

WWF SmackDown! Ken Shamrock Character FAQ

by Dyse

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Move list for Ken Shamrock
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I. What's New?

9/1 Changed name and E-mail

4/10 Fixed grammatical errors and Birthplace

3/26 Created FAQ

II. Introduction

Ken Shamrock was any many things before wrestling, he was in another regional federation plus he was an ultimate fighter. He got the name most dangerous man from Ultimate fighting where he has rumored to have beaten Bill Goldberg, WCW Superstar. Ken Shamrock is a blend of technical skills and raw power. He can get down on the mat with the best of them, or he can use his power to overcome a foe. In the game he is a technical wrestler, but has a good defense against powerful moves. His best match is Steel Cage Match and anywhere matches. He isn't too good in tag teams matches.

III. Bio of Ken Shamrock (courtesy of WWF.Com)

Height: 6'1"

Weight: 235 lbs.

From: Sacramento, California

Finishing Move: Ankle Lock Submission

Career Highlights: 1998 King Of The Ring, Intercontinental Champion, Tag Team Champion (with Big Boss Man)

While fighting in the Ultimate Fighting Championship circuit, ABC television

called him "The World's Most Dangerous Man". A master of submissions, Ken Shamrock was perhaps the most skilled fighter ever to compete in the Octagon, and quickly became a UFC Champion.

Shamrock entered the World Wrestling Federation in February of 1997 and astounded many wrestling insiders with his transition from the UFC to the Federation. In fact, Ken was voted 1997's "Rookie of the Year" by many of the writers of World Wrestling Federation Magazine.

In 1998, Shamrock really came into his own. He was crowned 1998 King of the Ring, one of the Federation's highest honors. Later that year, in October, he won the Intercontinental Championship in an eight-man tournament on RAW IS WAR! Though Shamrock continues to face more and more obstacles, the World's Most Dangerous Man looks to continue that success in 1999 and beyond.

IV. Regular Moves

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U = Up Move's Wrestler Up
D = Down Move's Wrestler Down
R = Right Move's Wrestler Right
L = Left Move's Wrestler Left

X Striking Attacks
O Irish Whip to Ropes
S= Square Reverse counter
T= Triangle Run
Any Dir. + T Climb Turnbuckle
Any Dir. + Rl Climb Out of The Ring
T Slide in to Ring
Rl Tag Partner/Pick Up Weapon/

=====
Other Things To Know
Climb the cage Faster:

First presses Rl then when you start climbing the cage rotate the directional pad in a 360-degree motion going clock wise while pressing Triangle and Circle.

Hidden Weapons
When you are in back stage areas constantly Irish Whip your opponent, you will get new weapons. In every back stage area there is something interactive.

V. Move List

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FACING THE OPPONENT

O Irish Whip to Ropes
U + O Dragon Screw
R + O Hurracanrana
D + O Belly to Back Flip
L + O Club to Neck

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ATTACKS

X Toe Kick
U + X Body Punch

R + X Back Elbow Smash
D + X Clothesline
L + X Middle Kick

=====

COMBINATION

X Toe Kick
X Toe Kick
X Back Elbow Smash
X Clothesline

=====

GROGGY OPPONENT

U + O Flipping Armbar
R + O Fisherman Suplex
D + O Rolling Leg Lock
L + O Knee Strike

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BEHIND OPPONENT

O Irish Whip to Ropes
U + O Sleeper Hold
R + O Back Side Slam
D + O German Suplex Pin
L + O Back Drop

=====

ROPE ATTACKS

X Knock Over Ropes
R/L + X Dive Through Ropes
U/D + X Jump Over Ropes

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OPPONENT ON MAT-ATTACKS

O Raise Opponent Front
O + O Raise Opponent Behind
D + O Pin Opponent
X Angry Stomp
U + X Knee Drop
R + X Angry Stomp
D + X Knee Drop Drop
L + X Angry Stomp

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OPPONENT ON MAT-UPPER BODY

U + O Armbar
R + O Knee Smash
L + O Mounted Punch

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OPPONENT ON MAT-LOWER BODY

U + O Knee Stomp
R + O Kick to Leg
L + O Ankle Lock (Favorite Move)

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TOP ROPE ATTACKS-STANDING

X Double Axe Handle
R/L + X Double Axe Handle
U/D + X Double Axe Handle

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TOP ROPE ATTACKS-OPPONENT ON MAT

X Elbow Drop
R/L + X Elbow Drop
U/D + X Elbow Drop

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TURNBUCKLE MOVES-FACING OPPONENT

O Irish Whip to Ropes
R/L + O Shoulder Thrust
U/D + O Super Plex

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TURNBUCKLE MOVES-BEHIND OPPONENT

O Irish Whip to Ropes
R/L + O Super Back Drop
U/D + O Super Back Drop

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TURNBUCKLE MOVES-SITTING OPPONENT

O Raise Opponent
R/L + O Foot Choke
U/D + O Foot Choke

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RUNNING ATTACKS-FACING OPPONENT

O Spear
R/L + O Spear
U/D + O Spear

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RUNNING ATTACKS

X Back Elbow Attack
R/L + X Spinning Wheel Kick
U/D + X Spinning Wheel Kick

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RUNNING ATTACKS-BEHIND OPPONENT

O School Boy
R/L + O School Boy
U/D + O School Boy

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RUNNING ATTACKS-COUNTER ATTACKS

O Monkey Toss
R/L + O Power Slam
U/D + O Power Slam

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FINISHING MOVE/FAVORITE MOVE

L1 Shamrock Ankle Lock (Opponent on mat - Lower)
L + O Ankle Lock (Opponent on mat - Lower)

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I would like to give thanks to GameFAQs with out this site, this would not be possible, and to the WWF for the Bio on Ken Shamrock. Also to THQ/Jakks for making a great game!!

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