

WWF SmackDown! Mankind Movelist

by Godhand

Updated to v0.6 on Sep 12, 2000

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===== W W F   S M A C K D O W N   (Playstation) =====  
           M a n k i n d ' s   M o v e l i s t  
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- *Contents
- 1.Updates & Version
- 2.Disclaimer
- 3.Mankind Profile
- 4.About Mankind
- 5.Basic Moves
- 6.Movelist
 - Ready Moves
 - Behind
 - Ground
 - Turnbuckle
 - Rope Opponent
 - Aerial
 - Running
 - Others
 - Appealin'
- 7.Credits
- 8.Author Note

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UPDATES

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- 12 Sept 2000 (Ver 0.6)
 - Correcting my new e-mail and website address.
 - Credits updated.

- 25 March 2000 (Ver 0.5)
 - Continue adding the LV?/? Info on every move.
 - ZZZzzzzz.zz.zz

- 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

- 17 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.

- 12 March 2000 (Ver.0.1 Beta)
 - Start Writing

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DISCLAIMER
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MANKIND PROFILE
=====

M A N K I N D

Cactus Jack

Real Name : Mick Foley
Height : 6'2"
Weight : 297 pounds
From : Truth or Consequence, New Mexico
Finishing Move: Mandible Claw
Favorite Quote: "Have a nice day" BANG! BANG!

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ABOUT MANKIND (For those who didnt know yet about him)
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He is a bad wrestler, and horrible acting it was actually pretty touching, and I have seen people (no joke here) fight back tears as they watch it. I have also heard that someone had offered \$2,000 on the Internet for the entire movie, as only clips have been shown on TV.

Filmed in 1985, "The Loved One" documents the career of a fictitious character named Dude Love. You can see Mick Foley bring the character to life 13 years before the Dude's first television appearance. This low-budget, amateur movie has become a cult classic and includes the famed Backyard Match and jump off the 20-FOOT ROOF, as well as scenes from "The Legend of Frank Foley" (1984).

After stints in nearly every organization in the world, Foley finally packed his bags and headed to the World Wrestling Federation in 1996. But Foley was re-packaged as Mankind. Then, in July 1997, Foley reprised his Dude Love gimmick, teaming with Stone Cold Steve Austin to win the World Wrestling Federation Tag Team Championship.

But as Hunter stood in the ring, Mankind appeared on the TitanTron and said he wasn't in the mood to compete that night. And neither was Dude Love. So the man who would face Triple H was Cactus Jack.

Cactus Jack represents the most sick, the most twisted, the most delusional side of Mick Foley's personality. Triple H must have forgotten what happens to Foley when he's wearing that T-shirt. All of a sudden, there are no rules. Pain becomes fuel. And whoever's in the ring across from this maniac usually wakes up with a headache the next morning.

My advice for Triple H heading into the Royal Rumble? Buy a copy of Mick's book. Then maybe you will understand why Cactus Jack is such a sick individual, and why it was a mistake ever to provoke Mick in the first place.

Source : Multiple

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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.

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READY MOVES

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Fighting Pose : Wrestling

--GRAPPLE--

*GH : Grapple the standing opponent from the front
O = Irish Whip (Follow with any one of D-Pad to target)
Left + O = DDT (LV2/P)
Right + O = Scoop Slam (LV1/P)
Up + O = Manhattan Drop (LV3/RN)
Down + O = Jackknife Powerbomb (LV4/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 = Double Arm DDT (LV4/RN)
Right + O = Hard Scoop Slam (LV1/P)
Up + O = Spinebuster (LV1/P)
Down + O = Piledriver (LV3/P)

--ATTACK--

*GH : Kick or Punch the standing opponent
X = Austin Punches (LV1/RN)
Right + X = Chop (LV1/T)
Left + X = Toe Kick (LV1/RN)
Up + X = Body Punch (LV1/P)
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 = Facecrusher (LV2/T)
Right + O = Back Drop (LV1/S)
Up + O = Diving Reverse DDT (LV3/S)
Down + O = School Boy (LV1/T)

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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 = Camel Clutch (LV2/P)
Right + O = Camel Clutch (LV2/P)
Up + O = Mounted Punch (LV3/RN)

Lower

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

--ATTACK--

*GH : Kick or Punch the opponent on the ground
X = Angry Stomp (LV1/RN)
Left + X = Leg Drop (LV1/S)
Right + X = Leg Drop (LV1/S)
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 = 10 Punch (LV3/RN)
Right + O = 10 Punch (LV3/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 = Choke (LV1/RN)

Right + O = Choke (LV1/RN)

Up + O = Choke (LV1/RN)

Down + O = Choke (LV1/RN)

--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 = Front Dropkick (LV2/S)

Down + X = Front Dropkick (LV2/S)

Left + X = Front Dropkick (LV2/S)

Right + X = Front Dropkick (LV2/S)

--DOWN--

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

X = Elbow Drop (LV1/P)

Up + X = Knee Drop (LV1/RN)

Right + X = Knee Drop (LV1/RN)

Left + X = Knee Drop (LV1/RN)

Down + X = Knee Drop (LV1/RN)

--RUN TO OUTSIDE--

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

X = Baseball Slide (LV1/T)

=====
RUNNING
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--GRAPPLE--

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

O = NeckBreaker (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 = Facecrucher (LV2/T)

Up + O = School Boy (LV1/T)

Down + O = School Boy (LV1/T)

Left + O = Facecrucher (LV2/T)

Right + O = Facecrusher (LV2/T)

--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)

Down + 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 = Mandible Claw (LV5/RN)

--FAVORITE MOVE--

Double Arm DDT (LV4/RN)

--COMBO--

1.Austin Punch (Reverse) (LV1/RN)

2.Chop (LV1/T)

3.Chop (Reverse) (LV1/T)

4.Clothesline (LV3/P)

=====
APPEALING
=====

--APPEALING--

*GH : Attempt to excite the crowd

You can also gain more points using this to grow up your SM gauge.

L2 = ??

D-Pad + L2 = Use Something on his hand.

--WINNING MOVE--

Mankind

--ENTRANCE MOVE--

*GH : The move when the titan-tron is playing.

Mankind

--RING IN MOVE--

Normal

--RING OUT MOVE--

Normal

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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 SK.

As my sparring partner. Tough opponent.

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AUTHOR NOTE
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Mick Foley..... you are the best wrestler that have best action in front of my eyes. In other words, one of the best figure i ever found in my life.. no bull... go see his actions by yerself. For an example, try to view this one :

<http://www.wwf.com/subsites/cactusjack/photos/photo13.html>

ENOUGH !! I dont want to waste your printer tint.

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