

WWF No Mercy Al Snow Character FAQ

by Brakker Z

Updated to v1.4 on Feb 28, 2001

WWF No Mercy Character Guide:

```
  / \   |   / \   |   / \   |   / \   |   / \   |
 /--\  |   /--\  |   /--\  |   /--\  |   /--\  |
 /   \ |___ /   \ |___ /   \ |___ /   \ |___ /   \ |
```

Version 1.0

Date: 07/23/2001

Written By: Nomad Z 2000

System: Nintendo 64

E-mail: joshuamccammon@hotmail.com

I. Al Snow's Bio

For years, Al Snow(tm) tried to make a name for himself in the WWF(r). However, his efforts never seemed to be enough, as Al continuously found himself on the bottom rung of the ladder. Tired of goofy gimmicks and a less-than-enthusiastic win-loss record, Snow was determined to finally hit it big in the WWF(r).

Interestingly enough, Al was not fueled by determination alone. Rather, it appeared as though he had gone somewhat insane, as well. Now, Al talks to a disembodied mannequin head, which he affectionately calls HEAD. Unbelievably, alongside HEAD, Al Snow(tm) has found much success. In fact, he has captured numerous titles in the Federation with HEAD at his side.

Finally, Al Snow(tm) has made a name for himself in the WWF(r). Now, nobody can question whether Al can make it in the WWF(r). He's already turned back the harshest critics, en route to a very successful career, despite being somewhat insane.

II. Al's Moves

GRAPPELING

-Weak Front Grapple-

A: Double Axe Handle

A+L/R: Knee Lift

A+Up: Overhand Punch

A+Down: Scoop Slam

B: Headlock Takedown

B+L/R: Arm Wrench/Elbow Smash

B+Up: Suplex

B+Down: Piledriver 02

-Strong Front Grapple-

A: Headlock

A+L/R: Shoulder Thrusts
A+Up: Northern Lights Suplex 02
A+Down: Backslide Pin
B: Manhattan Drop
B+L/R: Trapping Headbutts (F)
B+Up: Hurracanrana Pin
B+Down: Snap Powerbomb 02
Special: Snowplow (F)
-Weak Rear Grapple-
A: Back Drop
A+D-pad: Back Drop
B: Atomic Drop
B+D-pad: Atomic Drop
-Strong Rear Grapple-
A: School Boy Pin
A+D-pad: School Boy Pin
B: German Suplex 01 (F)
B+D-pad: German Suplex 01
Special: Spinning Hurracanrana Pin
-Reversals-
Back Weak Grapple Counter: Counter Groin Kick
Back Strong Grapple Counter: Counter Grapple

STANDING

-Weak Striking-
B (Arm): Slap 03
B+D-pad (Arm): Chop 01
B (Leg): Front Kick 01
B+D-pad (Leg): Front Kick 05
-Strong Striking-
B: Dropkick to Knee 01
B+D-pad: Uppercut 01
A+B: Sidekick 03 (F)
-Reversals-
Ducking Attack: Low Blow
-Counter Attacks-
Counter Punch: Strong Attack [B+D-pad]
Special Counter Punch: Backslide Pin
Counter Kick [A]: Pushing Takedown Counter
Counter Kick [B]: Elbow Crush Counter
Special Counter Kick: Special Rear Grapple
-Walking Moves-
Walking Moves: Al

RUNNING

-Running Attacks-
Down-C+[B]: Shoulder Block
Down-C+[A+B]: Body Attack
D-Pad + Down-C + [B]: Clothesline R 01
D-pad + Down-C + [A+B]: Elbow Attack 01 (F)
-Running Grapple-
Down-C + A (Front): Head Scissor Takedown 02
Down-C + A (Back): Release German Suplex
-Running Ground Attack-
Facing Up: Elbow Drop 01
Facing Down: Stomp

Sitting Up: Stomp
Sitting Down: Stomp
-Evasion-
Evasion: Cartwheel

GROUND

-Upper Body Submission-
Facing Up: Clutching Punch
Facing Down: Mahistrol Cradle (F)
Sitting Up: Sleeper Hold
Sitting Down: Camel Clutch
Facing Up (Special): None
Facing Down (Special): None
-Lower Body Submission-
Facing Up: Knee Smash
Facing Down: Single Crab
Facing Up (Special): None
Facing Down (Special): None
-Ground Attack-
Facing Up: Stomp 01
Facing Down: Elbow Drop 02
Sitting Up: Dropkick to Knee
Sitting Down: Double Axe Handle

TURNBUCKLE

-Turnbuckle Attack-
B: Chop 01
D-Pad + B: Front Kick 05
Down-C + B: Clothesline R 01
Down-C + A + B: Elbow Attack 01
-Corner Counter-
Irish whip to Corner Counter: Sling Over Opponent
-Tree of woe Attack-
B: Front Kick 05
D-Pad + B: Front Kick 05
Down-C + B: Dropkick to Knee
-Front Turnbuckle Grapple-
A (Weak): Shoulder Thrusts
B (Weak): Eye Rake on Rope
A (Strong): Superplex
B (Strong): Frankensteiner
Control Stick: Super RB
-Back Turnbuckle Grapple-
A (Weak): Forearm Smash
B (Weak): Forearm Smash
A (Strong): Super Back Drop
B (Strong): Super Back Drop
Control Stick: Super Back Drop
-Counter Grapple-
Front Counter: Rack Em Up
Back Counter: Super Back Drop
-Flying Attack-
Standing Opponent: Flying Body Press
Standing Opponent to outside: Double Axe Handle
Standing Opponent (Special): None
Laying Opponent: Guillotine Leg Drop

Laying Opponent to outside: Back Flip Splash 01
Laying Opponent (Special): Back Flip Splash 01 (F)
-Turnbuckle Inside Attack-
Turnbuckle Inside Attack: Jumping Leg Drop (F)
-Turnbuckle Taunt-
Corner Taunt: Taunt 008
Turnbuckle Taunt: Taunt 001

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-
Rope Inside Attack: None
-Flying Attack to outside-
A: Vaulting Body Press
Down-C + [A]: Baseball Slide
Down-C + D-Pad + [A]: Rope Flip
-Running Diving Taunt-
Control Stick: None
-Rebound Flying Attack-
A: None

APRON

-Apron Attack-
To Inside: Middle Kick
To Outside: Strong Kick
-Grapple from apron-
Grapple (Weak): Guillotine
Grapple (Strong): Sunset Flip Over Ropes
Grapple (Special): None
Counter Grapple: Suplex Reverse
-Flying Attack from apron-
A: Dropping Elbow
Down-C + [A]: None
-Flying Attack to ring-
Standing Opponent: Shoulder Block
Laying Opponent: Slingshot Leg Drop
Standing Opponent (Special): None
-Apron Taunt-
Taunt: Taunt 001

IRISH WHIP

-Irish whip Attack-
B: Back Elbow
-Irish whip Grapple-
Tap A (Weak): Back Toss 02
Hold A (Weak): Monkey Toss
Tap A (Strong): Tilt-A-Whirl Backbreaker
Hold A (Strong): Powerslam 01
Control Stick (Strong): Snowplow

TAUNTS

-Taunt-

Up + Control Stick: Taunt 016

Left + Control Stick: Taunt 016

Right + Control Stick: Taunt 016

-Special Taunt-

Control Stick: Taunt 015

-Ducking Taunt-

Control Stick: Taunt 012

-Celebration Taunt-

Celebration: Taunt 015

-Entry Way Taunt-

Taunt: Al

DOUBLE TEAM

-Double Team Grapple-

Front Grapple: Double Suplex

Back Grapple: Double Atomic Drop

Sandwich Grapple: Double Powerbomb

Irish whip Grapple: Double Arm Drag

-Double Team Attack-

Double Team Attack: Doomsday Device

Attack to outside: Doomsday Device

Attack to ring: None

-Reversals-

Counter Attack: Roll Up Pinning Reversal

III. Appearance/Fighting Style/Parameter

APPEARANCE

Name: Al Snow

Short Name: Al

Alias: None

Picture: Al

Height: 6'0"

Weight: 234 lbs.

Music: Al

Titantron: Al

Body: Medium 01 (1st Color)

Head: Male 02

Face: Male 38

Hair: Long 01 (Black)

Front Hair: 07

Facial Hair: 25

Masks/Etc.: None

Hats/Caps: None

Ring Attire: Al Snow (Blue, Default)

Upper Body: None

Tattoo: None

Gloves: None

Wristbands: Wristband 01 (White)

Elbow Pad: None

Knee Pad: None
Feet: Boots 03 (Default, Default)
Entrance Attire: None
Weapons/Props: HEAD

FIGHTING STYLE

Stance: Wrestling
Ring Entry: Normal
Counter/Reversals: Heavy
Speed: Normal
Submission Skills: Novice
Irish Whip Evasion: Yes
Recovery Rate: Normal
Bleeding: Normal
Reaction to Blood: Aggression
Endurance: Strong
Turnbuckle Climbing: Climbing
Jumping Distance: Normal
Specific Weapon: HEAD

PARAMETER

-Offense-

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

-Defense-

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

ALLYS/ENEMYS

50%: Random
30%: Random
20%: Random

Ally: None

IV. Credit and Copyright Information

This was an original work by Nomad Z 2000. Please do not use this on your website unless you ask me. If you ask me, and give full credit, and don't alter this document in any way, I will let you use it. If you want to use the format for your own Character Guides, please give proper credit. Thanks.

End of FAQ

This document is copyright Brakker Z and hosted by VGM with permission.