



-ALL SECTIONS WITH \* AND ° SIGNIFY THAT THE SECTION IS BEING WORKED ON!

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|               - > Version History < -               |
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NOTE: This documents every time I updated the document, not every time that I sent in an update to GameFAQs.

CURRENT UPDATE:

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March 18, 2003

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- > Version 1.9

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Well, I have decided to work alone on this project which is fine with SweetPimp324. I added the Bull Buchanan movelist.

PAST UPDATES:

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February 11, 2003

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- > Version 1.7

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No update, just informing you all that SweetPimp324 has agreed to help me with this project. Updates will continue as usual, some coming from me, some coming from SweetPimp.

February 6, 2003

+-----+

- > Version 1.7

-----

Completed the SmackDown! Mall section. Also started a Weapons section.

January 6, 2003

+-----+

- > Version 1.6

-----

A very tiny update, only added one movelist, and updated the format on some of the movelists. The rest is soon to come.

December 24 2002

+-----+

- > Version 1.4

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Christmas Eve is upon us! Well, working into the wee hours of the morning, I added two more movelists to the FAQ. I don't know what I'd do without Coca Cola, Doritos, and Boy Meets World late night reruns! No updates for a day or two, but that should be fine. I wish all of you a Happy Holiday season. Enjoy your break from school/work. I know I am.

December 21, 2002

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- > Version 1.0

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I have completed everything except the movelists (four out of the way). This FAQ should be getting pretty big, and soon. With Christmas Break upon us, I will have much more time to write, which will result in this getting done quicker. I attempted to send this in to GameFAQs. Until then, enjoy what I have now, and Happy Holidays!

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| - > Introduction by the Author < - |  
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Hello, I am Veinz from the GameFAQs forums. I was thinking about doing an FAQ for a game (I have done a few minor ones, and I wanted to do a major game), so I looked over my collection. My eyes fell upon WWF No Mercy. I thought the FAQ limit had been reached for a game as popular as WWF No Mercy is. So I go online to check it out, and to my surprise, there are only TWO FAQS! Better yet, it's on the FAQ Bounty List! So I thought, 'What the hell.'

WWF No Mercy is, in my opinion, the best wrestling game of all time. It has never gotten old, and the story lines it has are revolutionary (even nowadays). This game is one of the best games I have had the pleasure of playing. I hope you enjoy this FAQ, as I certainly enjoyed writing it.

Oh, and if you need anything in particular, Control+F to search for it. This might get pretty large.

Thank you.

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| - > Controls < - |  
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The controls are pretty simple, and easy to use.

A Button : Weak Grapple (Tap)

Strong Grapple (hold)  
Aerial Move (Press while on Turnbuckle)  
Running Grapple (execute while running)  
Grapple Move (Tap when opponent is in grapple)  
Ground Move (Tap when opponent is on ground)

B Button : Striking Moves (Tap or Hold)

C-Up : Climb In/Out of Ring  
Climb Ladder/Table  
Throw opponent in Ring/On Table

C-Left : Pin/Count-Out as Special Referee  
Grab/Use Weapon  
Flip laying opponent on back/stomach  
Drag Opponent (C-Left plus Direction)

C-Right : Change View

C-Down : Run  
Irish Whip (with opponent in grapple)  
Climb into ring

Start : Pause/Un-pause Game

D-Pad : Move character  
Move

Analog : Taunts (direction effect which taunt will be shown)  
Execute Special Move

L Button : Raise laying opponent to knees (tap)  
Raise laying opponent to feet (hold)  
Pin opponent

R Button : Block striking move  
Crouch after rising from laying position

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| - >Matches < - |  
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| Match Types |  
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#### Singles

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A singles match is a one on one brawl to determine who the better of the two is. Rules can be altered to make it a Hardcore match, First Blood match, or whatever your heart desires.

#### Tag Team

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A two on two brawl to determine who the better of the two teams are. Once again the rules can be altered before the game to allow weapons. These can also turn into Tornado Tag matches if you select 'No Tag Format.'

### Triple Threat

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A sometimes difficult match because there are three competitors, and the first fall decides the match. Meaning, if you are pinning an opponent, the other opponent will likely strike you, interrupting the count. These kind of matches usually require the beating of the other two opponents before a pin fall.

### Handicap

+-----+

The ultimate challenge, 2 on 1! This match pits you against two opponents, or pits you and another character against a single opponent. These matches usually end up brutally for the single competitor, especially when a Hardcore match is sanctioned. If you can beat two opponents, though, you know you are a pretty decent No Mercy player.

### Cage Match

+-----+

A singles match, except for that there is a steel structure surrounding the ring. The object of the game is to scale the cage, and climb down on the other side. If you are climbing the cage, your opponent can shake the cage, causing you to fall to the bottom. So, you must give your opponent a fair amount of beating before attempting this.

### Ladder Match

+-----+

Ah, one of the biggest spectacles in the WWF (now the WWE), the Ladder Match. There are no pin falls, no submissions, no count outs, no disqualifications. The only way to walk away victorious in one of these matches is to climb the ladder, and snatch the briefcase (or belt if you are playing for a Title) that is dangling above the ring. These matches usually are legendary.

### Ironman Match

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This match puts a character's stamina to the test. The goal of this match is to win as many falls as possible in the set amount of time. The time maximum is, I believe, 60 minutes.

### Royal Rumble

+-----+

A match so big, there is a Pay-Per-View named after it, the Royal Rumble. 40 superstars (or however many you specify prior to the beginning of the match), only one can win. In the traditional Royal Rumble, competitors are eliminated by going over the top rope, and landing outside of the ring. The cool thing about this game, however, is that you can make the winning standards as much (or as little) as you please. Do you think you could win a 40 man Royal Rumble where the only way to eliminate an opponent was to make them submit?

### King of the Ring

+-----+

A tournament held to see who is the best of the best. These can be held for a title, with as many superstars as you please (from 3-16 of course).

### Survival

+-----+

This is a quick way to earn money. It pits you up against 100 superstars in a Royal Rumble type match. The more superstars you eliminate, the more money you earn. Also, any previously locked character that you eliminate will become unlocked (which saves you the money from buying them in SmackDown Mall).

+-----+

| Venues |  
+-----+

You can choose which arena you want the event to take place at (it doesn't affect the match, just different settings). The Venues (in order) are:

RAW is WAR  
No Mercy  
SmackDown!  
King of the Ring  
SummerSlam  
Survivor Series  
Royal Rumble  
WrestleMania

There are also two unlockable venues that you can purchase at SmackDown! Mall:

Backlash  
Armageddon

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| Backstage Areas |  
+-----+

You can go between backstage areas by Irish Whipping ANY legal character (people who interfere don't work) in the door/opening.

Stage  
+-----+

I wouldn't really consider this a Backstage area, but since you have to do the Irish Whip method to get their, I included it. This is just where the wrestlers enter the arena to begin their matches. To access other backstage areas, Irish Whip them towards the stage entrance.

Hallway  
+-----+

This is where you go by going backstage. This branches off into four different backstage areas. There are randomized weapons going to length of the hallway.

Boiler Room  
+-----+

A rather weak representation of a boiler room, in my opinion. Basically, it's a small room with machinery and a fence. Oh, and weapons are strewn around.

Locker Room  
+-----+

Fairly large, the best of the backstage areas, if you ask me. There is a table in the middle with two chairs around it, which can lead to some brutal action. The thing that makes this the best is the fact that you can pull weapons out of the lockers on the north side of the room. Now, you can have full-out Hardcore matches in the locker room.

Sports Lounge  
+-----+

This is a sports lounge, with a bar on the northern side of the room, and a pool table (with pool cue on top) near the middle of the room. You can send people through the pool table, and retrieve weapons from the bar (just like you would get them from the barriers at ringside). The only bad part is that it is kind of small.

## Parking Lot

+-----+

One word can describe the parking lot: huge! This massive backstage area is a great place to host a match with four characters. There are weapons scattered about, and you can climb into the back of the Semi-truck with the "WWF" logo in the back of it (you can perform moves in it as well). You can climb on the hood of a car, and do moves on it too.

+-----+

| Titles |

+-----+

Once you win a title in Championship Mode, you can then make turn any exhibition match into a title match. This is a great feature, making it incredibly easy to make the belt change hands. Please note, you will only be able to access this feature for titles you have won in Championship Mode.

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|                                     - > Championship Mode < -                                     |  
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This feature is what made the game really stand out. The intriguing storylines are those that are unparalleled even today. Even though some storylines were replicated from previous WWF feuds (Mankind/Cactus Jack against Triple H to name one), they are still enough to make you want to keep playing.

To achieve 100 percent status on a Championship belt, you must first go through EVERY match possible. That means you might have to lose some matches to get there (but if you win all the required matches, you will still end up at a Pay-Per-View).

I won't go into TOO much detail, but I will give a description and some information on each belt.

### WWF Heavyweight Title

+-----+

This title is the grand daddy of all titles in the WWF. It is the most important title, usually held by the top superstars of the World Wrestling Federation. When trying for this title, expect to have some run-ins with the top superstars of the WWF.

Total Matches: 52

### WWF Intercontinental Title

+-----+

This is probably considered the second best title to have in the WWF. A lot of upper-midcarders will stand in your way of getting this title. This championship string has the most matches.

Total Matches: 57

### WWF Tag Team Titles

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The Championship that requires the effort from two men. You and a partner will embark on a journey to capture the only non-singles title in the WWF. Big career decisions await you, like choosing to join with Shane McMahon or not. This is the second largest championship string.



Total Matches: 56

WWF Hardcore Title

+-----+

The only title where NO RULES are a requirement. It isn't unusual for things to start getting nasty in the Hardcore championship string. Also the second largest string.

Total Matches: 56

WWF European Title

+-----+

The title for those who come from abroad, the WWE European title route can get a little tricky.

Total Matches: 49

WWF Lightweight Title

+-----+

This is the chance for the smaller, more agile superstars of the WWF to hold a title. Expect some high-flying action, and incredible moves of the luchadors of the WWF.

Total Matches: 25

WWF Women's Title

+-----+

The title for the female superstars of the WWF. Things can get a little steamy, and catfights are a guarantee. This is a bunch of fun for your first time playing Championship Mode.

Total Matches: 20

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| - > Movelists < - |  
`-----`

This is where the bulk of the FAQ will be. Complete movelists of all the wrestlers in the game.

+-----+  
| Legend |  
| ===== |  
| |  
| A = A button |  
| B = B button |  
|> = Right (on D-Pad) |  
|< = Left (on D-Pad) |  
| ^ = Up (on D-Pad) |  
|D = Down (on D-Pad) |  
| C^ = C-up |  
| C< = C-left |  
| C> = C-right |  
| C-down = C-down |  
| |  
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+-----+
| Grapple Moves |
+-----+

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WEAK FRONT GRAPPLE

Move Name	Control
+-----+	+-----+
Double Axe Handle	A
Knee Lift	A + < or >
Overhand Punch	A + ^
Scoop Slam	A + D
Headlock Takedown	B
Arm Wrench/Elbow Smash	B + < or >
Suplex	B + ^
Piledriver 2	B + D

STRONG FRONT GRAPPLE

Move Name	Control
+-----+	+-----+
Headlock	A
Shoulder Thrust	A + < or >
Northern Lights Suplex 2	A + ^
Backslide Pin	A + D
Manhattan Drop	B
Trapping Headbutts	B + < or >
Hurricanrana Pin	B + ^
Snap Powerbomb 2	B + D
Snowplow	Analog

WEAK BACK GRAPPLE

Move Name	Control
+-----+	+-----+
Back Drop	A
Back Drop	A + Direction
Atomic Drop	B
Atomic Drop	B + Direction

STRONG BACK GRAPPLE

Move Name	Control
+-----+	+-----+
Schoolboy Pin	A
Schoolboy Pin	A + Direction
German Suplex 1	B
German Suplex 1	B + Direction
Spinning Hurricanrana Pin	Analog

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+-----+
| Standing Moves |
+-----+

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WEAK STRIKING

Move Name	Control
+-----+	+-----+
Slap 03	B
Chop 01	B + Direction
Front Kick 01	B
Front Kick 05	B + Direction

STRONG STRIKING

Move Name	Control
+-----+	+-----+
Dropkick to Knee 01	B
Uppercut 01	B + Direction
Sidekick 03	A + B

DUCKING ATTACK

Move Name	Control
+-----+	+-----+
Low Blow	B

+-----+  
| Ground Moves |  
+-----+

UPPERBODY MOVES

Move Name	Control
+-----+	+-----+
Facing Up: Clutching Punch	A
Facing Down: Mahistrol Cradle	A
Sitting Up: Sleeper Hold	A
Sitting Down: Camel Clutch	A

LOWERBODY MOVES

Move Name	Control
+-----+	+-----+
Facing Up: Knee Smash	A
Facing Down: Single Crab	A

GROUND STRIKING

Move Name	Control
+-----+	+-----+
Facing Up: Stomp 01	B
Facing Down: Elbow Drop 02	B
Sitting Up: Dropkick to Knee	B
Sitting Down: Double Axe Handle	B

+-----+  
| Running Moves |  
+-----+

RUNNING STRIKES

Move Name	Control
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+-----+  
Shoulder Block  
Body Attack  
Clothesline R 01  
Elbow Attack 01

+-----+  
A  
A + B  
A + direction  
A + B + direction

#### RUNNING GRAPPLE

Move Name	Control
+-----+	+-----+
Front: Head Scissor Takedown	A
Back: Release German Suplex	A

#### RUNNING GROUND ATTACK

Move Name	Control
+-----+	+-----+
Facing Up: Elbow Drop 01	B
Facing Down: Stomp	B
Sitting Up: Stomp	B
Sitting Down: Stomp	B

#### EVASION

Move Name	Control
+-----+	+-----+
Cartwheel	R

+-----+  
| Turnbuckle Moves |  
+-----+

#### STRIKE

Move Name	Control
+-----+	+-----+
Standing: Chop 01	B
Standing: Front Kick 05	B
Running: Clothesline R 01	B
Running: Elbow Attack 01	B

#### COUNTER

Move Name	Control
+-----+	+-----+
Sling Over Opponent	R

#### TREE OF WOE

Move Name	Control
+-----+	+-----+
Standing: Front Kick 05	B
Running: Front Kick 05	B

#### FRONT GRAPPLE

Move Name	Control
+-----+	+-----+
Weak: Shoulder Thrusts	A
Weak: Eye Rake of Rope	B

Strong: Superplex	A
Strong: Frankensteiner	B
Strong: Super RB	Analog

BACK GRAPPLE

Move Name	Control
+-----+	+-----+
Weak: Forearm Smash	A or B
Strong: Super Back Drop	A or B
Super Back Drop	Analog

COUNTER

Move Name	Control
+-----+	+-----+
Front: Rack `em Up	A
Back: Super Back Drop	A

+-----+  
 | Aerial Moves |  
 +-----+

STANDING OPPONENT

Move Name	Control
+-----+	+-----+
Flying Body Press	B
Outside Ring: Double Axe Handle	B

LAYING OPPONENT

Move Name	Control
+-----+	+-----+
Guillotine Leg Drop	B
Outside Ring: Backflip Splash 01	B

+-----+  
 | Ringside / Apron Moves |  
 +-----+

RINGSIDE - Grapple to Apron

Move Name	Control
+-----+	+-----+
Weak: Club to Chest	A
Strong: Suplex to Inside	A
Reversal: Suplex Reversal to Inside	A

RINGSIDE - Aerial Attack to Outside

Move Name	Control
+-----+	+-----+
Vaulting Body Press	A
Baseball Slide (Running)	A
Rope Flip (Running + direction)	A

APRON - Attack

Move Name	Control
+-----+	+-----+
To Inside: Middle Kick	B
To Outside: Strong Kick	B

#### APRON - Grapple

Move Name	Control
+-----+	+-----+
Weak: Guillotine	A
Strong: Sunset Flip over Ropes	A
Reversal: Suplex Reverse	A

#### APRON - Flying Attack

Move Name	Control
+-----+	+-----+
Dropping Elbow (from apron)	A
Shoulder Block (in ring, standing)	A
Slingshot Leg Drop (in ring, laying)	A

+-----+  
 | Irish Whip Moves |  
 +-----+

#### STRIKE

Move Name	Control
+-----+	+-----+
Back Elbow	B

#### GRAPPLE

Move Name	Control
+-----+	+-----+
Back Toss 02 (Tap, Weak)	A
Monkey Toss (Hold, Weak)	A
Tilt-A-Whirl Backbreaker (Tap, Strong)	A
Powerslam 01 (Hold, Strong)	A

+-----+  
 | Double Team Moves |  
 +-----+

#### GRAPPLE

Move Name	Control
+-----+	+-----+
Double Suplex (Front)	A
Double Atomic Drop (Back)	A
Double Powerbomb (Sandwich)	A
Double Arm Drag (Irish Whip)	A

#### TURNBUCKLE STRIKE (Note: Opponent must be mounted on partner's shoulders)

Move Name	Control
+-----+	+-----+
Doomsday Device	B



| Standing Moves |  
+-----+

WEAK STRIKING

Move Name	Control
Hook Punch 01	B
Elbow Strike	B + Direction
Front Kick 01	B
Front Kick 05	B + Direction

STRONG STRIKING

Move Name	Control
Throat Thrust	B
Standing Clothesline 01	B + Direction
Jumping Karate Kick	A + B

DUCKING ATTACK

Move Name	Control
Low Blow	B

+-----+  
| Ground Moves |  
+-----+

UPPERBODY MOVES

Move Name	Control
Choke Hold (Facing Up)	A
Sitting Reverse Armbar (Facing Down)	A
Surfboard Stretch (On All Fours)	A
Camel Clutch (Sitting)	A

LOWERBODY MOVES

Move Name	Control
Groin Knee Drop (Facing Up)	A
Single Crab (Facing Down)	A

GROUND STRIKING

Move Name	Control
Elbow Drop 06 (Facing Up)	B
Stomp 01 (Facing Down)	B
Kick (Sitting Up)	B
Double Axe Handle (Sitting Down)	B

+-----+  
| Running Moves |  
+-----+

RUNNING STRIKES



Move Name	Control
+-----+	+-----+
Shoulder Block	A
Back Elbow Smash	A + B
Clothesline R 01	A + direction
Kitchen Sink 01	A + B + direction

#### RUNNING GRAPPLE

Move Name	Control
+-----+	+-----+
Swinging Neckbreaker (front)	A
Bulldog (back)	A

#### RUNNING GROUND ATTACK

Move Name	Control
+-----+	+-----+
Elbow Drop 01 (Facing Up)	B
Stomp (Facing Down)	B
Stomp (Sitting Up)	B
Stomp (Sitting Down)	B

#### EVASION

Move Name	Control
+-----+	+-----+
Cartwheel	R

+-----+

| Turnbuckle Moves |

+-----+

#### STRIKE

Move Name	Control
+-----+	+-----+
Front Kick 05 (Standing)	B
Punch 01 (Standing)	B
Body Avalanche (Running)	B
Clothesline R 01 (Running)	B

#### COUNTER

Move Name	Control
+-----+	+-----+
Boot to Face	R

#### TREE OF WOE

Move Name	Control
+-----+	+-----+
Front Kick 05 (Standing)	B
Shoulder Block (Running)	B

#### FRONT GRAPPLE

Move Name	Control
+-----+	+-----+

Shoulder Thrusts (Weak)	A
10 Punch (Weak)	B
Foot Choke (Strong)	A
Multiple Clotheslines (Strong)	B
Samoan Drop (Strong)	Analog

#### BACK GRAPPLE

Move Name	Control
+-----+	+-----+
Forearm Smash (Weak)	A or B
Super Back Drop (Strong)	A or B
Super Back Drop	Analog

#### COUNTER

Move Name	Control
+-----+	+-----+
Throw (Front)	A
Super Back Drop (Back)	A

+-----+  
 | Aerial Moves |  
 +-----+

#### STANDING OPPONENT

Move Name	Control
+-----+	+-----+
Double Axe Handle	B
Double Axe Handle (Opponent out of ring)	B

#### LAYING OPPONENT

Move Name	Control
+-----+	+-----+
Back Elbow Drop	B
Back Elbow Drop (Opponent out of ring)	B

+-----+  
 | Ringside / Apron Moves |  
 +-----+

#### RINGSIDE - Grapple to Apron

Move Name	Control
+-----+	+-----+
Club to Chest (Weak)	A
Suplex to Inside (Strong)	A
Suplex Reversal to Inside (Reversal)	A

#### RINGSIDE - Aerial Attack to Outside

Move Name	Control
+-----+	+-----+
Baseball Slide (Running)	A

#### APRON - Attack



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+-----+
| Grapple Moves |
+-----+

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WEAK FRONT GRAPPLE

Move Name	Control
+-----+	+-----+
Elbow to Back of Head	A
Club to Neck	A + < or >
Headbutt 03	A + ^
Scoop Slam	A + D
Russian Leg Sweep	B
Arm Wrench/Elbow Smash	B + < or >
Drop Suplex 01	B + ^
Piledriver 01	B + D

STRONG FRONT GRAPPLE

Move Name	Control
+-----+	+-----+
Underhook BTB Suplex 02	A
Rope Drop Clothesline	A + < or >
Canadian Back Breaker	A + ^
Tiger Driver	A + D
Giant Headbutt	B
Bearhug	B + < or >
Military Press	B + ^
Knee Smash	B + D
Super Snap Powerbomb 02	Analog

WEAK BACK GRAPPLE

Move Name	Control
+-----+	+-----+
Shinbreaker 01	A
Shinbreaker 01	A + Direction
Multiple Headbutts	B
Multiple Headbutts	B + Direction

STRONG BACK GRAPPLE

Move Name	Control
+-----+	+-----+
Abdominal Neck Wrench	A
Abdominal Neck Wrench	A + Direction
Full Nelson Slam	B
Full Nelson Slam	B + Direction
Back Side Slam	Analog

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+-----+
| Standing Moves |
+-----+

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WEAK STRIKING

Move Name	Control
+-----+	+-----+
Overhand Chop	B
Chop 03	B + Direction
Front Kick 01	B
Front Kick 05	B + Direction

STRONG STRIKING

Move Name	Control
+-----+	+-----+
Punch 02	B
Hard Headbutt	B + Direction
Big Kick	A + B

DUCKING ATTACK

Move Name	Control
+-----+	+-----+
Low Blow	B

+-----+  
| Ground Moves |  
+-----+

UPPERBODY MOVES

Move Name	Control
+-----+	+-----+
Choke Hold (Facing Up)	A
Camel Clutch (Facing Down)	A
Sleeper Hold (On All Fours)	A
Camel Clutch (Sitting)	A

LOWERBODY MOVES

Move Name	Control
+-----+	+-----+
Wishbone (Facing Up)	A
Bow and Arrow Lock (Facing Down)	A

GROUND STRIKING

Move Name	Control
+-----+	+-----+
Big Splash (Facing Up)	B
Falling Headbutt (Facing Down)	B
Kick (Sitting Up)	B
Double Axe Handle (Sitting Down)	B

+-----+  
| Running Moves |  
+-----+

RUNNING STRIKES

Move Name	Control
+-----+	+-----+

Shoulder Block	A
Heavy Dropkick	A + B
Body Avalanche	A + direction
Clothesline R 02	A + B + direction

RUNNING GRAPPLE

Move Name	Control
+-----+	+-----+
Neckbreaker (front)	A
Bulldog (back)	A

RUNNING GROUND ATTACK

Move Name	Control
+-----+	+-----+
Hip Press (Facing Up)	B
Big Splash (Facing Down)	B
Stomp (Sitting Up)	B
Stomp (Sitting Down)	B

EVASION

Move Name	Control
+-----+	+-----+
Cartwheel	R

+-----+  
 | Turnbuckle Moves |  
 +-----+

STRIKE

Move Name	Control
+-----+	+-----+
Front Kick 05 (Standing)	B
Punch 01 (Standing)	B
Body Avalanche (Running)	B
Clothesline R 02 (Running)	B

COUNTER

Move Name	Control
+-----+	+-----+
Boot to Face	R

TREE OF WOE

Move Name	Control
+-----+	+-----+
Front Kick 05 (Standing)	B
Shoulder Block (Running)	B

FRONT GRAPPLE

Move Name	Control
+-----+	+-----+
Shoulder Thrusts (Weak)	A
Knee Strikes (Weak)	B
Foot Choke (Strong)	A

Thump (Strong)	B
Stink Face (Strong)	Analog

#### BACK GRAPPLE

Move Name	Control
+-----+	+-----+
Forearm Smash (Weak)	A or B
Super Back Drop (Strong)	A or B
Super Back Drop	Analog

#### COUNTER

Move Name	Control
+-----+	+-----+
Throw (Front)	A
Super Back Drop (Back)	A

+-----+  
| Aerial Moves |  
+-----+

#### STANDING OPPONENT

Move Name	Control
+-----+	+-----+
Flying Body Press	B
-None-	B

#### LAYING OPPONENT

Move Name	Control
+-----+	+-----+
Body Splash	B
-None-	B

+-----+  
| Ringside / Apron Moves |  
+-----+

#### RINGSIDE - Grapple to Apron

Move Name	Control
+-----+	+-----+
Club to Chest (Weak)	A
Suplex to Inside (Strong)	A
Suplex Reversal to Inside (Reversal)	A

#### RINGSIDE - Aerial Attack to Outside

Move Name	Control
+-----+	+-----+
-None-	A

#### APRON - Attack

Move Name	Control
+-----+	+-----+
Middle Kick (to inside)	B





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+-----+
| Grapple Moves |
+-----+

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WEAK FRONT GRAPPLE

Move Name	Control
+-----+	+-----+
Eye Rake	A
Headbutt 02	A + < or >
Knee Lift	A + ^
Scoop Slam	A + D
Arm Wrench/Elbow Smash	B
Neckbreaker 01	B + < or >
Suplex	B + ^
Rib Breaker	B + D

STRONG FRONT GRAPPLE

Move Name	Control
+-----+	+-----+
Headlock	A
Double Underhook Suplex	A + < or >
Rope Drop Clothesline	A + ^
Small Package	A + D
Manhattan Drop	B
Bearhug	B + < or >
Choke Takedown	B + ^
Stalling Piledriver	B + D
Two Handed Chokeslam	Analog

WEAK BACK GRAPPLE

Move Name	Control
+-----+	+-----+
Backdrop	A
Backdrop	A + Direction
Forearm Smash	B
Forearm Smash	B + Direction

STRONG BACK GRAPPLE

Move Name	Control
+-----+	+-----+
Bulldog	A
Bulldog	A + Direction
Shinbreaker 01	B
Shinbreaker 01	B + Direction
Full Nelson Slam	Analog

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+-----+
| Standing Moves |
+-----+

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WEAK STRIKING

Move Name	Control
+-----+	+-----+
Body Punch	B
Elbow Strike	B + Direction
Front Kick 01	B
Front Kick 05	B + Direction

#### STRONG STRIKING

Move Name	Control
+-----+	+-----+
Punch 01	B
Uppercut 01	B + Direction
Dropkick 02	A + B

#### DUCKING ATTACK

Move Name	Control
+-----+	+-----+
Low Blow	B

+-----+  
 | Ground Moves |  
 +-----+

#### UPPERBODY MOVES

Move Name	Control
+-----+	+-----+
Face Stretch (Facing Up)	A
Sitting Reverse Armbar (Facing Down)	A
Sleeper Hold (On All Fours)	A
Camel Clutch (Sitting)	A

#### LOWERBODY MOVES

Move Name	Control
+-----+	+-----+
Groin Knee Drop (Facing Up)	A
Single Crab (Facing Down)	A

#### GROUND STRIKING

Move Name	Control
+-----+	+-----+
Knee Drop 01 (Facing Up)	B
Elbow Drop 02 (Facing Down)	B
Kick (Sitting Up)	B
Double Axe Handle (Sitting Down)	B

+-----+  
 | Running Moves |  
 +-----+

#### RUNNING STRIKES

Move Name	Control
+-----+	+-----+
Shoulder Block	A
Back Elbow Smash	A + B

Jumping Back Elbow Smash  
Clothesline R 01

A + direction  
A + B + direction

#### RUNNING GRAPPLE

Move Name	Control
+-----+	+-----+
Neckbreaker (front)	A
Bulldog (back)	A

#### RUNNING GROUND ATTACK

Move Name	Control
+-----+	+-----+
Elbow Drop 01 (Facing Up)	B
Stomp (Facing Down)	B
Stomp (Sitting Up)	B
Stomp (Sitting Down)	B

#### EVASION

Move Name	Control
+-----+	+-----+
Roll	R

+-----+  
| Turnbuckle Moves |  
+-----+

#### STRIKE

Move Name	Control
+-----+	+-----+
Front Kick 05 (Standing)	B
Uppercut 01 (Standing)	B + Direction
Body Avalanche (Running)	B
Back Elbow Smash 01 (Running)	A + B

#### COUNTER

Move Name	Control
+-----+	+-----+
Boot to Face	R

#### TREE OF WOE

Move Name	Control
+-----+	+-----+
Front Kick 05 (Standing)	B
Dropkick to Knee (Running)	B

#### FRONT GRAPPLE

Move Name	Control
+-----+	+-----+
Eye Rake (Weak)	A
10 Punch (Weak)	B
Superplex (Strong)	A
Knee Strikes (Strong)	B
Stink Face (Strong)	Analog

## BACK GRAPPLE

Move Name	Control
+-----+	+-----+
Forearm Smash (Weak)	A or B
Super Back Drop (Strong)	A or B
Super Back Drop	Analog

## COUNTER

Move Name	Control
+-----+	+-----+
Throw (Front)	A
Super Back Drop (Back)	A

+-----+  
| Aerial Moves |  
+-----+

## STANDING OPPONENT

Move Name	Control
+-----+	+-----+
Double Axe Handle	B
Double Axe Handle (Outside ring)	B

## LAYING OPPONENT

Move Name	Control
+-----+	+-----+
Body Splash	B
Body Splash (outside ring)	B

+-----+  
| Ringside / Apron Moves |  
+-----+

## RINGSIDE - Grapple to Apron

Move Name	Control
+-----+	+-----+
Club to Chest (Weak)	A
Suplex to Inside (Strong)	A
Suplex Reversal to Inside (Reversal)	A

## RINGSIDE - Aerial Attack to Outside

Move Name	Control
+-----+	+-----+
Basrball Slide (Running)	A

## APRON - Attack

Move Name	Control
+-----+	+-----+
Middle Kick (to inside)	B
Strong Kick (to outside)	B



+-----+  
| Grapple Moves |  
+-----+

WEAK FRONT GRAPPLE

Move Name	Control
Overhand Punch	A
Eye Rake	A + < or >
Club to Neck	A + ^
Scoop Slam	A + D
Headlock Takedown	B
Neckbreaker 02	B + < or >
Suplex	B + ^
Piledriver 02	B + D

STRONG FRONT GRAPPLE

Move Name	Control
Headlock	A
Russian Leg Sweep	A + < or >
Fallaway Slam	A + ^
Running Knee Strike	A + D
Small Package	B
DDT 01	B + < or >
Standing Clothesline	B + ^
Snap Powerbomb 03	B + D
Strong Lariat	Analog

WEAK BACK GRAPPLE

Move Name	Control
Backdrop	A
Backdrop	A + Direction
Forearm Smash	B
Forearm Smash	B + Direction

STRONG BACK GRAPPLE

Move Name	Control
Pump Handle Suplex	A
Pump Handle Suplex	A + Direction
Full Nelson Slam	B
Full Nelson Slam	B + Direction
Big Clothesline	Analog

+-----+  
| Standing Moves |  
+-----+

WEAK STRIKING

Move Name	Control
Elbow Strike	B

Chop 01	B + Direction
Front Kick 01	B
Front Kick 05	B + Direction

STRONG STRIKING

Move Name	Control
+-----+	+-----+
Standing Big Boot	B
Punch 01	B + Direction
Bradshaw Hammer	A + B

DUCKING ATTACK

Move Name	Control
+-----+	+-----+
Rising Clothesline	B

+-----+

| Ground Moves |

+-----+

UPPERBODY MOVES

Move Name	Control
+-----+	+-----+
Eye Gouge (Facing Up)	A
Sitting Reverse Armbar (Facing Down)	A
Sleeper Hold (Sitting Up)	A
Camel Clutch (Sitting Down)	A

LOWERBODY MOVES

Move Name	Control
+-----+	+-----+
Single Leg Crab (Facing Up)	A
Reverse Achilles Lock (Facing Down)	A

GROUND STRIKING

Move Name	Control
+-----+	+-----+
Elbow Drop 02 (Facing Up)	B
Stomp 01 (Facing Down)	B
Kick (Sitting Up)	B
Double Axe Handle (Sitting Down)	B

+-----+

| Running Moves |

+-----+

RUNNING STRIKES

Move Name	Control
+-----+	+-----+
Shoulder Block	A
Diving Shoulder Block	A + B
High Front Kick	A + direction
Clothesline from Hell	A + B + direction

RUNNING GRAPPLE

Move Name	Control
+-----+	+-----+
Swinging Neck Breaker (Front)	A
Release German Suplex (Back)	A

RUNNING GROUND ATTACK

Move Name	Control
+-----+	+-----+
Leg Drop (Facing Up)	B
Stomp (Facing Down)	B
Stomp (Sitting Up)	B
Stomp (Sitting Down)	B

EVASION

Move Name	Control
+-----+	+-----+
Roll	R

+-----+  
 | Turnbuckle Moves |  
 +-----+

STRIKE

Move Name	Control
+-----+	+-----+
Front Kick 05 (Standing)	B
Chop 01 (Standing)	B + Direction
Jumping Knee Attack (Running)	B
Clothesline from Hell (Running)	A + B

COUNTER

Move Name	Control
+-----+	+-----+
Boot to Face	R

TREE OF WOE

Move Name	Control
+-----+	+-----+
Front Kick 05 (Standing)	B
Shoulder Block (Running)	B

FRONT GRAPPLE

Move Name	Control
+-----+	+-----+
Shoulder Thrusts (Weak)	A
Knee Strikes (Weak)	B
Superplex (Strong)	A
Multiple Clotheslines (Strong)	B
Super DDT (Strong)	Analog

BACK GRAPPLE



Move Name	Control
+-----+	+-----+
Forearm Smash (Weak)	A or B
Super Back Drop (Strong)	A or B
Super Back Drop	Analog

#### COUNTER

Move Name	Control
+-----+	+-----+
Throw (Front)	A
Super Back Drop (Back)	A

+-----+  
 | Aerial Moves |  
 +-----+

#### STANDING OPPONENT

Move Name	Control
+-----+	+-----+
Shoulder Block	B
Double Axe Handle (Outside ring)	B
Flying Clothesline	Analog

#### LAYING OPPONENT

Move Name	Control
+-----+	+-----+
Back Elbow Drop	B
Back Elbow Drop (Outside Ring)	B

+-----+  
 | Ringside / Apron Moves |  
 +-----+

#### RINGSIDE - Grapple to Apron

Move Name	Control
+-----+	+-----+
Club to Chest (Weak)	A
Suplex to Inside (Strong)	A
Suplex Reversal to Inside (Reversal)	A

#### RINGSIDE - Aerial Attack to Outside

Move Name	Control
+-----+	+-----+
Basrball Slide (Running)	A

#### APRON - Attack

Move Name	Control
+-----+	+-----+
Middle Kick (to inside)	B
Strong Kick (to outside)	B

#### APRON - Grapple

Move Name	Control
+-----+	+-----+
Guillotine (Weak)	A
Suplex to Outside (Strong)	A
Suplex Reverse to Outside (Reversal)	A

APRON - Flying Attack

Move Name	Control
+-----+	+-----+
-None-	A

+-----+  
 | Irish Whip Moves |  
 +-----+

STRIKE

Move Name	Control
+-----+	+-----+
Big Boot	B

GRAPPLE

Move Name	Control
+-----+	+-----+
Back Toss 02 (Tap, Weak)	A
Samoan Drop 01 (Hold, Weak)	A
Powerslam 01 (Tap, Strong)	A
Spinebuster (Hold, Strong)	A
Strong Lariat	Analog

+-----+  
 | Double Team Moves |  
 +-----+

GRAPPLE

Move Name	Control
+-----+	+-----+
Wishbone Split (Front)	A
Neck Breaker Backdrope (Back)	A
Double Powerbomb (Sandwich)	A
Double Arm Drag (Irish Whip)	A

TURNBUCKLE STRIKE (Note: Opponent must be mounted on partner's shoulders)

Move Name	Control
+-----+	+-----+
Doomsday Device	B

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+-----+  
| Grapple Moves |  
+-----+

WEAK FRONT GRAPPLE

Move Name	Control
Overhand Punch	A
European Uppercut	A + < or >
Snapmare	A + ^
Scoop Slam	A + D
Headlock Takedown	B
Arm Wrench with Elbow Smash	B + < or >
Suplex	B + ^
Piledriver 03	B + D

STRONG FRONT GRAPPLE

Move Name	Control
Headlock	A
Gordbuster 01	A + < or >
Military Press	A + ^
Shoulder Breaker	A + D
Powerslam	B
Standing Clothesline	B + < or >
Stall Supelx	B + ^
Snap Powerbomb 02	B + D
Powerslam	Analog

WEAK BACK GRAPPLE

Move Name	Control
Backdrop	A
Backdrop	A + Direction
Forearm Smash	B
Forearm Smash	B + Direction

STRONG BACK GRAPPLE

Move Name	Control
Surfboard Stretch	A
Surfboard Stretch	A + Direction
Atomic Drop	B
Atomic Drop	B + Direction
Pumphandle Suplex	Analog

+-----+  
| Standing Moves |  
+-----+

WEAK STRIKING

Move Name	Control
Hook Punch 01	B

Chop 01	B + Direction
Front Kick 01	B
Front Kick 05	B + Direction

STRONG STRIKING

Move Name	Control
+-----+	+-----+
Punch 01	B
Jumping Front Dropkick	B + Direction
Punch 07	A + B

DUCKING ATTACK

Move Name	Control
+-----+	+-----+
Low Blow	B

+-----+

| Ground Moves |

+-----+

UPPERBODY MOVES

Move Name	Control
+-----+	+-----+
Clutching Punch (Facing Up)	A
Sitting Reverse Armbar (Facing Down)	A
Sleeper Hold (Sitting Up)	A
Camel Clutch (Sitting Down)	A

LOWERBODY MOVES

Move Name	Control
+-----+	+-----+
Knee Smash (Facing Up)	A
Single Crab (Facing Down)	A

GROUND STRIKING

Move Name	Control
+-----+	+-----+
Elbow Drop 04 (Facing Up)	B
Stomp 01 (Facing Down)	B
Kick (Sitting Up)	B
Double Axe Handle (Sitting Down)	B

+-----+

| Running Moves |

+-----+

RUNNING STRIKES

Move Name	Control
+-----+	+-----+
Shoulder Block	A
Back Elbow Smash 01	A + B
Kitchen Sink 01	A + direction
Forearm Smash	A + B + direction

RUNNING GRAPPLE

Move Name	Control
+-----+	+-----+
Swinging Neck Breaker (Front)	A
Bulldog (Back)	A

RUNNING GROUND ATTACK

Move Name	Control
+-----+	+-----+
Elbow Drop 01 (Facing Up)	B
Stomp (Facing Down)	B
Stomp (Sitting Up)	B
Stomp (Sitting Down)	B

EVASION

Move Name	Control
+-----+	+-----+
Roll	R

+-----+  
 | Turnbuckle Moves |  
 +-----+

STRIKE

Move Name	Control
+-----+	+-----+
Chop 01 (Standing)	B
Body Punch (Standing)	B + Direction
Back Elbow Smash 01 (Running)	B
Clothesline R 01 (Running)	A + B

COUNTER

Move Name	Control
+-----+	+-----+
Boot to Face	R

TREE OF WOE

Move Name	Control
+-----+	+-----+
Front Kick 05 (Standing)	B
Heavy Dropkick (Running)	B

FRONT GRAPPLE

Move Name	Control
+-----+	+-----+
Shoulder Thrusts (Weak)	A
10 Punch (Weak)	B
Superplex (Strong)	A
Samoan Drop (Strong)	B
Super BTB Suplex (Strong)	Analog

BACK GRAPPLE

Move Name	Control
+-----+	+-----+
Forearm Smash (Weak)	A or B
Super Back Drop (Strong)	A or B
Super Back Drop	Analog

#### COUNTER

Move Name	Control
+-----+	+-----+
Throw (Front)	A
Super Back Drop (Back)	A

+-----+  
 | Aerial Moves |  
 +-----+

#### STANDING OPPONENT

Move Name	Control
+-----+	+-----+
Shoulder Block	B
Elbow Strike (Outside ring)	B

#### LAYING OPPONENT

Move Name	Control
+-----+	+-----+
Back Elbow Drop	B
Body Splash (Outside Ring)	B
Double Knee Drop	Analog

+-----+  
 | Ringside / Apron Moves |  
 +-----+

#### RINGSIDE - Grapple to Apron

Move Name	Control
+-----+	+-----+
Club to Chest (Weak)	A
Suplex to Inside (Strong)	A
Suplex Reversal to Inside (Reversal)	A

#### RINGSIDE - Aerial Attack to Outside

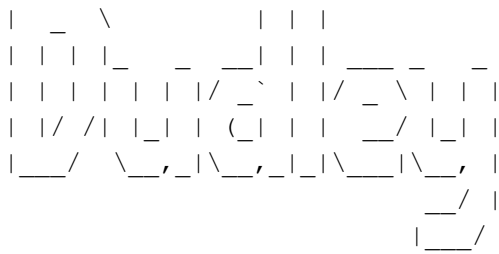
Move Name	Control
+-----+	+-----+
Basrball Slide (Running)	A

#### APRON - Attack

Move Name	Control
+-----+	+-----+
Elbow Smash (to inside)	B
Strong Kick (to outside)	B

#### APRON - Grapple





+-----+  
 | Grapple Moves |  
 +-----+

WEAK FRONT GRAPPLE

Move Name	Control
+-----+	+-----+
Overhand Punch	A
Elbow Strike	A + < or >
Eye Rake	A + ^
Scoop Slam	A + D
Arm Wrench with Elbow Smash	B
Neckbreaker 01	B + < or >
Suplex	B + ^
Piledriver 03	B + D

STRONG FRONT GRAPPLE

Move Name	Control
+-----+	+-----+
Headlock	A
Shoulder Thrusts	A + < or >
Rope Drop Clothesline	A + ^
Small Package	A + D
DDT 01	B
Bearhug	B + < or >
Powerbomb Pin 04	B + ^
Snap Powerbomb 02	B + D
3/4 Turn Neckbreaker	Analog

WEAK BACK GRAPPLE

Move Name	Control
+-----+	+-----+
Backdrop	A
Backdrop	A + Direction
Bulldog	B
Bulldog	B + Direction

STRONG BACK GRAPPLE

Move Name	Control
+-----+	+-----+
Sideslam	A
Sideslam	A + Direction
Dudley Atomic Drop	B
Dudley Atomic Drop	B + Direction
Cannon Ball Buster	Analog

+-----+  
 | Standing Moves |



+-----+

### WEAK STRIKING

Move Name	Control
+-----+	+-----+
Body Punch	B
Hook Punch 02	B + Direction
Front Kick 01	B
Front Kick 05	B + Direction

### STRONG STRIKING

Move Name	Control
+-----+	+-----+
Standing Clothesline 01	B
Buh Buh Punch	B + Direction
Sidekick 01	A + B

### DUCKING ATTACK

Move Name	Control
+-----+	+-----+
Low Blow	B

+-----+  
| Ground Moves |  
+-----+

### UPPERBODY MOVES

Move Name	Control
+-----+	+-----+
Facing Up: Mounted Position Punching	A
Facing Down: Sitting Reverse Armbar	A
Sitting Up: Neck Wrench	A
Sitting Down: Camel Clutch	A

### LOWERBODY MOVES

Move Name	Control
+-----+	+-----+
Facing Up: Groin Knee Drop	A
Facing Down: Single Crab	A

### GROUND STRIKING

Move Name	Control
+-----+	+-----+
Facing Up: Elbow Drop 03	B
Facing Down: Big Splash	B
Sitting Up: Kick	B
Sitting Down: Double Axe Handle	B

+-----+  
| Running Moves |  
+-----+

### RUNNING STRIKES

Move Name	Control
+-----+	+-----+
Shoulder Block	A
Back Elbow Smash 01	A + B
Diving Spinning Lariat	A + direction
Clothesline R 02	A + B + direction

#### RUNNING GRAPPLE

Move Name	Control
+-----+	+-----+
Front: Swinging Neck Breaker	A
Back: Bulldog	A

#### RUNNING GROUND ATTACK

Move Name	Control
+-----+	+-----+
Facing Up: Elbow Drop 01	B
Facing Down: Leg Drop	B
Sitting Up: Stomp	B
Sitting Down: Stomp	B

#### EVASION

Move Name	Control
+-----+	+-----+
Roll	R

+-----+  
 | Turnbuckle Moves |  
 +-----+

#### STRIKE

Move Name	Control
+-----+	+-----+
Standing: Hook Punch 02	B
Standing: Buh Buh Punch	B + Direction
Running: Clothesline R 02	B
Running: Back Elbow Smash 01	A + B

#### COUNTER

Move Name	Control
+-----+	+-----+
Boot to Face	R

#### TREE OF WOE

Move Name	Control
+-----+	+-----+
Standing: Front Kick	B
Standing: Buh Buh Punch	B + Direction
Running: Dropkick to Knee	B

#### FRONT GRAPPLE

Move Name	Control
+-----+	+-----+

Weak: Shoulder Thrusts	A
Weak: 10 Punch	B
Strong: Super DDT	A
Strong: Samoan Drop	B
Strong: 3/4 Turn Neckbreaker	Analog

BACK GRAPPLE

Move Name	Control
+-----+	+-----+
Weak: Forearm Smash	A or B
Strong: Super Back Drop	A or B
Strong: Super Back Drop	Analog

COUNTER

Move Name	Control
+-----+	+-----+
Front: Rack 'Em Up	A
Back: Super Back Drop	A

+-----+

| Aerial Moves |

+-----+

STANDING OPPONENT

Move Name	Control
+-----+	+-----+
Flying Clothesline	B
Outside Ring: Double Axehandle	B
Missile Dropkick	Analog

LAYING OPPONENT

Move Name	Control
+-----+	+-----+
Senton Splash	B
Outside Ring: Body Splash	B

+-----+

| Ringside / Apron Moves |

+-----+

RINGSIDE - Grapple to Apron

Move Name	Control
+-----+	+-----+
Weak: Club to Chest	A
Strong: Suplex to Inside	A
Reversal: Suplex Reversal to Inside	A

RINGSIDE - Aerial Attack to Outside

Move Name	Control
+-----+	+-----+
Baseball Slide	A

APRON - Attack

Move Name	Control
+-----+	+-----+
To Inside: Middle Kick	B
To Outside: Strong Kick	B

APRON - Grapple

Move Name	Control
+-----+	+-----+
Weak: Guillotine	A
Strong: Suplex to Outside	A
Reversal: Suplex Reversal to Outside	A

APRON - Flying Attack

Move Name	Control
+-----+	+-----+
Dropping Elbow	A

+-----+  
 | Irish Whip Moves |  
 +-----+

STRIKE

Move Name	Control
+-----+	+-----+
Back Elbow	B

GRAPPLE

Move Name	Control
+-----+	+-----+
Tap, Weak: Back Toss 01	A
Hold, Weak: Samoan Drop	A
Tap, Strong: Body Press Slam	A
Hold, Strong: Tilt a Whirl Slam	A
Press 3/4 Turn Neckbreaker	Analog

+-----+  
 | Double Team Moves |  
 +-----+

GRAPPLE

Move Name	Control
+-----+	+-----+
Front: Double Suplex	A
Back: Neckbreaker Backdrop	A
Sandwich: Double Powerbomb	A
Irish Whip: Dudley Death Drop	A

TURNBUCKLE STRIKE (Note: Opponent must be mounted on partner's shoulders)

Move Name	Control
+-----+	+-----+
Doomsday Device	B

=====



WEAK STRIKING

Move Name	Control
+-----+	+-----+
Hook Punch 01	B
Body Punch	B + Direction
Front Kick 01	B
Front Kick 05	B + Direction

STRONG STRIKING

Move Name	Control
+-----+	+-----+
Punch 01	B
Jumping Karate Kick	B + Direction
Jump Crescent Kick	A + B

DUCKING ATTACK

Move Name	Control
+-----+	+-----+
Jumping Side Hook Kick	B

+-----+  
| Ground Moves |  
+-----+

UPPERBODY MOVES

Move Name	Control
+-----+	+-----+
Facing Up: Eye Gouge	A
Facing Down: Sitting Reverse Armbar	A
Sitting Up: Sleeper Hold	A
Sitting Down: Camel Clutch	A

LOWERBODY MOVES

Move Name	Control
+-----+	+-----+
Facing Up: Knee Smash	A
Facing Down: Single Crab	A

GROUND STRIKING

Move Name	Control
+-----+	+-----+
Facing Up: Buchanan Stomp	B
Facing Down: Elbow Drop 03	B
Sitting Up: Kick	B
Sitting Down: Buchanan Stomp	B

+-----+  
| Running Moves |  
+-----+

RUNNING STRIKES

Move Name	Control
-----------	---------

+-----+  
Shoulder Block  
Back Elbow Smash 01  
Kitchen Sink 01  
Clothesline R 02

+-----+  
A  
A + B  
A + direction  
A + B + direction

#### RUNNING GRAPPLE

Move Name  
+-----+  
Front: Swinging Neck Breaker  
Back: Bulldog

Control  
+-----+  
A  
A

#### RUNNING GROUND ATTACK

Move Name  
+-----+  
Facing Up: Pimp Legdrop  
Facing Down: Elbow Drop  
Sitting Up: Stomp  
Sitting Down: Stomp

Control  
+-----+  
B  
B  
B  
B

#### EVASION

Move Name  
+-----+  
Roll

Control  
+-----+  
R

+-----+  
| Turnbuckle Moves |  
+-----+

#### STRIKE

Move Name  
+-----+  
Standing: Body Punch  
Standing: Body Hook Punch  
Running: Clothesline R 01  
Running: Jumping Karate Kick

Control  
+-----+  
B  
B + Direction  
B  
A + B

#### COUNTER

Move Name  
+-----+  
Boot to Face

Control  
+-----+  
R

#### TREE OF WOE

Move Name  
+-----+  
Standing: Body Punch  
Standing: Body Hook Punch  
Running: Dropkick to Knee

Control  
+-----+  
B  
B + Direction  
B

#### FRONT GRAPPLE

Move Name  
+-----+  
Weak: Eye Rake on Ropes

Control  
+-----+  
A

Weak: 10 Punch	B
Strong: Foot Choke	A
Strong: Knee Strikes	B
Strong: 3/4 Turn Neckbreaker	Analog

BACK GRAPPLE

Move Name	Control
+-----+	+-----+
Weak: Forearm Smash	A or B
Strong: Super Back Drop	A or B
Strong: Super Back Drop	Analog

COUNTER

Move Name	Control
+-----+	+-----+
Front: Throw	A
Back: Super Back Drop	A

+-----+  
 | Aerial Moves |  
 +-----+

STANDING OPPONENT

Move Name	Control
+-----+	+-----+
Double Axe Handle	B
Outside Ring: Double Axe Handle	B
Flying Clothesline	Analog

LAYING OPPONENT

Move Name	Control
+-----+	+-----+
Leg Drop	B
Outside Ring: Guillotine Leg Drop	B

+-----+  
 | Ringside / Apron Moves |  
 +-----+

RINGSIDE - Grapple to Apron

Move Name	Control
+-----+	+-----+
Weak: Club to Chest	A
Strong: Suplex to Inside	A
Reversal: Suplex Reversal to Inside	A

RINGSIDE - Aerial Attack to Outside

Move Name	Control
+-----+	+-----+
Baseball Slide	A

APRON - Attack



Move Name	Control
+-----+	+-----+
To Inside: Middle Kick	B
To Outside: Strong Kick	B

APRON - Grapple

Move Name	Control
+-----+	+-----+
Weak: Guillotine	A
Strong: Suplex to Outside	A
Reversal: Suplex Reversal to Outside	A

APRON - Flying Attack

Move Name	Control
+-----+	+-----+
Dropping Elbow	A

+-----+  
 | Irish Whip Moves |  
 +-----+

STRIKE

Move Name	Control
+-----+	+-----+
Sidekick 02	B

GRAPPLE

Move Name	Control
+-----+	+-----+
Tap, Weak: Back Toss 02	A
Hold, Weak: Scissor Sweep	A
Tap, Strong: Body Press Drop	A
Hold, Strong: Powerslam 02	A
Press Censor Kick	Analog

+-----+  
 | Double Team Moves |  
 +-----+

GRAPPLE

Move Name	Control
+-----+	+-----+
Front: Wishbone Split	A
Back: Double Atomic Drop	A
Sandwich: Double Piledriver	A
Irish Whip: Double Arm Drag	A

TURNBUCKLE STRIKE (Note: Opponent must be mounted on partner's shoulders)

Move Name	Control
+-----+	+-----+
Doomsday Device	B

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Basket  
Biker Jacket  
Biker Vest  
Boss Man (Old)  
Brown Shirt  
Coat  
Fire GI  
Fire Jacket  
Flame Top  
Gothic  
Hawaii  
Headbangers  
Hooded  
Kanji  
Kung Fu  
Makind (old)  
M.S.P.  
Rock  
Sailor  
Soccer  
Striped  
Stylish  
Taped Up  
Thick Vest  
Torn Shirt  
Undertaker (old)  
2 Layers  
\$800 Shirt  
Original 1  
Original 2

Entrance Attire

+-----+

Biker Jacket  
Robe  
Showster  
Taker Robe

Tattoo

+-----+

Chaz  
Scar 1  
Scar 2  
Thrasher  
Tribal 1  
Tribal 2  
Original 4  
Original 5  
Original 6  
Original 7  
Original 8

Masks / Etc.

+-----+

Bat  
Bat Mask  
Beast  
Hockey  
Kabuki Paint  
Kanji

Leather Mask  
Phantom  
Serpant

Gloves  
+-----+  
Boxing

Feet  
+-----+  
Boots 17  
Boots 18  
Boots 19  
Boots 20  
Boots 21  
Kung Fu  
Padded 9  
Pull-ons 14  
Pull-ons 15  
Pull-ons 16  
Pull-ons 17  
Pull-ons 18  
Pull-ons 19  
Pull-ons 20  
Supporter  
Tabi  
Taped

-----  
- > M O V E S < -  
-----

Big Swing  
Continuous Powerbomb/DVO  
Double Dragon Screw 01  
Fireball  
Insider Edge  
Jackknife Powerbomb  
Jack Hammer  
Kicking Combination 02  
Old Man Flop  
Poison Mist  
Russian Neck Drop  
Screwdriver  
Six Seconds Magic  
Ultimate Armbar  
Burning Hammer  
Cobra Clutch Suplex  
DD DDT  
Half Nelson Suplex  
Neck Crank  
Spinning Torture Rack  
Tiger Suplex '85 Pin  
Chokeslam  
T-Bone Suplex  
Half Nelson Suplex  
Release German Suplex  
DragonRana  
Jumping Armbar Takedown  
Misty Frankensteiner

Stomp and Choke  
Super Brainbuster  
Turnbuckle Powerbomb  
Russian Neck Drop  
Ultimate Punching  
Backhand Blow 02  
Back Spinning Wheel Kick  
Jumping Knee Strike  
Shouda 03  
Spinning Back Elbow  
Standing Clothesline 02  
Clothesline L 01  
Elbow Attack 03  
Kitchen Sink 02

-----  
- > E T C E T E R A < -  
-----

Superstar  
+-----+  
Shawn Michaels  
Cactus Jack  
Ken Shamrock  
Ho  
Earl Hebner

Arena  
+-----+  
Armageddon Arena  
Backlash Arena

Weapons  
+-----+  
Barbed Wire 2x4  
Brief Case  
Cheese  
Fire Extinguisher  
Foam Bull  
Foam Finger  
Head  
Sledge Hammer  
Steve's Can  
The Rock Says...

Props  
+-----+  
Bazooka  
Cane

-----  
| - > Weapons < - |  
`-----`

Now, I'll break down the information about the weapons that are available for use in WWF No Mercy. The only problem is, all weapons do the same amount of damage.

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- > B A S I C   W E A P O N S < -  
-----  
A.K.A. Weapons available from the start

Bat

+----+

The bat is a wooden baseball bat used to smash opens with.

Moves:	Overhead Swing	Hold B	-Pull bat over your head and hit
	Swing	Press B	-Regular baseball swing
	Throw	C-Left	-Throw weapon

Night Stick

+-----+

A black stick, very hard, used by policemen.

Moves:	Overhead Swing	Hold B	-Pull it over your head and hit
	Swing	Press B	-Regular baseball swing
	Throw	C-Left	-Throw weapon

2x4

+----+

A two foot by four foot piece of wood. Very handy.

Moves:	Overhead Swing	Hold B	-Pull it over your head and hit
	Swing	Press B	-Regular baseball swing
	Throw	C-Left	-Throw weapon

Kendo Stick

+-----+

A long, martial arts pole. The length gives it great range, so you can attack your opponent without much risk.

Moves:	Overhead Swing	Hold B	-Pull it over your head and hit
	Swing	Press B	-Regular baseball swing
	Throw	C-Left	-Throw weapon

Microphone

+-----+

Device used for amplifying voice. Also used to slam into opponent's head.

Moves:	Overhead Swing	Hold B	-Pull it over your head and hit
	Swing	Press B	-Regular baseball swing
	Throw	C-Left	-Throw weapon

Water Bottle

+-----+

I never understood why this was in the game as a weapon. It's Triple H's entrance prop, and I guess it does damage to your opponent.

Moves:	Overhead Swing	Hold B	-Pull it over your head and hit
	Swing	Press B	-Regular baseball swing
	Throw	C-Left	-Throw weapon

Roses

+-----+

See above. Eddy Guerrero's entrance prop, I think.

Moves:	Overhead Swing	Hold B	-Pull it over your head and hit
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