

# WWF SmackDown! Hardy Boyz Movelist

by Godhand

Updated to v0.5 on Sep 12, 2000

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===== W W F   S M A C K D O W N   (Playstation) =====
           H a r d y   B o y z ' s   M o v e l i s t
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UPDATES
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12 Sept 2000 (Ver 0.5)

- Correcting my new e-mail and website address.
- Please note that the move below is only for Beta Version.
- Fix Matt's finishing move.

23 March 2000 (Ver 0.4)

- Finally, i have a connection.After a long 1 month....  
I have check my mailbox... =\_= duh.....
- Arrange some layout

17 March 2000 (Ver 0.3)

- Still dont have connection. Damn.... T\_T
- Making content, credits, bla bla...

15 March 2000 (Ver 0.2)

- Correcting some mistakes on Matt.
- Adding some moves.

13 March 2000 (Ver.0.1 Beta)

- Start Writing

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DISCLAIMER
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HARDY BOYZ INFO

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HARDY BOYZ

From : Cameron, NC  
Matt's Finishing Move : Twist of Fate,Northernlightsuplex  
Jeff's Finishing Move : Senton Bomb

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BASIC MOVES

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D-Pad = Left, Right, Up, Down  
O = Grapple  
X = Attack  
T (Triangle) = Run  
S (Square)E = Block/Dodge  
L1 = Special Move  
L2 = Taunt / Counting (If you are being S-Referee)  
R1 = Climb Turnbuckle / Go out of the Ring / Swap(Tag Team) /  
Pick up weapon  
R2 = Change Facing to (Opponent/Ally).

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READY MOVES

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Fighting Pose : Wrestling

--GRAPPLE--

\*GH : Grapple the standing opponent from the front  
O = Irish Whip (Follow with any one of D-Pad to target)

Matt		Jeff
Left + O = Scoop Slam		Left + O = Snapmare
Right + O = Scissor Sweep		Right + O = Scoop Slam
Up + O = Suplex		Up + O = Suplex
Down + O = Arm Wrench		Down + O = Arm Wrench

--DIZZY OPPONENT--

\*GH : Grapple the dizzy opponent from the front  
O = Irish Whip (Follow with any one of D-Pad to target)

Matt		Jeff
Left + O = Falling Neckbreaker		Left + O = DDT
Right + O = DDT		Right + O = Gangrel Suplex
Up + O = Stomach Crusher		Up + O = Hurracanrana
Down + O = Rib Breaker		Down + O = Knee Smash

--ATTACK--

\*GH : Kick or Punch the standing opponent

Matt		Jeff	
X	= Snap Jab	X	= Chop
Left + X	= Back Elbow Smash	Left + X	= Snap Jab
Right + X	= Chop	Right + X	= Austin Punches
Up + X	= Rolling Wheel Kick	Up + X	= Shuffle Side Kick
Down + X	= Dropkick	Down + X	= Dropkick

=====  
BEHIND  
=====

--GRAPPLE--

\*GH : Grapple the standing opponent from the behind

Matt		Jeff	
O	= Irish Whip (Follow with any one of D-Pad to target)		
Left + O	= Back Drop	Left + O	= Back Drop
Right + O	= German Suplex Pin	Right + O	= German Suplex Pin
Up + O	= Sleeper Hold	Up + O	= Back Side Slam
Down + O	= Diving Reverse DDT	Down + O	= Diving Reverse DDT

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GROUND  
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--GRAPPLE--

Upper

\*GH : Grapple the upper body of the fallen opponent

O	= Raise		
Down + O	= Pin Fall (Keep hold O until 3 counts)		
Matt		Jeff	
Left + O	= Mounted Punch	Left + O	= Sleeper Hold
Right + O	= Mounted Punch	Right + O	= Sleeper Hold
Up + O	= Knee Smash	Up + O	= Knee Smash

Lower

\*GH : Grapple the lower body of the fallen opponent

O	= Raise		
Down + O	= Pin Fall (Keep hold O until 3 counts)		
Matt		Jeff	
Left + O	= Leg Lock	Left + O	= Kick to Leg
Right + O	= Leg Lock	Right + O	= Kick to Leg
Up + O	= Pin With Bridge	Up + O	= Knee Stomp

--ATTACK--

\*GH : Kick or Punch the opponent on the ground

Matt		Jeff	
X	= Austin Elbow Drop	X	= Angry Stomp
Left + X	= Elbow Drop	Left + X	= Double Knee Drop
Right + X	= Angry Stomp	Right + X	= Double Knee Drop
Up + X	= Austin Elbow Drop	Up + X	= Flip Splash
Down + X	= Leg Drop	Down + X	= Flip Splash

=====  
TURNBUCKLE  
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--UPPER--

\*GH : Grapple the opponent at the turnbuckle from the front.  
O = Irish Whip (Follow with any one of D-Pad to target)  
Matt Jeff  
Left + O = Mudhole Stomping | Left + O = Shoulder Thrust  
Right + O = Mudhole Stomping | Right + O = Shoulder Thrust  
Up + O = Tornado DDT | Up + O = Frankensteiner  
Down + O = Tornado DDT | Down + O = Frankensteiner

\*GH : Grapple the opponent at the turnbuckle from the behind.  
O = Irish Whip (Follow with any one of D-Pad to target)  
Matt Jeff  
Left + O = Super Back Drop | Left + O = Super Back Drop  
Right + O = Super Back Drop | Right + O = Super Back Drop  
Up + O = Super Back Drop | Up + O = Super Back Drop  
Down + O = Super Back Drop | Down + O = Super Back Drop

--LOWER--

\*GH : Grapple the opponent at the lower turnbuckle from the front.  
O = Raise the Opponent Up  
Matt Jeff  
Left + O = Foot Choke | Left + O = Foot Choke  
Right + O = Foot Choke | Right + O = Foot Choke  
Up + O = Foot Choke | Up + O = Foot Choke  
Down + O = Foot Choke | Down + O = Foot Choke

--RUN--

\*GH : Run and attack the opponent at the lower turnbuckle.  
Matt Jeff  
X = Bronco Buster (LV4/S) | X = Bronco Buster (LV4/S)

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ROPE OPPONENT  
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--ROPE DOWN--

\*GH : Attack the opponent at the rope.  
Matt Jeff  
O = Scissor Sweep | O = Scoop Slam

--JUMP TO OUTSIDE--

\*GH : Attack from the top of the turnbuckle to the opponent out side of  
the ring.  
Matt Jeff  
X = Diving Moonsault | X = Diving Body Press

--JUMP DOWN OVER--

\*GH : Rope dive to the opponent out side of the ring.  
Matt Jeff  
X = Moonsault | X = Asai Moonsault

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AERIAL  
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--STAND--

\*GH : Attack from top of the turnbuckle to the standing opponent in the  
ring.  
Matt Jeff  
X = Double Axe Handle | X = Double Axe Handle  
Left + X = Spinning Wheel Kick | Left + X = Missile Dropkick

Right + X = Spinning Wheel Kick | Right + X = Missile Dropkick  
Up + X = Spinning Wheel Kick | Up + X = Missile Dropkick  
Down + X = Spinning Wheel Kick | Down + X = Missile Dropkick

--DOWN--

\*GH : Attack from top of the turnbuckle to the grounding opponent in the ring.

Matt		Jeff	
X	= Senton Bomb	X	= Twisting Knee Drop
Left + X	= Diving Moonsault	Left + X	= Senton Bomb
Right + X	= Diving Moonsault	Right + X	= Senton Bomb
Up + X	= Diving Moonsault	Up + X	= Senton Bomb
Down + X	= Diving Moonsault	Down + X	= Senton Bomb

--RUN TO OUTSIDE--

\*GH : Run and dive through the rope to the opponent out side of the ring.

Matt		Jeff	
X = Moonsault		X = Asai Moonsault	

=====  
RUNNING  
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--GRAPPLE--

\*GH : Run up to the opponent frontally and grapple.

Matt		Jeff	
O	= NeckBreaker Drop	O	= NeckBreaker
Left + O	= NeckBreaker	Left + O	= Spear
Right + O	= NeckBreaker	Right + O	= Spear
Up + O	= NeckBreaker	Up + O	= Spear
Down + O	= NeckBreaker	Down + O	= Spear

\*GH : Run up to the opponent in the rear and grapple.

Matt		Jeff	
O	= Bulldog	O	= School Boy
Left + O	= Bulldog	Left + O	= School Boy
Right + O	= Bulldog	Right + O	= School Boy
Up + O	= Bulldog	Up + O	= School Boy
Down + O	= Bulldog	Down + O	= School Boy

--ATTACK--

\*GH : Run up to the opponent and attack.

Matt		Jeff	
X	= Diving Forearm Smash	X	= Spinning Wheel Kick
Left + X	= Power Clothesline	Left + X	= Back Elbow Attack
Right + X	= Power Clothesline	Right + X	= Back Elbow Attack
Up + X	= Power Clothesline	Up + X	= Back Elbow Attack
Down + X	= Power Clothesline	Down + X	= Back Elbow Attack

--COUNTER--

\*GH : Grapple the opponent running up to you.

Matt		Jeff	
O	= Monkey Toss	O	= Moneky Toss
Left + O	= Samoan Drop	Left + O	= Powerslam
Right + O	= Samoan Drop	Right + O	= Powerslam
Up + O	= Samoan Drop	Up + O	= Powerslam
Down + O	= Samoan Drop	Down + O	= Powerslam

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OTHERS

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--SPECIAL MOVE--

(Matt) L1 = NorthenLightSuplex

\*GH = Opponent must on dizzy condition and facing to you.

(Jeff) L1 = Senton Bomb

\*GH = Opponent must on ground and you are in the top of turnbuckle.

--FAVORITE MOVE--

Matt : ???

Jeff : Hurracanrana

--COMBO--

Matt	Jeff
1. Snap Jab	1. Chop (Reverse)
2. Snap Jab	2. Snap Jab
3. Back Elbow Smach	3. Snap Jab (Reverse)
4. Rolling Wheel Kick	4. Dropkick

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APPEALING

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--APPEALING--

\*GH : Attempt to excite the crowd

You can also gain more points using this to grow up your SM gauge.

Matt

Jeff

L2 = ??? | L2 = ???

D-Pad + L2 = Stepping Around | D-Pad + L2 = ???

--WINNING MOVE--

Normal

--ENTRANCE MOVE--

\*GH : The move when the titan-tron is playing.

Normal

--RING IN MOVE--

Normal

--RING OUT MOVE--

Normal

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CREDITS

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THQ.

For making the best wrestling game on PSX.

Yuke's.

For helping them. xp

Godhand.

For writing this FAQ.

Adith and.. My little bro, Ferry Sutanto.

As my sparring partner. Tough opponent.

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AUTHOR NOTE  
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To release your pinfall lock, just tap any directional pad button like crazy. Dont always trust high level Moves, some mid-level-moves even more deadly, such as Piledriver, Ho Train Attack, etc.. they can sometimes causing opponent dizzied. Btw, I have receive an email from someone (still in my country) asking who is my favorite WWF star (duh)... The answer is ---> The bigredmachine, Kane. ENOUGH !! I dont want to waste your printer tint.

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