

WWF No Mercy Move List FAQ

by SPOON

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WWF No Mercy Moves Guide

-by SPOON!

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VERSION HISTORY

Version 1.0 (5/18/01)- Finished all Front Weak Grapples and some Front Strong Grapples. Soon all Front Strong Grapples will be finished and then I will move on to Front Special Moves.

Version 1.1 (5/23/01)- Finished all Front Strong Grapples and 4 Front Special Moves. The next version will have all Front Special Moves.

Version 1.1a (5/24/01)- minor changes in copyright section.

Version 1.2 (6/22/01)- HUGE update. added all grappling moves and up to half of strong striking moves. Haven't tested them all yet but another big update is coming. This FAQ will not be updated again until all moves are listed. (So I have to get typing...)

This is my first and probably only FAQ although I could practically write a book about Super Smash Bros. This game is easier to write for because no one has an FAQ out like this one compared to the many many many strategy FAQs out for Super Smash Bros. Well enough talk... on to the guide.

In this guide I will attempt to list every single move and the body part it attacks. Each move in the game, if done enough times, will hurt a single part of the victim's body and make the victim hold that body part. Even the weak moves like ground attacks and weak striking moves attack certain body parts.

The 4 possible attack points are:

- HEAD
- BODY
- ARM
- LEG

Some moves, like submissions, have secondary hit points. Which means they hurt more than one part of the body. I have no idea how to test for these moves and if you have a good way to do it please email me.

I have also found that some moves seem to hurt nothing since the victim will simply hold the body part they were holding before the move no matter what. I was really confused by these moves until I began testing what flying attacks hurt. All flying attacks seem to hurt nothing, therefore I can assume that the other moves that hurt "nothing" are classified as Flying Attacks. So the "5th" attack point is FLYING.

now... on to the moves list.

-moves that have (rep) next to their strength rating means that the move repeats the attack

as long as possible.
 -moves that have SUB under feature will repeat until the hold is broken or the victim taps out.
 -moves that have "varies" for all categories will do different things depending on other move settings.
 -the letters under strength are the ratings in the game. The letters from weakest to strongest are: G,F,E,D,C,B,A,S
 -the other features are PIN,BLEED, and KO. PIN will automatically pin at the end of the move.
 BLEED will have a chance of making the victim bleed. KO will have a chance of knocking the victim out.

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GRAPPLING

Front Weak Grapple (A)
 Moves that can be done with the A button after a front weak grapple

MOVE NAME -----	STRENGTH -----	FEATURE -----	ATK. POINT -----
Arm Drag	F	NONE	BODY
Chop 01	F	NONE	BODY
Chop 02	F	NONE	BODY
Chop 03	F	BLEED	HEAD
Chop 04	F	NONE	BODY
Club to Neck	F	NONE	BODY
Double Axe Handle	F	NONE	BODY
Double Leg Takedown	F	NONE	BODY
Elbow Strike	F	NONE	HEAD
Elbow to Back of Head	F	NONE	HEAD
European Uppercut	F	NONE	BODY
European Uppercut Spin	F	NONE	BODY
Eye Rake	F	NONE	HEAD
Fireman Carry	F	NONE	BODY
Head Butt 01	F	BLEED	HEAD
Head Butt 02	F	BLEED	HEAD
Head Butt 03	F	BLEED	HEAD
Headlock and Punch	F	NONE	HEAD
Headlock and Thrust	F	NONE	HEAD
Jumping Front Kick	F	NONE	BODY
Knee Lift	F	NONE	HEAD
Knee Strike	F	NONE	BODY
Knee Sweep	F	NONE	BODY
Mini Shin Kicks	F	NONE	HEAD
Overhand Punch	F	NONE	HEAD
One Hand Scoop Slam	E	NONE	BODY
Scoop Slam	F	NONE	BODY
Slap	F	NONE	BODY
Snapmare	F	NONE	BODY
Throat Thrust	F	NONE	HEAD
Underhand Hook Punch	F	NONE	HEAD

Front Weak Grapple (B)

Moves that can be done with the B button after a front weak grapple

MOVE NAME	STRENGTH	FEATURE	ATK. POINT
Arm Dragon Screw	F	NONE	ARM
Arm Wrench/Elbow Smash	E	NONE	ARM
Arm Wrench with Hook Kick	E	NONE	HEAD
Back Body Flip	E	NONE	BODY
Chop Down	E(rep)	NONE	BODY
Drop Suplex 01	E	NONE	BODY
Drop Suplex 02	E	NONE	BODY
Double Underhook Suplex	E	NONE	BODY
Fallaway Slam	E	NONE	BODY
Falling Neck Breaker	E	NONE	HEAD
Falling Powerslam	E	NONE	BODY
Falling Suplex	D	NONE	BODY
Gordbuster 01	E	NONE	BODY
Gordbuster 02	D	NONE	BODY
Headlock Takedown	E	NONE	BODY
Headscissor Takedown 01	E	NONE	BODY
Headscissor Takedown 02	E	NONE	BODY
Hip Throw	E	NONE	BODY
Hip Toss	E	NONE	BODY
Jawbreaker	F	NONE	HEAD
Knee Strikes 01	F(rep)	NONE	BODY
Knee Strikes 02	F(rep)	NONE	BODY
Knee Strikes 03	E(rep)	NONE	BODY
Mini Chops	E	NONE	HEAD
Neck Breaker 01	E	NONE	BODY
Neck Breaker 02	E	NONE	BODY
Piledriver 01	D	NONE	HEAD
Piledriver 02	E	NONE	HEAD
Piledriver 03	D	NONE	HEAD
Piledriver 04	D	NONE	HEAD
Rib Breaker	E	NONE	BODY
Russain Leg Sweep	E	NONE	HEAD
Shoulder Breaker	E	NONE	ARM
Shoulder Thrusts	E(rep)	NONE	ARM
Snap Suplex	E	NONE	BODY
Stall Suplex	E	NONE	BODY
Suplex	E	NONE	BODY
Tie Up Knee Strikes	F(rep)	NONE	LEG
Underhook Suplex/Knee	D	NONE	BODY

Front Strong Grapple

Moves that can be done after a front strong grapple

MOVE NAME	STRENGTH	FEATURE	ATK. POINT
Bearhug	E	SUB	BODY
Backslide Pin	C	PIN	BODY
Belly to Back Flip Suplex	C	KO	BODY
Belly to Back Spin Suplex	C	NONE	BODY
Belly to Back Suplex	C	NONE	BODY
Belly to Belly Suplex 01	C	NONE	BODY
Belly to Belly Suplex 02	C	NONE	BODY

Body Press Drop	D	NONE	BODY
Body Press to Front Slam	C	NONE	BODY
Brainbuster	B	NONE	BODY
Canadian Back Breaker	E	SUB	BODY
Capture Suplex	B	KO	BODY
Chicken Wing Suplex Pin	C	PIN	BODY
Chokeslam from Hell	C	KO	BODY
Chokeslam 01	C	NONE	BODY
Chokeslam 02	C	KO	BODY
Choke Takedown	D(rep)	NONE	HEAD
Climb Up Wheel Kick	D	NONE	HEAD
Clinching Slam	C	NONE	BODY
DDT 01	C	NONE	HEAD
DDT 02	C	KO	HEAD
DDT 03	D	NONE	HEAD
Death Valley Driver	C	KO	HEAD
Double Arm DDT	C	KO	HEAD
Double Chokelift Slam	C	NONE	BODY
Dragon Screw 01	E	NONE	LEG
Dragon Screw 02	E	NONE	LEG
Falcon Arrow	C	PIN	BODY
Fallaway Slam	D	NONE	BODY
Falling Hip Toss	C	NONE	BODY
Falling Neck Breaker	D	NONE	HEAD
Fireman Carry to Pancake	D	NONE	HEAD
Fire Thunder Driver	C	KO/BLEED	HEAD
Fisherman DDT	C	NONE	HEAD
Fisherman Suplex	C	PIN	BODY
Frontface Pancake	C	NONE	HEAD
Front Powerslam	E	NONE	BODY
Giant Headbutt	C	BLEED	HEAD
Guillotine Choke	F	SUB	HEAD
Headlock	F(rep)	NONE	HEAD
Hopping Rolling Pin	C	PIN	BODY
Hopping Sunset Filp Pin	C	PIN	BODY
Hurracanrana Pin	D	PIN	HEAD
Judo Front Slam	E	NONE	BODY
Knee Smash	C	NONE	HEAD
Manhattan Drop	D	NONE	LEG
Michinoku Driver	C	PIN	HEAD
Military Press	E	NONE	BODY
Northern Lights Suplex 01	C	PIN	BODY
Northern Lights Suplex 02	E	NONE	BODY
Oklahoma Slam	B	NONE	BODY
Powerbomb Pin 01	C	PIN	BODY
Powerbomb Pin 02	C	PIN	BODY
Powerbomb Pin 03	B	PIN	BODY
Powerbomb Pin 04	B	PIN	BODY
Powerbomb Pin 05	C	PIN	BODY
Powerbomb Pin 06	B	PIN	BODY
Powerbomb Pin 07	C	PIN	BODY
Powerbomb Pin 08	C	PIN	BODY
Powerbomb Pin 09	C	PIN	BODY
Powerslam	C	NONE	BODY
Reverse Armbar	F	SUB	ARM
Reverse Suplex	D	NONE	BODY
Rolling Leg Lock	F	SUB	LEG
Rope Drop Clothesline	E	NONE	HEAD
Running Knee Strike	E	NONE	BODY
Running Powerbomb Pin	C	PIN	BODY
Sambo Suplex	C	NONE	BODY

Scoop Piledriver	D	NONE	HEAD
Shoulder Breaker Thrust	E	NONE	ARM
Sidewalk Slam	D	NONE	BODY
Small Package	C	PIN	BODY
Snap Powerbomb 01	C	NONE	BODY
Snap Powerbomb 02	C	KO	BODY
Snap Powerbomb 03	C	NONE	BODY
Somersault Kick	F	NONE	HEAD
Spinning Leg Takedown	C	NONE	LEG
Standing Armbar	F	SUB	ARM
Standing Clothesline	D	NONE	BODY
Stalling Brainbuster	B	NONE	BODY
Stalling Piledriver	C	NONE	HEAD
Strong Sambo Suplex	C	KO	BODY
Super Shoulder Breaker	B	NONE	BODY
Sweep w/Mounted Punching	F	SUB	BODY
Tiger Driver	D	NONE	BODY
Tiger Driver w/Pin	C	PIN	BODY
Tilt A Whirl Piledriver	D	NONE	HEAD
Trapping Headbutts	E	BLEED	BODY
Triple Powerbomb Pin	C	PIN	BODY
Two Handed Choke Lift	E	SUB	HEAD
T-Bone Suplex 01	D	NONE	BODY
T-Bone Suplex 02	C	NONE	BODY
Underhook Back Breaker	C	NONE	BODY
Underhook BTB Suplex 01	C	NONE	BODY
Underhook BTB Suplex 02	C	KO	BODY

Front Special Move

Moves that can only be done after a front strong grapple when you have special by
 pressing the analog stick

MOVE NAME	STRENGTH	FEATURE	ATK. POINT
-----	-----	-----	-----
Big Swing	F (rep)	NONE	HEAD
Brainbuster DDT	S	KO	HEAD
Burning Combo	S	KO	LEG
Butterfly Lock	F	SUB	HEAD
Censor Kick	B	KO	HEAD
Chicken Wing Jawbreaker	S	NONE	HEAD
Continuous Powerbomb/DVD	C (rep)	NONE	HEAD
Cradle DDT	S	KO	HEAD
Cross DDT	A	KO	HEAD
Cross Heel Hold	E	SUB	LEG
Dominator	S	KO	BODY
Double Dragon Screw 01	A	NONE	LEG
Double Dragon Screw 02	A	NONE	LEG
Downward Spiral	S	KO/BLEED	BODY
Emerald Fusion	S	KO	
FameAsser	A	KO/BLEED	
Figure 4 Combo Pin	D	PIN	
Fireball	A	KO	
Fire Thunder	S	KO	
Flipping Armbar	F	SUB	
Flowing DDT	A	KO	
Front Russain Sweep	S	KO/BLEED	
Hangmans DDT	S	KO	
Helicopter Pin	S	PIN	
Hip Toss to Submission	varies	varies	

Huge Chokeslam	S	KO
Insider Edge	S	KO
Inverted DDT	B	KO
Iron Claw	A	SUB/BLEED
Jack Hammer	S	PIN
Jackknife Powerbomb	S	KO
Jericho Powerbomb	A	KO
Jump Swinging DDT	S	KO
Kicking Combination 01	B	KO
Kicking Combination 02	S	KO/BLEED
Kohya-Otoshi	S	PIN
Last Ride	S	KO
Leg Sweep/Strong Punching	F	SUB
Linda Slap	B	KO
Mac Stunner	S	KO
Mandible Claw	E	SUB
Mu-ken	A	PIN
Old Man Flop	G	NONE
Olympic Slam	A	KO
Orange Crush Pin	S	PIN
Pedigree	S	KO/BLEED
Poison Mist	D	NONE
Powerbomb Pin with Slide	S	PIN
Powerbomb to Facebuster	S	KO
Power Clothesline	S	KO
Punching Combination 01	F(rep)	NONE
Punching Combination 02	F(rep)	NONE
Punching Combination 03	A	KO/BLEED
Rikishi Driver	S	KO/BLEED
Rios Driver	A	KO/BLEED
Rockbottom	A	KO
Rushing Armbar	E	SUB
Russain Neck Drop	S	KO
Scoop Reverse DDT	B	KO
Screwdriver	S	KO/BLEED
Shake Rattle and Roll	S	KO/BLEED
Sidewalk Slam/Submisson	varies	varies
Six Seconds Magic	F	SUB
Sky High	S	PIN
Small Package DDT	S	KO
Snowplow	A	KO
Spinning Falcon Arrow	S	PIN
Spiral Bomb	S	PIN
Stephanie Slap	B	KO
STO 01	S	KO
STO 02	B	NONE
Stone Cold Stunner	S	KO
Striking Combination	A	KO
Strong Lariat	S	KO
Sumo Attack 01	C	KO
Sumo Attack 02	B	NONE
Super Knee Strike	A	KO
Super Powerbomb Pin 01	A	PIN
Super Powerbomb Pin 02	S	PIN
Super Snap Powerbomb 01	S	KO
Super Snap Powerbomb 02	S	KO
Sweet Chin Music	A	KO
Tazzplex	S	KO
The Morality Check	D	NONE
Tiger Driver	S	PIN
TKO	S	KO

Tombstone Piledriver	S	KO/BLEED
Twist of Fate	A	KO
Two Handed Chokeslam	S	KO
Ultimate Armbar	F	SUB
X Factor	S	KO/BLEED
3/4 Turn Neck Breaker	S	KO

Back Weak Grapple

Moves that can be done after a back weak grapple

MOVE NAME	STRENGTH	FEATURE	ATK. POINT
-----	-----	-----	-----
Abdominal Stretch	E	SUB	
Atomic Drop	D	NONE	
Back Breaker	D	NONE	
Back Drop	D	NONE	
Back Rake	E	NONE	
Bulldog	D	NONE	
Falling Back Drop	C	NONE	
Forearm Smash	D	NONE	
Jumping Heel Kick	D	NONE	
Multiple Headbutts	D	NONE	
Pendulum Back Breaker	D	NONE	
School Boy	C	PIN	
Shin Breaker 01	D	NONE	
Shin Breaker 02	D	NONE	
Sideslam	D	NONE	
Side Suplex	C	NONE	
Sleeper Hold	E	SUB	
Spinning Back Drop	D	NONE	
Surfboard Stretch	E	SUB	

Back Strong Grapple

Moves that can be done after a back strong grapple

MOVE NAME	STRENGTH	FEATURE	ATK. POINT
-----	-----	-----	-----
Abdominal Neck Wrench	D	SUB	
Abdominal Stretch	F	SUB	
Abdominal Stretch Pin	C	PIN	
Back Drop Pin	A	PIN	
Back Side Slam	B	KO	
Big Clothesline	D	KO	
Cannon Ball Buster	C	NONE	
Chicken Wing Headlock	E	SUB	
Dudley Atomic Drop	B	NONE	
Eastern Stretch	D	SUB	
Full Nelson Slam	C	NONE	
Full Nelson Suplex	B	KO	
Full Nelson Suplex Pin	A	PIN	
German Suplex 01	C	NONE	
German Suplex 02	B	KO	
German Suplex 03	C	KO	
German Suplex 04	B	KO	
German Suplex Pin	C	PIN	
German Suplex/Roll Pin	B	PIN	
Half Nelson Suplex	C	KO	

Jumping Armbar	E	SUB
Jumping HH Pin	C	PIN
Neck Crank	C	KO
Neck Drop	B	KO
Octopus Stretch	D	SUB
Pump Handle Suplex	C	NONE
Pump Handle Suplex Pin	B	PIN
Rack Pancake	C	NONE
Rear Naked Choke	E	SUB
Reverse Armbar	E	SUB
Reverse DDT 01	C	NONE
Reverse DDT 02	C	NONE
Reverse Suplex	C	NONE
Rolling Crutch Pin	C	PIN
Tiger Suplex	B	KO
Tiger Suplex Pin	A	PIN
Torture Rack	D	SUB

Back Special Move

Moves that can only be done after a back strong grapple when you have special by
 pressing the analog stick

MOVE NAME	STRENGTH	FEATURE	ATK. POINT
-----	-----	-----	-----
Blue Thunder Pin	B	PIN	
Burning Hammer	S	KO	
Cobra Clutch Suplex	S	KO	
DD DDT	A	KO	
Electric Chair Drop	B	KO	
Full Nelson Driver	B	NONE	
Full Nelson Face Drop	B	NONE	
Impaler	A	KO/BLEED	
Multiple German Suplex	C(rep)	NONE	
Pump Handle Buster	S	NONE	
Pump Handle Slam	S	NONE	
Reverse DDT Drop	S	KO	
Reverse Tazzplex	A	KO	
Sleeper Drop	S	KO	
Spinning Hurracanrana Pin	C	PIN	
Spinning Torture Rack	B	SUB	
Stalling German Suplex	A	NONE	
Tazzmission	D	SUB	
Tiger Suplex '85 Pin	S	PIN	
Walking Side Slam	C	NONE	

Back Grapple Counter

Moves that are done as a counter to a back grapple

MOVE NAME	STRENGTH	FEATURE	ATK. POINT
-----	-----	-----	-----
Counter Armbar	E	SUB	
Counter Elbow Strike	F	NONE	
Counter Groin Kick	F	NONE	
Counter Rin-Ne	E	NONE	
Counter Russain Leg Sweep	F	NONE	
Counter Snapmare	F	NONE	

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STANDING

Weak Arm Striking

Striking moves that are done by tapping B when close to your opponent

MOVE NAME	STRENGTH	FEATURE	ATK. POINT
-----	-----	-----	-----
Body Punch	G	NONE	
Chop 01	G	NONE	
Chop 02	G	NONE	
Chop 03	G	NONE	
Elbow Strike	G	NONE	
Hook Punch 01	G	NONE	
Hook Punch 02	G	NONE	
Hook Punch 03	G	NONE	
Jab	G	NONE	
Overhand Chop	G	NONE	
Slap 01	G	NONE	
Slap 02	G	NONE	
Slap 03	G	NONE	
Slap 04	G	NONE	
Straight Punch	G	NONE	
Woman's Slap	G	NONE	

Weak Leg Striking

Striking moves that are done by tapping B when away from your opponent

MOVE NAME	STRENGTH	FEATURE	ATK. POINT
-----	-----	-----	-----
Front Kick 01	G	NONE	
Front Kick 02	G	NONE	
Front Kick 03	G	NONE	
Front Kick 04	G	NONE	
Front Kick 05	G	NONE	
Low Kick 01	G	NONE	
Low Kick 02	G	NONE	
Low Kick 03	G	NONE	
Low Kick 04	G	NONE	
Low Kick 05	G	NONE	
Low Kick 06	G	NONE	
Low Kick 07	G	NONE	
Low Kick 08	G	NONE	
Low Kick 09	G	NONE	
Middle Kick 01	G	NONE	
Middle Kick 02	G	NONE	
Middle Kick 03	G	NONE	
Middle Kick 04	G	NONE	
Shin Kick to Leg	G	NONE	
Spinning Crescent Kick	G	NONE	

Strong Striking

Striking moves that are done by holding B, direction+B, or A+B

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MOVE NAME                STRENGTH    FEATURE     ATK. POINT  
-----  
Austin Punch             G           NONE  
Axe Kick 01              F           NONE  
Axe Kick 02              F           NONE  
Axe Kick 03              F           NONE  
Backhand Blow 01        F           NONE  
Backhand Blow 02        F           NONE  
Back Elbow               G           NONE  
Back Spinning Heel Kick  F           NONE  
Back Spinning Wheel Kick F           KO/BLEED  
Big Boot                 F           NONE  
Big Kick                 F           KO  
Body Hook Punch          G           NONE  
Bradshaw Hammer         F           NONE  
Buh Buh Punch           G           NONE  
Cheap Shot to Throat    G           NONE  
Chyna Low Blow          G           NONE  
Cyclone Forearm         F           NONE  
Diving Clothesline      F           NONE  
Downward Elbow Strike   F           NONE  
Dragon Fish Blow        F           KO  
Dropkick 01             G           NONE  
Dropkick 02             F           NONE  
Dropkick to Knee 01     G           NONE  
Dropkick to Knee 02     F           NONE  
Dropkick to Knee 03     F           NONE  
Ear Slap                 G           NONE  
Fast Spinning Wheel Kick F           NONE  
Flipping Dropkick       F           NONE  
Hard Chop 01            F           NONE  
Hard Chop 02            G           KO  
Hard Headbutt 01        G           BLEED  
Hard Headbutt 02        G           BLEED  
Hard Headbutt 03        G           BLEED  
Haymaker Punch          F           KO  
Haymaker to Body        F           KO  
High Spinning Wheel Kick F           NONE  
Jab L 01                 G           NONE  
Jab L 02                 G           NONE  
Jab R                    G           NONE  
Jumping Axe Kick        F           NONE  
Jumping Clothesline     F           NONE  
Jumping Front Dropkick  G           NONE  
Jumping Karate Kick     F           NONE  
Jumping Knee Strike     F           KO/BLEED  
Jumping Spinning Roundhouse F           NONE  
Jump Crescent Kick      F           NONE  
Jump Spinning Hook Kick F           NONE  
Jump Spin Back Kick     F           NONE  
Jump Round Dropkick 01  F           NONE  
Jump Round Dropkick 02  F           KO  
Jump Round Dropkick 03  F           NONE  
Jump Round Dropkick 04  F           NONE  
Jump Roundhouse Kick    F           NONE  
Kung Fu Strike 01       F           NONE  
Kung Fu Strike 02       G           KO  
Low Drop Roundhouse Kick G           NONE
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