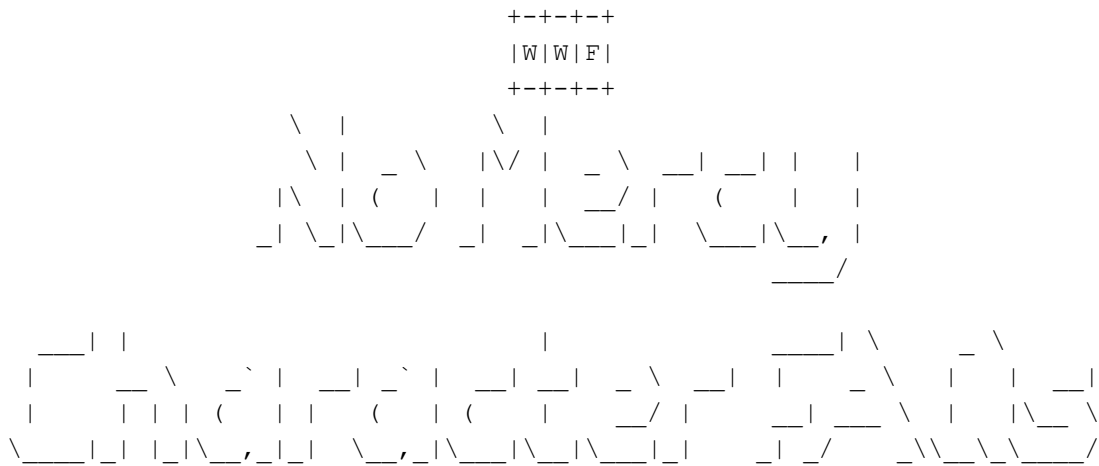


WWF No Mercy Mick Foley Character FAQ

by Kurushimi

Updated to v1.0 on Jan 7, 2001



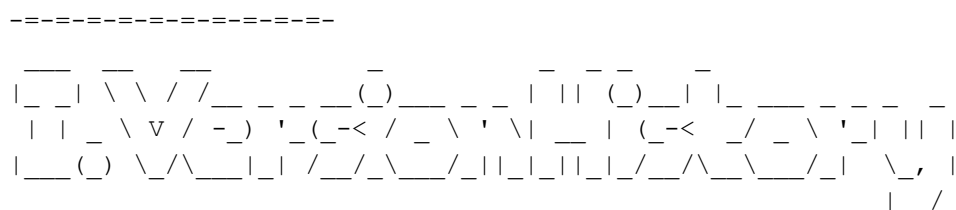
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By Kurushimi (pe_kurushimi@hotmail.com)
Version 1.0 (last updated 1/7/2000)
ASCII art done with FIGWin

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Grapple opponent

B Button - Cancel in menu
Striking attacks

Up-C Button - Climb through/over ropes
Climb ladder/cage
Drag opponent on mat
Set opponent up for Doomsday Device (back grapple)
Tag out in tag team matches
Randomly select wrestler in superstar selection menu

Down-C Button - Run
Irish whip (front grapple)
Hold opponent for striking attack (back grapple)
Climb turnbuckle
Hop over downed opponent
Slide into ring
Randomly select wrestler in superstar selection menu

Left-C Button - Flip opponent on mat
Grab weapon from crowd
Pick up ladder/stairs
Throw weapon/position ladder
Change outfit in superstar selection menu
Preview movies and entrance music in CAW mode

Right-C Button - Focus on different opponent
Change outfit in superstar selection menu

L Button - Reverse/avoid grapple
Turn standing opponent when dazed
Pin opponent
Change from front to back grapple and vice versa
Change stables in superstar selection menu

R Button - Block/counter striking attacks
Release grapple
Pick up opponent from mat
Change stables in superstar selection menu

Start Button - Bypass wrestler entrances
Pause game

Z Button - Toggle CPU/Manual control
View instructions in menu

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I. HOW TO UNLOCK MICK FOLEY

Mick can be unlocked in one of two ways:

1. Defeat him in Survival mode. He appears sometime when you've defeated about 70 to 79 opponents.

2. Unlock him in Championship mode by winning every match in the path to the World Heavyweight Title as a new contender.

II. APPEARANCE

Appearance 1 - Cactus Jack shirt w/green pajama flannel vest, black pants, white boots

Appearance 2 - Cactus Jack shirt w/red pajama flannel vest, black pants, white boots

Appearance 3 - Short-sleeved referee shirt, blue pants, white boots

Appearance 4 - Shaved hair, plain black shirt w/red pajama flannel vest, black pants, white boots

III. MOVES

GRAPPLING

Front Weak Grapple (A) - Overhand Punch
Front Weak Grapple (A <>) - Snapmare
Front Weak Grapple (A ^) - Club to Neck
Front Weak Grapple (A v) - Scoop Slam
Front Weak Grapple (B) - Headlock Takedown
Front Weak Grapple (B <>) - Neck Breaker 02
Front Weak Grapple (B ^) - Suplex
Front Weak Grapple (B v) - Piledriver 02
Front Strong Grapple (A) - Russian Leg Sweep (F)
Front Strong Grapple (A <>) - Headlock
Front Strong Grapple (A ^) - Rope Drop Clothesline
Front Strong Grapple (A v) - Small Package
Front Strong Grapple (B) - DDT 01
Front Strong Grapple (B <>) - Double Arm DDT (F)
Front Strong Grapple (B ^) - Falling Neck Breaker
Front Strong Grapple (B v) - Piledriver 01
Front Special Move - Mandible Claw (F)
Back Weak Grapple (A) - Back Drop
Back Weak Grapple (A +) - Back Drop
Back Weak Grapple (B) - Forearm Smash
Back Weak Grapple (B +) - Forearm Smash
Back Strong Grapple (A) - Sideslam
Back Strong Grapple (A +) - Sideslam
Back Strong Grapple (B) - Atomic Drop
Back Strong Grapple (B +) - Atomic Drop
Back Special Move - Reverse DDT 02
Back Weak Grapple Counter - Counter Elbow Strike
Back Strong Grapple Counter - Counter Groin Kick

STANDING

Weak Arm Striking (B) - Hook Punch 01
Weak Arm Striking (B +) - Elbow Strike
Weak Leg Striking (B) - Front Kick 01
Weak Leg Striking (B +) - Front Kick 05
Strong Striking (B) - Hard Headbutt 01
Strong Striking (B +) - Punch 01 (F)
Strong Striking (AB) - Diving Clothesline
Ducking Attack - Low Blow
counter punch - Strong Attack [D-Pad/B]
Special counter punch - Mandible Claw
counter Kick (A) - Pushing Takedown Counter
counter Kick (B) - Elbow Crush Counter

Special counter Kick - Reverse DDT 02

Walking Moves - Mankind

RUNNING

Weak Running Attack (Cv+B) - Shoulder Block

Weak Running Attack (Cv+AB) - Back Elbow Smash 01

Strong Running Attack (+Cv+B) - Clothesline R 01

Strong Running Attack (+Cv+AB) - Kitchen Sink 01 (F)

Running Front Grapple (Cv+A) - Swinging Neck Breaker

Running Back Grapple (Cv+A) - Bulldog

Running Ground Attack Facing Up - Elbow Drop 01

Running Ground Attack Facing Down - Stomp

Running Ground Attack Sitting Up - Stomp

Running Ground Attack Sitting Down - Stomp

Evasion - Roll

GROUND

Upper Body Facing Up - Head Pound (F)

Upper Body Facing Down - Rear Naked Choke

Sitting Up - Sleeper Hold

Sitting Down - Camel Clutch

Upper Body Facing Up(Special) - None

Upper Body Facing Down(Special) - None

Lower Body Facing Up - Single Leg Crab

Lower Body Facing Down - Knee Stomp

Lower Body Facing Up(Special) - None

Lower Body Facing Down(Special) - None

Ground Attack Facing Up - Elbow Drop 04

Ground Attack Facing Down - Leg Drop

Ground Attack Sitting Up - Double Axe Handle

Ground Attack Sitting Down - Knee Drop 03

TURNBUCKLE

Turnbuckle Attack (B) - Front Kick 05

Turnbuckle Attack (B +) - Punch 01

Running Turnbuckle Attack (Cv+B) - Clothesline R 01

Running Turnbuckle Attack (Cv+AB) - Body Avalanche

Irish whip to Corner Counter - Boot to Face

Tree of woe Attack (B) - Front Kick 05

Tree of woe Attack (B +) - Front Kick 05

Running Tree of woe Attack - Shoulder Block

Front Weak Grapple (A) - Shoulder Thrusts

Front Weak Grapple (B) - Flury (F)

Front Strong Grapple (A) - Eye Rake on Ropes

Front Strong Grapple (B) - Foot Choke

Front Special Grapple - Superplex

Back Weak Grapple (A) - Forearm Smash

Back Weak Grapple (B) - Forearm Smash

Back Strong Grapple (A) - Super Back Drop

Back Strong Grapple (B) - Super Back Drop

Back Special Grapple - Super Back Drop

Front Counter Grapple - Rack Em Up

Back Counter Grapple - Super Back Drop

Flying Attack w/Standing Opponent - Double Axe Handle

Flying Attack w/Standing Opponent to outside - Double Axe Handle

Flying Attack w/Standing Opponent[Special] - None

Flying Attack w/Laying Opponent - Back Elbow Drop

Flying Attack w/Laying Opponent to outside - Back Elbow Drop

Flying Attack w/Laying Opponent[Special] - None

Turnbuckle Inside Attack - None

Corner Taunt - Taunt 008
Turnbuckle Taunt - Taunt 005

RINGSIDE

Weak Grapple to apron - Club to Chest
Strong Grapple to apron - Suplex to Inside
Special Grapple to apron - None
Counter Grapple From Apron - Suplex Reversal to Inside
Rope Inside Attack - None
Flying Attack - None
Running diving Attack (A) - Baseball Slide
Running diving Attack (A +) - Baseball Slide
Running Diving Taunt - None
Rebound Flying Attack - None

APRON

Apron kick to inside - Middle Kick
Apron kick to outside - Strong Kick
Weak Grapple from apron - Arm Breaker
Strong Grapple from apron - Guillotine
Special Grapple from apron - None
Counter Grapple to apron - Suplex Reverse
Flying Attack to Outside - Dropping Elbow
Running Flying Attack to Outside - Diving Elbow
Flying Attack to Ring w/Standing Opponent - None
Flying Attack to Ring w/Laying Opponent - None
Flying Attack to Ring w/Standing Opponent[Special] - None
Apron Taunt - Taunt 001

IRISH WHIP

Irish whip Attack - Back Elbow
Front Weak Grapple (TAP A) - Scissor Sweep
Front Weak Grapple (HOLD A) - Back Toss 02
Front Strong Grapple (TAP A) - Abdominal Stretch
Front Strong Grapple (HOLD A) - Sleeper Hold
Front Special Grapple - Mandible Claw

TAUNT

Regular Taunt - Cactus Jack
Special Taunt - Mankind
Ducking Taunt - Taunt 009
Celebration Taunt - Cactus Jack
Entryway Taunt - Cactus Jack

DOUBLE TEAM

Front Grapple - Wishbone Split
Back Grapple - Double Face Crusher
Sandwich Grapple - Double Piledriver
Irish whip Grapple - Double Arm Drag
Double Team Attack - Doomsday Device
Attack to outside - Doomsday Device
Attack to ring - None
Counter Attack - Punching Reversal

----- IV. FIGHTING STYLE

Stance - Wrestling
Ring Entry - Normal
Counter/Reversals - Heavy

Speed - Normal
Submission Skills - Novice
Irish Whip Evasion - Yes
Recovery Rate - Slow
Bleeding - Normal
Reaction to Blood - Panic
Endurance - Normal
Turnbuckle Climbing - Climbing
Jumping Distance - Short
Specific Weapon - Random

V. PARAMETER

	Offensive	Defensive
Head	3	2
Body	2	3
Arms	2	2
Legs	2	2
Flying	3	2

VI. ALLY/ENEMY

50% - Triple H
50% - Random

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My conscience for convincing me to write this FAQ for the millions... and millions of WWF No Mercy fans.

THQ/Asmik Ace/AKI for making the greatest wrestling game of all time. Without them, this FAQ would cease to exist.

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