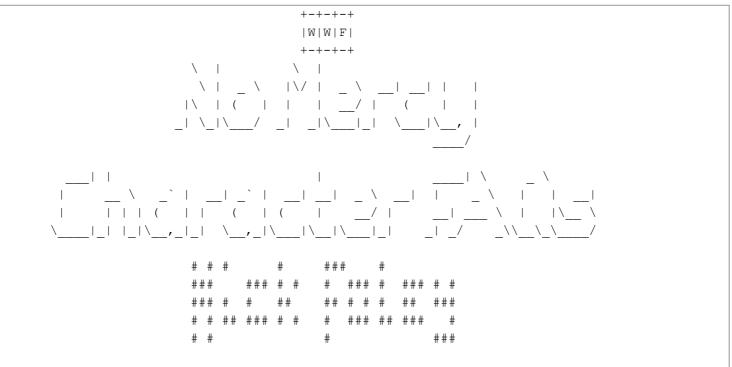
# WWF No Mercy Mick Foley Character FAQ

by Kurushimi

Updated to v1.0 on Jan 7, 2001



By Kurushimi (pe\_kurushimi@hotmail.com)
Version 1.0 (last updated 1/7/2000)

ASCII art done with FIGWin

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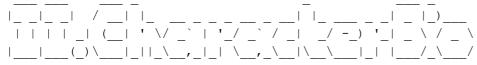
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Version 1.0 (1/7/2000) - This FAQ is released. Hopefully, updates will be few and far between.

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MICK FOLEY

Height: 6'2"
Weight: 287lbs

From: East Setauket, Long Island, NY

Finisher: The Mandible Claw

Favorite Quote: "That's my decision, and it's FINAL!"
Career Highlights: World Heavyweight Champion (as Mankind)

Tag Team Champion (as Mankind and Cactus Jack)

Hardcore Champion (as Mankind)

If you ever had the pleasure of watching Mick Foley perform in the WWF, then you probably realized he would be able to contribute long after his body physically allowed him. Whether it was competing as Mankind, Cactus Jack or even Dude Love, Mick would entertain the millions of WWF fans with his hilarious promos before stepping between the ropes and doing things that should be physically impossible. No one's body should've been able to deal with what Mick put his through -- and you knew he was going to have to rest it at some point. His brain, on the other hand, never showed any signs of needing to slow down. So he was able to take advantage of his intelligence in his new role as the commissioner of the WWF. As the man responsible for maintaining order, he still conducted his legendary promos with any superstar he chose without having to follow it up by getting slammed with a steel chair. He was untouchable... until September 2000's Unforgiven Pay-Per-View. The returning Stone Cold Steve Austin had raised major hell in the WWF as he assaulted innocent superstars, interfered in matches, and even stunned Mick! Many of the events that came to pass since then had eventually led to him making a 6-way Hell in a Cell match for the World Heavyweight Title at December 2000's Armageddon PPV. This did not bode well with Vince McMahon. He had despised the idea of placing the 6 top superstars of the federation in a potentially career-ending match, and after Linda McMahon sided with Mick's idea, Vince went over the edge, divorcing his wife and firing the WWF legend from commissionership! Mick's contributions to the federation will always be remembered, and who knows? One day, he may contribute once again.

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Control Pad - Highlight options in menu
Control wrestler

Control Stick - Taunts

Finisher w/strong grapple and full attitude meter Zoom/rotate wrestler in superstar selection menu

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Grapple opponent
B Button - Cancel in menu
           Striking attacks
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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 entrace 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.

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#### 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

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## III. MOVES

GRAPPLING

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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 Takedo
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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  $\hat{}$ ) - 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[Special] - None

Turnbuckle Inside Attack - None

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

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

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# 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

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#### V. PARAMETER

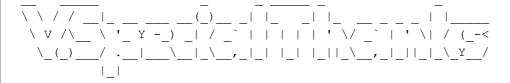
	Offensive	Defensive
Head	3	2
Body	2	3
Arms	2	2
Legs	2	2
Flying	3	2

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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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