



the other in and around the squared circle, culminating with Goldust winning his own personal Oscar, the WWF Intercontinental Championship in late March 1999 from the Road Dogg Jesse James on Raw is War after the Meanie handed Jammes his belt...across the face!

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II. Meanie's Moves  
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\*STRIKING\*

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-Weak Attacks-

B (Arm): Slap 03

B+D-pad (Arm): Elbow Strike

B (Leg): Front Kick 01

B+D-pad (Leg): Front Kick 05

-Strong Attacks-

B: Jumping Front Dropkick

B+D-pad: Overhand Punch 01

A+B: Spinning Punch

-Running Attacks-

Down-C+[B]: Running Shoulder Block

Down-C+[A+B]: Running Back Elbow Smash

D-Pad + Down-C + [B]: Running Clothesline

D-pad + Down-C + [A+B]: Kitchen Sink

-Turnbuckle Attacks-

B: Chop

D-Pad + B: Front Kick

-Running Turnbuckle Attacks-

Down-C + B: Running Body Avalanche

Down-C + A + B: Running Clothesline

-Corner Counter-

Irish whip to Corner Counter: Boot to Face

-Tree of Woe Attacks-

B: Front Kick

D-Pad + B: Front Kick

Down-C + B: Running Shoulder Block

-Apron Attacks-

To Inside: Knee Strike

To Outside: Strong Kick

-Irish Whip Attack-

B: Short Kick

-Recovery Attack-

Ducking Attack: Low Blow

-Counter Attacks-

Counter Punch: Strong Attack [B+D-Pad]

Special Counter Punch: Front Special Grapple

Counter Kick [A]: Pushing Takedown Counter

Counter Kick [B]: Elbow Crush Counter

Special Counter Kick: Special Back Grapple

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\*GRAPPLING\*

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-Weak Front Grapple-

A: Overhand Punch

A+L/R: Snapmare

A+Up: Headbutt  
A+Down: Scoop Slam  
B: Headlock Takedown  
B+L/R: Falling Neckbreaker  
B+Up: Suplex  
B+Down: Piledriver 01  
-Strong Front Grapple-  
A: Headlock with Punch  
A+L/R: Shoulder Thrusts  
A+Up: Snake Eyes  
A+Down: Small Package  
B: Manhattan Drop  
B+L/R: Giant Headbutt  
B+Up: Thrusting Shoulderbreaker  
B+Down: Falling Powerslam (F)  
Special: Flowing DDT  
Front Stolen Move (A+B): Flowing DDT  
-Weak Rear Grapple-  
A: Forearm Smash  
A+D-pad: Forearm Smash  
B: Multiple Headbutts  
B+D-pad: Multiple Headbutts  
-Strong Rear Grapple-  
A: School Boy Pin  
A+D-pad: School Boy Pin  
B: Atomic Drop  
B+D-pad: Atomic Drop  
Special: Rolling Crutch Pin  
Back Stolen Move (A+B): Rolling Crutch Pin  
-Counter Grapple-  
Back Weak Grapple Counter: Counter Elbow Strike  
Back Strong Grapple Counter: Counter Groin Kick  
-Irish Whip Grapple-  
Tap A (Weak): Back Toss  
Hold A (Weak): Monkey Toss  
Tap A (Strong): Back Body Flip  
Hold A (Strong): Spinebuster  
Control Stick (Weak or Strong): Front Special Grapple  
-Front Turnbuckle Grapple-  
A (Weak): Shoulder Thrusts  
B (Weak): 10 Punch  
A (Strong): Foot Choke  
B (Strong): Tornado DDT  
Control Stick: None  
Stolen Turnbuckle Grapple: Tornado DDT  
-Back Turnbuckle Grapple-  
A (Weak): Forearm Smash  
B (Weak): Forearm Smash  
A (Strong): Super Backdrop  
B (Strong): Super Backdrop  
Control Stick: None  
Stolen Back Turnbuckle Grapple: Super Backdrop  
-Counter Grapple-  
Front Counter: Throw  
-Grapple to Apron-  
Weak Grapple: Club to Chest  
Strong Grapple: Suplex to Inside  
Special Grapple: None  
Counter Grapple: Suplex Reversal to Inside  
-Grapple from Apron-

Grapple (Weak): Arm Breaker  
Grapple (Strong): Guillotine  
Grapple (Special): None  
Counter Grapple: Suplex Reversal to Suplex Inside  
-Double Team Grapple-  
Front Grapple: Double Suplex  
Back Grapple: Double Atomic Drop  
Sandwich Grapple: Double Pile Driver  
Counter Attack: Punching Reversal

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\*GROUND\*

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-Submission-

Upper Body Facing Up: Face Stretch  
Upper Body Facing Down: Mahistrol Cradle  
Lower Body Facing Up: Knee Smash  
Lower Body Facing Down: Knee Stomp  
Sitting Up: Sleeper Hold  
Sitting Down: Camel Clutch

-Ground Attacks-

Facing Up: Elbow Drop  
Facing Down: Stomp  
Running Facing Up: Running Elbow Drop  
Running Facing Down: Running Stomp  
Sitting Up: Hammer Blow  
Sitting Down: Hammer Blow  
Running Sitting Up: Running Elbow Drop  
Running Sitting Down: Running Stomp

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\*HIGH FLYING\*

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-Turnbuckle 1-

Standing Opponent: Double Axe Handle  
Standing Opponent (Special): Front Dropkick  
Standing Opponent to Outside: Double Axe Handle

-Turnbuckle 2-

Laying Opponent: Back Elbow Drop  
Laying Opponent (Special): Low Speed Backflip Splash (F)  
Laying Opponent to Outside: Double Stomp  
-To Outside of the Ring-  
Running Diving Attack to Outside Down-C + [A]: Baseball Slide  
Running Diving Attack to Outside Down-C + D-Pad + [A]: Baseball Slide  
Running Diving Taunt Control Stick: None  
Flying Attack to Outside [A]: None  
Flying Attack to Inside at Rope: None  
Flying Attack to Inside at Turnbuckle: Jumping Leg Drop  
Flying Attack from apron to Outside [A]: Dropping Elbow  
Running Flying Attack from Apron to Outside Down-C + [A]: None

-Flying Body Attacks-

Flying Attack to Ring Standing Opponent: None  
Flying Attack to Ring Laying Opponent: None  
Flying Attack to Ring Standing Opponent (Special): None

-Rebound Flying Attacks-

Rebound Flying Attack [A]: None

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\*TAUNTS\*

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Entry Way Taunt: The Blue Meanie  
Walking Taunt: Mankind  
In Ring Taunt: The Blue Meanie  
Taunt Up: The Blue Meanie 01  
Taunt Left: The Blue Meanie 01  
Taunt Right: The Blue Meanie 02  
Special Taunt: The Blue Meanie 03  
Ducking Taunt: Taunt 11  
Corner Taunt: Taunt 04  
Turnbuckle Taunt: Taunt 01  
Apron Taunt: Taunt 03  
Celebration Taunt: The Blue Meanie 03  
Evasion: Roll

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III. Appearance/Fighting Style/Parameter  
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\*APPEARANCE\*

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-Profile/Music-

Name: The Blue Meanie

Short Name: Meanie

Height: 6'1"

Weight: 292 lbs.

Music: Meanie

Video: Meanie

-Attire-

Body Size: 7 (1st)

Ring Attire: 57 (Default)

Tattoo: 20

Upper Body: 14

Entrance Attire: 0

Weapons/Props: 0

-Head-

Head: 3

Face: 39

Hair 1: 14 (6th) (Blue)

Hair 2: 0

Facial Hair: 28

Masks/Etc.: 20

-Equipment-

Gloves: 0

Wristbands: 0

Elbow Pad L: 0

Elbow Pad R: 0

Knee Pad L: 12 (Default)

Knee Pad R: 12 (Default)

Feet: 0

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\*FIGHTING STYLE\*

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Stance: Wrestling

Speed: Slow

Submission Skills: Expert

Recovery Rate: Slow

Reaction to Blood: Panic

Turnbuckle Climbing: Climbing  
Weapon Use: Rare  
Weight Class: Heavy  
Counters/Reversals: Heavy  
Ring Entry: Normal  
Bleeding: Rarely  
Endurance: Weak  
Jumping Distance: Short  
Specific Weapon: None

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\*PARAMETER\*

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-Offense-

Head: 3  
Body: 2  
Arms: 2  
Legs: 1  
Flying: 4

-Defense-

Head: 2  
Body: 2  
Arms: 1  
Legs: 1  
Flying: 2

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\*ALLIES/ENEMIES\*

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50%: None  
30%: None  
20%: None  
Ally: None

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End of FAQ