

WWF SmackDown! Vince McMahon Character FAQ

by Dyse

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Movelist for Vince McMahon
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I. What's New?

9/1 Changed name and email

4/11 Updated Regular Mover & Copyrights

3/30 Created FAQ

II. Introduction

Vince McMahon like the rest of his family was never trained as a wrestler. He has had the WWF Title at least once, and he has fought in a very remarkable match against Stone Cold and Triple H. Despite Wrestling story lines he is the official owner of the WWF, no one else in his family are. In the game he is a very cheap wrestler, I would say he is average, he doesn't have a favorite move well I couldn't find any if you know it contact me at the above e-mail address. His finishing move is the stunner, which is also Steve Austin's favorite move. His best characteristic is a hard core match, or falls count anywhere.

III. Bio of Vince McMahon (Courtesy of WWF.Com)

Distinguished owner of the World Wrestling Federation

In 1982, Vincent K. McMahon bought his father's wrestling company, the Capitol Wrestling Corporation, and set out to realize the vision known today as the World Wrestling Federation. Like other professional wrestling operations of the time, Capitol was a regional enterprise. Vincent K. McMahon's combination of sports and entertainment gave the Federation an appeal that attracted a much broader audience than before.

Since that time, the World Wrestling Federation has become the recognized leader in sports-entertainment, attracting half a billion global viewers each week in addition to enormous live event success. In addition, the Federation is home to some of the greatest athletes in the world, from realms such as boxing, football, powerlifting, basketball, Ultimate Fighting and much more. It's a

formula for success that Mr. McMahon uses to drive the Federation to new heights of prosperity each year, while at the same time giving the fans the entertainment value they rightfully deserve. It's the era of "Attitude" at its finest, and the McMahon family is the proud catalyst.

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 + T     Climb Turnbuckle
Any + Rl    Climb Out of The Ring
T           Slide in to Ring
Rl          Tag Partner/Pick Up Weapon/
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Other Things To Know

Climb the cage Faster:

First, press 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.

Skip Royal rumble During season

When the Rumble starts press start and go to exit game and hit yes. It is very useful in the season mode. Note: There will be no winner and it will go to February Matches Submitted by Jrg320 @aol.com

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IV. Move List
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FACING THE OPPONENT
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O           Irish Whip to Ropes
U + O       Eye Rake
R + O       Arm Wrench
D + O       Eye Rake
L + O       Club to Neck
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ATTACKS

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X           Austin Puches
U + X       Double Axe Handle
R + X       Toe Kick
D + X       Double Axe Handle
L + X       Chop
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COBINATION

X Austin Punches
X Double Axe Handle
X Toe Kick
X Double Axe Handle

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GROGGY OPPONENT

U + O Side Buster
R + O Arm Wrench
D + O Pile Driver
L + O Club to Neck

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BEHIND OPPONENT

O Irish Whip to Ropes
U + O Turn Facing Front
R + O Turn Facing Front
D + O Turn Facing Front
L + O Turn Facing Front

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ROPE ATTACKS

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

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OPPONENT ON MAT - ATTACKS

O Raise Opponent
O + O Raise Opponent - Behind
D + O Pin Opponent
X Angry Stomp
U + X Angry Stomp
R + X Angry Stomp
D + X Angry Stomp
L + X Angry Stomp

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OPPONENT ON MAT - UPPER BODY

U + O Sleeper Hold
R + O Knee Smash
L + O Knee Smash

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OPPONENT ON MAT - LOWER BODY

U + O Knee Stomp
R + O Kick to Leg
L + O Leg Lock

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TOP ROPE ATTACK - OPPONENT STANDING

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

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TOP ROPE ATTACK - OPPONENT ON MAT

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

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TURNBUCKLE OPPONENT FACING

O Irish Whip to Ropes
R/L + O Shoulder Thrust
U/D + O Mudhole Stomping

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TURNBUCKLE BEHIND OPPONENT

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

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TURNBUCKLE SITTING OPPONENT

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

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RUNNING ATTACKS FACING MOVES

O Neck Breaker
R/L + O Neck Breaker
U/D + O Neck Breaker

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RUNNING ATTACKS

X Shoulder Block
L/R + X Shoulder Block
U/D + X Shoulder Block

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RUNNING ATTACKS BEHIND OPPONENT

O Bulldog
R/L + O Bulldog
U/D + O Bulldog

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RUNNING COUNTER ATTACKS

O Monkey Toss
R/L + X Shoulder Back Toss
U/D + X Shoulder Back Toss

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FINISHING MOVE FULL SMACKDOWN! METER

L1 Stunner (Facing Groggy Opponent)

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www.gamefaqs. com
vgstrategies.about.com
www.gamesdomain. co.uk

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 Vince McMahon. Also to THQ/Jakks for making a great game!!

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