

# WWF No Mercy Rikishi Character FAQ

by isv666

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WWF: No Mercy: Rikishi Character Guide - Nintendo 64

Version - 1.0

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## Character Guide

WWF No Mercy For Nintendo 64

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## 1. INTRODUCTION

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Rikishi is one of the many characters featured in THQ's latest WWF game for the Nintendo 64, WWF No Mercy. And as many of you know, THQ has a stellar record for wrestling games on the Nintendo 64, and this game is

no exception. Bound to provide hours of fun gameplay, No Mercy is one of the best wrestling games around now. And in many people's opinion, the best on the Nintendo 64.

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## 2. CONTROLS

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### CONTROL PAD:

- Control wrestler
- Highlight options

### ANALOG/CONTROL STICK:

- Taunt opponents
- Perform finishing moves

### A BUTTON:

- Select options
- Weak grapple (tap A)
- Strong grapple (hold A)

### B BUTTON:

- Cancel options
- Weak attack (tap B)
- Strong attack (hold B)

### UP C BUTTON:

- Climb through ropes
- Climb ladder
- Randomly select wrestler

### DOWN C BUTTON:

- Run
- Climb turnbuckle
- Hop over opponent
- Slide into ring.

### LEFT C BUTTON:

- Flip/turn around opponent
- Grab/pick up weapons
- Change outfits.

### RIGHT C BUTTON:

- Focus on different opponents
- Change outfits.

### L BUTTON:

- Reverse/avoid grapples
- Switch opponent direction (grapple, dazed)
- Pin
- Change stables (Superstar select)
- Dodge (when running)

### R BUTTON:

- Block/counter striking attacks

- Release grapple
- Half position pick up(tap R)
- Standing position pick up(hold R)
- Roll(when running)
- Change stables(Superstar select)

START BUTTON:

- Pause game
- Skip entrances

Z BUTTON:

- Toggle between CPU and manual control

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3. BIOGRAPHY/INFORMATION  
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Name: Rikishi  
Height: 6'1"  
Weight: 401lbs

Stance: Wrestling  
Ring Entry: Normal  
Counter/Reversals: Heavy  
Speed: Slow  
Submission Skills: Novice  
Irish Whip Evasion: Yes  
Recovery Rate: Normal  
Bleeding: Rarely  
Reaction To Blood: Normal  
Endurance: Weak  
Turnbuckle Climbing: Climbing  
Jumping Distance: Shortest  
Specific Weapon: Random

Rival 1: Val Venis(50%)  
Rival 2: Chris Benoit(30%)  
Rival 3: HHH(20%)  
Ally: None

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4. MOVES  
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\* indicates special move

#####  
#---Grappling---#  
#####

..:Front Weak Grapple:..

Controls/Situation:	Move:
A	Slap
Left/Right+A	Elbow To Back Of Head
Up+A	Double Axe Handle
Down+A	Scoop Slam
B	Headlock Takedown
Left/Right+B	Arm Wrench/Elbow Smash
Up+B	Suplex
Down+B	Piledriver 02

..:Front Strong Grapple:..

A	Falling Powerslam
Left/Right+A	Shoulder Thrusts
Up+A	Rope Drop Clothesline
Down+A	Falling Neck Breaker
B	Belly To Belly Suplex 01
Left/Right+B	Arm Wrench With Hook Kick
Up+B	Bearhug
Down+B	Front Powerslam
Analog	*Rikishi Driver

..:Back Weak Grapple:..

A	Forearm Smash
Control Pad+A	Forearm Smash
B	Shin Breaker 01
Control Pad+B	Shin Breaker 01

..:Back Strong Grapple:..

A	Sideslam
Control Pad+A	Sideslam
B	Atomic Drop
Control Pad+B	Atomic Drop
Analog	*Stalling German Suplex

..:Reversals:..

Back Weak	Counter Elbow Strike
Back Strong	Counter Russian Leg Sweep

#####  
#---Standing---#  
#####

..:Weak Striking:..

B(Arm)	Hook Punch 01
Control Pad+B(Arm)	Body Punch
B(Leg)	Front Kick 01
Control Pad+B(Leg)	Front Kick 05

..:Strong Striking:..

B	Throat Thrust 02
Control Pad+B	Rikishi Punch
A+B	Rikishi Sidekick

..:Recovering Attack:..

Ducking Attack	Body Tackle
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..:Counter Attack:..

Counter Punch	Rikishi Punch
Spec. Counter Punch	*Rikishi Driver
A(counter kick)	Leg Push Takedown Counter
B(counter kick)	Elbow Crush Counter
Spec. Counter Kick	*Stalling German Suplex

..:Walking Moves:..

Walk(control pad)	Generic 01
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#####  
#---Running---#  
#####

..:Running Attack:..

Down C+B	Shoulder Block
Down C+A+B	Back Elbow Smash 01
Pad+Down C+B	Elbow Attack 01
Pad+Down C+A+B	Diving Shoulder Block

..:Running Grapple:..

Down C+A(front)	Neck Breaker
Down C+A(back)	Bulldog

..:Running Ground Attack:..

(B Button)

Opponent Facing Up	Leg Drop
Opp. Facing Down	Stomp
Opp. Sitting Up	Stomp
Opp. Sitting Down	Stomp

..:Evasion:..

(Run, tap R)

Evasion	Roll
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#####  
#---Ground---#  
#####

..:Upper Body Submission:..

(A Button)

Facing Up	Clutching Punch
Facing Down	Camel Clutch
Sitting Up	Sleeper Hold
Sitting Down	Camel Clutch
Facing Up(Special)	None
Facing Down(Special)	None

:::Lower Body Submission:::

(A Button)

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

:::Ground Attack:::

(B Button)

Facing Up	Leg Drop
Facing Down	Stomp 01
Sitting Up	Double Axe Handle
Sitting Down	Jumping Leg Drop

#####  
#---Turnbuckle---#  
#####

:::Turnbuckle Attack:::

B	Body Punch
Control Pad+B	Rikishi Punch
Down C+B	Back Elbow Smash 01
Down C+A+B	Thump

:::Corner Counter:::

(Counter Move)

Irish Whip Counter    Boot To Face

:::Tree Of Woe Attack:::

(Opponent must be in tree of woe)

B	Front Kick 05
Control Pad+B	Front Kick 05
Down C+B	Thump

:::Front Turnbuckle Grapple:::

A(weak)	Shoulder Thrusts
B(weak)	10 Punch
A(strong)	Foot Choke
B(strong)	Knee Strikes
Analog	*Stink Face

:::Back Turnbuckle Grapple:::

A(weak)	Forearm Smash
B(weak)	Forearm Smash
A(strong)	Super Back Drop
B(strong)	Super Back Drop
Analog	*Super Back Drop

::Counter Grapple::

Front Counter	Throw
Back Counter	Super Back Drop

::Flying Attack::

Standing	None
Standing Outside	None
Standing(Special)	None
Laying	None
Laying Outside	None
Laying(Special)	None

::Turnbuckle Inside Attack::

Inside Attack	Rikishi Banzai Drop
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::Turnbuckle Taunt::

(Analog Taunts)

Corner Taunt	Taunt 009
Turbuckle Taunt	Taunt 003

#####  
#---Ringside---#  
#####

::Grapple To Apron::

Weak Grapple	Club To Chest
Strong Grapple	Suplex To Inside
Special Grapple	None
Counter Grapple	Suplex Reversal To Inside

::Rope Inside Attack::

None

::Flying Attack To Outside::

Flying Attack	None
A(must be running)	None
Control Pad+A	None

::Running Diving Taunt::

None

::Rebound Flying Attack::

None

#####  
#---Apron---#  
#####

::Apron Attack::

B(opponent inside) Middle Kick  
B(opponent outside) Strong Kick

::Grapple From Apron::

Weak Grapple Guillotine  
Strong Grapple Arm Breaker  
Special Grapple None  
Counter Grapple Suplex Reverse To Outside

::Flying Attack From Apron::

Direction Of Opp.+A Dropping Elbow  
Flying Attack None

::Flying Attack To Ring::

None

::Apron Taunt::

Analog Taunt 001

#####  
#---Irish Whip---#  
#####

::Irish Whip Attack::

A Rikishi Sidekick

::Irish Whip Grapple::

Tap A(front weak) Back Toss 02  
Hold A(front weak) Monkey Toss  
Tap A(front strong) Powerslam 02  
Hold A(front strong) Samoan Drop 02  
Analog(special) \*Press 3/4 Neck Breaker

#####  
#---Taunt---#  
#####

::Taunt::

Up Analog Rikishi 01  
Left Analog Taunt 091  
Right Analog Rikishi 02



:::Special Taunt:::

Analog(special) Taunt 013

:::Ducking Taunt:::

Down Analog Taunt 009

:::Celebration Taunt:::

Victory(automatic) Taunt 13

:::Entry Way Taunt:::

None

#####  
#---Double Team---#  
#####

:::Double Team Grapple:::

(Grapple moves done with an ally)

Front Grapple Double Suplex  
Back Grapple Double Atomic Drop  
Sandwich Grapple Double Powerbomb  
Irish Whip Grapple Double Arm Drag

:::Double Team Attack:::

(Rikishi's double team attacks all involve the opponents on an allies shoulders)

Double Team Attack Doomsday Device  
Attack To Outside Doomsday Device  
Attack To Ring None

:::Reversals:::

Counter Attack Punching Reversal

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5. DISCLAIMER/CREDITS  
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## 6. CLOSING NOTES

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If you would like to use this FAQ on your website, book, etc., please email me at [yagunoi@hotmail.com](mailto:yagunoi@hotmail.com). Also use that address if you have any questions, comments, corrections, etc.

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