WWF No Mercy Parameters FAQ

by HunteristheGame2   Updated to v2.01 on May 24, 2004

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                                                                  MMZ
                                                                BMMMMi
                                          M                    MMMM.
                                          M          M@:MMMMMX ;7
                            i                  XMMM0MWrMMMMMMMMMMMM.XMM
                      ;Z    M                  XMMMMS aMMMMMMMMMMMMW8MB.
     8B                    MZ   MM                MMMMMMMMMMMMMMMMMMMMMMMMMMMMM
     8M@                   iM MMM              M MMXMMMMMMMMMMMMMMMr
      @M;                    MMMZ            MaMMMMMMMMMMMMMM,i
      MM   M2                MMMM              MM MMMMMMM
      aMB  MM MMMMi          MMMaMM          M  MM8M
    i  2Ma  MM 0MMM          MMM MM8        MM MMM M
       rMM   MXZMMMM        MM:M MMX        MM  MMMMM   M           MM
     MM.MMM  XMMM MM       SMMM MMMM        MM aMMZMZ  0MM       BMMM
     rMi.MM,  ZMMM Mi    2MMM  MMMMM        MM  MMMWM         MMBMMM
      rM::MM   WMMM ;M    MMMZ   MMMMMX    MMM   MMMMMiM@M8BMMMMMMM
       0MM@MM   MMM  MM  MMMM        MMM@   MM; MMMMMMMMMMMMMMM7
        SMMMMa   MMM M,MMMM  M   MMi MMM   MMMMMMMMM   MW
         MMMMMX  8MMM  MMMM  MMM    0MMMMMMMMMMMMMMMMMM8
         ,MMMMM.  WMM  MMMM 0MMMM     0MM MMMM MMMMMr
          XMMMMM  :MM MMMM  MMM 0M      2MM M MMMMM
           MMMMMM  ZMM, MM MMMM  MMM       MM     MMMMM
           MMMMM0  WM  i  MMMZ   MMM     MM  ;MMMM
            MMMMM   Mi   MMMM     MMM         MMMMM
            MMMMM        MMM     MMMa        MMMM
            MMMMM       MMMZ      MMMM       MMMM
            MMMM:       MMM        MMMM    MMM;
            WMMMM    WMM          MMMM  MMM            .;ir
             MMaM   MMM             aMMM MM,     :SMMMMMZZrraM;
             2M XMMMM              MMMMM 0MMMMMZii  .,r0Z:
              @M 2MMM               MMMMM M2;.       aBaaS2ii
               MMMMM:          .2MMM8MMMM X      2M@Z0r
               MMrM        ;B@MMMMMX   MM       :raX  i
               :MMM  88BMMMMM,         MMa   ;7MM:ii
                MMM BMMZ,
              ;Z0 MMa X
            ;8MMZ;i MMM,
         XWB8S;  2Sr
       iZ87   ii :
     i08i   7rS,
  ,WMZ,


                                NO MERCY
                            PARAMETERS FAQ
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Contents
I: Introduction

Section I: Introduction

Why did I decide to make this FAQ?

Two reasons, boredom and to help those that keep asking for people to
make a parameter set for Caws. I have always found it easy to make a
parameter set and wanted to share with others my view on making them.
A small part of this FAQ was made from information I got from
Pop Culture Monkey's Submission FAQ.

Section II: About parameters

What are parameters?

They are the attributes for your wrestler that determine how well you can
defend against moves from oponents or how well you can attack your opponent
with a certain body part. If you are going up against a wrestler with a lower
defensively in an area that you are attacking then you have offensively in
an area that you are using for a specific move, then you will have an advantage
when attacking that area. In the same turn if you have a lower defensive
parameter in an area you are being attack at by your opponent, than he/she has
an offensive parameter for the body part being used for the move, then you will
have a disadvantage to him/her. (See test results in next section.)

Parameter attributes have little effect on submission holds. I tested
different parameter and submission fighting style match ups and the results are
below in the Test results section.
It has not however been proven whether or not they effect the likely hood of
blocking or countering a move. Nor is it proven that you get more power out
of a move with a higher parameter, although if you are getting the pin quicker
you can only assume that you are doing more damage.

Section III: Test and test results.

This first series of test (test 1-3) will test the signs of damage (holding a
specific body part) For these test I used the headbutt.

TEST 1 (1 vs 1, 5 vs 5)

```
CAW A
Parameter 11111  55555

CAW B
Parameter 55555  11111

Results: Both CAWs took 12 hits to hold head. So a 5 defense would cancel out
a 5 offense?

TEST 2 (5 vs 1, 1 vs 1)

CAW A
Parameter 55555  11111

CAW B
Parameter 11111  11111

Results: Again both took 12 hits before holding their head. But this time it
was a 5 offense against a 1 defense and made no difference.

TEST 3 (1 vs 5, 1 vs 1)

CAW A
Parameter 11111  11111

CAW B
Parameter 11111  55555

Results: Again both took 12 hits even though a 1 offense went up against a 5
defense. And this time I used hits while in special only and it made no
difference.

Conclusion: These test above have now proven no matter what the parameter
setting of a wrestler are they will still show signs of damage to a specific
area at the same time. (only exception is when submissions are involved, see
the submission test results further down.)


This next series of test (test 4-6) will test whether a higher parameter
increases the likelyhood of pinning quicker. Or in turn whether a lower
parameter allows you to be pinned quicker. (Also possibly proving that you
take more damage with a lower defense parameter.)

TEST 4 (5 vs 1, 1 vs 1)

CAW A
Parameter 55555  11111

CAW B
Parameter 11111  11111

Results: CAW A had to give 5 giant headbutts to CAW B to get the 3 count.
CAW B had to give 8 giant headbutts to CAW A to get the 3 count.

Conclusion: One can now conclude that a 5 rated offense parameter takes less
hits to pin then a 1 rated parameter. Both CAWs only had a 1 on defense head.


TEST 5 (5 vs 1, 1 vs 5)
```

CAW A
Parameter 51111   51111

CAW B
Parameter 11111   11111

Results: CAW A had to give 5 giant headbutts to CAW B to get the 3 count.
CAW B had to give 9 giant headbutts to CAW A to get the 3 count.

Conclusion: We now see that with a 5 defensive parameter a 1 offensive had to
now hit more times (9 times). The CAW A results remain the same because it is
still a 5 offense vs a 1 defense.

TEST 6 (5 vs 5, 1 vs 1)

CAW A
Parameter 51111   11111

CAW B
Parameter 11111   51111

Results: CAW A had to give 8 giant headbutts to CAW B to get the 3 count.
CAW B had to give 8 giant headbutts to CAW A to get the 3 count.

Conclusion: A 5 rated defensive parameter cancels out a 5 rated offensive.
Thus giving the same results as a 1 vs 1 rating.

From these 3 test above you can now see that the parameters do in a way effect
the power of moves. The ratings stay the same on moves but the higher a
defensive parameter against a offensive parameter then the less damage you take
from that rating (possibly lowering the rating in a way). Meaning a wrestler
with a 5 offensive parameter on head (using a head delivered move, impacting
the opponents head) going up against a wrestler with a 1 defensive parameter
on head will pick up the pin quicker (Possibly delivering more damage or just
the full power of the move). But the higher the defensive rating of the
opponent in the area being hit is, the less damage they may take from the moves
to that area or it will take more hits to get a pin over them. This doesn't
mean you have to have all 5's to make moves more effective. You just need a
higher offensive setting for a body part being used to attack the opponent than
your opponent has a defensive one for the part on them being hit. And vise
versa, you would need a higher defensive parameter than your opponent in an
attacked area to keep yourself from taking higher damage from a move or basicly
from getting pinned quicker. A wrestler with a 5 offensive parameter or
defensive parameter in an area will never have a disadvantage against another
wrestler in that area. At most they will be equal. But for each # lower the
opponent has the higher the advantage goes for the one with a 5 rating on a
body part used to attack that area. If two wrestlers, both with all the same
parameters on everything, face each other. Than niether will have an advantage
on power or pinning quicker.

One thing that was not proven on the prior test was if a parameter stands for
the body part you are attacking on your opponent or the body part you are
using to attack your opponent. Since both the body part being used and the area
being attacked were the same it was impossible to tell if the offense parameter
was making the wrestlers head hit harder or was making the attack to the
opponents head stronger. Meaning if you have a higher offensive head parameter
does that mean you deliver moves WITH your head better or do you hit the
opponents head better. I will now do another series of test to prove which of

these it is.

For this next test I am using DDT 01 as a strong grapple. This is a move that hits the OPPONENTS head but doesn't use the players head.

TEST 7 (5 vs 1, 1 vs 1)

CAW A
Parameter 51111 11111

CAW B
Parameter 11111 11111

Results: It took BOTH CAWs 8 DDT's to get the pin. So a 5 offensive parameter on head made no difference on an attack to the opponents head.

For these next test (test 8 and 9) I will use "climb up wheel kick". This is a leg move that attacks the opponents head. This will tell with a 5 leg offense against a 1 defense head, if the parameters are for what you use or what you hit.

TEST 8 (5 vs 1, 1 vs 1)

CAW A
Parameter 11151 11111

CAW B
Parameter 11111 11111

Results: It took CAW A 6 wheel kicks to get the pin over CAW B. But, it took CAW B 9 wheel kicks to get the pin over CAW A.

Conclusion: Offensive parameters stand for what part of your wrestlers body he/she is using to hit the opponent. So with the above test I can guess that if I set CAW B head defense to 5 then both would take 9 hits to get the pin because a 5 offense cancels a 5 defense in the area being attacked. I will do another test below to prove this.

TEST 9 (5 vs 5, 1 vs 1)

CAW A
Parameter 11151 11111

CAW B
Parameter 11111 51111

Results: I set CAW B defensive head to 5 because the wheel kick attacks the head. The offense 5 for CAW A is still leg because he uses the leg for that move. This time it took CAW A 9 wheel kicks to pick up the win and it took CAW B also 9 wheel kicks to get the pin.

Conclusion: It has now been proven that offensive parameters stand for the body part that your wrestler is using to attack his opponent. So if you want to be able to get a quicker pin on an opponent your offense parameter for the body part used during a move has to be higher than the body part defensive parameter being hit on your opponent. Defense parameters of course stand for the area on your wrestler being attacked.

Below I have results from test I ran to determine if parameters have any effect on submission moves. I used the standing armbar strong grapple so I wouldn't first have to knock the other CAW down before applying a submission. Under each CAW in each test is its fighting style submission setting. I set CAW A's offensive arm parameter to 5 since he will be using his arms to apply the hold.

Test 10 (5 vs 1, 1 vs 1)

CAW A 15111 11111
(skill novice)

CAW B 11111 11111
(skill novice)

Results: CAW A used 7 standing armbars on CAW B before getting a tap. CAW B used 8 standing armbars on CAW A before getting a tap. Both had submission skills set to novice.

Conclusion: With both at the same skill level (novice) CAW A got a quicker tap out due to a higher parameter on arms. Parameters do in fact effect submissions.

Test 11
(CAW A will now have submission set to expert, and CAW B will remain set at novice.)

CAW A 15111 11111
(skill expert)

CAW B 11111 11111
(skill novice)

Results: CAW A now only had to use 6 standing armbars on CAW B to get the tap. CAW B now had to use 9 standing armbars on CAW A to get the tap. (also noted was CAW B held his arm quicker with the higher fighting style setting.)

Conclusion: These 2 test now prove that parameters do in fact have some baring on submissions. The skill setting of submission also has an effect on how quick you can get a tap out. A high combination of both increases your submission skills as well as lowers your chances of tapping out quicker yourself. By raising CAW A to expert but not raising his defensive parameter he still held out longer than the first test. This means that just by setting the fighting style higher you increase submission defense.

For the next test I am going to set CAW A defense arm to 5 to see if in combination with expert submission it will again higher the # of armbars needed to make him submit.

Test 12

CAW A 15111 15111
(skill expert)

CAW B 11111 11111
(skill novice)

Results: Here I did not test CAW A because results would be the same

I only tested to see if CAW B going up against a higher skill setting as well as a higher defense parameter would require more than the 9 armbars from the last test. Oddly enough it still only took 9 armbars to get the submission.

Conclusion: Setting a combination of high submission skills as well as a higher parameter for the body part being used to attack with the submission does increase submission time. But for some reason a combo of higher skill and higher defense makes no difference. You will submit just as quick with a expert skill and 1 defense arm as you would with expert skill and 5 defense arm. It could still be a factor that a higher defense parameter and higher submission skill could help you, the difference offensively was only one more move before tapping. It could be so little help that sometimes it won't matter.

This last test I will set CAW A submission to novice but leave offense parameter at 5. I will set CAW B submission to expert and leave defense parameter at 1. This should tell us if submission skills alone will help defensively.

Test 13

CAW A 15111 11111
(skill novice)

CAW B 11111 11111
(skill expert)

Results: CAW A now had to do 8 armbars to get the tap, when before with CAW B set to novice it was 7. CAW B now only took 7 armbars to get a tap when previously set at novice took 8.

Conclusion: Although CAW A had a higher offensive parameter for arms it took him more armbars to get the tap against CAW B because CAW B was set to expert.

From these tests you can now conclude that parameters do in fact have a small baring on submissions although it mostly depends on the skill setting of the wrestler. Because a higher parameter couldn't beat a higher skill level. But the combination of higher skill and parameter did make the submissions stronger. I did not test CAWs set to a normal setting. I imagine since it is in between then if CAW A with novice skill and a 5 offense parameter would be even with CAW B at expert skill level and a 1 offense parameter.

Section IV: How to set up a parameter for your CAW.

How can I make my own parameter set for my Caws?

I will try to explain to you the best way I have found to create a fairly accurate parameter set for your Caws. It's best to know some about the wrestler you are going to make. Or if you are creating an original CAW then pay attention to the moves you give your wrestler as they will help you decide what parameters to give him/her. Some things to pay attention to that help with the parameters are what type of moveset your wrestler uses. If he/she is a high flyer (like RVD) or uses a flying turnbuckle move for a finisher (Randy Savage) then you should give that wrestler a higher

flying attribute than normal (normal being a 3). Likewise if you have a
powerful wrestler that has a lot of head impact moves, like clotheslines
or big boots (APA), then you want a higher attribute for arms, or legs
since those moves use the arms and legs to attack. You can set the parameters
as high as 5 or as low as 1. You only have so many to give out and without the
use of a Gameshark you can't set them all to 5. So use them wisely.

The points values break down like this.

1 - Lowest value.
2 - Below average abilities.
3 - Average ability.
4 - Above average abilities.
5 - Highest ability rating.

So a wrestler with average abilities in every aspect would have all 3's
in their parameter.

Below is a description of what the attribute areas stand for. Keep in mind
for all areas that if your wrestler has average abilities in that area to
just give them a 3. When I speak of giving a lower or higher value to a
wrestler it's based upon if you feel they have above or below average
abilities in that area. Like I have said before, it helps a lot to know your
wrestlers abilities when making a parameter.

Offense - Attacking ability of you wrestler depends some on this area. Set
higher for more likelyhood of delivering the full power of a move or to get
a pin quicker.

Head - Set this attribute high if your wrestler has a lot of moves that
use his/her head to deliver damage (ex. headbutts). Set this attribute
lower if your wrestler has little or no impact moves that use their head
to attack the opponent.

Body - Set this attribute high if your wrestler has a lot of moves that
use the body to deliver damage (ex. splashes). Set this attribute lower if
your wrestler has little or no impact moves that use their body region.

Arms - Set this attribute high if your wrestler has a lot of moves that
use the arms to deliver damage (ex. clotheslines). Set this attribute lower
if your wrestler has little or no impact moves that use their arms to
attack the opponent.

Legs - Set this attribute high if your wrestler has a lot of moves that
use the legs to deliver damage (ex. big boot, leg drops, etc.). Set this
attribute lower if your wrestler has little or no impact moves that use
their legs to attack the opponent.

Flying - Set this attribute high if your wrestler has a lot of turnbuckle
flying attacks or moves that fall under the generic "flying" impact.
Set this attribute lower if your wrestler has little or no "flying" attacks.

Defense - How well your wrestler can defend himself/herself from attacks
to that area. The higher these settings are the more likely you are to take
less damage from a move in that area. You also will not be pinned as quick
with a higher setting.

Head - Set this attribute higher to have a better chance of taking less
damage to the head from a move. Low settings will most likely take the

full brunt of a move and you could be pinned quicker.

Body - Set this attribute higher to have a better chance of taking less
damage to the body from a move. Low settings will most likely take the
full brunt of a move and you could be pinned quicker.

Arms - Set this attribute higher to have a better chance of taking less
damage to the arms from a move. Low settings will most likely take the
full brunt of a move and you could be pinned quicker.

Legs - Set this attribute higher to have a better chance of taking less
damage to the legs from a move. Low settings will most likely take the
full brunt of a move and you could be pinned quicker.

Flying - Set this attribute higher to have a better chance of taking less
damage from a flying rated move. Low settings will most likely take the
full brunt of a move and you could be pinned quicker.

You can test moves to see what area they are effecting if you are not sure
of a moves area of attack. Simply set up a 2 player human match with no one
controlling player 2. Use the move (only the move you want to know the area
of effect for) on player 2 until he/she starts to hold a part of their body.
That will be the area that is effected by the move. If nothing happens after
several attacks (around 15 or more, although some could take some time to
hurt the area. So I would atleast attack 20 times, best to use a move with a
higher rating.) then the area is considered the "flying" area. Even though
some moves are not turnbuckle "flying" attacks they for some reason fall
into that area. It's basically a generic attack place for some moves that
don't fall into any of the other areas.

Some moves even have multiple attack areas. The Powerbomb/DVD for example
first attacks the body with powerbombs (giving a rated hit for each impact)
then finishes with a head attack with the DVD. So when creating a CAW,
whether it's original or a real wrestler, keep in mind what area you want
them to focus on and set the parameter as well as their moves accordingly.

In the next section is the parameters for the wrestlers in the game
already. Use these to also help figure out what might be the best attribute
settings for your wrestles. Compare them (from what you know about their
movesets) to your wrestler to get a good idea what is a good setting for
your wrestler. Example. If you were creating "Machoman" Randy Savage and
wanted to know a good offensive flying attack attribute then you might want
to compare him to Shawn Michael's flying attribute since both using similar
flying moves. You might consider making the body part used for your
wrestlers "finisher" higher than normal (ex. arm at 4 or 5 for clothesline
from hell).

Section V: Wrestler parameters

The following is the parameter sets for all the wrestlers (even SD mall or
locked ones) in the game.

AL SNOW
-Offense-
Head: 4
Body: 2
Arms: 2

```
Legs: 1
Flying: 4

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

ALBERT
-Offense-
Head: 2
Body: 2
Arms: 3
Legs: 1
Flying: 4

-Defense-
Head: 3
Body: 2
Arms: 2
Legs: 1
Flying: 4

ANDRE
-Offense-
Head: 4
Body: 5
Arms: 4
Legs: 3
Flying: 5

-Defense-
Head: 2
Body: 2
Arms: 2
Legs: 2
Flying: 1

BIG BOSSMAN
-Offense-
Head: 2
Body: 3
Arms: 4
Legs: 2
Flying: 1

-Defense-
Head: 2
Body: 4
Arms: 2
Legs: 1
Flying: 3

BRADSHAW
-Offense-
Head: 2
Body: 3
Arms: 4
```

Legs: 2
Flying: 2

-Defense-
Head: 2
Body: 4
Arms: 3
Legs: 1
Flying: 2

BRITISH BULLDOG
-Offense-
Head: 2
Body: 5
Arms: 3
Legs: 1
Flying: 2

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

BUH BUH RAY DUDLEY
-Offense-
Head: 3
Body: 4
Arms: 2
Legs: 1
Flying: 2

-Defense-
Head: 3
Body: 4
Arms: 2
Legs: 1
Flying: 2

BULL BUCHANAN
-Offense-
Head: 1
Body: 3
Arms: 2
Legs: 4
Flying: 2

-Defense-
Head: 1
Body: 3
Arms: 2
Legs: 1
Flying: 2

CACTUS JACK
-Offense-
Head: 3
Body: 2
Arms: 2

Legs: 2
Flying: 3

-Defense-
Head: 2
Body: 3
Arms: 2
Legs: 2
Flying: 2

CHRIS BENOIT
-Offense-
Head: 3
Body: 4
Arms: 2
Legs: 1
Flying: 5

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

CHRIS JERICHO
-Offense-
Head: 2
Body: 3
Arms: 2
Legs: 2
Flying: 4

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

CHRISTIAN
-Offense-
Head: 2
Body: 3
Arms: 2
Legs: 3
Flying: 5

-Defense-
Head: 1
Body: 3
Arms: 2
Legs: 2
Flying: 4

CHYNA
-Offense-
Head: 1
Body: 2
Arms: 3

Legs: 1
Flying: 1

-Defense-
Head: 2
Body: 3
Arms: 2
Legs: 2
Flying: 2

CRASH
-Offense-
Head: 1
Body: 2
Arms: 2
Legs: 1
Flying: 1

-Defense-
Head: 1
Body: 2
Arms: 1
Legs: 2
Flying: 1

DEAN MALENKO
-Offense-
Head: 2
Body: 3
Arms: 2
Legs: 2
Flying: 2

-Defense-
Head: 3
Body: 3
Arms: 3
Legs: 3
Flying: 3

DLO BROWN
-Offense-
Head: 1
Body: 4
Arms: 2
Legs: 2
Flying: 4

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

D-VON DUDLEY
-Offense-
Head: 3
Body: 2
Arms: 2

Legs: 1
Flying: 3

-Defense-
Head: 2
Body: 3
Arms: 1
Legs: 1
Flying: 2

EARL HEBNER/HOWARD FINKEL/PAUL BEARER/MICHEAL COLE
-Offense-
Head: 1
Body: 1
Arms: 1
Legs: 1
Flying: 1

-Defense-
Head: 1
Body: 1
Arms: 1
Legs: 1
Flying: 1

EDDY GUERRERO
-Offense-
Head: 1
Body: 3
Arms: 2
Legs: 3
Flying: 4

-Defense-
Head: 2
Body: 3
Arms: 1
Legs: 2
Flying: 4

EDGE
-Offense-
Head: 2
Body: 3
Arms: 2
Legs: 3
Flying: 5

-Defense-
Head: 1
Body: 3
Arms: 2
Legs: 2
Flying: 4

ESSA RIOS
-Offense-
Head: 1
Body: 2
Arms: 2

```
Legs: 1
Flying: 5

-Defense-
Head: 1
Body: 2
Arms: 2
Legs: 2
Flying: 5

FAAROOQ
-Offense-
Head: 2
Body: 4
Arms: 2
Legs: 2
Flying: 1

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

GODFATHER/GOODFATHER
-Offense-
Head: 2
Body: 4
Arms: 2
Legs: 2
Flying: 3

-Defense-
Head: 2
Body: 4
Arms: 2
Legs: 2
Flying: 2

GRANDMASTER SEXAY
-Offense-
Head: 2
Body: 2
Arms: 2
Legs: 2
Flying: 4

-Defense-
Head: 2
Body: 2
Arms: 2
Legs: 2
Flying: 2

HARDCORE HOLLY
-Offense-
Head: 2
Body: 3
Arms: 2
```

```
Legs: 1
Flying: 2

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

HBK
-Offense-
Head: 2
Body: 3
Arms: 4
Legs: 2
Flying: 4

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

HO
-Offense-
Head: 1
Body: 1
Arms: 1
Legs: 1
Flying: 1

-Defense-
Head: 1
Body: 1
Arms: 1
Legs: 1
Flying: 1

IVORY/JAQUELINE
-Offense-
Head: 1
Body: 2
Arms: 2
Legs: 1
Flying: 1

-Defense-
Head: 1
Body: 2
Arms: 1
Legs: 1
Flying: 1

JEFF HARDY
-Offense-
Head: 2
Body: 2
Arms: 2
```

```
Legs: 2
Flying: 5

-Defense-
Head: 2
Body: 2
Arms: 2
Legs: 2
Flying: 4

JIM ROSS/KING/PAT PATTERSON/GERALD BRISCO
-Offense-
Head: 2
Body: 2
Arms: 2
Legs: 2
Flying: 2

-Defense-
Head: 2
Body: 2
Arms: 2
Legs: 2
Flying: 2

KANE
-Offense-
Head: 3
Body: 4
Arms: 3
Legs: 2
Flying: 3

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

KEN SHAMROCK
-Offense-
Head: 2
Body: 3
Arms: 2
Legs: 4
Flying: 2

-Defense-
Head: 1
Body: 3
Arms: 3
Legs: 3
Flying: 2

KURT ANGLE
-Offense-
Head: 2
Body: 3
Arms: 2
```

Legs: 2
Flying: 1

-Defense-
Head: 2
Body: 4
Arms: 2
Legs: 2
Flying: 2

LINDA McMAHON
-Offense-
Head: 1
Body: 1
Arms: 1
Legs: 1
Flying: 3

-Defense-
Head: 1
Body: 1
Arms: 1
Legs: 1
Flying: 1

LITA
-Offense-
Head: 1
Body: 1
Arms: 1
Legs: 1
Flying: 4

-Defense-
Head: 1
Body: 1
Arms: 1
Legs: 1
Flying: 3

MANKIND
-Offense-
Head: 3
Body: 2
Arms: 2
Legs: 2
Flying: 3

-Defense-
Head: 2
Body: 3
Arms: 2
Legs: 2
Flying: 2

MARK HENRY
-Offense-
Head: 3
Body: 5
Arms: 2

```
Legs: 1
Flying: 3

-Defense-
Head: 2
Body: 3
Arms: 1
Legs: 1
Flying: 2

MATT HARDY
-Offense-
Head: 1
Body: 2
Arms: 2
Legs: 2
Flying:  5

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

MAE YOUNG/MOOLAH
-Offense-
Head: 1
Body: 1
Arms: 1
Legs: 1
Flying: 1

-Defense-
Head: 1
Body: 1
Arms: 1
Legs: 1
Flying: 1

MICK FOLEY
-Offense-
Head: 3
Body: 2
Arms: 2
Legs: 2
Flying: 3

-Defense-
Head: 2
Body: 3
Arms: 2
Legs: 2
Flying: 2

MR. ASS
-Offense-
Head: 2
Body: 3
Arms: 4
```

```
Legs: 2
Flying: 3

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

PERRY SATURN
-Offense-
Head: 2
Body: 4
Arms: 2
Legs: 2
Flying: 3

-Defense-
Head: 2
Body: 4
Arms: 2
Legs: 2
Flying: 2

RIKISHI
-Offense-
Head: 3
Body: 4
Arms: 2
Legs: 3
Flying: 3

-Defense-
Head: 3
Body: 4
Arms: 2
Legs: 1
Flying: 2

ROAD DOGG
-Offense-
Head: 1
Body: 2
Arms: 4
Legs: 2
Flying: 2

-Defense-
Head: 2
Body: 3
Arms: 2
Legs: 2
Flying: 2

ROCK
-Offense-
Head: 2
Body: 3
Arms: 4
```

```
Legs: 2
Flying: 2

-Defense-
Head: 2
Body: 3
Arms: 2
Legs: 2
Flying: 2

SCOTTY TOO HOTTY
-Offense-
Head: 2
Body: 2
Arms: 2
Legs: 2
Flying: 4

-Defense-
Head: 2
Body: 2
Arms: 2
Legs: 2
Flying: 4

SHAMROCK
-Offense-
Head: 2
Body: 3
Arms: 2
Legs: 4
Flying: 2

-Defense-
Head: 1
Body: 3
Arms: 3
Legs: 3
Flying: 2

SHANE McMAHON
-Offense-
Head: 1
Body: 2
Arms: 2
Legs: 2
Flying: 3

-Defense-
Head: 1
Body: 1
Arms: 1
Legs: 1
Flying: 1

STEPHANIE McMAHON
-Offense-
Head: 1
Body: 1
Arms: 1
```

Legs: 1
Flying: 1

-Defense-
Head: 1
Body: 1
Arms: 1
Legs: 1
Flying: 1

STEVE AUSTIN
-Offense-
Head: 2
Body: 3
Arms: 4
Legs: 2
Flying: 4

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

STEVE BLACKMAN
-Offense-
Head: 2
Body: 2
Arms: 3
Legs: 4
Flying: 3

-Defense-
Head: 2
Body: 3
Arms: 3
Legs: 2
Flying: 1

STEVEN RICHARDS
-Offense-
Head: 1
Body: 2
Arms: 1
Legs: 3
Flying: 2

-Defense-
Head: 1
Body: 2
Arms: 1
Legs: 2
Flying: 2

TAKA/FUNAKI
-Offense-
Head: 1
Body: 2
Arms: 3

```
Legs: 3
Flying: 5

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

TAZZ
-Offense-
Head: 4
Body: 4
Arms: 3
Legs: 2
Flying: 1

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

TERRI RUNNELS/DEBRA
-Offense-
Head: 1
Body: 1
Arms: 1
Legs: 1
Flying: 1

-Defense-
Head: 1
Body: 1
Arms: 1
Legs: 1
Flying: 1

TEST
-Offense-
Head: 1
Body: 3
Arms: 3
Legs: 4
Flying: 2

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

THE KAT
-Offense-
Head: 1
Body: 1
Arms: 1
```

```
Legs: 1
Flying: 1

-Defense-
Head: 1
Body: 1
Arms: 1
Legs: 1
Flying: 1

TORI
-Offense-
Head: 1
Body: 2
Arms: 1
Legs: 1
Flying: 2

-Defense-
Head: 1
Body: 1
Arms: 1
Legs: 1
Flying: 1

TRIPLE H
-Offense-
Head: 1
Body: 3
Arms: 4
Legs: 2
Flying: 3

-Defense-
Head: 2
Body: 3
Arms: 2
Legs: 2
Flying: 3

TRISH STRATUS
-Offense-
Head: 1
Body: 1
Arms: 1
Legs: 1
Flying: 1

-Defense-
Head: 1
Body: 1
Arms: 1
Legs: 1
Flying: 1

UNDERTAKER
-Offense-
Head: 3
Body: 4
Arms: 3
```

```
Legs: 2
Flying: 3

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

VAL VENIS
-Offense-
Head: 2
Body: 3
Arms: 3
Legs: 2
Flying: 4

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

VINCE McMAHON
-Offense-
Head: 1
Body: 1
Arms: 1
Legs: 1
Flying: 1

-Defense-
Head: 1
Body: 1
Arms: 1
Legs: 1
Flying: 1

VISCERA
-Offense-
Head: 3
Body: 4
Arms: 2
Legs: 1
Flying: 3

-Defense-
Head: 2
Body: 3
Arms: 2
Legs: 1
Flying: 4

X-PAC
-Offense-
Head: 1
Body: 2
Arms: 2
```

```
Legs: 4
Flying: 5


-Defense-
Head: 1
Body: 2
Arms: 2
Legs: 3
Flying: 4




Section VI: Recent Update

version 2.01 (5/24/04)- Added testing results for submission tests.




Section VII: Closing

I hope all the information in this faq has been helpful in making
parameter sets for your CAWs. Anyone is free to use any or all of this
faq on their site as long as full credit is given to me (HunteristheGame(2)).

I also create CAWs and have over 200 Created Wrestlers for No Mercy, past,
present, and fictional that can be found at my CAW board.
http://p200.ezboard.com/bcawplace or if the URL has changed just do a search
for CAWplace on a search engine like Yahoo.
If you don't see the wrestler you need in the archive section then request
it in the CAW section.

Thanks for taking the time to look over my faqs. If you find any errors with
this faqs then email me at bt70lemans@aol.com. Be sure to put something along
the lines of "gamefaqs faq errors" as a subject please.
Thank you and long live No Mercy!
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