

WWF SmackDown! Kane Movelist

by Godhand

Updated to v0.5 on Sep 12, 2000

===== W W F S M A C K D O W N (Playstation) =====
K a n e ' s M o v e l i s t

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## UPDATES

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12 Sept 2000 (Ver 0.5)

- Correcting my new e-mail and website address.
- Please note that the move below is only for Beta Version.

23 March 2000 (Ver 0.4)

- Finally, i have a connection.After a long 1 month....
- I have check my mailbox... =\_= duh.....
- Arrange some layout

16 March 2000 (Ver 0.3)

- Still dont have connection. Damn.... T\_T
- Making content, credits, bla bla...

14 March 2000 (Ver 0.2)

- Correcting some mistakes.
- Adding some moves.

11 March 2000 (Ver.0.1 Beta)

- Start Writing

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## DISCLAIMER

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KANE PROFILE  
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K A N E

Height : 7'0" (!!!)  
Weight : 326 lbs.  
Finishing Move : Choke Slam  
Favorite Move : Tombstone Piledriver

=====  
BASIC MOVES  
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D-Pad = Left, Right, Up, Down  
O = Grapple  
X = Attack  
T (Triangle) = Run  
Sq (Square) = Block/Dodge  
L1 = Special Move  
L2 = Taunt / Counting (If you are being S-Referee)  
R1 = Climb Turnbuckle/Go out of the Ring/Change (Tag Team).  
R2 = Change Facing to (Opponent/Ally).

Glossary :

\*GH = Is a sign of what i say in this FAQ.  
LV = Level (GH:Duh...)  
P = Powerful  
s = Speed  
T = Technical  
RN = Rough-Neck  
SM Gauge = Special Move Gauge, located in the top corner of the screen.

=====  
READY MOVES  
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Fighting Pose : Normal

--GRAPPLE--

\*GH : Grapple the standing opponent from the front  
O = Irish Whip (Follow with any one of D-Pad to target)  
Left + O = Hard Scoop Slam (LV1/P)  
Right + O = Side Buster (LV1/P)  
Up + O = Lifting Chokehold (LV3/RN)  
Down + O = Stomach Crusher (LV3/P)

--DIZZY OPPONENT--

\*GH : Grapple the dizzy opponent from the front  
O = Irish Whip (Follow with any one of D-Pad to target)  
Left + O = Pendulum Backbreaker (LV2/T)

Right + O = Manhattan Drop (LV3/RN)  
Up + O = Spinebuster (LV2/P)  
Down + O = Tombstone Piledriver (LV5/P)

--ATTACK--

\*GH : Kick or Punch the standing opponent  
X = Body Punch (LV1/P)  
Right + X = Big Boot (LV3/P)  
Left + X = Chop (LV1/T)  
Up + X = KANE Throat Thrust (LV3/RN)  
Down + X = Clothesline (LV3/P)

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BEHIND

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--GRAPPLE--

\*GH : Grapple the standing opponent from the behind  
O = Irish Whip (Follow with any one of D-Pad to target)  
Left + O = Reverse Brainbuster (LV2/P)  
Right + O = Back Drop (LV1/S)  
Up + O = Full Nelson Slam (LV4/P)  
Down + O = Diving Reverse DDT (LV3/S)

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GROUND

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--GRAPPLE--

Upper

\*GH : Grapple the upper body of the fallen opponent  
O = Raise  
Down + O = Pin Fall (Keep hold O until 3 counts)  
Left + O = Darkness Choke (LV2/RN)  
Right + O = Darkness Choke (LV2/RN)  
Up + O = Sleeper Hold (LV1/P)

Lower

\*GH : Grapple the lower body of the fallen opponent  
O = Raise  
Down + O = Pin Fall (Keep hold O until 3 counts)  
Left + O = Kick To Leg (LV2/RN)  
Right + O = Kick To Leg (LV2/RN)  
Up + O = Knee Stomp (LV1/RN)

--ATTACK--

\*GH : Kick or Punch the opponent on the ground  
X = Angry Stomp (LV1/RN)  
Left + X = Angry Stomp (LV1/RN)  
Right + X = Angry Stomp (LV1/RN)  
Up + X = Elbow Drop (LV1/P)  
Down + X = Elbow Drop (LV1/P)

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TURNBUCKLE

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--UPPER--

\*GH : Grapple the opponent at the turnbuckle from the front.  
O = Irish Whip (Follow with any one of D-Pad to target)  
Left + O = Choke (LV1/RN)  
Right + O = Choke (LV1/RN)  
Up + O = Mudhole Stomping (LV2/RN)  
Down + O = Mudhole Stomping (LV2/RN)

\*GH : Grapple the opponent at the turnbuckle from the behind.  
O = Irish Whip (Follow with any one of D-Pad to target)  
Left + O = Super Back Drop (LV1/S)  
Right + O = Super Back Drop (LV1/S)  
Up + O = Super Back Drop (LV1/S)  
Down + O = Super Back Drop (LV1/S)

--LOWER--

\*GH : Grapple the opponent at the lower turnbuckle from the front.  
O = Raise the Opponent Up  
Left + O = Foot Choke (LV1/P)  
Right + O = Foot Choke (LV1/P)  
Up + O = Foot Choke (LV1/P)  
Down + O = Foot Choke (LV1/P)

--RUN--

\*GH : Run and attack the opponent at the lower turnbuckle.  
X = Shoulder Block (LV1/P)

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ROPE OPPONENT

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--ROPE DOWN--

\*GH : Attack the opponent at the rope.  
O = Scoop Slam (LV1/P)

--JUMP TO OUTSIDE--

\*GH : Attack from the top of the turnbuckle to the opponent out side of the ring.  
X = Diving Body Press (LV1/T)

--JUMP DOWN OVER--

\*GH : Rope dive to the opponent out side of the ring.  
X = Vaulting Body Press (LV1/T)

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AERIAL

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--STAND--

\*GH : Attack from top of the turnbuckle to the standing opponent in the ring.  
X = Double Axe Handle (LV1/RN)  
Up + X = Flying Clothesline (LV2/P)  
Down + X = Flying Clothesline (LV2/P)  
Left + X = Flying Clothesline (LV2/P)  
Right + X = Flying Clothesline (LV2/P)

--DOWN--

\*GH : Attack from top of the turnbuckle to the grounding opponent in the ring.

X = Elbow Drop (LV1/P)  
Up + X = Elbow Drop (LV1/P)  
Down + X = Elbow Drop (LV1/P)  
Left + X = Elbow Drop (LV1/P)  
Right + X = Elbow Drop (LV1/P)

--RUN TO OUTSIDE--

\*GH : Run and dive through the rope to the opponent out side of the ring.

X = Baseball Slide

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RUNNING  
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--GRAPPLE--

\*GH : Run up to the opponent frontally and grapple.

O = NeckBreaker Drop (LV1/T)  
Up + O = NeckBreaker (LV1/T)  
Down + O = NeckBreaker (LV1/T)  
Left + O = NeckBreaker (LV1/T)  
Right + O = NeckBreaker (LV1/T)

\*GH : Run up to the opponent in the rear and grapple.

O = Bulldog (LV1/P)  
Up + O = Bulldog (LV1/P)  
Down + O = Bulldog (LV1/P)  
Left + O = Bulldog (LV1/P)  
Right + O = Bulldog (LV1/P)

--ATTACK--

\*GH : Run up to the opponent and attack.

X = Clothesline (LV2/P)  
Up + X = Shoulder Block (LV1/P)  
Down + X = Shoulder Block (LV1/P)  
Left + X = Shoulder Block (LV1/P)  
Right + X = Shoulder Block (LV1/P)

--COUNTER--

\*GH : Grapple the opponent running up to you.

O = Monkey Toss (LV1/T)  
Up + O = PowerSlam (LV3/P)  
Down + O = PowerSlam (LV3/P)  
Left + O = PowerSlam (LV3/P)  
Down + O = PowerSlam (LV3/P)

=====  
OTHERS  
=====

--SPECIAL MOVE--

\*GH = Opponent must on dizzy condition and facing to you.

L1 = Choke Slam (LV5/P)

--FAVORITE MOVE--

Tombstone Piledriver (LV5/P)

--COMBO--

- 1.Body Punch (LV1/P)
- 2.Chop (LV1/T)

- 3.KANE Throat Thrust (LV3/RN)
- 4.Roundhouse Dropkick (LV4/S)

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APPEALING  
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--APPEALING--  
\*GH : Attempt to excite the crowd  
    You can also gain more points using this to grow up your SM gauge.  
L2          = Taunt Kane  
D-Pad + L2 = Taunt Kane

--WINNING MOVE--  
Taunt Kane

--ENTRANCE MOVE--  
\*GH : The move when the titan-tron is playing.  
Kane

--RING IN MOVE--  
Over The Rope

--RING OUT MOVE--  
Over The Rope

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CREDITS  
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THQ.  
For making the best wrestling game on PSX.

Yuke's.  
For helping them. xp

Godhand.  
For writing this FAQ.

Adith and... My little bro, Ferry.  
As my sparring partner. Tough opponent.

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AUTHOR NOTE  
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If Gran Turismo is the best racing game on PSX. Then WWF Smackdown is the best wrestling game on PSX. For Indonesian gamers who have the beta version of this game (you'll see some number on the top of screen), if you want to get unlimited points in PRE-Season for your character, just play new-game until you reach last season (Wrestlemania), go exit, and try to play new game using the same character. The points that you already have will not be reset. ENOUGH !! I dont want to waste your printer tint.

"Love almost can do anything including Life or Death, but too bad, i have no feeling"  
Just kidding. XD Anyway, corrections are welcome. =D

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