# WWF No Mercy FAQ/Move List

by Veinz

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Updated to v1.9 on Mar 18, 2003

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                      - > Version History < -
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NOTE: This documents every time I updated the document, not every time that I
sent in an update to GameFAQs.
CURRENT UPDATE:
==========
March 18, 2003
+----+
- > Version 1.9
-=-=-=-
Well, I have decided to work alone on this project which is fine with
SweetPimp324. I added the Bull Buchanan movelist.
PAST UPDATES:
_____
February 11, 2003
+----+
- > Version 1.7
-=-=-
No update, just informing you all that SweetPimp324 has agreed to help me with
this project. Updates will continues as usual, some coming from me, some coming
from SweetPimp.
February 6, 2003
+----+
- > Version 1.7
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Completed the SmackDown! Mall section. Also started a Weapons section.

\*[6-VV] Stephanie McMahon

January 6, 2003 +----+ - > Version 1.6

A very tiny update, only added one movelist, and updated the format on some of the movelists. The rest is soon to come.

December 24 2002 +-----+ - > Version 1.4

-=-=-=-

Christmas Eve is upon us! Well, working into the wee hours of the morning, I added two more movelists to the FAQ. I don't know what I'd do without Coca Cola, Doritos, and Boy Meets World late night reruns! No updates for a day or two, but that should be fine. I wish all of you a Happy Holiday season. Enjoy your break from school/work. I know I am.

December 21, 2002 +-----+ -> Version 1.0 -----

I have completed everything except the movelists (four out of the way). This FAQ should be getting pretty big, and soon. With Christmas Break upon us, I will have much more time to write, which will result in this getting done quicker. I attempted to send this in to GameFAQs. Until then, enjoy what I have now, and Happy Holidays!

- >	Introduction by the Author < -	
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Hello, I am Veinz from the GameFAQs forums. I was thinking about doing an FAQ for a game (I have done a few minor ones, and I wanted to do a major game), so I looked over my collection. My eyes fell upon WWF No Mercy. I thought the FAQ limit had been reached for a game as popular as WWF No Mercy is. So I go online to check it out, and to my surprise, there are only TWO FAQS! Better yet, it's on the FAQ Bounty List! So I thought, 'What the hell.'

WWF No Mercy is, in my opinion, the best wrestling game of all time. It has never gotten old, and the story lines it has are revolutionary (even nowadays). This game is one of the best games I have had the pleasure of playing. I hope you enjoy this FAQ, as I certainly enjoyed writing it.

Oh, and if you need anything in particular, Control+F to search for it. This might get pretty large.

Thank you.

	- > Controls < -	
`		_ '

The controls are pretty simple, and easy to use.

A Button : Weak Grapple (Tap)

Strong Grapple (hold)

Aerial Move (Press while on Turnbuckle) Running Grapple (execute while running)

Grapple Move (Tap when opponent is in grapple) Ground Move (Tap when opponent is on ground)

B Button : Striking Moves (Tap or Hold)

C-Up : Climb In/Out of Ring

Climb Ladder/Table

Throw opponent in Ring/On Table

C-Left : Pin/Count-Out as Special Referee

Grab/Use Weapon

Flip laying opponent on back/stomach Drag Opponent (C-Left plus Direction)

C-Right : Change View

C-Down : Run

Irish Whip (with opponent in grapple)

Climb into ring

Start : Pause/Un-pause Game

D-Pad : Move character

Move

Analog : Taunts (direction effect which taunt will be shown)

Execute Special Move

L Button : Raise laying opponent to knees (tap)

Raise laying opponent to feet (hold)

Pin opponent

R Button : Block striking move

Crouch after rising from laying position

- > Matches < -

+----+

| Match Types | +----+

Singles

+----+

A singles match is a one on one brawl to determine who the better of the two is. Rules can be altered to make it a Hardcore match, First Blood match, or whatever your heart desires.

Tag Team

+----+

A two on two brawl to determine who the better of the two teams are. Once again the rules can be altered before the game to allow weapons. These can also turn into Tornado Tag matches if you select 'No Tag Format.'

## Triple Threat

+----+

A sometimes difficult match because there are three competitors, and the first fall decides the match. Meaning, if you are pinning an opponent, the other opponent will likely strike you, interrupting the count. These kind of matches usually require the beating of the other two opponents before a pin fall.

#### Handicap

+----+

The ultimate challenge, 2 on 1! This match pits you against two opponents, or pits you and another character against a single opponent. These matches usually end up brutally for the single competitor, especially when a Hardcore match is sanctioned. If you can beat two opponents, though, you know you are a pretty decent No Mercy player.

### Cage Match

+----+

A singles match, except for that there is a steel structure surrounding the ring. The object of the game is to scale the cage, and climb down on the other side. If you are climbing the cage, your opponent can shake the cage, causing you to fall to the bottom. So, you must give your opponent a fair amount of beating before attempting this.

#### Ladder Match

+----+

Ah, one of the biggest spectacles in the WWF (now the WWE), the Ladder Match. There are no pin falls, no submissions, no count outs, no disqualifications. The only way to walk away victorious in one of these matches is to climb the ladder, and snatch the briefcase (or belt if you are playing for a Title) that is dangling above the ring. These matches usually are legendary.

#### Ironman Match

+----+

This match puts a character's stamina to the test. The goal of this match is to win as many falls as possible in the set amount of time. The time maximum is, I believe, 60 minutes.

#### Royal Rumble

+----+

A match so big, there is a Pay-Per-View named after it, the Royal Rumble. 40 superstars (or however many you specify prior to the beginning of the match), only one can win. In the traditional Royal Rumble, competitors are eliminated by going over the top rope, and landing outside of the ring. The cool thing about this game, however, is that you can make the winning standards as much (or as little) as you please. Do you think you could win a 40 man Royal Rumble where the only way to eliminate an opponent was to make them submit?

#### King of the Ring

+----+

A tournament held to see who is the best of the best. These can be held for a title, with as many superstars as you please (from 3-16 of course).

### Survival

+----+

This is a quick way to earn money. It pits you up against 100 superstars in a Royal Rumble type match. The more superstars you eliminate, the more money you earn. Also, any previously locked character that you eliminate will become unlocked (which saves you the money from buying them in SmackDown Mall).

+----+

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| Venues |
+----+
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You can choose which arena you want the event to take place at (it doesn't affect the match, just different settings). The Venues (in order) are:

RAW is WAR
No Mercy
SmackDown!
King of the Ring
SummerSlam
Survivor Series
Royal Rumble
WrestleMania

There are also two unlockable venues that you can purchase at SmackDown! Mall:

Backlash Armageddon

+----+ | Backstage Areas | +----+

You can go between backstage areas by Irish Whipping ANY legal character (people who interfere don't work) in the door/opening.

# Stage

I wouldn't really consider this a Backstage area, but since you have to do the Irish Whip method to get their, I included it. This is just where the wrestlers enter the arena to begin their matches. To access other backstage areas, Irish Whip them towards the stage entrance.

# Hallway

This is where you go by going backstage. This branches off into four different backstage areas. There are randomized weapons going to length of the hallway.

# Boiler Room

A rather weak representation of a boiler room, in my opinion. Basically, it's a small room with machinery and a fence. Oh, and weapons are strewn around.

# Locker Room

Fairly large, the best of the backstage areas, if you ask me. There is a table in the middle with two chairs around it, which can lead to some brutal action. The thing that makes this the best is the fact that you can pull weapons out of the lockers on the north side of the room. Now, you can have full-out Hardcore matches in the locker room.

# Sports Lounge

This is a sports lounge, with a bar on the northern side of the room, and a pool table (with pool cue on top) near the middle of the room. You can send people through the pool table, and retrieve weapons from the bar (just like you would get them from the barriers at ringside). The only bad part is that it is kind of small.

# Parking Lot +----+

One word can describe the parking lot: huge! This massive backstage area is a great place to host a match with four characters. There are weapons scattered about, and you can climb into the back of the Semi-truck with the "WWF" logo in the back of it (you can perform moves in it as well). You can climb on the hood of a car, and do moves on it too.

+----+ | Titles | +----+

Once you win a title in Championship Mode, you can then make turn any exhibition match into a title match. This is a great feature, making it incredibly easy to make the belt change hands. Please note, you will only be able to access this feature for titles you have won in Championship Mode.

- > Championship Mode < - |

This feature is what made the game really stand out. The intriguing storylines are those that are unparalleled even today. Even though some storylines were replicated from previous WWF feuds (Mankind/Cactus Jack against Triple H to name one), they are still enough to make you want to keep playing.

To achieve 100 percent status on a Championship belt, you must first go through EVERY match possible. That means you might have to lose some matches to get there (but if you win all the required matches, you will still end up at a Pay-Per-View).

I won't go into TOO much detail, but I will give a description and some information on each belt.

# WWF Heavyweight Title

This title is the grand daddy of all titles in the WWF. It is the most important title, usually held by the top superstars of the World Wrestling Federation. When trying for this title, expect to have some run-ins with the top superstars of the WWF.

Total Matches: 52

# WWF Intercontinental Title

This is probably considered the second best title to have in the WWF. A lot of upper-midcarders will stand in your way of getting this title. This championship string has the most matches.

Total Matches: 57

# WWF Tag Team Titles

The Championship that requires the effort from two men. You and a partner will embark on a journey to capture the only non-singles title in the WWF. Big career decisions await you, like choosing to join with Shane McMahon or not. This is the second largest championship string.

Total Matches: 56

WWF Hardcore Title

+----+

The only title where NO RULES are a requirement. It isn't unusual for things to start getting nasty in the Hardcore championship string. Also the second largest string.

Total Matches: 56

WWF European Title

+----+

The title for those who come from abroad, the WWE European title route can get a little tricky.

Total Matches: 49

WWF Lightweight Title

+----+

This is the chance for the smaller, more agile superstars of the WWF to hold a title. Expect some high-flying action, and incredible moves of the luchadors of the WWF.

Total Matches: 25

WWF Women's Title

+----+

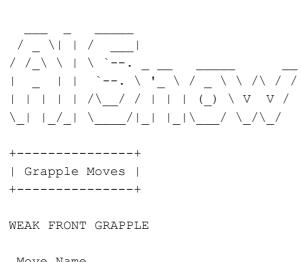
The title for the female superstars of the WWF. Things can get a little steamy, and catfights are a guarantee. This is a bunch of fun for your first time playing Championship Mode.

Total Matches: 20

- > Movelists < - |

This is where the bulk of the FAQ will be. Complete movelists of all the wrestlers in the game.

\_\_\_\_\_\_



Move Name	Control
++	++
Double Axe Handle	А
Knee Lift	A + < or >
Overhand Punch	A + ^
Scoop Slam	A + D
Headlock Takedown	В
Arm Wrench/Elbow Smash	B + < or >
Suplex	B + ^
Piledriver 2	B + D

## STRONG FRONT GRAPPLE

Move Name	Control
++	++
Headlock	A
Shoulder Thrust	A + < or >
Northern Lights Suplex 2	A + ^
Backslide Pin	A + D
Manhattan Drop	В
Trapping Headbutts	B + < or >
Hurricanrana Pin	B + ^
Snap Powerbomb 2	B + D
Snowplow	Analog

#### WEAK BACK GRAPPLE

Move Name	Control
++	++
Back Drop	A
Back Drop	A + Direction
Atomic Drop	В
Atomic Drop	B + Direction

### STRONG BACK GRAPPLE

Move Name	Control
++	++
Schoolboy Pin	А
Schoolboy Pin	A + Direction
German Suplex 1	В
German Suplex 1	B + Direction
Spinning Hurricanrana Pin	Analog

+-			+
	Standing	Moves	
+-			+

### WEAK STRIKING

Move Name ++	Control ++
Slap 03	В
Chop 01	B + Directio
<del>-</del>	
Front Kick 01	В
Front Kick 05	B + Directic
STRONG STRIKING	
Move Name	Control
++	++
Dropkick to Knee 01	В
Uppercut 01	B + Directio
Sidekick 03	A + B
DUCKING ATTACK	
Move Name	Control
++	++
Low Blow	В
++	
Ground Moves	
++	
UPPERBODY MOVES	
Move Name	Control
++	++
Facing Up: Clutching Punch	A
Facing Down: Mahistrol Cradle	A
Sitting Up: Sleeper Hold	A
Sitting Down: Camel Clutch	A
LOWERBODY MOVES	
Move Name	Control
++	++
Facing Up: Knee Smash	A
Facing Down: Single Crab	А
GROUND STRIKING	
Move Name	Control
++	++
Facing Up: Stomp 01	В
Facing Down: Elbow Drop 02	В
Sitting Up:Dropkick to Knee	В
Sitting Down: Double Axe Handle	В
++	
•	
Running Moves	

Move Name

Control

++	++
Shoulder Block	A
Body Attack	A + B
Clothesline R 01	A + direction
Elbow Attack 01	A + B + direction
RUNNING GRAPPLE	
Move Name	Control
++	++
Front: Head Scissor Takedown Back: Release German Suplex	A A
RUNNING GROUND ATTACK	
Move Name	Control
++	++
Facing Up: Elbow Drop 01	В
Facing Down: Stomp	В
Sitting Up: Stomp	В
Sitting Down: Stomp	В
EVASION	
Move Name	Control
++	++
Cartwheel	R
++	
Turnbuckle Moves	
++	
STRIKE	
SIKIKE	
Move Name	Control
++	++
Standing: Chop 01	В
Standing: Front Kick 05	В
Running: Clothesline R 01	В
Running: Elbow Attack 01	В
COUNTER	
Move Name	Control
++	++
Sling Over Opponent	R
TREE OF WOE	
Move Name	Control
++	++
Standing: Front Kick 05	В
Running: Front Kick 05	В
FRONT GRAPPLE	
Move Name	Control
++	++
Weak: Shoulder Thrusts	A
Weak: Eye Rake of Rope	В

Strong: Superplex Strong: Frankensteiner Strong: Super RB	A B Analog
BACK GRAPPLE  Move Name	Control
++	++
Weak: Forearm Smash	A or B
Strong: Super Back Drop	A or B
Super Back Drop	Analog
COUNTER	
Move Name	Control
++	++
Front: Rack 'em Up	A
Back: Super Back Drop	A
++	
Aerial Moves	
++	
STANDING OPPONENT	
Move Name	Control
++	++
Flying Body Press	В
Outside Ring: Double Axe Handle	В
LAYING OPPONENT	
Move Name	
110 VC Wallie	Control
++	Control ++
++ Guillotine Leg Drop	++ B
++	++
++ Guillotine Leg Drop Outside Ring: Backflip Splash 01	++ B
++ Guillotine Leg Drop Outside Ring: Backflip Splash 01 ++	++ B
++ Guillotine Leg Drop Outside Ring: Backflip Splash 01	++ B
++ Guillotine Leg Drop Outside Ring: Backflip Splash 01  ++   Ringside / Apron Moves	++ B
++ Guillotine Leg Drop Outside Ring: Backflip Splash 01  ++   Ringside / Apron Moves	++ B
++ Guillotine Leg Drop Outside Ring: Backflip Splash 01  ++   Ringside / Apron Moves   ++	++ B
++ Guillotine Leg Drop Outside Ring: Backflip Splash 01  ++   Ringside / Apron Moves   ++ RINGSIDE - Grapple to Apron	++ B B
++ Guillotine Leg Drop Outside Ring: Backflip Splash 01  ++   Ringside / Apron Moves   ++ RINGSIDE - Grapple to Apron  Move Name ++ Weak: Club to Chest	++ B B Control ++ A
++ Guillotine Leg Drop Outside Ring: Backflip Splash 01  ++   Ringside / Apron Moves   ++ RINGSIDE - Grapple to Apron  Move Name ++ Weak: Club to Chest Strong: Suplex to Inside	++ B B H Control ++ A A
++ Guillotine Leg Drop Outside Ring: Backflip Splash 01  ++   Ringside / Apron Moves   ++ RINGSIDE - Grapple to Apron  Move Name ++ Weak: Club to Chest	++ B B Control ++ A
++ Guillotine Leg Drop Outside Ring: Backflip Splash 01  ++   Ringside / Apron Moves   ++ RINGSIDE - Grapple to Apron  Move Name ++ Weak: Club to Chest Strong: Suplex to Inside	++ B B H Control ++ A A
<pre>#+ Guillotine Leg Drop Outside Ring: Backflip Splash 01  #</pre>	++ B B H Control ++ A A
<pre>#+ Guillotine Leg Drop Outside Ring: Backflip Splash 01  #</pre>	++ B B B  Control ++ A A A Control
++ Guillotine Leg Drop Outside Ring: Backflip Splash 01  ++   Ringside / Apron Moves   ++ RINGSIDE - Grapple to Apron  Move Name ++ Weak: Club to Chest Strong: Suplex to Inside Reversal: Suplex Reversal to Inside  RINGSIDE - Aerial Attack to Outside  Move Name ++	++ B B B  Control ++ A A A ++
++ Guillotine Leg Drop Outside Ring: Backflip Splash 01  ++   Ringside / Apron Moves   ++   RINGSIDE - Grapple to Apron  Move Name ++ Weak: Club to Chest Strong: Suplex to Inside Reversal: Suplex Reversal to Inside  RINGSIDE - Aerial Attack to Outside  Move Name ++ Vaulting Body Press	++ B B B  Control ++ A A A A A

Move Name	Control
++ To Inside: Middle Kick	++ B
To Outside: Strong Kick	В
APRON - Grapple	
Move Name	Control
++ Weak: Guillotine	++
Strong: Sunset Flip over Ropes	A A
Reversal: Suplex Reverse	A
APRON - Flying Attack	
Move Name	Control
++	++
Dropping Elbow (from apron)	A
Shoulder Block (in ring, standing)	A
Slingshot Leg Drop (in ring, laying)	A
++	
Irish Whip Moves	
++	
STRIKE	
Move Name	Control
++	++
Back Elbow	В
GRAPPLE	
Move Name	Control
++	++
Back Toss 02 (Tap, Weak)	A
Monkey Toss (Hold, Weak)	A
Tilt-A-Whirl Backbreaker (Tap, Strong)	A
Powerslam 01 (Hold, Strong)	Α
++	
Double Team Moves	
++	
GRAPPLE	
Move Name	Control
++	++
Double Suplex (Front)	A
Double Atomic Drop (Back)	A
Double Powerbomb (Sandwich) Double Arm Drag (Irish Whip)	A A
TURNBUCKLE STRIKE (Note: Opponent must be m	nounted on partner's shoulders)
Move Name	Control
++	++
Doomsday Device	В
200	_

/ \_ \| | | / /\_\ \ | |\_\_ \_\_\_ \_ \_ | | |\_ | \_ | | '\_ \ / \_ \ '\_\_| \_\_| | | | | | | \_\_/ | | \_\_\_/ \\_| |\_/\_|\_.\_\_/ \\_\_\_|\_| \\_\_| +----+ | Grapple Moves | +----+ WEAK FRONT GRAPPLE Move Name Control +----+ +----+ Overhand Punch A + < or > Club to Neck A + ^ Headbutt 02 Scoop Slam A + DHeadlock Takedown Double Underhook Suplex B + < or >B + ^ Suplex Piledriver 02 B + D STRONG FRONT GRAPPLE Move Name Control +----+ +----+ Headlock Α Russian Leg Sweep A + < or >Fireman Carry to Pancake  $A + ^$ A + DJawbreaker Manhattan Drop В B + < or > Bearhug B + ^ Military Press Front Powerslam B + D Double Chokelift Slam Analog WEAK BACK GRAPPLE Move Name Control +----+ +----+ Back Drop Α A + Direction Back Drop Back Rake В Back Rake B + Direction

Control

+----+

Α

A + Direction

B + Direction

Analog

STRONG BACK GRAPPLE

Move Name

+----+

Atomic Drop

Atomic Drop

Walking Side Slam

+----+

Sideslam

Sideslam

WEAK STRIKING	
Move Name ++	Control ++
++ Hook Punch 01	++ В
Elbow Strike	B + Direction
Front Kick 01	B
Front Kick 05	B + Direction
STRONG STRIKING	
Move Name	Control
++	++
Throat Thrust	В
Standing Clothesline 01	B + Direction
Jumping Karate Kick	A + B
DUCKING ATTACK	
Move Name	Control
++ Low Blow	++ B
21011	ے
++	
Ground Moves	
++	
UPPERBODY MOVES	
Move Name	Control
++	++
Choke Hold (Facing Up)	A
Sitting Reverse Armbar (Facing Down)	A
Surfboard Stretch (On All Fours)	A
Camel Clutch (Sitting)	A
LOWERBODY MOVES	
Move Name	Control
++	++
Groin Knee Drop (Facing Up)	A
Single Crab (Facing Down)	А
GROUND STRIKING	
Move Name	Control
++	++
Elbow Drop 06 (Facing Up)	В
Stomp 01 (Facing Down)	В
Kick (Sitting Up)	В
Double Axe Handle (Sitting Down)	В
++   Running Moves	

| Standing Moves |

RUNNING STRIKES

Morro Namo	Control
Move Name ++	Control ++
Shoulder Block	A
Back Elbow Smash	A + B
Clothesline R 01	A + direction
Kitchen Sink 01	A + B + direction
RUNNING GRAPPLE	
Move Name	Control
++ Swinging Neckbreaker (front)	++ A
Bulldog (back)	A
RUNNING GROUND ATTACK	
Move Name	Control
++ Elbow Drop 01 (Facing Up)	++ B
Stomp (Facing Down)	В
Stomp (Sitting Up)	В
Stomp (Sitting Down)	В
EVASION	
Move Name	Control
++ Cartwheel	++ R
++	
Turnbuckle Moves   ++	
STRIKE	
Move Name	Control
tt	++
Front Kick 05 (Standing) Punch 01 (Standing)	B B
Body Avalanche (Running)	В
Clothesline R 01 (Running)	В
COUNTER	
Move Name	Control
++ Boot to Face	++ R
TREE OF WOE	
Move Name ++	Control ++
Front Kick 05 (Standing)	н
Shoulder Block (Running)	В
FRONT GRAPPLE	
Move Name	Control
++	++

Multiple Clotheslines (Strong) Samoan Drop (Strong)  BACK GRAPPLE  Move Name ++ Forearm Smash (Weak) Super Back Drop (Strong) Super Back Drop  COUNTER  Move Name ++ Throw (Front) Super Back Drop (Back)  ++ I Aerial Moves   ++ STANDING OPPONENT  Move Name ++ Double Axe Handle Double Axe Handle (Opponent out of ring)	A B A B Analog  Control ++ A or B A or B Analog
Foot Choke (Strong) Multiple Clotheslines (Strong) Samoan Drop (Strong)  BACK GRAPPLE  Move Name ++ Forearm Smash (Weak) Super Back Drop (Strong) Super Back Drop  COUNTER  Move Name ++ Throw (Front) Super Back Drop (Back)  +   Aerial Moves   +	A B Analog  Control ++ A or B A or B
Multiple Clotheslines (Strong) Samoan Drop (Strong)  BACK GRAPPLE  Move Name ++ Forearm Smash (Weak) Super Back Drop (Strong) Super Back Drop  COUNTER  Move Name ++ Throw (Front) Super Back Drop (Back)  + STANDING OPPONENT  Move Name ++ Double Axe Handle Double Axe Handle (Opponent out of ring)	B Analog  Control ++ A or B A or B
Samoan Drop (Strong)  BACK GRAPPLE  Move Name ++ Forearm Smash (Weak) Super Back Drop (Strong) Super Back Drop  COUNTER  Move Name ++ Throw (Front) Super Back Drop (Back)  ++ I Aerial Moves   ++ STANDING OPPONENT  Move Name ++ Double Axe Handle Double Axe Handle (Opponent out of ring)	Control ++ A or B A or B
Move Name ++ Forearm Smash (Weak) Super Back Drop (Strong) Super Back Drop  COUNTER  Move Name ++ Throw (Front) Super Back Drop (Back)  ++    Aerial Moves   ++ STANDING OPPONENT  Move Name ++ Double Axe Handle Double Axe Handle (Opponent out of ring)	Control ++ A or B A or B
Move Name ++ Forearm Smash (Weak) Super Back Drop (Strong) Super Back Drop  COUNTER  Move Name ++ Throw (Front) Super Back Drop (Back)  ++   Aerial Moves   ++ STANDING OPPONENT  Move Name ++ Double Axe Handle Double Axe Handle (Opponent out of ring)	++ A or B A or B
#+ Forearm Smash (Weak) Super Back Drop (Strong) Super Back Drop  COUNTER  Move Name #+ Throw (Front) Super Back Drop (Back)  #   Aerial Moves   #+ STANDING OPPONENT  Move Name #+ Double Axe Handle Double Axe Handle (Opponent out of ring)	++ A or B A or B
Forearm Smash (Weak) Super Back Drop (Strong) Super Back Drop  COUNTER  Move Name ++ Throw (Front) Super Back Drop (Back)  ++   Aerial Moves   ++ STANDING OPPONENT  Move Name ++ Double Axe Handle Double Axe Handle (Opponent out of ring)	A or B A or B
Super Back Drop (Strong) Super Back Drop  COUNTER  Move Name ++ Throw (Front) Super Back Drop (Back)  ++   Aerial Moves   ++ STANDING OPPONENT  Move Name ++ Double Axe Handle Double Axe Handle (Opponent out of ring)	A or B
Super Back Drop  COUNTER  Move Name ++ Throw (Front) Super Back Drop (Back)  ++   Aerial Moves   ++ STANDING OPPONENT  Move Name ++ Double Axe Handle Double Axe Handle (Opponent out of ring)	
Move Name ++ Throw (Front) Super Back Drop (Back)  ++   Aerial Moves   ++ STANDING OPPONENT  Move Name ++ Double Axe Handle Double Axe Handle (Opponent out of ring)	Analog
Move Name ++ Throw (Front) Super Back Drop (Back)  ++   Aerial Moves   ++ STANDING OPPONENT  Move Name ++ Double Axe Handle Double Axe Handle (Opponent out of ring)	
++ Throw (Front) Super Back Drop (Back)  ++   Aerial Moves   ++ STANDING OPPONENT  Move Name ++ Double Axe Handle Double Axe Handle (Opponent out of ring)	
Throw (Front) Super Back Drop (Back)  ++   Aerial Moves   ++ STANDING OPPONENT  Move Name ++ Double Axe Handle Double Axe Handle (Opponent out of ring)	Control
Super Back Drop (Back)  ++   Aerial Moves   ++ STANDING OPPONENT  Move Name ++ Double Axe Handle Double Axe Handle (Opponent out of ring)	++
Super Back Drop (Back)  ++   Aerial Moves   ++ STANDING OPPONENT  Move Name ++ Double Axe Handle Double Axe Handle (Opponent out of ring)	А
++   Aerial Moves   ++ STANDING OPPONENT  Move Name ++ Double Axe Handle Double Axe Handle (Opponent out of ring)	A
Aerial Moves   ++  STANDING OPPONENT  Move Name ++ Double Axe Handle Double Axe Handle (Opponent out of ring)	
H+  STANDING OPPONENT  Move Name  H+  Double Axe Handle  Double Axe Handle (Opponent out of ring)	
Move Name ++ Double Axe Handle Double Axe Handle (Opponent out of ring)	
++ Double Axe Handle Double Axe Handle (Opponent out of ring)	
++ Double Axe Handle Double Axe Handle (Opponent out of ring)	Control
Double Axe Handle Double Axe Handle (Opponent out of ring)	++
Double Axe Handle (Opponent out of ring)	В
LAYING OPPONENT	В
Move Name	Control
++	++
Back Elbow Drop	В
Back Elbow Drop (Opponent out of ring)	В
++	
Ringside / Apron Moves	
++	
RINGSIDE - Grapple to Apron	
Move Name	Control
++	++
Club to Chest (Weak)	A
Suplex to Inside (Strong)	A
Suplex Reversal to Inside (Reversal)	A
RINGSIDE - Aerial Attack to Outside	
Move Name	
++	Control
Baseball Slide (Running)	Control ++
APRON - Attack	

Move Name	Control
fiddlo Viel (to incido)	++
Middle Kick (to inside) Strong Kick (to outside)	B B
scrong kick (to outside)	D
APRON - Grapple	
Move Name	Control
Armbreaker (Weak)	++ A
Guillotine (Strong)	A
Suplex Reverse (Reversal)	A
APRON - Flying Attack	
Move Name	Control
·	++
Dropping Elbow (from apron)	A
+	
Irish Whip Moves	
++	
STRIKE	
Move Name	Control
++	++
Back Elbow	В
GRAPPLE	
Move Name	Control
++	++
Back Toss 01 (Tap, Weak)	А
Powerslam 01 (Hold, Weak)	A
Samoan Drop 02 (Tap, Strong)	A
Double Handed Chokelift (Hold, Strong)	А
Double Chokelift Slam	Analog
++	
Double Team Moves	
+	
GRAPPLE	
Move Name	Control
+	++
Double Powerbomb Drop (Front)	A
Double Neckbreaker Backdrop (Back)	A
Double Powerbomb (Sandwich)	A
Double Arm Drag (Irish Whip)	A
CURNBUCKLE STRIKE (Note: Opponent must be m	nounted on partner's shoulders)
Move Name	Control
+ Doomsday Device	++ B
	<del>-</del>

/_\	
++   Grapple Moves   ++	
WEAK FRONT GRAPPLE	
Move Name ++ Elbow to Back of Head Club to Neck Headbutt 03 Scoop Slam Russian Leg Sweep Arm Wrench/Elbow Smash Drop Suplex 01 Piledriver 01  STRONG FRONT GRAPPLE  Move Name ++ Underhook BTB Suplex 02 Rope Drop Clothesline Canadian Back Breaker Tiger Driver Giant Headbutt Bearhug Military Press Knee Smash Super Snap Powerbomb 02	Control ++ A A + < or > A + ^ A + D B B + < or > B + ^ B + D  Control ++ A A + < or > A + ^ A + D B B + < or > A + ^ A + D B B + < or > A + ^ A + D B B + < or > B + ^ A + D B B + < or > B + ^ A + D B B + < or > B + ^ B + D Analog
MOVE Name ++ Shinbreaker 01 Shinbreaker 01 Multiple Headbutts Multiple Headbutts  STRONG BACK GRAPPLE  Move Name ++ Abdominal Neck Wrench Abdominal Neck Wrench Full Nelson Slam Full Nelson Slam Back Side Slam	Control ++ A A + Direction B B + Direction  Control ++ A A + Direction B B + Direction Analog
++   Standing Moves   ++	

### WEAK STRIKING Move Name Control +----+ +----+ Overhand Chop В B + Direction Chop 03 Front Kick 01 Front Kick 05 B + Direction STRONG STRIKING Move Name Control +----+ +----+ Punch 02 В Hard Headbutt B + Direction Big Kick A + BDUCKING ATTACK Move Name Control +----+ +----+ Low Blow В +----+ | Ground Moves | +----+ UPPERBODY MOVES Move Name Control +----+ +----+ Choke Hold (Facing Up) Α Camel Clutch (Facing Down) Sleeper Hold (On All Fours) Α Camel Clutch (Sitting) Α LOWERBODY MOVES Move Name Control +----+ +----+ Wishbone (Facing Up) Α Bow and Arrow Lock (Facing Down) Α GROUND STRIKING Move Name Control +----+ +----+ Big Splash (Facing Up) В Falling Headbutt (Facing Down) В Kick (Sitting Up) Double Axe Handle (Sitting Down) В +----+ | Running Moves | +----+ RUNNING STRIKES

Control

+----+

Move Name

+----+

	А
Heavy Dropkick	A + B
Body Avalanche	A + direction
Clothesline R 02	A + B + direction
RUNNING GRAPPLE	
Move Name	Control
++	++
Neckbreaker (front)	A
Bulldog (back)	A
RUNNING GROUND ATTACK	
Move Name	Control
++	++
Hip Press (Facing Up)	В
Big Splash (Facing Down)	В
Stomp (Sitting Up)	В
Stomp (Sitting Down)	В
EVASION	
Move Name	Control
++	++
Cartwheel	R
++	
Turnbuckle Moves   ++	
STRIKE	
Move Name	Control
++	++
Front Kick 05 (Standing)	В
Punch 01 (Standing)	В
Body Avalanche (Running)	В
Clothesline R 02 (Running)	В
COUNTER	
Move Name	Control
++	++
Boot to Face	R
TREE OF WOE	
Move Name	Control
++	++
Front Kick 05 (Standing)	В
Shoulder Block (Running)	В
FRONT GRAPPLE	
FRONT GRAPPLE  Move Name	Control
Move Name	Control ++
Move Name ++	
FRONT GRAPPLE  Move Name ++ Shoulder Thrusts (Weak) Knee Strikes (Weak)	++

Thump (Strong)	В
Stink Face (Strong)	Analog
BACK GRAPPLE	
Move Name	Control
++ Forearm Smash (Weak)	++ A or B
Super Back Drop (Strong)	A or B
Super Back Drop	Analog
COUNTER	
Move Name	Control
++	++
Throw (Front)	А
Super Back Drop (Back)	A
++	
Aerial Moves   ++	
STANDING OPPONENT	
Move Name	Control
++ Flying Body Press	++ B
-None-	В
LAYING OPPONENT	
Move Name	Control
++	++
Body Splash	В
-None-	В
++	
Ringside / Apron Moves   ++	
RINGSIDE - Grapple to Apron	
Move Name	Control
++	++
Club to Chest (Weak)	А
Suplex to Inside (Strong)	A
Suplex Reversal to Inside (Reversal)	A
RINGSIDE - Aerial Attack to Outside	
Move Name	Control
++	++
-None-	A
APRON - Attack	
Move Name	Control
++ Middle Kick (to inside)	++ D
Middle Kick (to inside)	В

```
Strong Kick (to outside)
APRON - Grapple
Move Name
                                         Control
+----+
                                        +----+
Armbreaker (Weak)
                                           Α
Suplex to Outside (Strong)
Suplex Reverse to Outside (Reversal)
                                           Α
APRON - Flying Attack
Move Name
                                         Control
+----+
                                        +----+
Dropping Elbow (from apron)
                                           Α
+----+
| Irish Whip Moves |
+----+
STRIKE
Move Name
                                         Control
+----+
                                        +----+
Big Kick
                                           В
GRAPPLE
Move Name
                                         Control
+----+
                                        +----+
Back Toss 01 (Tap, Weak)
                                           Α
Monkey Toss (Hold, Weak)
                                           Α
Lou Thiesz Press Pin (Tap, Strong)
                                           Α
Sleeper Hold (Hold, Strong)
                                            Α
Super Snap Powerbomb 02
                                         Analog
+----+
| Double Team Moves |
+----+
GRAPPLE
Move Name
                                         Control
+----+
                                        +----+
Double Suplex (Front)
                                           Α
Double Atomic Drop (Back)
                                           Α
Double Piledriver (Sandwich)
                                           Α
Dudley Death Drop (Irish Whip)
                                           Α
TURNBUCKLE STRIKE (Note: Opponent must be mounted on partner's shoulders)
Move Name
                                         Control
                                        +----+
+----+
Doomsday Device
                                            В
______
```

#### \_/|\_|\\_\_, | \\_\_\_/ \\_\_/|\_\_/\_\_/\_| |\_| |\_|\\_\_,\_|\_| |\_| +----+ | Grapple Moves | +----+ WEAK FRONT GRAPPLE Move Name Control +----+ +----+ Eye Rake A + < or > Headbutt 02 Knee Lift A + ^ Scoop Slam A + DArm Wrench/Elbow Smash Neckbreaker 01 B + < or >B + ^ Suplex Rib Breaker B + DSTRONG FRONT GRAPPLE Move Name Control +----+ +----+ Headlock Α Double Underhook Suplex A + < or >Rope Drop Clothesline $A + ^$ Small Package A + DManhattan Drop В B + < or > Bearhug Choke Takedown B + ^ Stalling Piledriver B + DTwo Handed Chokeslam Analog WEAK BACK GRAPPLE Move Name Control +----+ +----+ Backdrop Α A + Direction Backdrop Forearm Smash В Forearm Smash B + Direction STRONG BACK GRAPPLE Move Name Control +----+ +----+ Bulldog Α Bulldog A + Direction Shinbreaker 01 В Shinbreaker 01 B + Direction Full Nelson Slam Analog +----+ | Standing Moves |

+----+

WEAK STRIKING

Pront Kick 01	Move Name	Control
Section   Sect		
TRONG STRIKING  Move Name	Elbow Strike	B + Direction
Move Name Control	Front Kick 01	В
Move Name	Front Kick 05	B + Direction
### ##################################	STRONG STRIKING	
### B ### Direction	Move Name	
Description		
Move Name		
Move Name	Dropkick 02	
The second state of the se	DUCKING ATTACK	
Ground Moves   Ground	Move Name	Control
Ground Moves	++	++
Ground Moves	Low Blow	В
Move Name Control	++	
Move Name Control	Ground Moves	
Move Name Control	++	
### #### #############################	JPPERBODY MOVES	
Acce Stretch (Facing Up) Acitting Reverse Armbar (Facing Down) Acitting Reverse Armbar (Facing Down) Acideper Hold (On All Fours) Acideper Hold (On Fours) Acide	Move Name	Control
Sitting Reverse Armbar (Facing Down)	++	++
A amel Clutch (Sitting)  Move Name  Control  A amel Clutch (Sitting Up)  A amel Control  A amel Clutch (Facing Down)  A amel Control		
A COMERBODY MOVES  Move Name Control+ Groin Knee Drop (Facing Up) A GROUND STRIKING  Move Name Control+ Groin Knee Drop 01 (Facing Up) B Glbow Drop 02 (Facing Down) B Glck (Sitting Up) B Globule Axe Handle (Sitting Down) B GLOWNING STRIKES  Move Name Control		
Move Name Control		
Move Name Control  Froin Knee Drop (Facing Up) A Froingle Crab (Facing Down) A  FROUND STRIKING  Move Name Control  Froin Enee Drop 01 (Facing Up) B Froingle Crab (Facing Down) B Froingle Crab (Facing Down) B Froingle Crab (Facing Up) B Froingle Crab (Facing Down) B Froingle Crab (Facing Up) B Froingle Crab (	Camel Clutch (Sitting)	A
Troin Knee Drop (Facing Up) A Single Crab (Facing Down) A ROUND STRIKING  Move Name Control Chee Drop 01 (Facing Up) Clow Drop 02 (Facing Down) Clock (Sitting Up) Clowble Axe Handle (Sitting Down)  B Couble Axe Handle (Sitting Down)  CONTROL CONT	LOWERBODY MOVES	
roin Knee Drop (Facing Up) A ingle Crab (Facing Down) A ROUND STRIKING  Move Name Control Inee Drop 01 (Facing Up) Clow Drop 02 (Facing Down) Clock (Sitting Up) Clowble Axe Handle (Sitting Down) B CONTROL B	Move Name	
A ROUND STRIKING  Move Name Control Inee Drop 01 (Facing Up) Clow Drop 02 (Facing Down) Clock (Sitting Up) Clow Axe Handle (Sitting Down)  Running Moves   Control Con		
Move Name Control+ Inee Drop 01 (Facing Up) Bloow Drop 02 (Facing Down) Blook (Sitting Up) Blook Axe Handle (Sitting Down)	Groin Knee Drop (Facing Up) Single Crab (Facing Down)	
Thee Drop 01 (Facing Up)  Blow Drop 02 (Facing Down)  Blick (Sitting Up)  Blowble Axe Handle (Sitting Down)	GROUND STRIKING	
Thee Drop 01 (Facing Up)  Blow Drop 02 (Facing Down)  Blick (Sitting Up)  Blowble Axe Handle (Sitting Down)	Move Name	Control
Inee Drop 01 (Facing Up)  B Clbow Drop 02 (Facing Down)  B Click (Sitting Up)  B Clouble Axe Handle (Sitting Down)	++	
Albow Drop 02 (Facing Down)  Bick (Sitting Up)  Bouble Axe Handle (Sitting Down)  B  Control  CUNNING STRIKES  Move Name  Control		
Control  Move Name  Move Name  Control		
Move Name  Move Name  Control	Kick (Sitting Up)	В
Running Moves   CUNNING STRIKES  Move Name Control CON	Oouble Axe Handle (Sitting Down)	В
Move Name Control+ houlder Block A	+	
Move Name Control+ houlder Block A	Running Moves   ++	
houlder Block A	RUNNING STRIKES	
houlder Block A	Move Name	
	++	
ack Elbow Smash A + B	Shoulder Block	
	Back Elbow Smash	A + B

Jumping Back Elbow Smash Clothesline R 01	A + direction A + B + direction
RUNNING GRAPPLE	
Move Name	Control
++ Neckbreaker (front) Bulldog (back)	++ A A
RUNNING GROUND ATTACK	
Move Name	Control ++
	н В
Elbow Drop 01 (Facing Up) Stomp (Facing Down)	В
Stomp (Sitting Up)	В
Stomp (Sitting Down)	В
EVASION	
Move Name	Control
++	++
Roll	R
++	
Turnbuckle Moves	
Move Name	Control
++	++
Front Kick 05 (Standing)	В
Uppercut 01 (Standing)	B + Direction
Body Avalanche (Running)	В
Back Elbow Smash 01 (Running)	A + B
COUNTER	
Move Name	Control
++ Boot to Face	++ R
TREE OF WOE	
Move Name	Control
++	++
Front Kick 05 (Standing)	В
Dropkick to Knee (Running)	В
FRONT GRAPPLE	
Move Name	Control
++	++
Eye Rake (Weak)	A
10 Punch (Weak)	В
Superplex (Strong)	A
Knee Strikes (Strong)	В
Stink Face (Strong)	Analog

### BACK GRAPPLE

Move Name	Control
++	+
Forearm Smash (Weak)	A or B
Super Back Drop (Strong)	A or B
Super Back Drop	Analog
COUNTER	
Move Name	Control
++	+
Throw (Front)	A
Super Back Drop (Back)	A
++	
Aerial Moves	
++	
STANDING OPPONENT	
Move Name	Control
++	+
Double Axe Handle	В
Double Axe Handle (Outside ring)	В
LAYING OPPONENT	
Move Name	Control
++	+
Body Splash	В
Body Splash (outside ring)	В
++	
Ringside / Apron Moves	
++	
RINGSIDE - Grapple to Apron	
Move Name	Control
++	+
Club to Chest (Weak)	А
Suplex to Inside (Strong)	A
Suplex Reversal to Inside (Reversal)	A
RINGSIDE - Aerial Attack to Outside	
Move Name	Control
++	+
Basrball Slide (Running)	A
APRON - Attack	
Move Name	Control
++	+
Middle Kick (to inside)	В

В

Strong Kick (to outside)

APRON - Grapple	
Move Name	Control
++	++
Guillotine (Weak)	A
Suplex to Outside (Strong)	A
Suplex Reverse to Outside (Reversal)	A
APRON - Flying Attack	
Move Name	Control
++	++
-None-	A
++	
Irish Whip Moves	
++	
STRIKE	
Move Name	Control
++	++
Big Boot	В
GRAPPLE	
Move Name	Control
++	++
Back Toss 02 (Tap, Weak)	A
Monkey Toss (Hold, Weak)	A
Spinebuster (Tap, Strong)	A
Powerslam 01 (Hold, Strong)	A
Boss Man Slam	Analog
++	
Double Team Moves	
++	
GRAPPLE	
Move Name	Control
++	++
Wishbone Split (Front)	A
Double Atomic Drop (Back)	A
Double Piledriver (Sandwich)	A
Double Arm Drag (Irish Whip)	A
TURNBUCKLE STRIKE (Note: Opponent must be	mounted on partner's shoulders)
Move Name	Control
++	++
Doomsday Device	В
	/\
\/ _  _ _ /_   _ _  \_	_/ \_/

++	
Grapple Moves	
++	
WEAK FRONT GRAPPLE	
Move Name	Control
++	++
Overhand Punch	А
Eye Rake	A + < or >
Club to Neck	A + ^
Scoop Slam	A + D
Headlock Takedown	В
Neckbreaker 02	B + < or >
Suplex	B + ^
Piledriver 02	B + D
STRONG FRONT GRAPPLE	
Move Name	Control
++	++
Headlock	А
Russian Leg Sweep	A + < or >
Fallaway Slam	A + ^
Running Knee Strike	A + D
Small Package	В
DDT 01	B + < or >
Standing Clothesline	B + ^
Snap Powerbomb 03	B + D
Strong Lariat	Analog
WEAK BACK GRAPPLE	
Move Name	Control
++	++
Backdrop	A
Backdrop	A + Direction
Forearm Smash	В
Forearm Smash	B + Direction
STRONG BACK GRAPPLE	
Move Name	Control
++	++
Pump Handle Suplex	А
Pump Handle Suplex	A + Direction
Full Nelson Slam	В
Full Nelson Slam	B + Direction
Big Clothesline	Analog
++	
Standing Moves	
++	
WEAK STRIKING	
Move Name	Control
++	++
Elbow Strike	. В
LLOUN COLLING	Д

Chop 01	B + Direction
Front Kick 01	В
Front Kick 05	B + Direction
FIGHT RICK 03	B + Direction
STRONG STRIKING	
Morro Namo	Control
Move Name	Control
++	++
Standing Big Boot	В
Punch 01	B + Direction
Bradshaw Hammer	A + B
Diadonaw nammer	11 1 1
DUCKING ATTACK	
Move Name	Control
++	++
Rising Clothesline	В
++	
Ground Moves	
++	
UPPERBODY MOVES	
Marra Nama	0
Move Name	Control
++	++
Eye Gouge (Facing Up)	A
Sitting Reverse Armbar (Facing Down)	A
Sleeper Hold (Sitting Up)	A
Camel Clutch (Sitting Down)	A
LOWERBODY MOVES	
Maria Nama	0 1 1
Move Name	Control
++	++
Single Leg Crab (Facing Up)	A
Reverse Achilles Lock (Facing Down)	А
GROUND STRIKING	
Maria Nama	
Move Name	Control
++	++
Elbow Drop 02 (Facing Up)	В
Stomp 01 (Facing Down)	В
Kick (Sitting Up)	В
Double Axe Handle (Sitting Down)	В
++	
Running Moves	
++	
'	
RUNNING STRIKES	
Move Name	Control
++	++
Shoulder Block	A
Diving Shoulder Block	A + B
High Front Kick	A + direction
Clothesline from Hell	A + B + direction
0100110011100 11011	II . D . GIICCCIOII

Move Name	Control
++	++
Swinging Neck Breaker (Front)	A
Release German Suplex (Back)	А
RUNNING GROUND ATTACK	
Move Name	Control
++	++
Leg Drop (Facing Up)	В
Stomp (Facing Down)	В
Stomp (Sitting Up)	В
Stomp (Sitting Down)	В
EVASION	
Move Name	Control
++	++
Roll	R
++	
Turnbuckle Moves	
Move Name	Control
Move Name ++	Control ++
++	
Front Kick 05 (Standing)	
Front Kick 05 (Standing)	В
Chop 01 (Standing)	B B + Directio
Chop 01 (Standing) Jumping Knee Attack (Running)	В
	B B + Directio B
Chop 01 (Standing) Jumping Knee Attack (Running) Clothesline from Hell (Running) COUNTER	B B + Directio B
Chop 01 (Standing) Jumping Knee Attack (Running) Clothesline from Hell (Running) COUNTER Move Name	B B + Directio B A + B
Chop 01 (Standing) Jumping Knee Attack (Running) Clothesline from Hell (Running)  COUNTER  Move Name ++	B B + Directio B A + B  Control
Chop 01 (Standing) Jumping Knee Attack (Running) Clothesline from Hell (Running)  COUNTER  Move Name ++ Boot to Face	B B + Directio B A + B  Control ++
Chop 01 (Standing) Jumping Knee Attack (Running) Clothesline from Hell (Running)  COUNTER  Move Name ++ Boot to Face	B B + Directio B A + B  Control ++
Chop 01 (Standing) Jumping Knee Attack (Running) Clothesline from Hell (Running)  COUNTER  Move Name ++ Boot to Face  TREE OF WOE  Move Name	B B + Directio B A + B  Control ++ R
Chop 01 (Standing) Jumping Knee Attack (Running) Clothesline from Hell (Running)  COUNTER  Move Name ++ Boot to Face  TREE OF WOE  Move Name ++	B B + Directio B A + B  Control ++ R  Control
Chop 01 (Standing) Jumping Knee Attack (Running) Clothesline from Hell (Running)  COUNTER  Move Name ++ Boot to Face  TREE OF WOE  Move Name ++ Front Kick 05 (Standing)	B B + Directio B A + B  Control ++ R  Control ++
Chop 01 (Standing) Jumping Knee Attack (Running) Clothesline from Hell (Running)  COUNTER  Move Name ++ Boot to Face  TREE OF WOE	B B + Directio B A + B  Control ++ R  Control ++ B
Chop 01 (Standing) Jumping Knee Attack (Running) Clothesline from Hell (Running)  COUNTER  Move Name ++ Boot to Face  TREE OF WOE  Move Name ++ Front Kick 05 (Standing) Shoulder Block (Running)	B B + Directio B A + B  Control ++ R  Control ++ B

A

В

Α

В

Analog

# BACK GRAPPLE

Shoulder Thrusts (Weak)

Multiple Clotheslines (Strong)

Knee Strikes (Weak)

Superplex (Strong)

Super DDT (Strong)

Move Name	Control
++ Forearm Smash (Weak)	++ A or B
Super Back Drop (Strong)	A or B
Super Back Drop	Analog
COUNTER	
Move Name	Control
++	++
Throw (Front) Super Back Drop (Back)	A A
++	
Aerial Moves   ++	
STANDING OPPONENT	
Move Name	Control
++	++
Shoulder Block	В
Double Axe Handle (Outside ring) Flying Clothesline	B Analog
LAYING OPPONENT	
Move Name	Control
++ Dank Elbar Duan	++
Back Elbow Drop Back Elbow Drop (Outside Ring)	В В
++	
Ringside / Apron Moves   ++	
RINGSIDE - Grapple to Apron	
Move Name	Control
++	++
Club to Chest (Weak)	А
Suplex to Inside (Strong)	А
Suplex Reversal to Inside (Reversal)	A
RINGSIDE - Aerial Attack to Outside	
Move Name ++	Control ++
Hasrball Slide (Running)	A
APRON - Attack	
Move Name	Control
++	++
Middle Kick (to inside)	В
Strong Kick (to outside)	В
APRON - Grapple	

Move Name	Control
++	++
Guillotine (Weak)	A
Suplex to Outside (Strong)	A
Suplex Reverse to Outside (Reversal)	A
APRON - Flying Attack	
Move Name	Control
++	++
-None-	A
++	
Irish Whip Moves	
++	
CMD TVD	
STRIKE	
Move Name	Control
++	++
Big Boot	В
GRAPPLE	
Move Name	Control
++	++
Back Toss 02 (Tap, Weak)	A
Samoan Drop 01 (Hold, Weak)	A
Powerslam 01 (Tap, Strong)	A
Spinebuster (Hold, Strong)	A
Strong Lariat	Analog
++	
Double Team Moves	
++	
GRAPPLE	
Maria Maria	0
Move Name ++	Control ++
Wishbone Split (Front)	т А
Neck Breaker Backdrope (Back)	A
Double Powerbomb (Sandwich)	A
Double Arm Drag (Irish Whip)	A
bodbie mim brag (ilion milp)	
TURNBUCKLE STRIKE (Note: Opponent must be moun	ted on partner's shoulders)
Move Name	Control
++	++
Doomsday Device	В
	_
	II I
	(_    (_)   (_
/ _	

++	
Grapple Moves	
++	
WEAK FRONT GRAPPLE	
Move Name	Control
++	++
Overhand Punch	А
European Uppercut	A + < or >
Snapmare	A + ^
Scoop Slam	A + D
Headlock Takedown	В
Arm Wrench with Elbow Smash	B + < or >
Suplex	B + ^
Piledriver 03	B + D
STRONG FRONT GRAPPLE	
Move Name	Control
++	++
Headlock	Α
Gordbuster 01	A + < or >
Military Press	A + ^
Shoulder Breaker	A + D
Powerslam	В
Standing Clothesline	B + < or >
Stall Supelx	B + ^
Snap Powerbomb 02	B + D
Powerslam	Analog
WEAK BACK GRAPPLE	
WEIN BION GIVET EE	
Move Name	Control
++	++
Backdrop	A
Backdrop	A + Direction
Forearm Smash	В
Forearm Smash	B + Direction
STRONG BACK GRAPPLE	
Move Name	Control
++	++
Surfboard Stretch	A
Surfboard Stretch	A + Direction
Atomic Drop	B B
Atomic Drop	B + Direction
	Analog
Pumphandle Suplex	AllaTog
++	
Standing Moves	
++	
WEAK STRIKING	
Move Name	Control
++	++
Hook Punch 01	В

Chop 01 Front Kick 01	B + Direction B
Front Kick 05	B + Direction
STRONG STRIKING	
Move Name ++	Control ++
Punch 01	В
Jumping Front Dropkick	B + Direction
Punch 07	A + B
DUCKING ATTACK	
Move Name	Control
++	++
Low Blow	В
++	
Ground Moves	
UPPERBODY MOVES	
Move Name	Control ++
Clutching Punch (Facing Up)	A
Sitting Reverse Armbar (Facing Down)	A
Sleeper Hold (Sitting Up)	A
Camel Clutch (Sitting Down)	A
LOWERBODY MOVES	
Move Name	Control
++	++
Knee Smash (Facing Up)	A
Single Crab (Facing Down)	A
GROUND STRIKING	
Move Name	Control
++	++
Elbow Drop 04 (Facing Up)	В
Stomp 01 (Facing Down)	В
Kick (Sitting Up)	В
Double Axe Handle (Sitting Down)	В
++	
Running Moves	
++	
RUNNING STRIKES	
Move Name ++	Control ++
Shoulder Block	++ A
Back Elbow Smash 01	A + B
Kitchen Sink 01	A + direction
Forearm Smash	A + B + direction
	_

## RUNNING GRAPPLE

++ A A Control ++ B B
Control ++ B
++ B
++ B
В
В
В
Control
++
R
Control
++
В
B + Directio
B A + B
Control
++
R
Control
++
В
Control
++
А
В
A
B

Analog

BACK GRAPPLE

Super BTB Suplex (Strong)

Move Name	Control ++
Forearm Smash (Weak)	++ A or B
Super Back Drop (Strong)	A or B
Super Back Drop	Analog
COUNTER	
Move Name	Control
++	++
Throw (Front)	A
Super Back Drop (Back)	A
++	
Aerial Moves   ++	
++	
STANDING OPPONENT	
Move Name	Control
++	++
Shoulder Block	В
Elbow Strike (Outside ring)	В
LAYING OPPONENT	
	G 1
Move Name ++	Control ++
Back Elbow Drop	В
Body Splash (Outside Ring)	В
Double Knee Drop	Analog
++	
Ringside / Apron Moves   ++	
++	
RINGSIDE - Grapple to Apron	
Move Name	Control
++	++
Club to Chest (Weak)	A
Suplex to Inside (Strong)	A
Suplex Reversal to Inside (Reversal)	A
RINGSIDE - Aerial Attack to Outside	
Move Name	Control
++	++
Basrball Slide (Running)	А
APRON - Attack	
Move Name	Control
++	++
Elbow Smash (to inside)	В
Strong Kick (to outside)	В
APRON - Grapple	

Move Name	Control ++	
Arm Breaker (Weak)	A	
Suplex to Outside (Strong)	A	
Suplex Reverse to Outside (Reversal)	А	
APRON - Flying Attack		
Move Name	Control	
++	++	
Dropping Elbow	A	
++		
Irish Whip Moves		
++		
STRIKE		
Move Name	Control	
++	++	
Big Boot	В	
GRAPPLE		
Move Name	Control	
++	++	
Back Toss 02 (Tap, Weak)	A	
Scissors Sweep (Hold, Weak)	A	
Body Press Slam (Tap, Strong)	А	
Powerslam 02 (Hold, Strong)	А	
Powerslam	Analog	
++		
Double Team Moves		
++		
CDADDIE		
GRAPPLE		
Move Name	Control	
++	++	
Double Suplex (Front)	А	
Double Atomic Drop (Back)	А	
Double Powerbomb (Sandwich)	А	
Double Arm Drag (Irish Whip)	A	
TURNBUCKLE STRIKE (Note: Opponent must be mount	ted on partner's shoulders)	
Movie Neme	Control	
Move Name ++	Control	
	++	
Doomsday Device	В	
\		

_ \	
WEAK FRONT GRAPPLE	
Move Name	Control
++	++
Overhand Punch	A
Elbow Strike	A + < or >
Eye Rake	A + ^ A + D
Scoop Slam Arm Wrench with Elbow Smash	A + D B
Neckbreaker 01	B + < or >
Suplex	B + ^
Piledriver 03	B + D
STRONG FRONT GRAPPLE	
Move Name	Control
++	++
Headlock	A
Shoulder Thrusts	A + < or >
Rope Drop Clothesline	A + ^
Small Package	A + D
DDT 01	В
Bearhug Powerbomb Pin 04	B + < or >
Snap Powerbomb 02	B + ^ B + D
3/4 Turn Neckbreaker	Analog
WEAK BACK GRAPPLE	
	~ · -
Move Name ++	Control ++
	++ A
Backdrop Backdrop	A A + Direction
Bulldog	A   Direction
Bulldog	B + Direction
STRONG BACK GRAPPLE	
Move Name	Control
++	++
Sideslam	A
Sideslam	A + Direction
Dudley Atomic Drop	В
Dudley Atomic Drop	B + Direction
Cannon Ball Buster	Analog

+----+ | Standing Moves |

+----+ WEAK STRIKING Move Name Control +----+ +----+ Body Punch Hook Punch 02 B + Direction Front Kick 01 В Front Kick 05 B + Direction STRONG STRIKING Move Name Control +----+ +----+ Standing Clothesline 01 В Buh Buh Punch B + Direction Sidekick 01 A + BDUCKING ATTACK Move Name Control +----+ +----+ В Low Blow +----+ | Ground Moves | +----+ UPPERBODY MOVES Move Name Control +----+ +----+ Facing Up: Mounted Position Punching Α Facing Down: Sitting Reverse Armbar Α Sitting Up: Neck Wrench Α Sitting Down: Camel Clutch Α LOWERBODY MOVES Move Name Control +----+ +----+ Facing Up: Groin Knee Drop Α Facing Down: Single Crab Α GROUND STRIKING Control Move Name +----+ +----+ Facing Up: Elbow Drop 03 В Facing Down: Big Splash В В Sitting Up: Kick Sitting Down: Double Axe Handle В +----+ | Running Moves | +----+

RUNNING STRIKES

Move Name	Control
++ Shoulder Block	++
Back Elbow Smash 01	A A + B
Diving Spinning Lariat	A + direction
Clothesline R 02	A + B + direction
Clothesilne R 02	A + B + direction
RUNNING GRAPPLE	
Move Name	Control
++	++
Front: Swinging Neck Breaker	A
Back: Bulldog	A
RUNNING GROUND ATTACK	
Move Name	Control
++	++
Facing Up: Elbow Drop 01	В
Facing Down: Leg Drop	В
Sitting Up: Stomp	В
Sitting Down: Stomp	В
EVASION	
Move Name	Control
++	++
Roll	R
++	
Turnbuckle Moves	
++	
STRIKE	
Move Name	Control
++	++
Standing: Hook Punch 02	В
Standing: Buh Buh Punch	B + Direction
Running: Clothesline R 02	В
Running: Back Elbow Smash 01	A + B
COUNTER	
Move Name	Control
++	++
Boot to Face	R
TREE OF WOE	
Move Name	Control
tt	++
Standing: Front Kick	B
Standing: Buh Buh Punch	B + Direction
Running: Dropkick to Knee	В
FRONT GRAPPLE	
Move Name	Control
++	++

Weak: Shoulder Thrusts Weak: 10 Punch	
Wools 10 Dunch	A
	В
Strong: Super DDT	A
Strong: Samoan Drop	В
Strong: 3/4 Turn Neckbreaker	Analog
,	,
DIGW CDIDDLE	
BACK GRAPPLE	
Move Name	Control
++	++
Weak: Forearm Smash	A or B
Strong: Super Back Drop	A or B
Strong: Super Back Drop	Analog
COUNTER	
COUNTER	
Move Name	Control
++	++
Front: Rack 'Em Up	А
	A
Back: Super Back Drop	A
++	
Aerial Moves	
++	
STANDING OPPONENT	
Move Name	Control
	Control
++	++
Flying Clothesline	В
Outside Ring: Double Axehandle	В
Missile Dropkick	Analog
MISSITE DIODKICK	
1	AllaTog
	AllaTog
LAYING OPPONENT	AllaTog
-	AllaTog
LAYING OPPONENT	
LAYING OPPONENT  Move Name	Control
LAYING OPPONENT  Move Name ++	Control ++
LAYING OPPONENT  Move Name	Control
LAYING OPPONENT  Move Name ++	Control ++
LAYING OPPONENT  Move Name ++ Senton Splash	Control ++ B
LAYING OPPONENT  Move Name ++ Senton Splash Outside Ring: Body Splash	Control ++ B
LAYING OPPONENT  Move Name ++ Senton Splash Outside Ring: Body Splash ++	Control ++ B
LAYING OPPONENT  Move Name ++ Senton Splash Outside Ring: Body Splash  ++   Ringside / Apron Moves	Control ++ B
LAYING OPPONENT  Move Name ++ Senton Splash Outside Ring: Body Splash ++	Control ++ B
LAYING OPPONENT  Move Name ++ Senton Splash Outside Ring: Body Splash  ++   Ringside / Apron Moves	Control ++ B
LAYING OPPONENT  Move Name ++ Senton Splash Outside Ring: Body Splash  ++   Ringside / Apron Moves   ++	Control ++ B
LAYING OPPONENT  Move Name ++ Senton Splash Outside Ring: Body Splash  ++   Ringside / Apron Moves	Control ++ B
Move Name ++ Senton Splash Outside Ring: Body Splash ++   Ringside / Apron Moves   ++ RINGSIDE - Grapple to Apron	Control ++ B B
LAYING OPPONENT  Move Name ++ Senton Splash Outside Ring: Body Splash  ++   Ringside / Apron Moves   ++	Control ++ B
Move Name ++ Senton Splash Outside Ring: Body Splash ++   Ringside / Apron Moves   ++ RINGSIDE - Grapple to Apron	Control ++ B B
Move Name ++ Senton Splash Outside Ring: Body Splash ++   Ringside / Apron Moves   ++ RINGSIDE - Grapple to Apron Move Name	Control  Control
Move Name ++ Senton Splash Outside Ring: Body Splash  ++   Ringside / Apron Moves   ++ RINGSIDE - Grapple to Apron  Move Name ++ Weak: Club to Chest	Control ++ B B Control ++
Move Name ++ Senton Splash Outside Ring: Body Splash  ++   Ringside / Apron Moves   ++ RINGSIDE - Grapple to Apron  Move Name ++ Weak: Club to Chest Strong: Suplex to Inside	Control ++ B B Control ++ A A
Move Name ++ Senton Splash Outside Ring: Body Splash  ++   Ringside / Apron Moves   ++ RINGSIDE - Grapple to Apron  Move Name ++ Weak: Club to Chest	Control ++ B B Control ++
Move Name ++ Senton Splash Outside Ring: Body Splash  ++   Ringside / Apron Moves   ++ RINGSIDE - Grapple to Apron  Move Name ++ Weak: Club to Chest Strong: Suplex to Inside	Control ++ B B Control ++ A A
Move Name ++ Senton Splash Outside Ring: Body Splash  ++   Ringside / Apron Moves   ++ RINGSIDE - Grapple to Apron  Move Name ++ Weak: Club to Chest Strong: Suplex to Inside	Control ++ B B Control ++ A A
Move Name ++ Senton Splash Outside Ring: Body Splash  ++   Ringside / Apron Moves   ++ RINGSIDE - Grapple to Apron  Move Name ++ Weak: Club to Chest Strong: Suplex to Inside Reversal: Suplex Reversal to Inside	Control ++ B B Control ++ A A
Move Name ++ Senton Splash Outside Ring: Body Splash  ++   Ringside / Apron Moves   ++ RINGSIDE - Grapple to Apron  Move Name ++ Weak: Club to Chest Strong: Suplex to Inside Reversal: Suplex Reversal to Inside  RINGSIDE - Aerial Attack to Outside	Control ++ B B B
Move Name ++ Senton Splash Outside Ring: Body Splash  ++   Ringside / Apron Moves   ++ RINGSIDE - Grapple to Apron  Move Name ++ Weak: Club to Chest Strong: Suplex to Inside Reversal: Suplex Reversal to Inside  RINGSIDE - Aerial Attack to Outside  Move Name	Control ++ B B B  Control ++ A A A A Control
Move Name ++ Senton Splash Outside Ring: Body Splash  ++   Ringside / Apron Moves   ++ RINGSIDE - Grapple to Apron  Move Name ++ Weak: Club to Chest Strong: Suplex to Inside Reversal: Suplex Reversal to Inside  RINGSIDE - Aerial Attack to Outside	Control ++ B B B
Move Name ++ Senton Splash Outside Ring: Body Splash  ++   Ringside / Apron Moves   ++ RINGSIDE - Grapple to Apron  Move Name ++ Weak: Club to Chest Strong: Suplex to Inside Reversal: Suplex Reversal to Inside  RINGSIDE - Aerial Attack to Outside  Move Name	Control ++ B B B  Control ++ A A A A Control
Move Name ++ Senton Splash Outside Ring: Body Splash  ++   Ringside / Apron Moves   ++ RINGSIDE - Grapple to Apron  Move Name ++ Weak: Club to Chest Strong: Suplex to Inside Reversal: Suplex Reversal to Inside  RINGSIDE - Aerial Attack to Outside  Move Name ++	Control ++  B  B  Control ++  A  A  A  Control ++
Move Name ++ Senton Splash Outside Ring: Body Splash  ++   Ringside / Apron Moves   ++ RINGSIDE - Grapple to Apron  Move Name ++ Weak: Club to Chest Strong: Suplex to Inside Reversal: Suplex Reversal to Inside  RINGSIDE - Aerial Attack to Outside  Move Name ++	Control ++  B  B  Control ++  A  A  A  Control ++

Move Name	Control	
++	++	
To Inside: Middle Kick To Outside: Strong Kick	B B	
To outstue. Strong Rick	D	
APRON - Grapple		
Move Name ++	Control ++	
Weak: Guillotine	А	
Strong: Suplex to Outside	A	
Reversal: Suplex Reversal to Outside	А	
APRON - Flying Attack		
Move Name	Control	
++	++	
Dropping Elbow	А	
++		
Irish Whip Moves		
++		
STRIKE		
Move Name	Control	
++	++	
Back Elbow	В	
GRAPPLE		
Move Name	Control	
++	++	
Tap, Weak: Back Toss 01	A	
Hold, Weak: Samoan Drop	A	
Tap, Strong: Body Press Slam Hold, Strong: Tilt a Whirl Slam	A A	
Press 3/4 Turn Neckbreaker	Analog	
	5	
++		
Double Team Moves		
+		
GRAPPLE		
Move Name	Control	
++	++	
Front: Double Suplex	А	
Back: Neckbreaker Backdrop	A	
Sandwich: Double Powerbomb	A	
Irish Whip: Dudley Death Drop	A	
TURNBUCKLE STRIKE (Note: Opponent must be mounted on partner's shoulders)		
Move Name	Control ++	
Doomsday Device	В	
	_	

++   Grapple Moves   ++	
WEAK FRONT GRAPPLE	
Move Name ++ Club to Neck Eye Rake	Control ++ A A + < or >
Overhand Punch Knee Strike Rib Breaker Arm Wrench w/ Elbow	A + ^ A + D B B + < or >
Suplex Shoulder Breaker STRONG FRONT GRAPPLE	B + ^ B + D
Move Name ++ Headlock Belly to Back Suplex Military Press Small Package Bearhug Standing Clothesline Hurracanrana Pin	Control ++ A A + < or > A + ^ A + D B B + < or > B + ^ B + D
Strong Sambo Suplex Censor Kick WEAK BACK GRAPPLE	Analog
Move Name ++ Backdrop Backdrop Forearm Smash Forearm Smash	Control ++ A A + Direction B B + Direction
STRONG BACK GRAPPLE	
Move Name ++ Sideslam Sideslam Full Nelson Slam Full Nelson Slam Back Side Slam	Control ++ A A + Direction B B + Direction Analog
++   Standing Moves	

+----+

## WEAK STRIKING

++	Control ++
Hook Punch 01	В
Body Punch	B + Directio
-	
Front Kick 01	В
Front Kick 05	B + Directio
STRONG STRIKING	
Move Name	Control
++	++
Punch 01	В
Jumping Karate Kick	B + Directio
Jump Crescent Kick	A + B
DUCKING ATTACK	
Move Name	Control
++	++
Jumping Side Hook Kick	В
++	
Ground Moves	
++	
JPPERBODY MOVES	
Move Name	Control
	++
Facing Up: Eye Gouge	A -
Facing Down: Sitting Reverse Armbar	A
Sitting Up: Sleeper Hold	A
Sitting Up: Sleeper Hold Sitting Down: Camel Clutch	A A
Sitting Down: Camel Clutch LOWERBODY MOVES	А
Sitting Down: Camel Clutch LOWERBODY MOVES Move Name	A Control
Sitting Down: Camel Clutch LOWERBODY MOVES  Move Name	Control ++
Sitting Down: Camel Clutch  LOWERBODY MOVES  Move Name  Facing Up: Knee Smash	Control ++ A
Sitting Down: Camel Clutch LOWERBODY MOVES  Move Name	Control ++
Sitting Down: Camel Clutch  LOWERBODY MOVES  Move Name  Facing Up: Knee Smash	Control ++ A
Sitting Down: Camel Clutch  LOWERBODY MOVES  Move Name + Facing Up: Knee Smash Facing Down: Single Crab  GROUND STRIKING  Move Name	Control Control
Sitting Down: Camel Clutch  LOWERBODY MOVES  Move Name  Facing Up: Knee Smash Facing Down: Single Crab  GROUND STRIKING	Control ++ A A
Sitting Down: Camel Clutch  LOWERBODY MOVES  Move Name + Facing Up: Knee Smash Facing Down: Single Crab  GROUND STRIKING  Move Name	Control Control
COWERBODY MOVES  Move Name + Facing Up: Knee Smash Facing Down: Single Crab  GROUND STRIKING  Move Name	Control ++ A A Control ++
Sitting Down: Camel Clutch  LOWERBODY MOVES  Move Name + Facing Up: Knee Smash Facing Down: Single Crab  GROUND STRIKING  Move Name + Facing Up: Buchanan Stomp	Control ++ A A Control ++ B
Sitting Down: Camel Clutch  LOWERBODY MOVES  Move Name + Facing Up: Knee Smash Facing Down: Single Crab  GROUND STRIKING  Move Name + Facing Up: Buchanan Stomp Facing Down: Elbow Drop 03	Control ++ A A Control ++ B B
Sitting Down: Camel Clutch  LOWERBODY MOVES  Move Name + Facing Up: Knee Smash Facing Down: Single Crab  GROUND STRIKING  Move Name + Facing Up: Buchanan Stomp Facing Down: Elbow Drop 03 Sitting Up: Kick Sitting Down: Buchanan Stomp	Control ++ A A Control ++ B B B B
Sitting Down: Camel Clutch  LOWERBODY MOVES  Move Name  Facing Up: Knee Smash Facing Down: Single Crab  EROUND STRIKING  Move Name + Facing Up: Buchanan Stomp Facing Down: Elbow Drop 03 Sitting Up: Kick Sitting Down: Buchanan Stomp	Control ++ A A Control ++ B B B B
Sitting Down: Camel Clutch  LOWERBODY MOVES  Move Name + Facing Up: Knee Smash Facing Down: Single Crab  GROUND STRIKING  Move Name + Facing Up: Buchanan Stomp Facing Down: Elbow Drop 03 Sitting Up: Kick Sitting Down: Buchanan Stomp	Control ++ A A Control ++ B B B B

Move Name

Control

++	++
Shoulder Block	А
Back Elbow Smash 01	A + B
Kitchen Sink 01	A + direction
Clothesline R 02	A + B + direction
RUNNING GRAPPLE	
Move Name	Control
++	++
Front: Swinging Neck Breaker	A
Back: Bulldog	A
RUNNING GROUND ATTACK	
Move Name	Control
++	++
Facing Up: Pimp Legdrop	В
Facing Down: Elbow Drop	В
Sitting Up: Stomp	В
Sitting Down: Stomp	В
EVASION	
Move Name	Control
++	++
Roll	R
++	
Turnbuckle Moves	
++	
STRIKE	
Morro Namo	Control
Move Name ++	Control ++
Standing: Body Punch	В
Standing: Body Hook Punch	B + Direction
Running: Clothesline R 01	В
Running: Jumping Karate Kick	A + B
COUNTER	
COULTE	
Move Name	Control
++	++
Boot to Face	R
boot to race	IX
TREE OF WOE	
Move Name	Control
++	++
Standing: Body Punch	. В
Standing: Body Hook Punch	B + Direction
Running: Dropkick to Knee	В
J	_
FRONT GRAPPLE	
Move Name	Control
++	++
Weak: Eye Rake on Ropes	А
- ·	

Weak: 10 Punch	В
Strong: Foot Choke	A
Strong: Knee Strikes	В
Strong: 3/4 Turn Neckbreaker	Analog
BACK GRAPPLE	
Move Name	Control
++	++
Weak: Forearm Smash	A or B
Strong: Super Back Drop	A or B
Strong: Super Back Drop	Analog
COUNTER	
Move Name	Control
++	++
Front: Throw	A
Back: Super Back Drop	A
++	
Aerial Moves	
++	
STANDING OPPONENT	
Move Name	Control
++	++
Double Axe Handle	В
Outside Ring: Double Axe Handle	В
Flying Clothesline	Analog
LAYING OPPONENT	
Move Name	Control
++	++
Leg Drop	В
Outside Ring: Guillotine Leg Drop	В
++	
Ringside / Apron Moves	
++	
RINGSIDE - Grapple to Apron	
Move Name	Control
++	++
Weak: Club to Chest	A
Strong: Suplex to Inside	A A
Reversal: Suplex Reversal to Inside	A
RINGSIDE - Aerial Attack to Outside	
Move Name	Control
++	++
Baseball Slide	А
APRON - Attack	

Move Name	Control	
To Inside: Middle Kick	В	
To Outside: Strong Kick	В	
10 0000100, 2010.ng N=0.n	_	
APRON - Grapple		
Move Name	Control	
++	++	
Weak: Guillotine	A	
Strong: Suplex to Outside	A	
Reversal: Suplex Reversal to Outside	A	
APRON - Flying Attack		
Move Name	Control	
++	++	
Dropping Elbow	A	
11 5		
++		
Irish Whip Moves		
++		
STRIKE		
Move Name	Control	
++	++	
Sidekick 02	В	
GRAPPLE		
Move Name	Control	
++	++	
Tap, Weak: Back Toss 02	A	
Hold, Weak: Scissor Sweep	A	
Tap, Strong: Body Press Drop	A	
Hold, Strong: Powerslam 02	A	
Press Censor Kick	Analog	
++		
Double Team Moves		
++		
GRAPPLE		
Move Name	Control	
++	++	
Front: Wishbone Split	A	
Back: Double Atomic Drop	A	
Sandwich: Double Piledriver	A	
Irish Whip: Double Arm Drag	A	
TURNBUCKLE STRIKE (Note: Opponent must be mounted on partner's shoulders)		
	<del>-</del>	
Move Name	Control	
++	++	
Doomsday Device	В	
=======================================	=======================================	



MOVELIST COMING NEXT UPDATE!

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SmackDown! Mall is where you can buy secret characters, arenas, moves, and attire. You can earn money by going through Championship mode or Survival mode. The following are the items you can purchase:

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Ring Attire

+----+

Basket Shorts

Boxing 2

Cut Jeans

Cut Jeans 4

Dude

Triple H - DX

Gi 1

Gi 2

Gi 3

Kat

Leather Pants 2

Martial Arts 1

Martial Arts 2

Mawashi

Original 1 (Short)

Original 1 (Long)

Original 2 (Short)

Original 2 (Long)

Original 3

Original 4

Original Pants

Skirt

Suits 7

Undertaker

Wrestling

AKI Gi

Upper Body

Athletic

Austin Jersey

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Basket
Biker Jacket
Biker Vest
Boss Man (Old)
Brown Shirt
Coat
Fire GI
Fire Jacket
Flame Top
Gothic
Hawaii
Headbangers
Hooded
Kanji
Kung Fu
Makind (old)
M.S.P.
Rock
Sailor
Soccer
Striped
Stylish
Taped Up
Thick Vest
Torn Shirt
Undertaker (old)
2 Layers
$800 Shirt
Original 1
Original 2
Entrance Attire
+----+
Biker Jacket
Robe
Showster
Taker Robe
Tattoo
+----+
Chaz
Scar 1
Scar 2
Thrasher
Tribal 1
Tribal 2
Original 4
Original 5
Original 6
Original 7
Original 8
Masks / Etc.
+----+
Bat
Bat Mask
Beast
Hockey
Kabuki Paint
Kanji
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Leather Mask
Phantom
Serpant
Gloves
+----+
Boxing
Feet
+---+
Boots 17
Boots 18
Boots 19
Boots 20
Boots 21
Kung Fu
Padded 9
Pull-ons 14
Pull-ons 15
Pull-ons 16
Pull-ons 17
Pull-ons 18
Pull-ons 19
Pull-ons 20
Supporter
Tabi
Taped
 ------
    - > M O V E S < -
 --==========
Big Swing
Continuous Powerbomb/DVO
Double Dragon Screw 01
Fireball
Insider Edge
Jackknife Powerbomb
Jack Hammer
Kicking Combination 02
Old Man Flop
Poison Mist
Russian Neck Drop
Screwdriver
Six Seconds Magic
Ultimate Armbar
Burning Hammer
Cobra Clutch Suplex
DD DDT
Half Nelson Suplex
Neck Crank
Spinning Torture Rack
Tiger Suplex '85 Pin
Chokeslam
T-Bone Suplex
Half Nelson Suplex
Release German Suplex
DragonRana
Jumping Armbar Takedown
Misty Frankensteiner
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Stomp and Choke Super Brainbuster Turnbuckle Powerbomb Russian Neck Drop Ultimate Punching Backhand Blow 02 Back Spinning Wheel Kick Jumping Knee Strike Shouda 03 Spinning Back Elbow Standing Clothesline 02 Clothesline L 01 Elbow Attack 03 Kitchen Sink 02 ------- > E T C E T E R A < -------Superstar +----+ Shawn Michaels Cactus Jack Ken Shamrock Нο Earl Hebner Arena +---+ Armageddon Arena Backlash Arena Weapons +----+ Barbed Wire 2x4 Brief Case Cheese Fire Extinguisher Foam Bull Foam Finger Head Sledge Hammer Steve's Can The Rock Says... Props +---+ Bazooka Cane

- > Weapons < - |

Now, I'll break down the information about the weapons that are available for use in WWF No Mercy. The only problem is, all weapons do the same amount of damage.

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## ->BASIC WEAPONS<-

A.K.A. Weapons available from the start

Bat

+---+

The bat is a wooden baseball bat used to smash opens with.

Moves: Overhead Swing Hold B -Pull bat over your head and hit

Swing Press B -Regular baseball swing

Throw C-Left -Throw weapon

Night Stick

+----+

A black stick, very hard, used by policemen.

Moves: Overhead Swing Hold B -Pull it over your head and hit

Swing Press B -Regular baseball swing

Throw C-Left -Throw weapon

2x4

+---+

A two foot by four foot piece of wood. Very handy.

Moves: Overhead Swing Hold B -Pull it over your head and hit

Swing Press B -Regular baseball swing

Throw C-Left -Throw weapon

Kendo Stick

+----+

A long, martial arts pole. The length gives it great range, so you can attack your opponent without much risk.

Moves: Overhead Swing Hold B -Pull it over your head and hit

Swing Press B -Regular baseball swing

Throw C-Left -Throw weapon

Microphone

+----+

Device used for amplifying voice. Also used to slam into opponent's head.

Moves: Overhead Swing Hold B -Pull it over your head and hit

Swing Press B -Regular baseball swing

Throw C-Left -Throw weapon

Water Bottle

+----+

I never understood why this was in the game as a weapon. It's Triple H's entrance prop, and I guess it does damage to your opponent.

Moves: Overhead Swing Hold B -Pull it over your head and hit

Swing Press B -Regular baseball swing

Throw C-Left -Throw weapon

Roses

+---+

See above. Eddy Guerrero's entrance prop, I think.

Moves: Overhead Swing Hold B -Pull it over your head and hit

Press B Swing -Regular baseball swing C-Left -Throw weapon Throw

Metal Chair

+----+

My personal favorite. A steel chair that does a fair amount of damage to the opponent.

Moves: Overhead Swing

Hold B -Pull it over your head and hit
Press B -Thrust it into your opponent's face Head Jab Press B

Throw C-Left -Throw weapon

Table

+---+

Don't get your hopes up, it's just half of a table (with a VERY jagged edge). Cannot be used to send opponent's through : (

Moves: Overhead Swing

Hold B -Pull it over your head and hit
Press B -Thrust it into your opponent's face Head Jab

Throw C-Left -Throw weapon

Stop Sign +----+

Heh heh, a stop sign plucked from a street corner and placed in the palms of your character. Brutal weapon.

Overhead Swing Hold B -Pull it over your head and hit Moves:

> Press B -Thrust it into your opponent's face Head Jab

Throw C-Left -Throw weapon

Ring Bell

From my experience, this one makes the opponent bleed more often than the others.

Moves: Overhead Swing Hold B -Pull it over your head and hit

> Press B -Regular baseball swing Swing

Throw C-Left -Throw weapon

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- > U N L O C K A B L E W E A P O N S < -

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A.K.A. Weapons bought at SmackDown! Mall

Sledge Hammer

+----+

A large hammer used to smash into the face of opponents.

Hold B -Pull it over your head and hit Moves: Overhead Swing

Head Jab Press B -Thrust it into your opponent's face

Throw C-Left -Throw weapon

THE REST COMING NEXT UPDATE!

.-----. - > Credits / Thank You's < -

-Me: For writing this FAQ up -CJayC: For posting this FAQ -Jave 5.0: For ASCII text boxes and art -WWF No Mercy: For movelists, as well as other information -SweetPimp324: For the Table of Content format THANK YOU'S: ========= -My parents for not bothering me (too much) while I was typing this up -CJayC for owning and operating GameFAQs -WWEGSBers for providing me with humor everyday -SweetPimp324 just because he is the best :-P - > Copyright Notice < -This document is the sole property of Veinz. This FAQ may not be put on a site unless permission is given by the aforementioned author. Taking and redistributing this guide for monetary purposes is illegal, and will not be tolerated. Veinz reserves the right to refuse this FAQ to be on ANY site. The following are the only sites that may have my FAQs (without my permission): www.GameFAQs.com www.Neoseeker.com www.GameSpot.com This FAQ may not be used on private sites, with maybe a SLIGHT exception. +-----+ |THIS FAQ WRITTEN BY: |http://www.gamefaqs.com/features/recognition/16237.htm |The latest version of this FAQ (as well as my others) can be found at: |www.GameFAQs.com |You can reach me at "VeinzFAQ@yahoo.com" \_\_\_\_\_ |~~~The newest version of this FAQ can always be found on www.GameFAQs.com~~~| Thanks for taking the time to read this FAQ, I hope it was of some use to you.