[F])
- > Turnbuckle Powerbomb===== (T) (G[F])
- > Russian Neck Drop----- (GR[B])
- > Ultimate Punching===== (S) (GR[F])
- > Backhand Blow 02----- (ST)
- > Back Spinning Wheel Kick===== (ST)
- > Jumping Knee Strike----- (ST)
- > Shouda 03===== (ST)
- > Spinning Back Elbow----- (ST)
- > Standing Clothesline 02===== (ST)
- > Clothesline L 01----- (R)
- > Elbow Attack 03===== (R)
- > Kitchen Sink 02----- (R)

```

+-----+
|11.                               Secrets                               [SECR] |
+-----+

```

You can unlock many things in No Mercy. Among these things are secret characters, weapons, arenas, moves, clothes etc. Here are ways to unlock some of these.

```

-----
Secret Characters
-----

```

There are approximately 12 secret characters. The easiest way to unlock characters is to compete in Survival Mode. Every time you knock out a secret character, they are unlocked. But, if they knock you out or somebody else eliminates them, they are not unlocked. They can also be unlocked in championship mode. You can also buy them in SmackDown! Mall.

- > Shawn Michaels----- Survival/SD Mall
- > Cactus Jack/Mick Foley----- Survival/Hardcore Championship/SD Mall
- > Shane McMahon----- Survival
- > Ken Shamrock----- Survival/SD Mall
- > Ho----- SD Mall/ Use Godfather for WWF Championship
- > Hebner/Finkel/Bearer/Cole-- Suvival/SD Mall
- > Mae Young/Moolah----- Survival/ Women's Championship
- > J.R./King----- Survival
- > Vince McMahon----- Survival
- > Andre the Giant----- Survival/WWF Championship



-----  
Arenas  
-----

- > Backlash--- SD Mall
- > Armageddon- SD Mall

-----  
Moves  
-----

Symbol - (S) Special (G) Grapple (GR) Ground  
          [B] Back      [F] Front

- Mac Stunner ===== (S) (G[F])          [by unlocking Vince]
- Punching Combination 03----- (S) (G[F])          [by unlocking Shane O'Mac]
- Double Dragon Screw 02===== (G[F])          [by unlocking J.R.]
- Sweet Chin Music ----- (S) (G[F])          [by unlocking HBK\*]
- Ankle Lock ===== (S) (GR[B]<feet>) [by unlocking Ken Shamrock]

\*HBK = "Heart-Break Kid" Shawn Michaels.

+-----+  
|12.                                  Winning Matches                                  [WMTH] |  
+-----+

There are several ways to win matches. Pinning is probably the easiest, but other ways (e.g. submission) can be fun.

-----  
Pinning  
-----

This is the main way of winning a match. If you beat up your opponent enough, you can press L while they're on the ground to pin them.

-----  
Total Knock-Out (TKO)  
-----

If you have TKO's turned on, then you must keep beating them up, for as long as necessary, until the referee ends the match because the opponent can't continue.

-----  
Submission  
-----

In this match you must force your opponent into submission i.e. make them tap out/give up. To do this, your wrestler must have a submission move. Chris Benoit and Jericho are the best for these matches.

-----  
First Blood  
-----

Make your opponent bleed before you do. See MATCH TYPES for more info.

+-----+  
|13.                                  Movesets                                  [MVST] |  
+-----+

Yes... I have finally gotten round to this part of the FAQ. It's an easy enough section... it just takes a \*VERY\* long time. I hope you appreciate it... ;-)

(F) means favourite.

\*\*\* Rock \*\*\*

-----  
[13.1.1] The Rock  
-----

#### GRAPPLING

Front Weak Grapple (A) - Headlock and Punch  
Front Weak Grapple (A <->) - Snapmare  
Front Weak Grapple (A ^) - Eye Rake  
Front Weak Grapple (A v) - Scoop Slam  
Front Weak Grapple (B) - Arm Wrench /Elbow Smash  
Front Weak Grapple (B <->) - Headlock Takedown  
Front Weak Grapple (B ^) - Suplex  
Front Weak Grapple (B v) - Shoulder Breaker

Front Strong Grapple (A) - Headlock  
Front Strong Grapple (A <->) - Russian Leg Sweep (F)  
Front Strong Grapple (A ^) - Neck Breaker 02  
Front Strong Grapple (A v) - Small Package  
Front Strong Grapple (B) - Manhattan Drop  
Front Strong Grapple (B <->) - DDT 01 (F)  
Front Strong Grapple (B ^) - Stalling Brainbuster  
Front Strong Grapple (B v) - Belly to Belly Suplex 01  
Front Special Move - Rockbottom (F)

Back Weak Grapple (A) - Falling Back Drop  
Back Weak Grapple (A +) - Falling Back Drop  
Back Weak Grapple (B) - Shin Breaker 01  
Back Weak Grapple (B +) - Shin Breaker 01

Back Strong Grapple (A) - Surfboard Stretch  
Back Strong Grapple (A +) - Surfboard Stretch  
Back Strong Grapple (B) - Atomic Drop  
Back Strong Grapple (B +) - Atomic Drop  
Back Special Move - Reverse DDT 02

Back Weak Grapple Counter - Counter Elbow Strike  
Back Strong Grapple Counter - Counter Grapple

#### STANDING

Weak Arm Striking (B) - Elbow Strike  
Weak Arm Striking (B +) - Hook Punch 01  
Weak Leg Striking (B) - Front Kick 01  
Weak Leg Striking (B +) - Front Kick 05

Strong Striking (B) - Diving Clothesline  
Strong Striking (B +) - Rock Punch (F)  
Strong Striking (AB) - Standing Clothesline 01

Ducking Attack - Low Blow

Counter Punch - Strong Attack [D-Pad/B]  
Special Counter punch - Front Special Grapple  
Counter Kick (A) - Leg Push Takedown Counter  
Counter Kick (B) - Low Blow Counter 03  
Special Counter Kick - Dragon Screw Counter 02

Walking Moves - Generic 01

RUNNING

Weak Running Attack (Cv+B) - Shoulder Block  
Weak Running Attack (Cv+AB) - Back Elbow Smash 01  
Strong Running Attack (+Cv+B) - Rock Clothesline  
Strong Running Attack (+Cv+AB) - Rock Jumping Clothesline (F)

Running Front Grapple (Cv+A) - Rock Spinning DDT (F)  
Running Back Grapple (Cv+A) - Face Crusher 02

Running Ground Attack Facing Up - People's Elbow  
Running Ground Attack Facing Down - Stomp  
Running Ground Attack Sitting Up - Stomp  
Running Ground Attack Sitting Down - Stomp

Evasion - Roll

GROUND

Upper Body Facing Up - Armbar 02  
Upper Body Facing Down - Sitting Reverse Armbar  
Sitting Up - Sleeper Hold  
Sitting Down - Mahistrol Cradle  
Upper Body Facing Up (Special) - People's Elbow (F)  
Upper Body Facing Down (Special) - None

Lower Body Facing Up - Groin Knee Drop  
Lower Body Facing Down - Single Crab  
Lower Body Facing Up (Special) - Figure 4 Leg Lock  
Lower Body Facing Down (Special) - None

Ground Attack Facing Up - Rock Stomp (F)  
Ground Attack Facing Down - Rock Stomp (F)  
Ground Attack Sitting Up - Rock Stomp  
Ground Attack Sitting Down - Rock Stomp

TURNBUCKLE

Turnbuckle Attack (B) - Front Kick 05  
Turnbuckle Attack (B +) - Rock Stomp  
Running Turnbuckle Attack (Cv+B) - Rock Clothesline  
Running Turnbuckle Attack (Cv+AB) - Rock Jumping Clothesline (F)

Irish whip to Corner Counter - Boot to Face

Tree of woe Attack (B) - Front Kick 05  
Tree of woe Attack (B +) - Front Kick 05  
Running Tree of woe Attack - Shoulder Block

Front Weak Grapple (A) - Shoulder Thrusts  
Front Weak Grapple (B) - Knee Strike  
Front Strong Grapple (A) - Foot Choke  
Front Strong Grapple (B) - Superplex  
Front Special Grapple - Super RB

Back Weak Grapple (A) - Forearm Smash  
Back Weak Grapple (B) - Forearm Smash

Back Strong Grapple (A) - Super Back Drop  
Back Strong Grapple (B) - Super Back Drop  
Back Special Grapple - Super Back Drop

Front Counter Grapple - Rack Em Up  
Back Counter Grapple - Super Back Drop

Flying Attack w/Standing Opponent - Double Axe Handle  
Flying Attack w/Standing Opponent to outside - Double Axe Handle  
Flying Attack w/Standing Opponent [Special] - None  
Flying Attack w/Laying Opponent - Knee Drop  
Flying Attack w/Laying Opponent to outside - Knee Drop  
Flying Attack w/Laying Opponent [Special] - None

Turnbuckle Inside Attack - None

Corner Taunt - Taunt 009  
Turnbuckle Taunt - Taunt 004

#### RINGSIDE

Weak Grapple to apron - Club to Chest  
Strong Grapple to apron - Suplex to Inside  
Special Grapple to apron - None  
Counter Grapple From Apron - Suplex Reversal to Inside

Rope Inside Attack - None

Flying Attack - None  
Running diving Attack (A) - Baseball Slide  
Running diving Attack (A +) - Baseball Slide

Running Diving Taunt - None

Rebound Flying Attack - None

#### APRON

Apron kick to inside - Middle Kick  
Apron kick to outside - Strong Kick

Weak Grapple from apron - Arm Breaker  
Strong Grapple from apron - Guillotine  
Special Grapple from apron - None  
Counter Grapple to apron - Suplex Reverse

Flying Attack to Outside - Dropping Elbow  
Running Flying Attack to Outside - None

Flying Attack to Ring w/Standing Opponent - None  
Flying Attack to Ring w/Laying Opponent - None  
Flying Attack to Ring w/Standing Opponent [Special] - None

Apron Taunt - Taunt 001

#### IRISH WHIP

Irish whip Attack - Back Elbow (F)

Front Weak Grapple (TAP A) - Back Toss 01

Front Weak Grapple (HOLD A) - Samoan Drop 01  
Front Strong Grapple (TAP A) - Powerslam 01  
Front Strong Grapple (HOLD A) - Tilt A Whirl Driver (F)  
Front Special Grapple - Rock Spinebuster

#### TAUNT

Taunt1 - Rock 02 (F)  
Taunt2 - Rock 01 (F)  
Taunt3 - Taunt 179

Special Taunt - Rock 03

Ducking Taunt - Taunt 009

Celebration Taunt - Taunt 091

Entry Way Taunt - none

#### DOUBLE TEAM

Front Grapple - Wishbone Split  
Back Grapple - Double Atomic Drop  
Sandwich Grapple - Double Piledriver  
Irish whip Grapple - Double Arm Drag

Double Team Attack - Doomsday Device  
Attack to outside - Doomsday Device  
Attack to ring - None

Counter Attack - Punching Reversal

-----  
[13.1.2] Triple H  
-----

\*\*\*HHH\*\*\*

#### GRAPPLING

Front Weak Grapple (A) - Overhand Punch  
Front Weak Grapple (A <->) - Snapmare  
Front Weak Grapple (A ^) - Elbow to Back of Head  
Front Weak Grapple (A v) - Scoop Slam  
Front Weak Grapple (B) - Arm Wrench /Elbow Smash  
Front Weak Grapple (B <->) - Neck Breaker 01  
Front Weak Grapple (B ^) - Suplex (F)  
Front Weak Grapple (B v) - Knee Strikes

Front Strong Grapple (A) - Headlock  
Front Strong Grapple (A <->) - Underhook Suplex /Knee  
Front Strong Grapple (A ^) - Rope Drop Clothesline  
Front Strong Grapple (A v) - Small Package  
Front Strong Grapple (B) - Manhattan Drop  
Front Strong Grapple (B <->) - Reverse Suplex  
Front Strong Grapple (B ^) - Stall Suplex  
Front Strong Grapple (B v) - Stalling Piledriver  
Front Special Move - Pedigree (F)

Back Weak Grapple (A) - Falling Back Drop  
Back Weak Grapple (A +) - Falling Back Drop  
Back Weak Grapple (B) - Shin Breaker 01  
Back Weak Grapple (B +) - Shin Breaker 01

Back Strong Grapple (A) - School Boy  
Back Strong Grapple (A +) - School Boy  
Back Strong Grapple (B) - Spinning Back Drop  
Back Strong Grapple (B +) - Spinning Back Drop  
Back Special Move - Reverse Suplex

Back Weak Grapple Counter - Counter Elbow Strike  
Back Strong Grapple Counter - Counter Groin Kick

#### STANDING

Weak Arm Striking (B) - Chop 01  
Weak Arm Striking (B +) - Elbow Strike  
Weak Leg Striking (B) - Front Kick 01  
Weak Leg Striking (B +) - Front Kick 05

Strong Striking (B) - Punch 04  
Strong Striking (B +) - Jab R (F)  
Strong Striking (AB) - Diving Clothesline

Ducking Attack - Low Blow

Counter Punch - Strong Attack [D-Pad/B]  
Special Counter punch - Front Special Grapple  
Counter Kick (A) - Manhattan Drop Counter  
Counter Kick (B) - Elbow Crush Counter  
Special Counter Kick - Special Back Grapple

Walking Moves - Generic 01

#### RUNNING

Weak Running Attack (Cv+B) - Back Elbow Smash 01  
Weak Running Attack (Cv+AB) - Kitchen Sink 01  
Strong Running Attack (+Cv+B) - Triple H Jumping Knee Attack (F)  
Strong Running Attack (+Cv+AB) - Clothesline R 01

Running Front Grapple (Cv+A) - Chin Breaker (F)  
Running Back Grapple (Cv+A) - Bulldog

Running Ground Attack Facing Up - Elbow Drop 01  
Running Ground Attack Facing Down - Stomp  
Running Ground Attack Sitting Up - Stomp  
Running Ground Attack Sitting Down - Stomp

Evasion - Roll

#### GROUND

Upper Body Facing Up - Clutching Punch (F)  
Upper Body Facing Down - Sitting Reverse Armbar  
Sitting Up - Sleeper Hold  
Sitting Down - Camel Clutch  
Upper Body Facing Up (Special) - None  
Upper Body Facing Down (Special) - None

Lower Body Facing Up - Groin Knee Drop (F)  
Lower Body Facing Down - Knee Stomp  
Lower Body Facing Up (Special) - None  
Lower Body Facing Down (Special) - None

Ground Attack Facing Up - Knee Drop 02  
Ground Attack Facing Down - Elbow Drop 06  
Ground Attack Sitting Up - Double Axe Handle  
Ground Attack Sitting Down - Knee Drop 03

#### TURNBUCKLE

Turnbuckle Attack (B) - Downward Elbow Strike  
Turnbuckle Attack (B +) - Front kick 05  
Running Turnbuckle Attack (Cv+B) - Clothesline R 01  
Running Turnbuckle Attack (Cv+AB) - Triple H Jumping Knee Attack  
> Note: there is a typo in the game, and this move is down as "Tiple H Jumping  
Knee Attack".

Irish whip to Corner Counter - Boot to Face

Tree of woe Attack (B) - Front Kick 05  
Tree of woe Attack (B +) - Front Kick 05  
Running Tree of woe Attack - Shoulder Block

Front Weak Grapple (A) - Shoulder Thrusts  
Front Weak Grapple (B) - 10 Punch with DX Pose (F)  
Front Strong Grapple (A) - Foot Choke  
Front Strong Grapple (B) - Knee Strikes  
Front Special Grapple - Superplex

Back Weak Grapple (A) - Forearm Smash  
Back Weak Grapple (B) - Forearm Smash  
Back Strong Grapple (A) - Super Back Drop  
Back Strong Grapple (B) - Super Back Drop  
Back Special Grapple - Super Back Drop

Front Counter Grapple - Throw  
Back Counter Grapple - Super Back Drop

Flying Attack w/Standing Opponent - Double Axe Handle  
Flying Attack w/Standing Opponent to outside - Double Axe Handle  
Flying Attack w/Standing Opponent [Special] - None  
Flying Attack w/Laying Opponent - Knee Drop  
Flying Attack w/Laying Opponent to outside - Body Splash  
Flying Attack w/Laying Opponent [Special] - None

Turnbuckle Inside Attack - None

Corner Taunt - Triple H  
Turnbuckle Taunt - Taunt 003

#### RINGSIDE

Weak Grapple to apron - Club to Chest  
Strong Grapple to apron - Suplex to Inside  
Special Grapple to apron - None  
Counter Grapple From Apron - Suplex Reversal to Inside

Rope Inside Attack - None

Flying Attack - None  
Running diving Attack (A) - Baseball Slide  
Running diving Attack (A +) - Baseball Slide

Running Diving Taunt - None

Rebound Flying Attack - None

#### APRON

Apron kick to inside - Middle Kick

Apron kick to outside - Strong Kick

Weak Grapple from apron - Guillotine

Strong Grapple from apron - Sunset Flip Over Ropes

Special Grapple from apron - None

Counter Grapple to apron - Suplex Reverse

Flying Attack to Outside - Dropping Elbow

Running Flying Attack to Outside - None

Flying Attack to Ring w/Standing Opponent - None

Flying Attack to Ring w/Laying Opponent - None

Flying Attack to Ring w/Standing Opponent [Special] - None

Apron Taunt - Taunt 001

#### IRISH WHIP

Irish whip Attack - Back Elbow

Front Weak Grapple (TAP A) - Scissor Sweep

Front Weak Grapple (HOLD A) - Powerslam 01

Front Strong Grapple (TAP A) - Sleeper Hold

Front Strong Grapple (HOLD A) - Manhattan Drop

Front Special Grapple - Front Special Grapple

#### TAUNT

Taunt1 - Taunt 110

Taunt2 - DX 01

Taunt3 - DX 02

Special Taunt - DX 03

Ducking Taunt - DX 01

Celebration Taunt - DX 03

Entry Way Taunt - Triple H

#### DOUBLE TEAM

Front Grapple - Double Suplex

Back Grapple - Double Atomic Drop

Sandwich Grapple - Double Piledriver

Irish whip Grapple - Double Arm Drag

Double Team Attack - Doomsday Device

Attack to outside - Doomsday Device

Attack to ring - None

Counter Attack - Punching Reversal



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[13.1.3] Stone Cold  
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GRAPPLING

Front Weak Grapple (A) - Slap  
Front Weak Grapple (A <->) - Snapmare  
Front Weak Grapple (A ^) - Eye Rake  
Front Weak Grapple (A v) - Scoop Slam  
Front Weak Grapple (B) - Headlock Takedown  
Front Weak Grapple (B <->) - Shoulder Thrusts  
Front Weak Grapple (B ^) - Suplex  
Front Weak Grapple (B v) - Piledriver 02  
  
Front Strong Grapple (A) - Headlock  
Front Strong Grapple (A <->) - Hip Throw  
Front Strong Grapple (A ^) - Back Body Flip  
Front Strong Grapple (A v) - Jawbreaker  
Front Strong Grapple (B) - Knee Strikes 01  
Front Strong Grapple (B <->) - Standing Clothesline  
Front Strong Grapple (B ^) - Shoulder Breaker Thrust  
Front Strong Grapple (B v) - Manhattan Drop  
Front Special Move - Stone Cold Stunner (F)

Back Weak Grapple (A) - Falling Back Drop  
Back Weak Grapple (A +) - Falling Back Drop  
Back Weak Grapple (B) - Forearm Smash  
Back Weak Grapple (B +) - Forearm Smash

Back Strong Grapple (A) - School Boy  
Back Strong Grapple (A +) - School Boy  
Back Strong Grapple (B) - Big Clothesline  
Back Strong Grapple (B +) - Big Clothesline  
Back Special Move - Rear Naked Choke

Back Weak Grapple Counter - Counter Elbow Strike  
Back Strong Grapple Counter - Counter Groin Kick

STANDING

Weak Arm Striking (B) - Body Punch  
Weak Arm Striking (B +) - Elbow Strike  
Weak Leg Striking (B) - Front Kick 01  
Weak Leg Striking (B +) - Front Kick 05  
  
Strong Striking (B) - Diving Clothesline  
Strong Striking (B +) - Austin Punch (F)  
Strong Striking (AB) - Standing Clothesline 01

Ducking Attack - Rising Clothesline

Counter Punch - Strong Attack [D-Pad/B]  
Special Counter punch - Front Special Grapple  
Counter Kick (A) - Pushing Takedown Counter  
Counter Kick (B) - Manhattan Drop Counter  
Special Counter Kick - Counter Stunner

Walking Moves - Austin

RUNNING

Weak Running Attack (Cv+B) - Shoulder Block  
Weak Running Attack (Cv+AB) - Back Elbow Smash  
Strong Running Attack (+Cv+B) - Clothesline R 01  
Strong Running Attack (+Cv+AB) - Kitchen Sink 01 (F)

Running Front Grapple (Cv+A) - Swinging Neck Breaker  
Running Back Grapple (Cv+A) - Bulldog

Running Ground Attack Facing Up - Austin Elbow Drop  
Running Ground Attack Facing Down - Austin Elbow Drop  
Running Ground Attack Sitting Up - Stomp  
Running Ground Attack Sitting Down - Stomp

Evasion - Roll

#### GROUND

Upper Body Facing Up - Head Pound (F)  
Upper Body Facing Down - Sitting Reverse Armbar  
Sitting Up - Sleeper Hold  
Sitting Down - Camel Clutch  
Upper Body Facing Up (Special) - None  
Upper Body Facing Down (Special) - None

Lower Body Facing Up - Groin Knee Drop (F)  
Lower Body Facing Down - Knee Stomp  
Lower Body Facing Up (Special) - None  
Lower Body Facing Down (Special) - None

Ground Attack Facing Up - Austin Elbow Drop (F)  
Ground Attack Facing Down - Stomp 02  
Ground Attack Sitting Up - Kick  
Ground Attack Sitting Down - Double Axe Handle

#### TURNBUCKLE

Turnbuckle Attack (B) - Front Kick 05  
Turnbuckle Attack (B +) - Austin Punch  
Running Turnbuckle Attack (Cv+B) - Clothesline R 01  
Running Turnbuckle Attack (Cv+AB) - Back Elbow Smash

Irish whip to Corner Counter - Boot to Face

Tree of woe Attack (B) - Front Kick 05  
Tree of woe Attack (B +) - Front Kick 05  
Running Tree of woe Attack - Shoulder Block

Front Weak Grapple (A) - Shoulder Thrusts  
Front Weak Grapple (B) - 10 Punch  
Front Strong Grapple (A) - Knee Strikes  
Front Strong Grapple (B) - Mudhole Striking (F)  
Front Special Grapple - Mudhole Striking

Back Weak Grapple (A) - Forearm Smash  
Back Weak Grapple (B) - Forearm Smash  
Back Strong Grapple (A) - Super Back Drop  
Back Strong Grapple (B) - Super Back Drop  
Back Special Grapple - Super Back Drop

Front Counter Grapple - Throw  
Back Counter Grapple - Super Back Drop

Flying Attack w/Standing Opponent - Double Axe Handle  
Flying Attack w/Standing Opponent to outside - Double Axe Handle  
Flying Attack w/Standing Opponent [Special] - Flying Clothesline  
Flying Attack w/Laying Opponent - Back Elbow Drop  
Flying Attack w/Laying Opponent to outside - Body Splash  
Flying Attack w/Laying Opponent [Special] - None

Turnbuckle Inside Attack - Diving Elbow (F)

Corner Taunt - Austin  
Turnbuckle Taunt - Taunt 005

#### RINGSIDE

Weak Grapple to apron - Club to Chest  
Strong Grapple to apron - Suplex to Inside  
Special Grapple to apron - None  
Counter Grapple From Apron - Suplex Reversal to Inside

Rope Inside Attack - None

Flying Attack - None  
Running diving Attack (A) - Baseball Slide  
Running diving Attack (A +) - Baseball Slide

Running Diving Taunt - None

Rebound Flying Attack - None

#### APRON

Apron kick to inside - Middle Kick  
Apron kick to outside - Strong Kick

Weak Grapple from apron - Guillotine  
Strong Grapple from apron - Guillotine Drop  
Special Grapple from apron - None  
Counter Grapple to apron - Suplex Reverse

Flying Attack to Outside - Dropping Elbow  
Running Flying Attack to Outside - Diving Elbow

Flying Attack to Ring w/Standing Opponent - None  
Flying Attack to Ring w/Laying Opponent - None  
Flying Attack to Ring w/Standing Opponent [Special] - None

Apron Taunt - Taunt 001

#### IRISH WHIP

Irish whip Attack - Back Elbow

Front Weak Grapple (TAP A) - Monkey Toss  
Front Weak Grapple (HOLD A) - Back Toss 02  
Front Strong Grapple (TAP A) - Sleeper Hold  
Front Strong Grapple (HOLD A) - Lou Thesz Press Knuckle  
Front Special Grapple - Front Special Grapple

TAUNT

Taunt1 - Austin 01 (F)  
Taunt2 - Austin 01  
Taunt3 - Austin 01

Special Taunt - Austin 02

Ducking Taunt - Austin

Celebration Taunt - Austin 03

Entry Way Taunt - None

DOUBLE TEAM

Front Grapple - Double Suplex  
Back Grapple - Double Atomic Drop  
Sandwich Grapple - Double Piledriver  
Irish whip Grapple - Double Arm Drag

Double Team Attack - Doomsday Device  
Attack to outside - Doomsday Device  
Attack to ring - None

Counter Attack - Punching Reversal

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[13.1.4] Undertaker  
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\*\*\* Undertaker \*\*\*

GRAPPLING

Front Weak Grapple (A) - Head Butt 01  
Front Weak Grapple (A <->) - Club To Neck  
Front Weak Grapple (A ^) - Head Butt 02  
Front Weak Grapple (A v) - Scoop Slam  
Front Weak Grapple (B) - Arm Wrench /Elbow Smash  
Front Weak Grapple (B <->) - Arm Wrench With Hook Kick (F)  
Front Weak Grapple (B ^) - Suplex  
Front Weak Grapple (B v) - Russian Leg Sweep

Front Strong Grapple (A) - Shoulder Thrusts  
Front Strong Grapple (A <->) - Body Press Drop  
Front Strong Grapple (A ^) - Rope Drop Clothesline  
Front Strong Grapple (A v) - Choke Takedown  
Front Strong Grapple (B) - DDT 01  
Front Strong Grapple (B <->) - Standing Clothesline  
Front Strong Grapple (B ^) - Chokeslam From Hell (F)  
Front Strong Grapple (B v) - Snap Powerbomb 02  
Front Special Move - Last Ride (F)

Back Weak Grapple (A) - Falling Back Drop  
Back Weak Grapple (A +) - Falling Back Drop  
Back Weak Grapple (B) - Forearm Smash  
Back Weak Grapple (B +) - Forearm Smash

Back Strong Grapple (A) - Abdominal Stretch  
Back Strong Grapple (A +) - Abdominal Stretch  
Back Strong Grapple (B) - Shin Breaker 01

Back Strong Grapple (B +) - Shin Breaker 01  
Back Special Move - Reverse DDT 02

Back Weak Grapple Counter - Counter Elbow Strike  
Back Strong Grapple Counter - Counter Russian Leg Sweep

#### STANDING

Weak Arm Striking (B) - Elbow Strike  
Weak Arm Striking (B +) - Body Punch  
Weak Leg Striking (B) - Front Kick 01  
Weak Leg Striking (B +) - Front Kick 05

Strong Striking (B) - Cheap Shot to Throat  
Strong Striking (B +) - Undertaker Punch (F)  
Strong Striking (AB) - Big Boot

Ducking Attack - Low Blow

Counter Punch - Strong Attack [D-Pad/B]  
Special Counter punch - Front Special Grapple  
Counter Kick (A) - Manhattan Drop Counter  
Counter Kick (B) - Elbow Crush Counter  
Special Counter Kick - Special Back Grapple

Walking Moves - Generic 01

#### RUNNING

Weak Running Attack (Cv+B) - Shoulder Block  
Weak Running Attack (Cv+AB) - Back Elbow Smash 01  
Strong Running Attack (+Cv+B) - Yakuza Kick 01  
Strong Running Attack (+Cv+AB) - Flying Lariat

Running Front Grapple (Cv+A) - Running DDT 01 (F)  
Running Back Grapple (Cv+A) - Bulldog

Running Ground Attack Facing Up - Elbow Drop 01  
Running Ground Attack Facing Down - Stomp  
Running Ground Attack Sitting Up - Stomp  
Running Ground Attack Sitting Down - Stomp

Evasion - Roll

#### GROUND

Upper Body Facing Up - Choke Hold  
Upper Body Facing Down - Sitting Reverse Armbar  
Sitting Up - Sleeper Hold  
Sitting Down - Camel Clutch  
Upper Body Facing Up (Special) - Undertaker's Pin  
Upper Body Facing Down (Special) - None

Lower Body Facing Up - Side Leg Lock  
Lower Body Facing Down - Single Crab  
Lower Body Facing Up (Special) - None  
Lower Body Facing Down (Special) - None

Ground Attack Facing Up - Elbow Drop 03  
Ground Attack Facing Down - Leg Drop  
Ground Attack Sitting Up - Double Axe Handle

Ground Attack Sitting Down - Knee Drop 03

#### TURNBUCKLE

Turnbuckle Attack (B) - Body Punch

Turnbuckle Attack (B +) - Downward Elbow Strike (F)

Running Turnbuckle Attack (Cv+B) - Jumping Body Splash

Running Turnbuckle Attack (Cv+AB) - Clothesline R 01

Irish whip to Corner Counter - Boot to Face

Tree of woe Attack (B) - Front Kick 05

Tree of woe Attack (B +) - Front Kick 05

Running Tree of woe Attack - Shoulder Block

Front Weak Grapple (A) - Eye Rake on Ropes

Front Weak Grapple (B) - Knee Strikes

Front Strong Grapple (A) - Foot Choke

Front Strong Grapple (B) - Walk On The Rope (F)

Front Special Grapple - Walk On The Rope (F)

Back Weak Grapple (A) - Forearm Smash

Back Weak Grapple (B) - Forearm Smash

Back Strong Grapple (A) - Super Back Drop

Back Strong Grapple (B) - Super Back Drop

Back Special Grapple - Super Back Drop

Front Counter Grapple - Throw

Back Counter Grapple - Super Back Drop

Flying Attack w/Standing Opponent - Flying Clothesline (F)

Flying Attack w/Standing Opponent to outside - Double Axe Handle

Flying Attack w/Standing Opponent [Special] - None

Flying Attack w/Laying Opponent - Knee Drop

Flying Attack w/Laying Opponent to outside - Back Elbow Drop

Flying Attack w/Laying Opponent [Special] - None

Turnbuckle Inside Attack - None

Corner Taunt - Taunt 009

Turnbuckle Taunt - Taunt 001

#### RINGSIDE

Weak Grapple to apron - Club to Chest

Strong Grapple to apron - Suplex to Inside

Special Grapple to apron - None

Counter Grapple From Apron - Suplex Reversal to Inside

Rope Inside Attack - None

Flying Attack - None

Running diving Attack (A) - Baseball Slide

Running diving Attack (A +) - Diving Body Press (F)

Running Diving Taunt - None

Rebound Flying Attack - None

#### APRON

Apron kick to inside - Middle Kick  
Apron kick to outside - Strong Kick

Weak Grapple from apron - Guillotine  
Strong Grapple from apron - Guillotine Drop  
Special Grapple from apron - Chokeslam to Outside  
Counter Grapple to apron - Suplex Reverse to Outside

Flying Attack to Outside - Dropping Elbow  
Running Flying Attack to Outside - None

Flying Attack to Ring w/Standing Opponent - None  
Flying Attack to Ring w/Laying Opponent - None  
Flying Attack to Ring w/Standing Opponent [Special] - None

Apron Taunt - Taunt 001

IRISH WHIP

Irish whip Attack - Back Elbow

Front Weak Grapple (TAP A) - Monkey Toss  
Front Weak Grapple (HOLD A) - Back Toss 01  
Front Strong Grapple (TAP A) - Double Handed Choke Lift  
Front Strong Grapple (HOLD A) - Powerslam 01  
Front Special Grapple - Front Special Grapple

TAUNT

Taunt1 - Undertaker 01 (F)  
Taunt2 - Undertaker 01  
Taunt3 - Undertaker 01

Special Taunt - Undertaker 02

Ducking Taunt - Undertaker

Celebration Taunt - Undertaker 02

Entry Way Taunt - None

DOUBLE TEAM

Front Grapple - Double Suplex  
Back Grapple - Double Atomic Drop  
Sandwich Grapple - Double Piledriver  
Irish whip Grapple - Double Arm Drag

Double Team Attack - Doomsday Device  
Attack to outside - Doomsday Device  
Attack to ring - None

Counter Attack - Punching Reversal

-----  
[13.1.5] Kane  
-----

\*\*\* Kane \*\*\*

GRAPPLING

Front Weak Grapple (A) - Head Butt 01  
Front Weak Grapple (A <->) - Knee Strike  
Front Weak Grapple (A ^) - Club To Neck  
Front Weak Grapple (A v) - Scoop Slam  
Front Weak Grapple (B) - Rib Breaker (F)  
Front Weak Grapple (B <->) - Headlock Takedown  
Front Weak Grapple (B ^) - Suplex  
Front Weak Grapple (B v) - Shoulder Breaker

Front Strong Grapple (A) - Falling Powerslam  
Front Strong Grapple (A <->) - Reverse Suplex  
Front Strong Grapple (A ^) - Body Press Drop  
Front Strong Grapple (A v) - Powerslam  
Front Strong Grapple (B) - Two Handed Choke Lift  
Front Strong Grapple (B <->) - Standing Clothesline  
Front Strong Grapple (B ^) - Chokeslam From Hell (F)  
Front Strong Grapple (B v) - Snap Powerbomb 02  
Front Special Move - Tombstone Piledriver (F)

Back Weak Grapple (A) - Sideslam  
Back Weak Grapple (A +) - Sideslam (F)  
Back Weak Grapple (B) - Shin Breaker 01  
Back Weak Grapple (B +) - Shin Breaker 01

Back Strong Grapple (A) - Sleeper Hold  
Back Strong Grapple (A +) - Sleeper Hold  
Back Strong Grapple (B) - Big Clothesline  
Back Strong Grapple (B +) - Big Clothesline  
Back Special Move - Reverse Suplex

Back Weak Grapple Counter - Counter Elbow Strike  
Back Strong Grapple Counter - Counter Russian Leg Sweep

#### STANDING

Weak Arm Striking (B) - Chop 01  
Weak Arm Striking (B +) - Hook Punch 01  
Weak Leg Striking (B) - Front Kick 01  
Weak Leg Striking (B +) - Front Kick 05

Strong Striking (B) - Punch 01  
Strong Striking (B +) - Uppercut 01  
Strong Striking (AB) - Big Boot

Ducking Attack - Rising Clothesline

Counter Punch - Strong Attack [D-Pad/B]  
Special Counter punch - Front Special Grapple  
Counter Kick (A) - Elbow Crush Counter  
Counter Kick (B) - Standing Clothesline 01  
Special Counter Kick - Special Back Grapple

Walking Moves - Generic 01

#### RUNNING

Weak Running Attack (Cv+B) - Shoulder Block  
Weak Running Attack (Cv+AB) - Back Elbow Smash 01  
Strong Running Attack (+Cv+B) - Clothesline R 02  
Strong Running Attack (+Cv+AB) - Yakuza Kick 02



Running Front Grapple (Cv+A) - Running DDT 01 (F)  
Running Back Grapple (Cv+A) - Bulldog

Running Ground Attack Facing Up - Elbow Drop 01  
Running Ground Attack Facing Down - Stomp  
Running Ground Attack Sitting Up - Stomp  
Running Ground Attack Sitting Down - Stomp

Evasion - Roll

#### GROUND

Upper Body Facing Up - Choke Hold  
Upper Body Facing Down - Camel Clutch  
Sitting Up - Sleeper Hold  
Sitting Down - Camel Clutch  
Upper Body Facing Up (Special) - Undertaker's Pin (F)  
Upper Body Facing Down (Special) - None

Lower Body Facing Up - Knee Smash  
Lower Body Facing Down - Knee Stomp  
Lower Body Facing Up (Special) - None  
Lower Body Facing Down (Special) - None

Ground Attack Facing Up - Leg Drop  
Ground Attack Facing Down - Stomp 01  
Ground Attack Sitting Up - Double Axe Handle  
Ground Attack Sitting Down - Knee Drop 03

#### TURNBUCKLE

Turnbuckle Attack (B) - Front Kick 05  
Turnbuckle Attack (B +) - Uppercut 01  
Running Turnbuckle Attack (Cv+B) - Clothesline R 01  
Running Turnbuckle Attack (Cv+AB) - Back Elbow Smash 01

Irish whip to Corner Counter - Boot to Face

Tree of woe Attack (B) - Front Kick 05  
Tree of woe Attack (B +) - Front Kick 05  
Running Tree of woe Attack - Shoulder Block

Front Weak Grapple (A) - Shoulder Thrusts  
Front Weak Grapple (B) - Knee Strikes  
Front Strong Grapple (A) - Foot Choke  
Front Strong Grapple (B) - Superplex  
Front Special Grapple - Super DDT

Back Weak Grapple (A) - Forearm Smash  
Back Weak Grapple (B) - Forearm Smash  
Back Strong Grapple (A) - Super Back Drop  
Back Strong Grapple (B) - Super Back Drop  
Back Special Grapple - Super Back Drop

Front Counter Grapple - Throw  
Back Counter Grapple - Super Back Drop

Flying Attack w/Standing Opponent - Kane Diving Lariat (F)  
Flying Attack w/Standing Opponent to outside - Kane Diving Lariat  
Flying Attack w/Standing Opponent [Special] - None

Flying Attack w/Laying Opponent - Back Elbow Drop  
Flying Attack w/Laying Opponent to outside - Body Splash  
Flying Attack w/Laying Opponent [Special] - None

Turnbuckle Inside Attack - None

Corner Taunt - Taunt 009  
Turnbuckle Taunt - Taunt 001

#### RINGSIDE

Weak Grapple to apron - Club to Chest  
Strong Grapple to apron - Suplex to Inside  
Special Grapple to apron - None  
Counter Grapple From Apron - Suplex Reversal to Inside

Rope Inside Attack - None

Flying Attack - None  
Running diving Attack (A) - Baseball Slide  
Running diving Attack (A +) - Baseball Slide

Running Diving Taunt - None

Rebound Flying Attack - Back Elbow

#### APRON

Apron kick to inside - Middle Kick  
Apron kick to outside - Strong Kick

Weak Grapple from apron - Guillotine  
Strong Grapple from apron - Guillotine Drop (F)  
Special Grapple from apron - None  
Counter Grapple to apron - Suplex Reverse to Outside

Flying Attack to Outside - Dropping Elbow  
Running Flying Attack to Outside - None

Flying Attack to Ring w/Standing Opponent - None  
Flying Attack to Ring w/Laying Opponent - None  
Flying Attack to Ring w/Standing Opponent [Special] - None

Apron Taunt - Taunt 001

#### IRISH WHIP

Irish whip Attack - Big Boot

Front Weak Grapple (TAP A) - Back Toss 01  
Front Weak Grapple (HOLD A) - Powerslam 01  
Front Strong Grapple (TAP A) - Double Handed Choke Lift  
Front Strong Grapple (HOLD A) - Tilt A Whirl Sideslam  
Front Special Grapple - Front Special Grapple

#### TAUNT

Taunt1 - Kane 01 (F)  
Taunt2 - Kane 01  
Taunt3 - Kane 01

Special Taunt - Kane 02

Ducking Taunt - Taunt 009

Celebration Taunt - Kane 02

Entry Way Taunt - None

DOUBLE TEAM

Front Grapple - Wishbone Split

Back Grapple - Double Atomic Drop

Sandwich Grapple - Double Powerbomb

Irish whip Grapple - Double Arm Drag

Double Team Attack - Doomsday Device

Attack to outside - Doomsday Device

Attack to ring - None

Counter Attack - Punching Reversal

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[13.1.6] Mankind  
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\*\*\* Mankind \*\*\*

GRAPPLING

Front Weak Grapple (A) - Overhand Punch

Front Weak Grapple (A <->) - Snapmare

Front Weak Grapple (A ^) - Club To Neck

Front Weak Grapple (A v) - Scoop Slam

Front Weak Grapple (B) - Headlock Takedown

Front Weak Grapple (B <->) - Neck Breaker 02 (F)

Front Weak Grapple (B ^) - Suplex

Front Weak Grapple (B v) - Piledriver 02

Front Strong Grapple (A) - Russina Leg Sweep

Front Strong Grapple (A <->) - Headlock

Front Strong Grapple (A ^) - Rope Drop Clothesline

Front Strong Grapple (A v) - Small Package

Front Strong Grapple (B) - DDT 01

Front Strong Grapple (B <->) - Double Arm DDT (F)

Front Strong Grapple (B ^) - Falling Neck Breaker

Front Strong Grapple (B v) - Piledriver 01

Front Special Move - Mandible Claw (F)

Back Weak Grapple (A) - Back Drop

Back Weak Grapple (A +) - Back Drop

Back Weak Grapple (B) - Forearm Smash

Back Weak Grapple (B +) - Forearm Smash

Back Strong Grapple (A) - Sideslam

Back Strong Grapple (A +) - Sideslam

Back Strong Grapple (B) - Atomic Drop

Back Strong Grapple (B +) - Atomic Drop

Back Special Move - Reverse DDT 02

Back Weak Grapple Counter - Counter Elbow Strike

Back Strong Grapple Counter - Counter Groin Kick

## STANDING

Weak Arm Striking (B) - Hook Punch 01  
Weak Arm Striking (B +) - Elbow Strike  
Weak Leg Striking (B) - Front Kick 01  
Weak Leg Striking (B +) - Front Kick 05

Strong Striking (B) - Hard Headbutt 01  
Strong Striking (B +) - Punch 01  
Strong Striking (AB) - Diving Clothesline

Ducking Attack - Low Blow

Counter Punch - Strong Attack [D-Pad/B]  
Special Counter punch - Front Special Grapple  
Counter Kick (A) - Pushing Takedown Counter  
Counter Kick (B) - Elbow Crush Counter  
Special Counter Kick - Special Back Grapple

Walking Moves - Mankind

## RUNNING

Weak Running Attack (Cv+B) - Shoulder Block  
Weak Running Attack (Cv+AB) - Back Elbow Smash 01  
Strong Running Attack (+Cv+B) - Body Attack  
Strong Running Attack (+Cv+AB) - Kitchen Sink 01

Running Front Grapple (Cv+A) - Swinging Neck Breaker  
Running Back Grapple (Cv+A) - Bulldog

Running Ground Attack Facing Up - Elbow Drop 01  
Running Ground Attack Facing Down - Stomp  
Running Ground Attack Sitting Up - Stomp  
Running Ground Attack Sitting Down - Stomp

Evasion - Roll

## GROUND

Upper Body Facing Up - head Pound (F)  
Upper Body Facing Down - Rear Naked Choke  
Sitting Up - Sleeper Hold  
Sitting Down - Camel Clutch  
Upper Body Facing Up (Special) - None  
Upper Body Facing Down (Special) - None

Lower Body Facing Up - Single Leg Crab  
Lower Body Facing Down - Knee Stomp  
Lower Body Facing Up (Special) - None  
Lower Body Facing Down (Special) - None

Ground Attack Facing Up - Elbow Drop  
Ground Attack Facing Down - Leg Drop  
Ground Attack Sitting Up - Double Axe Handle  
Ground Attack Sitting Down - Knee Drop 03

## TURNBUCKLE

Turnbuckle Attack (B) - Front Kick 05  
Turnbuckle Attack (B +) - Punch 01

Running Turnbuckle Attack (Cv+B) - Clothesline R 01  
Running Turnbuckle Attack (Cv+AB) - Body Avalanche

Irish whip to Corner Counter - Boot to Face

Tree of woe Attack (B) - Front Kick 05  
Tree of woe Attack (B +) - Front Kick 05  
Running Tree of woe Attack - Shoulder Block

Front Weak Grapple (A) - Shoulder Thrusts  
Front Weak Grapple (B) - Flury (F)  
Front Strong Grapple (A) - Eye Rake on Ropes  
Front Strong Grapple (B) - Foot Choke  
Front Special Grapple - Superplex

Back Weak Grapple (A) - Forearm Smash  
Back Weak Grapple (B) - Forearm Smash  
Back Strong Grapple (A) - Super Back Drop  
Back Strong Grapple (B) - Super Back Drop  
Back Special Grapple - Super Back Drop

Front Counter Grapple - Rack Em Up  
Back Counter Grapple - Super Back Drop

Flying Attack w/Standing Opponent - Double Axe Handle  
Flying Attack w/Standing Opponent to outside - Double Axe Handle  
Flying Attack w/Standing Opponent [Special] - None  
Flying Attack w/Laying Opponent - Back Elbow Drop  
Flying Attack w/Laying Opponent to outside - Back Elbow Drop  
Flying Attack w/Laying Opponent [Special] - None

Turnbuckle Inside Attack - None

Corner Taunt - Taunt 008  
Turnbuckle Taunt - Taunt 005

#### RINGSIDE

Weak Grapple to apron - Club to Chest  
Strong Grapple to apron - Suplex to Inside  
Special Grapple to apron - None  
Counter Grapple From Apron - Suplex Reversal to Inside

Rope Inside Attack - None

Flying Attack - None  
Running diving Attack (A) - Baseball Slide  
Running diving Attack (A +) - Baseball Slide

Running Diving Taunt - None

Rebound Flying Attack - None

#### APRON

Apron kick to inside - Middle Kick  
Apron kick to outside - Strong Kick

Weak Grapple from apron - Arm Breaker  
Strong Grapple from apron - Guillotine

Special Grapple from apron - None  
Counter Grapple to apron - Suplex Reverse

Flying Attack to Outside - Dropping Elbow  
Running Flying Attack to Outside - Diving Elbow

Flying Attack to Ring w/Standing Opponent - None  
Flying Attack to Ring w/Laying Opponent - None  
Flying Attack to Ring w/Standing Opponent [Special] - None

Apron Taunt - Taunt 001

IRISH WHIP

Irish whip Attack - Back Elbow

Front Weak Grapple (TAP A) - Scissor Sweep  
Front Weak Grapple (HOLD A) - Back Toss 02  
Front Strong Grapple (TAP A) - Abdominal Stretch  
Front Strong Grapple (HOLD A) - Sleeper Hold  
Front Special Grapple - Front Special Grapple

TAUNT

Taunt1 - Taunt 071  
Taunt2 - Taunt 071  
Taunt3 - Taunt 071

Special Taunt - Mankind (F)

Ducking Taunt - Taunt 009

Celebration Taunt - Taunt 071

Entry Way Taunt - Mankind

DOUBLE TEAM

Front Grapple - Wishbone Split  
Back Grapple - Double Face Crusher  
Sandwich Grapple - Double Piledriver  
Irish whip Grapple - Double Arm Drag

Double Team Attack - Doomsday Device  
Attack to outside - Doomsday Device  
Attack to ring - None

Counter Attack - Punching Reversal

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[13.1.7] Chris Jericho  
-----

\*\*\* C. Jericho \*\*\*

GRAPPLING

Front Weak Grapple (A) - Chop 01  
Front Weak Grapple (A <->) - Snapmare  
Front Weak Grapple (A ^) - Club To Neck  
Front Weak Grapple (A v) - Scoop Slam  
Front Weak Grapple (B) - Arm Wrench /Elbow Smash  
Front Weak Grapple (B <->) - Double Underhook Suplex

Front Weak Grapple (B ^) - Snap Suplex  
Front Weak Grapple (B v) - Knee Strikes 01

Front Strong Grapple (A) - Headlock  
Front Strong Grapple (A <->) - Shoulder Thrusts  
Front Strong Grapple (A ^) - Back Body Drop  
Front Strong Grapple (A v) - Small Package  
Front Strong Grapple (B) - DDT 01  
Front Strong Grapple (B <->) - Underhook Back Breaker  
Front Strong Grapple (B ^) - Stall Suplex  
Front Strong Grapple (B v) - Front Face Pancake  
Front Special Move - Jericho Powerbomb (NOT Favourite fr whatever reason...)

Back Weak Grapple (A) - Back Drop  
Back Weak Grapple (A +) - Back Drop  
Back Weak Grapple (B) - Pendulum Back Breaker  
Back Weak Grapple (B +) - Pendulum Back Breaker

Back Strong Grapple (A) - School Boy  
Back Strong Grapple (A +) - School Boy  
Back Strong Grapple (B) - German Suplex 01  
Back Strong Grapple (B +) - German Suplex 01  
Back Special Move - Reverse Suplex

Back Weak Grapple Counter - Counter Elbow Strike  
Back Strong Grapple Counter - Counter Grapple

#### STANDING

Weak Arm Striking (B) - Elbow Strike  
Weak Arm Striking (B +) - Chop 01  
Weak Leg Striking (B) - Front Kick 05  
Weak Leg Striking (B +) - Middle Kick 05

Strong Striking (B) - Spinning Back Kick (F)  
Strong Striking (B +) - Punch 01  
Strong Striking (AB) - Dropkick to Knee 01

Ducking Attack - Jumping Wheel Kick

Counter Punch - Strong Attack [D-Pad/B]  
Special Counter punch - Front Special Grapple  
Counter Kick (A) - Dragon Screw Counter 03  
Counter Kick (B) - Elbow Crush Counter  
Special Counter Kick - Special Back Grapple

Walking Moves - Generic 01

#### RUNNING

Weak Running Attack (Cv+B) - Shoulder Block  
Weak Running Attack (Cv+AB) - Back Elbow Smash 01  
Strong Running Attack (+Cv+B) - Jericho Flying Forearm (F)  
Strong Running Attack (+Cv+AB) - Spinning Wheel Kick

Running Front Grapple (Cv+A) - Monkey Flip  
Running Back Grapple (Cv+A) - Face Crusher

Running Ground Attack Facing Up - Elbow Drop 01  
Running Ground Attack Facing Down - Stomp  
Running Ground Attack Sitting Up - Stomp

Running Ground Attack Sitting Down - Stomp

Evasion - Roll

#### GROUND

Upper Body Facing Up - Clutching Punch

Upper Body Facing Down - Mahistrol Cradle

Sitting Up - Sleeper Hold

Sitting Down - Camel Clutch

Upper Body Facing Up (Special) - Cocky Pin (F)

Upper Body Facing Down (Special) - None

Lower Body Facing Up - Knee Smash

Lower Body Facing Down - Single Crab

Lower Body Facing Up (Special) - Walls Of Jericho (F)

Lower Body Facing Down (Special) - None

Ground Attack Facing Up - Stomp 01

Ground Attack Facing Down - Soccer Kick 01

Ground Attack Sitting Up - Dropkick to Knee

Ground Attack Sitting Down - Double Axe Handle

#### TURNBUCKLE

Turnbuckle Attack (B) - Middle Kick 01

Turnbuckle Attack (B +) - Chop 01

Running Turnbuckle Attack (Cv+B) - Clothesline R 01

Running Turnbuckle Attack (Cv+AB) - Back Elbow Smash 01

Irish whip to Corner Counter - Sling Over Opponent

Tree of woe Attack (B) - Front Kick 05

Tree of woe Attack (B +) - Middle Kick 01

Running Tree of woe Attack - Dropkick to Knee

Front Weak Grapple (A) - Shoulder Thrusts

Front Weak Grapple (B) - Big Chop

Front Strong Grapple (A) - Frankensteiner

Front Strong Grapple (B) - Tornado DDT

Front Special Grapple - Dragonsteiner

Back Weak Grapple (A) - Forearm Smash

Back Weak Grapple (B) - Forearm Smash

Back Strong Grapple (A) - Super Back Drop

Back Strong Grapple (B) - Super Back Drop

Back Special Grapple - Super Back Drop

Front Counter Grapple - Rack Em Up

Back Counter Grapple - Super Back Drop

Flying Attack w/Standing Opponent - Missile Dropkick

Flying Attack w/Standing Opponent to outside - Diving Moonsault

Flying Attack w/Standing Opponent [Special] - Diving Moonsault (F)

Flying Attack w/Laying Opponent - Body Splash

Flying Attack w/Laying Opponent to outside - Back Flip Splash

Flying Attack w/Laying Opponent [Special] - Back Flip Splash

Turnbuckle Inside Attack - Corner Sling Body Splash



Corner Taunt - Taunt 008  
Turnbuckle Taunt - Taunt 003

#### RINGSIDE

Weak Grapple to apron - Club to Chest  
Strong Grapple to apron - Suplex to Inside  
Special Grapple to apron - None  
Counter Grapple From Apron - Suplex Reversal to Inside

Rope Inside Attack - Moonsault From 2nd Rope (F)  
Flying Attack - Vaulting Body Press  
Running diving Attack (A) - Baseball Slide  
Running diving Attack (A +) - Suicide Dive

Running Diving Taunt - None

Rebound Flying Attack - Springboard Lionsault

#### APRON

Apron kick to inside - Middle Kick  
Apron kick to outside - Weak Kick

Weak Grapple from apron - Arm Breaker  
Strong Grapple from apron - Sunset Flip Over Ropes  
Special Grapple from apron - None  
Counter Grapple to apron - Suplex Reverse

Flying Attack to Outside - Dropping Elbow  
Running Flying Attack to Outside - Dropkick

Flying Attack to Ring w/Standing Opponent - Missile Dropkick  
Flying Attack to Ring w/Laying Opponent - Slingshot Body Splash  
Flying Attack to Ring w/Standing Opponent [Special] - None

Apron Taunt - Taunt 001

#### IRISH WHIP

Irish whip Attack - Back Elbow

Front Weak Grapple (TAP A) - Scissor Sweep  
Front Weak Grapple (HOLD A) - Body Press Drop  
Front Strong Grapple (TAP A) - Powerslam 01  
Front Strong Grapple (HOLD A) - Tilt A Whirl Back Breaker  
Front Special Grapple - Front Special Grapple

#### TAUNT

Taunt1 - Jericho 01 (F)  
Taunt2 - Jericho 01  
Taunt3 - Jericho 01

Special Taunt - Jericho 02

Ducking Taunt - Taunt 009

Celebration Taunt - Taunt 161

Entry Way Taunt - Jericho

DOUBLE TEAM

Front Grapple - Double Suplex  
Back Grapple - Double Atomic Drop  
Sandwich Grapple - Double Piledriver  
Irish whip Grapple - Double Arm Drag

Double Team Attack - Doomsday Device  
Attack to outside - Doomsday Device  
Attack to ring - Missile Dropkick

Counter Attack - Roll Up Pinning Reversal

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[13.1.8] Kurt Angle  
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\*\*\* K. Angle \*\*\*

GRAPPLING

Front Weak Grapple (A) - European Uppercut Spin  
Front Weak Grapple (A <->) - Snapmare  
Front Weak Grapple (A ^) - Club to Neck  
Front Weak Grapple (A v) - Fireman Carry  
Front Weak Grapple (B) - Headlock Takedown  
Front Weak Grapple (B <->) - Arm Wrench /Elbow Smash  
Front Weak Grapple (B ^) - Snap Suplex  
Front Weak Grapple (B v) - Neck Breaker 02

Front Strong Grapple (A) - Headlock  
Front Strong Grapple (A <->) - Shoulder Thrusts  
Front Strong Grapple (A ^) - Back Body Flip  
Front Strong Grapple (A v) - Small Package  
Front Strong Grapple (B) - Underhook BTB Suplex 01 (F) (BTB = Belly to Belly)  
Front Strong Grapple (B <->) - Belly to Belly Suplex 02  
Front Strong Grapple (B ^) - Hurracanrana  
Front Strong Grapple (B v) - Northern Lights Suplex  
Front Special Move - Olympic Slam (F)

Back Weak Grapple (A) - Back Drop  
Back Weak Grapple (A +) - Back Drop  
Back Weak Grapple (B) - Pendulum Back Breaker  
Back Weak Grapple (B +) - Pendulum Back Breaker

Back Strong Grapple (A) - Rear Naked Choke (F)  
Back Strong Grapple (A +) - Rear Naked Choke  
Back Strong Grapple (B) - German Suplex Pin  
Back Strong Grapple (B +) - German Suplex pin  
Back Special Move - Back Drop Pin

Back Weak Grapple Counter - Counter Elbow Strike  
Back Strong Grapple Counter - Counter Russian Leg Sweep

STANDING

Weak Arm Striking (B) - Jab  
Weak Arm Striking (B +) - Elbow Strike  
Weak Leg Striking (B) - Front Kick 01  
Weak Leg Striking (B +) - Front Kick 05

Strong Striking (B) - Dropkick to Knee 01

Strong Striking (B +) - Punch 01 (F)  
Strong Striking (AB) - Diving Clothesline

Ducking Attack - Body Tackle

Counter Punch - Strong Attack [D-Pad/B]  
Special Counter punch - Front Special Grapple  
Counter Kick (A) - Pushing Takedown Counter  
Counter Kick (B) - Elbow Crush Counter  
Special Counter Kick - Special Back Grapple

Walking Moves - Generic 01

RUNNING

Weak Running Attack (Cv+B) - Shoulder Block  
Weak Running Attack (Cv+AB) - Back Elbow Smash 01  
Strong Running Attack (+Cv+B) - Kitchen Sink 01  
Strong Running Attack (+Cv+AB) - Clothesline R 01

Running Front Grapple (Cv+A) - Neck Breaker  
Running Back Grapple (Cv+A) - Bulldog

Running Ground Attack Facing Up - Elbow Drop 01  
Running Ground Attack Facing Down - Stomp  
Running Ground Attack Sitting Up - Stomp  
Running Ground Attack Sitting Down - Stomp

Evasion - Roll

GROUND

Upper Body Facing Up - Clutching Punch (F)  
Upper Body Facing Down - Sitting Reverse Armbar  
Sitting Up - Sleeper Hold  
Sitting Down - Rear Naked Choke  
Upper Body Facing Up (Special) - Armbar (F)  
Upper Body Facing Down (Special) - None

Lower Body Facing Up - Groin Knee Drop  
Lower Body Facing Down - Reverse Achilles Lock  
Lower Body Facing Up (Special) - None  
Lower Body Facing Down (Special) - None

Ground Attack Facing Up - Elbow Drop 04  
Ground Attack Facing Down - Stomp 01  
Ground Attack Sitting Up - Dropkick to Knee  
Ground Attack Sitting Down - Double Axe Handle

TURNBUCKLE

Turnbuckle Attack (B) - Front Kick 05  
Turnbuckle Attack (B +) - Punch 01  
Running Turnbuckle Attack (Cv+B) - Elbow Attack 01  
Running Turnbuckle Attack (Cv+AB) - Clothesline R 01

Irish whip to Corner Counter - Boot to Face

Tree of woe Attack (B) - Front Kick 05  
Tree of woe Attack (B +) - Front Kick 05

Running Tree of woe Attack - Dropkick to Knee

Front Weak Grapple (A) - Shoulder Thrusts

Front Weak Grapple (B) - Foot Choke

Front Strong Grapple (A) - Superplex

Front Strong Grapple (B) - Samoan Drop

Front Special Grapple - Super Belly to Belly (F)

Back Weak Grapple (A) - Forearm Smash

Back Weak Grapple (B) - Forearm Smash

Back Strong Grapple (A) - Super Back Drop

Back Strong Grapple (B) - Super Back Drop

Back Special Grapple - Super Back Drop

Front Counter Grapple - Rack Em Up

Back Counter Grapple - Super Back Drop

Flying Attack w/Standing Opponent - Double Axe Handle

Flying Attack w/Standing Opponent to outside - Double Axe Handle

Flying Attack w/Standing Opponent [Special] - None

Flying Attack w/Laying Opponent - Back Elbow Drop

Flying Attack w/Laying Opponent to outside - Body Splash

Flying Attack w/Laying Opponent [Special] - Back Flip Splash 01 (F)

Turnbuckle Inside Attack - None

Corner Taunt - Taunt 008

Turnbuckle Taunt - Taunt 005

#### RINGSIDE

Weak Grapple to apron - Club to Chest

Strong Grapple to apron - Suplex to Inside

Special Grapple to apron - None

Counter Grapple From Apron - Suplex Reversal to Inside

Rope Inside Attack - None

Flying Attack - Vaulting Body Press

Running diving Attack (A) - Baseball Slide

Running diving Attack (A +) - Baseball Slide

Running Diving Taunt - None

Rebound Flying Attack - None

#### APRON

Apron kick to inside - Middle Kick

Apron kick to outside - Strong Kick

Weak Grapple from apron - Guillotine

Strong Grapple from apron - Sunset Flip Over Ropes

Special Grapple from apron - None

Counter Grapple to apron - Suplex Reverse

Flying Attack to Outside - Dropping Elbow

Running Flying Attack to Outside - None

Flying Attack to Ring w/Standing Opponent - None

Flying Attack to Ring w/Laying Opponent - None  
Flying Attack to Ring w/Standing Opponent [Special] - None

Apron Taunt - Taunt 012

IRISH WHIP

Irish whip Attack - Back Elbow

Front Weak Grapple (TAP A) - Back Toss 01  
Front Weak Grapple (HOLD A) - Scissor Sweep  
Front Strong Grapple (TAP A) - Sleeper Hold  
Front Strong Grapple (HOLD A) - Powerslam 01  
Front Special Grapple - Front Special Grapple

TAUNT

Taunt1 - Angle 02 (F)  
Taunt2 - Angle 03  
Taunt3 - Angle 03

Special Taunt - Angle 01

Ducking Taunt - Taunt 009

Celebration Taunt - Angle 01

Entry Way Taunt - Angle

DOUBLE TEAM

Front Grapple - Double Suplex  
Back Grapple - Double Atomic Drop  
Sandwich Grapple - Double Piledriver  
Irish whip Grapple - Double Arm Drag

Double Team Attack - Doomsday Device  
Attack to outside - Doomsday Device  
Attack to ring - None

Counter Attack - Punching Reversal

-----  
[13.1.9] Chris Benoit  
-----

\*\*\* C. Benoit \*\*\*

GRAPPLING

Front Weak Grapple (A) - Chop 01 (F)  
Front Weak Grapple (A <->) - Club to Neck  
Front Weak Grapple (A ^) - Head Butt 02  
Front Weak Grapple (A v) - Scoop Slam  
Front Weak Grapple (B) - Headlock Takedown  
Front Weak Grapple (B <->) - Arm Wrench /Elbow Smash  
Front Weak Grapple (B ^) - Snap Suplex (F)  
Front Weak Grapple (B v) - Shoulder Breaker

Front Strong Grapple (A) - Rib Breaker  
Front Strong Grapple (A <->) - Gordbuster 02  
Front Strong Grapple (A ^) - Military Press  
Front Strong Grapple (A v) - Small Package

Front Strong Grapple (B) - Clinching Slam  
Front Strong Grapple (B <->) - Standing Clothesline  
Front Strong Grapple (B ^) - Brainbuster  
Front Strong Grapple (B v) - Northern Lights Suplex 01 (F)  
Front Special Move - Fisherman Suplex (F)

Back Weak Grapple (A) - Falling Back Drop (F)  
Back Weak Grapple (A +) - Falling Back Drop  
Back Weak Grapple (B) - Pendulum Back Breaker  
Back Weak Grapple (B +) - Pendulum Back Breaker

Back Strong Grapple (A) - Reverse Suplex  
Back Strong Grapple (A +) - Reverse Suplex  
Back Strong Grapple (B) - German Suplex Pin  
Back Strong Grapple (B +) - German Suplex Pin (F)  
Back Special Move - Multiple German Suplex (F)

Back Weak Grapple Counter - Counter Elbow Strike  
Back Strong Grapple Counter - Counter Grapple

#### STANDING

Weak Arm Striking (B) - Slap 03  
Weak Arm Striking (B +) - Chop 01  
Weak Leg Striking (B) - Front Kick 01  
Weak Leg Striking (B +) - Front Kick 05

Strong Striking (B) - Hard Chop 01 (F)  
Strong Striking (B +) - Punch 01  
Strong Striking (AB) - Dropkick to Knee 03

Ducking Attack - Rising Clothesline

Counter Punch - Strong Attack [B]  
Special Counter punch - Front Special Grapple  
Counter Kick (A) - Leg Push Takedown Counter  
Counter Kick (B) - Dragon Screw Counter 01 (F)  
Special Counter Kick - Special Back Grapple

Walking Moves - Generic 01

#### RUNNING

Weak Running Attack (Cv+B) - Shoulder Block  
Weak Running Attack (Cv+AB) - Back Elbow Smash 01  
Strong Running Attack (+Cv+B) - Kitchen Sink 01  
Strong Running Attack (+Cv+AB) - Benoit Clothesline (F)

Running Front Grapple (Cv+A) - Monkey Flip  
Running Back Grapple (Cv+A) - Release German Suplex

Running Ground Attack Facing Up - Elbow Drop 01  
Running Ground Attack Facing Down - Stomp  
Running Ground Attack Sitting Up - Stomp  
Running Ground Attack Sitting Down - Stomp

Evasion - Roll

#### GROUND

Upper Body Facing Up - Clutching Punch

Upper Body Facing Down - Sitting Reverse Armbar  
Sitting Up - Sleeper Hold  
Sitting Down - Camel Clutch  
Upper Body Facing Up (Special) - Armbar 01  
Upper Body Facing Down (Special) - Crippler Crossface (F)

Lower Body Facing Up - STF (What a cool submission...)  
Lower Body Facing Down - Knee Stomp  
Lower Body Facing Up (Special) - Sharpshooter  
Lower Body Facing Down (Special) - Release German Suplex

Ground Attack Facing Up - Stomp 02  
Ground Attack Facing Down - Elbow Drop 02  
Ground Attack Sitting Up - Dropkick to Knee  
Ground Attack Sitting Down - Double Axe Handle

#### TURNBUCKLE

Turnbuckle Attack (B) - Chop 01 (F)  
Turnbuckle Attack (B +) - Front Kick 05  
Running Turnbuckle Attack (Cv+B) - Kitchen Sink 01  
Running Turnbuckle Attack (Cv+AB) - Benoit Clothesline (F)

Irish whip to Corner Counter - Boot to Face

Tree of woe Attack (B) - Dropkick to Knee 01  
Tree of woe Attack (B +) - Front Kick 05  
Running Tree of woe Attack - Dropkick to Knee

Front Weak Grapple (A) - Shoulder Thrusts  
Front Weak Grapple (B) - 10 Punch  
Front Strong Grapple (A) - Superplex  
Front Strong Grapple (B) - Super Belly to Belly  
Front Special Grapple - Super Powerbomb (F)

Back Weak Grapple (A) - Forearm Smash  
Back Weak Grapple (B) - Forearm Smash  
Back Strong Grapple (A) - Super Back Drop (F)  
Back Strong Grapple (B) - Super Back Drop  
Back Special Grapple - Super German Suplex

Front Counter Grapple - Rack Em Up  
Back Counter Grapple - Super Back Drop

Flying Attack w/Standing Opponent - Front Dropkick  
Flying Attack w/Standing Opponent to outside - Front Dropkick  
Flying Attack w/Standing Opponent [Special] - None  
Flying Attack w/Laying Opponent - Diving Headbutt (F)  
Flying Attack w/Laying Opponent to outside - Diving Headbutt  
Flying Attack w/Laying Opponent [Special] - Benoit Diving Headbutt

Turnbuckle Inside Attack - None

Corner Taunt - Taunt 013  
Turnbuckle Taunt - Taunt 006

#### RINGSIDE

Weak Grapple to apron - Club to Chest  
Strong Grapple to apron - Suplex to Inside

Special Grapple to apron - None

Counter Grapple From Apron - Suplex Reversal to Inside

Rope Inside Attack - None

Flying Attack - Vaulting Body Press

Running diving Attack (A) - Baseball Slide

Running diving Attack (A +) - Suicide Dive

Running Diving Taunt - None

Rebound Flying Attack - None

APRON

Apron kick to inside - Middle Kick

Apron kick to outside - Strong Kick

Weak Grapple from apron - Guillotine

Strong Grapple from apron - Sunset Flip Over Ropes

Special Grapple from apron - Suplex to Outside (F)

Counter Grapple to apron - Suplex Reverse to Outside

Flying Attack to Outside - Dropping Elbow

Running Flying Attack to Outside - Dropkick

Flying Attack to Ring w/Standing Opponent - None

Flying Attack to Ring w/Laying Opponent - None

Flying Attack to Ring w/Standing Opponent [Special] - None

Apron Taunt - Taunt 005

IRISH WHIP

Irish whip Attack - Back Elbow

Front Weak Grapple (TAP A) - Back Toss 02

Front Weak Grapple (HOLD A) - Body Press Drop

Front Strong Grapple (TAP A) - Abdominal Stretch

Front Strong Grapple (HOLD A) - Tilt A Whirl Back Breaker

Front Special Grapple - Crippler Crossface

TAUNT

Taunt1 - Taunt 152

Taunt2 - Radicalz

Taunt3 - Taunt 015

Special Taunt - Benoit (F)

Ducking Taunt - Benoit

Celebration Taunt - Benoit

Entry Way Taunt - None

DOUBLE TEAM

Front Grapple - Double Suplex

Back Grapple - Double Atomic Drop



Sandwich Grapple - Double Powerbomb  
Irish whip Grapple - Double Arm Drag

Double Team Attack - Domsday Device  
Attack to outside - Domsday Device  
Attack to ring - None

Counter Attack - Pinning Reversal

-----  
Superstars 2  
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Symbols - (S) Special Move, requires meter to be at "Special!"  
(N) Not a Special Move, but uniquely associated with this wrestler.  
(DT) Double Team

> Name > Moves

- > Rikishi===== Banzai Drop(N), Rikishi Driver(S)
- > Scotty 2 Hotty===== The WORM(S)
- > Grandmaster===== Guillotine Leg Drop(N)
- > Bubba Ray Dudley===== Dudley Atomic Drop(S), 3D\* (DT with D-Von)
- > Jeff Hardy===== Swanton Bomb(S), Twist of Fate(S)
- > Edge===== Spear(N), Downward Spiral(S), Electric Chair Drop(S)
- > D-Von Dudley===== Super Snap Powerbomb 01(S), 3D\* (DT with Bubba)
- > Matt Hardy===== Twist of Fate(S), Guillotine Leg Drop(N)
- > Christian===== Impaler(S)

\*3D = "Dudley Death Drop" in game.

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Superstars 3  
-----

- > Tazz----- Tazzmission(S), Tazzplex(S)
- > Eddie Guerrero----- Frog Splash(S)
- > Chyna----- Jackknife Powerbomb(S)
- > Farooq----- Farooq Spinebuster(N), Dominator(S)
- > Bradshaw----- Clothesline from Hell(N), Strong Lariat(S)
- > Dean Malenko----- Texas Cloverleaf(S)
- > X-Pac----- X-Factor(S), Bronco Buster(S)
- > Road Dogg----- Shake Rattle and Roll(S)
- > Mr. A\*\*----- FameAsser(S)

-----  
Superstars 4  
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- > Steven Richards===== The Morality Check(S)
- > Bull Buchanan===== Censor Kick(S)
- > Go(o)dfather===== Ho Train(N)
- > Val Venis===== Moneyshot(S)
- > Test===== Big Boot(N), Pump Handle Slam(S)
- > Albert===== Double Chokelift Slam(S)
- > Steve Blackman===== Butterfly Lock(S)
- > Al Snow===== Snowplow(S)
- > Taka Michinoku/Funaki= Michinoku Driver(S), Tiger Suplex Pin(S)

-----

Superstars 5

- 
- > Hardcore Holly----- Falcon Arrow(S)
  - > Crash----- Jump Swinging DDT(S)
  - > Perry Saturn----- Death Valley Driver(N), Rings of Saturn(S),  
- Brainbuster DDT(S)
  - > Essa Rios----- Rios Driver(S)
  - > D'Lo Brown----- Sky High(S), Lo Down(N)
  - > Mark Henry----- Front Powerslam(S)
  - > Big Bossman----- Two Handed Chokeslam(S)
  - > British Bulldog----- Powerslam(S)
  - > Viscera----- Super Powerbomb Pin 02(S)

-----  
Ladies  
-----

- > Stephanie McMahon===== Stephanie Slap(S)
- > Tori===== Big Swing(S)
- > Trish Stratus===== Stephanie Slap(S)
- > The Kat===== Super Knee Strike(S)
- > Terri/Debra===== Figure 4 Combo Pin(S)
- > Lita===== Twist of Fate(S), Lita Moonsault(S)
- > Ivory/Jacqueline===== Big Swing(S)

-----  
Hidden 1  
-----

- > Vince McMahon----- Mac Stunner(S)
- > Shane McMahon----- Punching Combination 03(S)
- > Earl Hebner/Howard Finkel/Paul Bearer/Michael Cole- Sumo Attack 02 (S)
- > Jim Ross/Jerry Lawler----- Double Dragon Screw 02 (S)
- > Mae Young/Fabulous Moolah-- Jack Hammer(S), DD DDT(S)

-----  
Hidden 2  
-----

- > Shawn Michaels===== Sweet Chin Music(S)
- > Cactus Jack===== Double Arm DDT(N)
- > Mick Foley===== Double Arm DDT(N), Mandible Claw(S)
- > Ken Shamrock===== Ankle Lock(S)
- > Andre the Giant===== Super Snap Powerbomb 02(S)

-----  
Edit 1 / Edit 2  
-----

Store up to 9 of your own creations here. Each character can have 4 types, making for up to 36 different looking wrestlers, although each of the nine spaces can only have one set of moves.

+-----+  
|14. Other Things [OTHR] |  
+-----+

Things I left out that didn't fit into any particular section and weren't big enough for their own section.

-----  
Punching  
-----

A simple form of attack but something I may have neglected in mentioning in this FAQ so far. Tapping B will do weak punch/kick (depending on how close you are). Holding B will perform a strong punch/kick.

-----  
Survival Mode  
-----

The best way to unlock secret characters. Similar to the Royal Rumble, you have to eliminate all your opponents. You get ca\$h for Smackdown Mall too. The amount you get depends on how long you were in the ring, and how many opponents YOU eliminated.

-----  
Reversals  
-----

Once someone grapples you, you don't have to wait until they're finished the grapple to fight back. By rapidly pressing R, you can reverse their move into one of your own. The chances of being able to reverse is determined by the attitude meter. The higher it is, the more chance you have of being able to reverse a move. Reversal work for almost anything (I don't think you can reverse being thrown out of the ring).

>> Explanation from primagames.com <<

[L Button]

[L] is used frequently against tough opponents. Use [L] to avoid and reverse grapples. To reverse, press [L] repeatedly while clinched. To perform a back grapple on an opponent, often it's easier to get a front grapple and then press [L]. Your Superstar will quickly slide around to the back of your opponent. [L] is also used to pin opponents for the match-ending "One, two, threee!"

[L] can be used to create the infamous "tree of woe". When your opponent is dazed on the turnbuckle, grab her with [A] then press [L] to turn her upside down. If you press [L] before an opponent's grapple attempt connects, you'll avoid it entirely. If you press [L] just as you're touched, you'll knock your opponent's hands away.

[R Button]

[L] is great against grapples, but it does nothing if your opponent attacks you instead. To block and counter, you need to use [R]. [R] also breaks a clinch, pulls opponents up from the mat, and allows you to take a defensive posture when getting up from the mat. Press [R] just as you're touched by an attack and your Superstar will block the move and counterattack your opponent! The defensive posture is performed by holding down [R] as you get up from the mat. While crouching, you can press [A] to grapple, [B] to attack, or [L] to roll back and escape.

Thanks to D. Richards for telling me about this.

.....

All characters and arenas available in the game are accounted for in :  
this FAQ, so please don't e-mail me asking if -insert rumour here- is:  
true, or Is -insert character name- in the game. The answer is no. :  
.....

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+-----+  
|15.              Credits              [CRDS] |  
+-----+
```

First of all, thanks to GameFAQs and NeoSeeker for putting this up on the site.  
Also, I would like to thank Manuel Fernando Piñeros "Iceman" Romero for his  
Goldberg CAW and for some help with the FAQs section.

Thanks to D. Richards for the information on the reversals from the Prima Games  
site.

Thanks to ludwig and Travis Butts for info on the glitch.

To primagames.com for the reversal information itself.

Big thanks to Jonathan Chang (aka. shoecream) for his legendary text re-wrapper.  
That saved me loads of time... Cheers!

Thanks to you for reading this!

And, of course, THQ and AKI for the greatest wrestling game ever.

Sites that can host this FAQ:

- GameFAQS [www.gamefaqs.com]
- NeoSeeker [www.neoseeker.com]
- IGN [faqs.ign.com]
- Game-Guides.tk [www.game-guides.tk]

If you seen this FAQ on another site please tell me and I will have it removed  
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