Fire ProWrestling D (Import) FAQ/Move List

by IceMaster   Updated to v5.0 on May 21, 2001

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FIRE PRO WRESTLING D Complete English Guide written by Frank James Chan
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Revision 5.0                                         Updated 05/21/2001
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     For the latest revision, be sure to check the Fire Pro DreamWorld
                  http://www.fighting-spirit.com/fireprod
                                   and
                      http://www.gamefaqs.com


This document contains English translations of the in-game text in
Fire Pro Wrestling D for the Sega Dreamcast.

Fire Pro D is a 2-D professional wrestling video game developed by
Vaill Corporation and released by their parent company Spike Co., Ltd.
in Japan on March 1st, 2001.


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Revision History
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Revision 5.0: 05/21/2001
   - A lot of things have come up besides the huge mess surrounding the
     site upgrades lately. I can't make any promises for many more
     updates past this one.
   - Added identifications for the extra head numbers 282 to 296, and
     Special Skills, thanks to Kilroy and Melfina.
Revision 4.7: 04/23/2001
   - Misc typo corrections thanks to Du Vong.
Revision 4.6: 04/21/2001
   - Added a code that unlocks 300 points for use with Wrestler Edit,
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          thanks to Dreamcast Magazine, Vash the Stampede, and Russell.
Revision 4.5: 03/31/2001
   - Added note on pulling the lights off of the boards in Fluorescent
     Lights Deathmatches to the Basics - In-Game Controls section, and
     added a note on tagging out while holding opponents in the Front
     Headlock to the Front Grapples section. Thanks to Chip.
Revision 4.4: 03/30/2001
   - Misc corrections.
Revision 4.3: 03/29/2001
   - Added a complete list of wrestler heads to the Wrestler Edit
     section (including the ones used for the pre-made wrestlers in the
     game: numbers 1 to 220) thanks to Marbury513, edited by myself.
   - Theme music list (Wrestler Edit) additions thanks to Haya.
Revision 4.2: 03/27/2001
   - Completed the list of extra heads in Wrestler Edit, thanks to Hiro
     (Japanese fansite maintainer) and DAN/Crippler19. The hidden heads
     are the only ones remaining to be identified, some of which are
     just fictitious characters.
   - Completed and corrected the list of referees real names as well as
     their fake names.
Revision 4.1: 03/25/2001
   - Added a somewhat nitpicky note of my own about Joe Higuchi in the
     Referee list under Other Information.
   - Added preliminary information on the new Special Skills (numbers
     10 to 22) under Wrestler Edit, thanks to Rhys Moses.
Revision 4.0b: 03/18/2001 Evening
   - Very minor revision correcting typos. Thanks to HBKFan75.
Revision 4.0a: 03/18/2001 Morning
   - Added the actual title of Theme Music #28 in the Wrestler Edit,
     thanks to Mek.
Revision 4.0: 03/16/2001 Evening
   - Additions to the Theme Music list in Wrestler Edit thanks to Jason
     Louie.
   - Tons of typos corrected thanks to Bill Wood.
Revision 3.9b: 03/16/2001
   - Correction to the Wrestler Edit section: country of origin number
     5 is Germany, not "Dutch" (Holland is already 18). This was an old
     mistake that has been there since Kagura's 6MS translations.
     Thanks go out to Single J for pointing it out.
Revision 3.9a: 03/15/2001 Evening
   - Minor revision with additions to the Theme Music section of
     Wrestler Edit, thanks to Alex Jessup.
Revision 3.9: 03/15/2001
   - Added a small note on swinging around the corner post when
     standing on the apron to get to the apron on another side of the
     ring. High Flying - Corner Post Moves section of the Gameplay
     System guide under Basics. Thanks go out to spite for pointing
     this out.
Revision 3.8: 03/14/2001 Morning
   - Very minor revision, fixing typos.
Revision 3.7: 03/13/2001 Early Morning
   - Added Tree of Woe to the Corner Grapples section of the Gameplay
     System guide under Basics. This has been in past Fire Pro games
     but was overlooked when the section was written, so thanks go out
     to Dragon Heart for the reminder.
Revision 3.6: 03/12/2001 Morning EST
   - Correction to the Skill Edit screen thanks to Y2JRULZ.
Revision 3.5: 03/11/2001 at 10:30PM EST
   - Added Random Select to the Other Information section, thanks to
     NetRonin.
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Revision 3.4: 03/11/2001 Night
   - Very minor correction thanks to matmaniac. There was a small typo
     in the theme music explanation, there are a total of 28 themes as
     listed above that paragraph, not 37.
Revision 3.3: 03/11/2001 Evening
   - Corrections to the extra heads list for Wrestler Edit thanks to
     Michael Walsh.
Revision 3.2: 03/11/2001
   - Added identifications of the theme music tracks in the Skill Edit
     area of the Wrestler Edit mode.
   - Added a few more identifications of the extra heads in Wrestler
     Edit, thanks to Bigdaddynero.
Revision 3.1: 03/08/2001
   - Very minor update fixing some small errors and adding the names of
     the default referees under the Other Information section.
Revision 3.0: 03/07/2001
   - Added a detailed Gameplay System subsection to the Basics section
     which includes all known gameplay elements (moves, the new apron
     grapples, etc.) Shoot system integrated into this section, thanks
     to Ian John (added to Credits).
   - Added translations of the pop-up menus in One Night Tournament and
     Open League modes.
   - Added note on Zooming and Moving the preview in the moves section
     of Wrestler Edit.
   - Added a translation of the Player Records function under the Other
     Information section.
   - Added the Staff Credits option for the Option screen (hidden until
     Victory Road is completed.)
Revision 2.1: 03/04/2001
   - Added translations of the new options for Special Skill in the
     Wrestler Edit, although their exact functions are still unknown
     at this point (we may need to wait for the guidebook to find out.)
Revision 2.0: 03/03/2001 Afternoon
   - Added much more detail to the Memory Card section and the way
     data files are handled by the game.
   - Added hidden heads/bodyparts/costume pieces (which are unlocked
     by completing Victory Road) to the Edit mode section.
   - Moved Clean Pause trick to Tips and Tricks section under Other
     Information.
   - More of the Extra Faces/Bodies in Wrestler Edit mode identified by
     Michael Walsh.
   - Many other additions and changes throughout the guide.
Revision 1.7b: 03/03/2001 Early Morning
   - Another minor revision with a correction on Open League, thanks to
     Madhat.
Revision 1.7a: 03/03/2001 Midnight/Early Morning
   - Minor correction to Belt Edit thanks to Lukin. The three options
     for belt types in Belt Edit are Heavy, Junior, and No Weight
     Class Limitation.
Revision 1.7: 03/02/2001 Evening
   - Extra Faces corrections thanks to Substance J.
   - Minor correction to Edit mode thanks to AJ 187.
Revision 1.6: 03/02/2001 Noon
   - Added a list of the extra heads in Wrestler Edit (heads not used
     by the pre-made wrestlers in the game).
Revision 1.5: 03/02/2001
   - Added a detailed explanation of how to use the color section at
     the top of the MAKE (Appearance) screen in Wrestler Edit.
Revision 1.2: 03/01/2001 Evening
   - Added a full translation of the CPU Logic section under Wrestler
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        Edit.
    - Minor corrections to Deathmatch configuration.
Revision 1.1: 03/01/2001
    - Added more detail to the Memory Card section about how to use the
      Auto Update feature (the option at the top of the saving screen).
Revision 1.0: 02/28/2001
    - First public revision of the guide. There will likely be a lot
      of corrections and additions that will need to be made, but that's
      to be expected of a first release.



--------------
01. THE BASICS
--------------


Menu Controls
=============


        A Button    Choose/Confirm


        B Button    Cancel/Go Back


        R Trigger   Fast Scrolling
                    Hold the R trigger to scroll faster on screens with
                    long lists/categories.



In-Game Controls
================


        X Button    Weak
                    Used for weak strikes and holds. The exact move
                    varies depending on situation.


        A Button    Medium
                    Used for medium strikes and holds. The exact move
                    varies depending on situation.


        B Button    Strong
                    Used for strong strikes and holds. The exact move
                    varies depending on situation.


        Y Button    Run/Weapon
                    This will allow you to voluntarily run (as opposed
                    to being Hammer Thrown).
                    When outside of the ring, stand close to the ring
                    apron and press Y + direction toward the ring to
                    grab a weapon from underneath the ring.
                    If/when a weapon is dropped on the ground, it may be
                    picked up again by standing "above" it and pressing
                    Y + D-Pad Down.
                    NOTE: In the Fluorescent Lights Deathmatch, you can
                    grab the lights off of the boards on the corners by
                    pressing Y + direction toward the corner. The light
                    can then be shattered over the head of an opponent.


        D-Pad       Walk
                    The D-Pad directions are relative to the screen
                    (Ex. pressing D-Pad Up will walk into the depth, or
                    "toward the top of the screen")
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      L Trigger   Breathe/Tag
                  Hold Breathe to catch your breath and avoid fatigue
                  during a match. Knowing when and where to use this
                  is part of the strategy.
                  In Tag Matches, press L + D-Pad toward a partner,
                  who is standing on the apron, to tag out.

      R Trigger   3D Walk
                  Holding 3D Walk will modify the D-Pad directions so
                  that they are first-person perspective rather than
                  relative to the screen.
                  (Ex. Holding 3D Walk and pressing D-Pad Up will walk
                  forward in your wrestler's point-of-view)

      Analog      Performance
                  Every wrestler has up to four different Performances
                  (taunts/poses). Each one is triggered by one of the
                  Analog Stick's four directions: LEFT, RIGHT, UP, and
                  DOWN. Some wrestlers may have a taunt assigned to
                  more than one direction.

      Start       Pause the game.
                  Pause Menu:
                    1. Continue
                    2. Mode Select (Exit to Main Menu)
                   If you choose Mode Select, you will be asked:
                    OK? (to exit the match)
                     1. Yes
                     2. No
```

Gameplay System
===============

The exact move your wrestler will execute depends on the wrestler's own
move set and fighting style. However, the method used in order to
perform those moves are universal.

As a general rule, the moves you use should gradually advance from your
weakest to your strongest over the course of the match. Doing strong
moves at the opening of the match will usually be reversed/countered,
but depending on the specific circumstance, it may actually work,
although it is not recommended. The flow of a typical Fire Pro match
simulates that of a properly worked pro wrestling match.

**Striking
    Striking moves are done by simply pressing the attack buttons. Over
    time, players should become familiar with the distance at which you
    must stand from the opponent in order to land striking moves
    properly. Different strikes will reach different distances.

      [When standing, opponent also standing]
          1. X (Weak Strike)
          2. A (Medium Strike)
          3. B + D-Pad in any direction (Strong Strike #1)
          4. B (Strong Strike #2)
          5. X + A simultaneously (Strong Strike #3)

**Grappling
    Simply walk into your opponent to grapple. The moment the two

wrestlers make contact, you will hear a small "smack" sound effect.
Be the first to press a button or button+direction at/after the
sound to win the grapple (which move is actually done will depend
on which button or button+direction was pressed by that player).
For beginners, it may seem hard at first, but once you are familiar
with it, the timing becomes a completely natural reaction.

NOTE: Repeated pressing a button rapidly will NOT win a grapple, it
can cause you to lose it.

Counters/reversals depend on many factors: in many cases, if an
opponent is not worn down enough to take a big move, it will be
countered/reversed automatically. If the two wrestlers press
simultaneously, you will go into a Test of Strength -- the only
instance where "button mashing" has any effect in this gameplay
system.

    [Front Grapple]
     If you grapple an opponent facing you.
        1. X (Weak Front Grapple Move #1)
        2. X + D-Pad UP (Weak Front Grapple Move #2)
        3. X + D-Pad LEFT or RIGHT (Weak Front Grapple Move #3)
        4. X + D-Pad DOWN (Weak Front Grapple Move #4)
        5. A (Medium Front Grapple Move #1)
        6. A + D-Pad UP (Medium Front Grapple Move #2)
        7. A + D-Pad LEFT or RIGHT (Medium Front Grapple Move #3)
        8. A + D-Pad DOWN (Medium Front Grapple Move #4)
        9. B (Strong Front Grapple Move #1)
       10. B + D-Pad UP (Strong Front Grapple Move #2)
       11. B + D-Pad LEFT or RIGHT (Strong Front Grapple Move #3)
       12. B + D-Pad DOWN (Strong Front Grapple Move #4)
       13. X + A simultaneously (Strong Front Grapple Move #5)
         * Y (Hammer Throw, aka. Irish Whip)
           UNIVERSAL: Used to throw opponent to the ropes. However,
                      there are other variations to this depending
                      on your own position:
                        - Your back is facing a corner
                            This will cause you to throw the opponent
                            into the corner, so that they are hooked
                            on it. See Corner Grapple for more.
                        - Your back is up against ropes
                            You will throw your opponent out of the
                            ring. See High Flying Moves for more.
                        - OUTSIDE: Your back is up against the apron
                            You will throw your opponent back into
                            the ring.
          * R Trigger (Front Headlock)
           UNIVERSAL: Used to take control of the opponent and walk
                      wherever you please, useful to moving the
                      opponent to the center of the ring. There is a
                      new variation to this:
                        - Your back is up against the ropes
                            This will cause you to throw the opponent
                            out to the apron (not down to the floor).
                            This is useful for setting up an Apron
                            Grapple move, see Apron Grapple for more.
                      Also, in tag matches, you can tag out while
                      holding an opponent in the Front Headlock,
                      which can be useful for setting up double team
                      maneuvers.

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        [Back Grapple]
         If you grapple an opponent facing away. This is usually only
         possible if the opponent is standing dazed, or is busy fighting
         others in a multiplayer situation (ie. Battle Royals).
             1. X (Weak Back Grapple Move)
             2. A (Medium Back Grapple Move)
             3. B (Strong Back Grapple Move #1)
             4. B + D-Pad UP/DOWN (Strong Back Grapple Move #2)
             5. B + D-Pad LEFT/RIGHT (Strong Back Grapple Move #3)
             6. X + A simultaneously (Strong Back Grapple Move #4)
              * Y (Hammer Throw, aka. Irish Whip)
                UNIVERSAL: See Front Grapple Y above.
              * R Trigger (Hold for double-team striking)
                UNIVERSAL: Used to hold the opponent's arms back,
                           allowing a partner to attack.
              * R Trigger + D-Pad UP (Shoulder Carry Setup)
                UNIVERSAL: Used to set opponent on your shoulders to
                           setup for double team moves, such as the Road
                           Warriors' Doomsday Device.
         When an opponent Back Grapples you, you can attempt to counter
         by pressing X or A. The timing for countering is the same as
         grappling offensively, as described at the top of this section.
        [Corner Grapple]
         When an opponent is hooked on the corner (see Front Grapple Y
         on throwing to corner) you can walk in and grapple them.
             1. B + D-Pad UP (Corner Grapple Move #1)
             2. B + D-Pad LEFT/RIGHT (Corner Grapple Move #2)
             3. B + D-Pad DOWN (Corner Grapple Move #3)
              * R Trigger (Tree of Woe)
                UNIVERSAL: Sets the opponent up in the "Tree of Woe"
                           (hooked upside-down on the corner).
        [Apron Grapple]
         This is a new category added in Fire Pro D. When an opponent is
         standing on the apron, walk into them to grapple just as you
         would for normal Front Grapple moves. See R Trigger under the
         Front Grapple section above for an easy way to get opponents
         out to the apron in order to setup for these moves.
             1. Press either X, A, or B (Inside Apron Grapple Move)
         When an opponent tries to perform an Apron Grapple, you can try
         to counter:
             1. Press either X, A, or B (Outside Apron Grapple Move)

 **Running Attacks
     Voluntarily run by pressing Y.
        [Running Moves]
         When you are running.
             1. X (Running Attack #1)
             2. A (Running Attack #2)
        [Run Counters]
         When an opponent is running (either voluntarily or after being
         Hammer Thrown/Irish Whipped). Keep in mind that you are also
         vulnerable to Run Counters when you run voluntarily.
             1. X (Run Counter Move #1)
             2. A (Run Counter Move #2)
              * L Trigger (Dodge)
                UNIVERSAL: Used to dodge a running opponent. Depending on
                           your fighting style, this may be a leap frog
                           or drop to the mat. Done often in professional
                           wrestling particularly by Junior Heavyweights.
        [Corner Run]
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                When an opponent is hooked on a corner (see Front Grapple Y on
                throwing to corner) you can run toward them for a move.
                    1. B (Corner Run Attack)


**High Flying Moves
        High Flying Moves are not necessarily available to all wrestlers.
        Large heavyweights generally have less/no high flying moves while
        Luchadores generally have quite a few.
        For moves such as Missile Kicks, you can do them whether the
        opponent is dazed or not, although it would generally be wise to
        attempt such moves only when they are dazed.
            [Running Dive to Opponent Outside]
             When in the ring and an opponent is standing outside, run
             toward the ropes in the direction toward the opponent and hold
             the B button.
            [Slingshot to Opponent Outside]
             When in the ring and an opponent is standing outside, stand up
             against the ropes closest to the opponent and press B + D-Pad
             in the direction toward the opponent.
            [Slingshot from Apron to Opponent Inside]
             When standing on the apron and an opponent is in the ring,
             press B + D-Pad in the direction toward the opponent.
            [Corner Post Moves]
             Climb the corner by standing near it and pressing X or A +
             D-Pad in the direction toward it. All four corners can be
             climbed. You can also climb corners from the outside (commonly
             done by American heavyweights) by pressing X + D-Pad in the
             direction toward the corner when standing near it on the apron.
             Also, when standing on the apron, you can swing around a corner
             post to move to the apron on another side of the ring by
             pressing A + D-Pad in the direction toward the corner.
                    1. X (Post Move #1)
                    2. A (Post Move #2)
                    3. B (Post Move #3)
                    4. X + A simultaneously (Post Move #4)
             Which are aimed at standing opponents and which at downed
             opponents completely depends on each wrestler's moveset
             individually.
            [Run-Up Rebound Moves]
             Run toward a corner and hold the button.
                    1. X (Run-Up Rebound Attack vs standing opponent)
                    2. A (Run-Up Rebound Attack vs downed opponent)


**Downed Moves
        When an opponent is down, you can do grounded strikes and
        submissions by standing over them. For most pro wrestlers, at least
        one of these moves should be a pin, depending on his style. Shoot
        fighters and shoot style workers should not have a pin at all.
            [Standing at the HEAD of an opponent facing UP]
                    1. A (Downed move #1)
                    2. B (Downed move #2)
                     * X (Pick up to feet by the hair/head)
                        UNIVERSAL: If the opponent is worn down enough, this is a
                                   way to set them up standing dazed in order to
                                   perform strong strikes or back grapples.
                     * R Trigger (Drag opponent)
                        UNIVERSAL: Used along with any direction on the D-Pad to
                                   drag a downed opponent around. Often used to
                                   pull opponents away from the ropes to avoid a
                                   rope break if Rope Check is on (see Match
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                                Configuration).
        [Standing at the FEET of an opponent facing UP]
            1. A (Downed move #3)
            2. B (Downed move #4)
             * X (Roll over)
               UNIVERSAL: Roll opponent over to face down instead.
             * R Trigger (Drag opponent)
               UNIVERSAL: Used along with any direction on the D-Pad to
                          drag a downed opponent around. Often used to
                          pull opponents away from the ropes to avoid a
                          rope break if Rope Check is on (see Match
                          Configuration).
        [Standing at the HEAD of an opponent facing DOWN]
            1. A (Downed move #5)
            2. B (Downed move #6)
             * X (Roll over)
               UNIVERSAL: Roll opponent over to face up instead.
             * R Trigger (Drag opponent)
               UNIVERSAL: Used along with any direction on the D-Pad to
                          drag a downed opponent around. Often used to
                          pull opponents away from the ropes to avoid a
                          rope break if Rope Check is on (see Match
                          Configuration).
        [Standing at the FEET of an opponent facing DOWN]
            1. A (Downed move #7)
            2. B (Downed move #8)
             * X (Pick up to feet by the tights)
               UNIVERSAL: If the opponent is worn down enough, this is a
                          way to set them up standing dazed in order to
                          perform strong strikes or back grapples.
             * R Trigger (Drag opponent)
               UNIVERSAL: Used along with any direction on the D-Pad to
                          drag a downed opponent around. Often used to
                          pull opponents away from the ropes to avoid a
                          rope break if Rope Check is on (see Match
                          Configuration).
        [Downed Running]
         Run toward a downed opponent and hold B.

**Multi-Teaming
    Double Teaming (Two Platon) and Triple Teaming (Three Platon) moves
    are done when more than one wrestler grapples an opponent. Such a
    situation may occur in Battle Royals or even Tag matches when
    partners are in the ring helping another partner. Situations
    for multi-teaming include:
        -Front Double Team (2 grapple an opponent from the front)
        -Front Triple Team (3 grapple an opponent from the front)
        -Back Double Team (2 grapple an opponent from behind)
        -Back Triple Team (3 grapple an opponent from behind)
        -Corner Double Team (2 corner-grapple an opponent)
        -Corner Triple Team (3 corner-grapple an opponent)

**Mount System
    Shoot-style mounting is available to most shoot fighters and some
    shoot-style workers. The way to mount varies between fighters,
    although it is usually assigned as one of the grapples and/or one
    of the downed moves.
    [Mount Position]
     In the normal mount position, wait for the opponent's legs to
     wrap around, that is your signal to press a button (similar to
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the come-into-contact moment of a normal grapple).
    1. X (Mount Position Move #1)
    2. A (Mount Position Move #2)
    3. B (Mount Position Move #3)
 If you are on the receiving end of a Mount, you can counter by
 pressing any of the three buttons (X, A, or B) at the signal.
 This will execute your Mount Position Counter Move.
[Front Facelock Shoot Tackle Counter Position]
 When you counter a shooter's attempt to tackle you for a Mount
 Position, you will have him in a front facelock. You will
 struggle for a moment and then hear a small "smack" sound, that
 is your signal to press a button.
    1. X (Front Facelock Move #1)
    2. A (Front Facelock Move #2)
    3. B (Front Facelock Move #3)
 If you are on the receiving end of a Front Facelock, you can
 counter by pressing any of the three buttons (X, A, or B) at
 the signal. This will execute your Front Facelock Counter Move.
[Back Mount Position]
 In the back mount position, wait for the mounting fighter to
 raise both fists, that is the ready position which is your
 signal to press a button.
    1. X (Back Mount Position Move #1)
    2. A (Back Mount Position Move #2)
    3. B (Back Mount Position Move #3)
 If you are on the receiving end of a Back Mount, you can
 counter by pressing any of the three buttons (X, A, or B) at
 the signal. This will execute your Back Mount Counter Move.


**Performance (Taunt/Pose)
    Performing can be useful depending on your wrestler's fighting
    style. Every wrestler has four different performances using the
    four directions on the Analog Stick.
        1. Analog Stick LEFT (Taunt/Pose #1)
        2. Analog Stick RIGHT (Taunt/Pose #2)
        3. Analog Stick UP (Taunt/Pose #3)
        4. Analog Stick DOWN (Taunt/Pose #4)

**Exiting and Entering the Ring
    To exit the ring to go out to the floor or entrance ramp, simply
    stand up against the ropes and press X + D-Pad in the direction
    toward the ropes. Do the same up against the ring apron to go back
    inside.
    Rather than exiting directly down to the floor, you can also exit
    out to the apron first by using A instead of X. Doing so again will
    jump down to the floor. Similarly, you can use A to climb up to the
    apron before going directly inside.

**Weapons
    To acquire a weapon, go outside to the floor, stand up against the
    ring apron, and press Y + D-Pad toward the ring to grab a weapon
    from underneath the ring.
    Weapons are dropped voluntarily by pressing Y again. They can also
    be dropped when grappling, when an opponent strikes, when an
    opponent runs into you, etc. You can, however, use Breathe when
    holding a weapon without dropping it.
    To pick up a dropped weapon, press Y + D-Pad DOWN when standing
    just slightly "above" the upper rim of it.

**Staying Down on the Mat
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If you would like to stay down on the mat, hold the A button while
    you are downed. If you are in the process of getting up to your
    feet, holding A will keep you in a squatting position for a limited
    amount of time, which could be useful for dodging strikes when an
    opponent is expecting you to get up.

**Voluntarily Releasing a Pin/Submission/Illegal Hold
    If you would like to either release a pin or hold to continue
    punishing your opponent, or are performing an illegal act on a
    fatigued opponent and would like to avoid the 5 count (if the
    Disqualification Count is on), press the A button.

**Kicking Out of Pins and Escaping Holds
    The most efficient way to kick out of a pin attempt is to simply
    hold the A button. Similarly, to escape a submission holds more
    efficiently, simply roll the D-Pad around in different directions
    rapidly.
    Rapidly tapping all the buttons ("button mashing") actually
    decreases your chances of kicking out or escaping a hold.

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02. MODE SELECT SCREEN

The game's main menu.

    One Night Match   Victory Road
    One Night Tournament   Edit Mode
    Open League   Network Mode
    Elimination Match   Title Match
    Battle Royal   Option
                    Memory Card
        [BOTTOM: Description of highlighted mode]

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03. ONE NIGHT MATCH

Configure a professional wrestling match.

-Initial Screen
  Normal Match
  Exploding Cage Deathmatch
  Barbedwire Deathmatch/Fluorescent Light Boards Deathmatch
  Gruesome Fighting (Octagon Shoot Fighting/Mixed Martial Arts)
  SWA Official Rules Match (Battlarts-style Rules)
  Mode Select (Exit)

Normal Match
============

-Configuration Screen
  Blue Corner   CP, 1P, CP-CP, 1P-1P, 1P-2P, CP-CP-CP, ...
  Red Corner   CP, 1P, CP-CP, 1P-1P, 1P-2P, CP-CP-CP, ...
  Match Type   3 Count, 2 Count, Only Fall (Pin), Only Give Up
  Match Limit   5 min, 10 min, 15 min, 30 min, 45min, 60min, No Limit
  Match Fall   1 Fall, 3 Falls

```
  Ring              SWA (Fictional)
                    VIEW JAPAN (New Japan)
                    OLIVE JAPAN (All Japan)
                    SUPER NOVA (Pro Wrestling NOAH)
                    Shin IW (FMW)
                    Yukiguni Puroresu (Michinoku Puroresu)
                    Super Dragon Pavilion (Toryumon)
                    ZIP JAPAN (Big Japan)
                    Kansai Puroresu (Osaka Puroresu)
                    WFW Puroresu (WWF)
                    WWC Puroresu (WCW)
                    THREE-A (AAA)
                    GONGS (RINGS)
                    High Class (Pancrase)
                    Battration (Battlarts)
                    Joshi (Womens, based on AJW ring)
                    BLADE (PRIDE)
                    UWH (UWFi)
                    RANDOM
  Match Location    Nihon Butoukan (Nippon Budokan)
                    SPIKE DOME (Tokyo Dome)
                    Yurakuen Hall (Korakuen Hall)
                    Murakawa Gym (Generic Gym)
                    USA (WWF/WCW set style)
                    RANDOM
  COM Level         1(easiest) - 10(hardest)
  Game Speed        100% - 800%
  COM Skip          OFF, ON
                    (ON: CP vs CP matches highlighted instead of shown in
                     full)
  Referee           Choose a referee
  Rope Check        OFF, ON
                    (ON: Pins and submission holds are broken if you are
                     touching the ropes)
  Lumberjack        OFF, ON
                    (ON: As soon as a wrestler is thrown out of the ring
                     or manually exits, he will automatically re-enter)
  Tornado Battle    OFF, ON
                    (ON: In tag matches, all Participants are allowed in
                     the ring at once)
  Cut Play          OFF, ON
                    (ON: In tag matches, allows partner interference when
                     in danger)
  DQ Count          OFF, ON
                    (ON: referee will count up to 5 for an illegal act
                     that he sees, and disqualify if not released)
  Outside Count     OFF, ON
                    (ON: referee counts up to 20 when a wrestler is
                     outside of the ring)
  BGM Selection     Choose a Background Music track, or RANDOM
  CRITICAL Rate     Off, Low, Medium, High
                    (Chooses how often Fire Pro's infamous KO's, called
                     CRITICALs, will happen)
          - Done -



Exploding Cage Deathmatch
=========================

-Configuration Screen
```

```
    Blue Corner     CP, 1P/2P
    Red Corner      CP, 2P/1P
    Match Type      3 Count, 2 Count, Only Fall (Pin), Only Give Up
    Match Time      5 min, 10 min, 15 min, 30 min, 45min, 60min, No Limit
                    (Time limit of the match itself)
    Explosion Time  1 min, 5 min, 10 min, 15 min, 30 min, 45min, 60min,
                    No Explosion
                    (When the explosion will happen)
    Match Fall      1 Fall only
    Ring            Special Deathmatch Ring only
    Match Location  Kawajima Stadium (Kawasaki Stadium) only
    COM Level       1(easiest) - 10(hardest)
    Game Speed      100% - 800%
    COM Skip        - (not implemented in this mode)
    Referee         Choose a referee
    Rope Check      - (not implemented in this mode)
    Lumberjack      - (not implemented in this mode)
    Tornado Battle  - (not implemented in this mode)
    Cut Play        - (not implemented in this mode)
    DQ Count        - (not implemented in this mode)
    Outside Count   - (not implemented in this mode)
    BGM Selection   Choose a Background Music track, or RANDOM
    CRITICAL Rate   Off, Low, Medium, High
                    (Chooses how often Fire Pro's infamous KO's, called
                     CRITICALs, will happen)
          - Done -


Barbedwire Deathmatch
=====================

-Configuration Screen
    Blue Corner     CP, 1P, CP-CP, 1P-1P, 1P-2P, CP-CP-CP, ...
    Red Corner      CP, 1P, CP-CP, 1P-1P, 1P-2P, CP-CP-CP, ...
    Match Type      3 Count, 2 Count, Only Fall (Pin), Only Give Up
    Match Limit     5 min, 10 min, 15 min, 30 min, 45min, 60min, No Limit
    Corner Option   Barbedwire, Fluorescent Light
    Match Fall      1 Fall only
    Ring            SWA (Fictional)
                    VIEW JAPAN (New Japan)
                    OLIVE JAPAN (All Japan)
                    SUPER NOVA (Pro Wrestling NOAH)
                    Shin IW (FMW)
                    Yukiguni Puroresu (Michinoku Puroresu)
                    Super Dragon Pavilion (Toryumon)
                    ZIP JAPAN (Big Japan)
                    Kansai Puroresu (Osaka Puroresu)
                    WFW Puroresu (WWF)
                    WWC Puroresu (WCW)
                    THREE-A (AAA)
                    GONGS (RINGS)
                    High Class (Pancrase)
                    Battration (Battlarts)
                    Joshi (Womens, based on AJW ring)
                    BLADE (PRIDE)
                    UWH (UWFi)
                    RANDOM
    Match Location  Yurakuen Hall (Korakuen Hall) only
    COM Level       1(easiest) - 10(hardest)
    Game Speed      100% - 800%
```

```
   COM Skip         - (not implemented in this mode)
   Referee          Choose a referee
   Rope Check       OFF, ON
                    (ON: Pins and submission holds are broken if you are
                     touching the ropes)
   Lumberjack       OFF, ON
                    (ON: As soon as a wrestler is thrown out of the ring
                     or manually exits, he will automatically re-enter)
   Tornado Battle   OFF, ON
                    (ON: In tag matches, all Participants are allowed in
                     the ring at once)
   Cut Play         OFF, ON
                    (ON: In tag matches, allows partner interference when
                     in danger)
   DQ Count         OFF, ON
                    (ON: referee will count up to 5 for an illegal act
                     that he sees, and disqualify if not released)
   Outside Count    OFF, ON
                    (ON: referee counts up to 20 when a wrestler is
                     outside of the ring)
   BGM Selection    Choose a Background Music track, or RANDOM
   CRITICAL Rate    Off, Low, Medium, High
                    (Chooses how often Fire Pro's infamous KO's, called
                     CRITICALs, will happen)
          - Done -



Gruesome Fighting
=================


-Configuration Screen
   Blue Corner      CP, 1P/2P
   Red Corner       CP, 2P/1P
   Match Type       Only Give Up
   Match Limit      5 min, 10 min, 15 min, 30 min, 45min, 60min, No Limit
   Match Fall       1 Fall only
   Ring             Octagon only
   Match Location   Bayside Colosseum (Fictional) only
   COM Level        1(easiest) - 10(hardest)
   Game Speed       100% - 800%
   COM Skip         - (not implemented in this mode)
   Referee          Choose a referee
   Rope Check       - (not implemented in this mode)
   Lumberjack       - (not implemented in this mode)
   Tornado Battle   - (not implemented in this mode)
   Cut Play         - (not implemented in this mode)
   DQ Count         - (not implemented in this mode)
   Outside Count    - (not implemented in this mode)
   BGM Selection    Choose a Background Music track, or RANDOM
   CRITICAL Rate    Off, Low, Medium, High
                    (Chooses how often Fire Pro's infamous KO's, called
                     CRITICALs, will happen)
          - Done -



SWA Official Rules Match
========================


-Configuration Screen
   Blue Corner      CP, 1P/2P
```

```
  Red Corner      CP, 2P/1P
  Match Type      3 Count, 2 Count, Only Fall (Pin), Only Give Up
  Match Limit     5 min, 10 min, 15 min, 30 min, 45min, 60min, No Limit
  Match Fall      1 Fall, 3 Falls
  Ring            SWA (Fictional)
                  VIEW JAPAN (New Japan)
                  OLIVE JAPAN (All Japan)
                  SUPER NOVA (Pro Wrestling NOAH)
                  Shin IW (FMW)
                  Yukiguni Puroresu (Michinoku Puroresu)
                  Super Dragon Pavilion (Toryumon)
                  ZIP JAPAN (Big Japan)
                  Kansai Puroresu (Osaka Puroresu)
                  WFW Puroresu (WWF)
                  WWC Puroresu (WCW)
                  THREE-A (AAA)
                  GONGS (RINGS)
                  High Class (Pancrase)
                  Battration (Battlarts)
                  Joshi (Womens, based on AJW ring)
                  BLADE (PRIDE)
                  UWH (UWFi)
                  RANDOM
  Match Location  Nihon Butoukan (Nippon Budokan)
                  SPIKE DOME (Tokyo Dome)
                  Yurakuen Hall (Korakuen Hall)
                  Murakawa Gym (Generic Gym)
                  USA (WWF/WCW set style)
                  RANDOM
  COM Level       1(easiest) - 10(hardest)
  Game Speed      100% - 800%
  COM Skip        - (not implemented in this mode)
  Referee         Choose a referee
  Rope Check      OFF, ON
                  (ON: Pins and submission holds are broken if you are
                   touching the ropes)
  Lumberjack      OFF, ON
                  (ON: As soon as a wrestler is thrown out of the ring
                   or manually exits, he will automatically re-enter)
  Tornado Battle  - (not implemented in this mode)
  Cut Play        - (not implemented in this mode)
  DQ Count        OFF only
  Outside Count   OFF, ON
                  (ON: referee counts up to 20 when a wrestler is
                   outside of the ring)
  BGM Selection   Choose a Background Music track, or RANDOM
  CRITICAL Rate   Off, Low, Medium, High
                  (Chooses how often Fire Pro's infamous KO's, called
                   CRITICALs, will happen)
         - Done -


-----------------------
04. ONE NIGHT TOURNAMENT
-----------------------

Single-elimination tournament format: Participants are paired up to
face each other, and only the winner advances.

-1st Screen
```

```
  Continue (resume a previously saved tournament)
  Setup New Tournament
  Mode Select (Exit)


-Match Type
  Normal Match
  Exploding Cage Deathmatch
  Barbedwire Deathmatch (and Fluorescent Light Boards Deathmatch)
  Gruesome Fighting (Shoot Fighting/Mixed Martial Arts)
  SWA Official Rules Match
  End (Back to previous screen)


-Name Entry
  Enter a name for your tournament.


    [Entry Field_____ ]
    1. Hiragana
    2. Katakana
    3. Kanji                       [Character Selection Field]
    4. Romanji (ENGLISH)
    5. Symbols
    6. Altered Kanji
    7. Done
  You will start inside the character selection field. Press B to go to
  the menu on the left side. The 4th option down is Romanji (English
  alphabet characters). Use X to backspace on the entry field.


-Match Configuration Screen
  Which options are greyed out depends on the Match Type you chose.
  Match Type      Singles, Tag, 6Man Tag, 8Man Tag, Mix (handicap)
  Match Type      3 Count, 2 Count, Only Fall (Pin), Only Give Up
  Match Limit     5 min, 10 min, 15 min, 30 min, 45min, 60min, No Limit
  Match Fall      1 Fall, 3 Falls
  Ring            SWA (Fictional)
                  VIEW JAPAN (New Japan)
                  OLIVE JAPAN (All Japan)
                  SUPER NOVA (Pro Wrestling NOAH)
                  Shin IW (FMW)
                  Yukiguni Puroresu (Michinoku Puroresu)
                  Super Dragon Pavilion (Toryumon)
                  ZIP JAPAN (Big Japan)
                  Kansai Puroresu (Osaka Puroresu)
                  WFW Puroresu (WWF)
                  WWC Puroresu (WCW)
                  THREE-A (AAA)
                  GONGS (RINGS)
                  High Class (Pancrase)
                  Battration (Battlarts)
                  Joshi (Womens, based on AJW ring)
                  BLADE (PRIDE)
                  UWH (UWFi)
                  RANDOM
  Match Location  Nihon Butoukan (Nippon Budokan)
                  SPIKE DOME (Tokyo Dome)
                  Yurakuen Hall (Korakuen Hall)
                  Murakawa Gym (Generic Gym)
                  USA (WWF/WCW set style)
                  RANDOM
  COM Level       1(easiest) - 10(hardest)
  Game Speed      100% - 800%
```

```
  COM Skip        OFF, ON
                  (ON: CP vs CP matches highlighted instead of shown in
                   full)
  Referee         Choose a referee
  Rope Check      OFF, ON
                  (ON: Pins and submission holds are broken if you are
                   touching the ropes)
  Lumberjack      OFF, ON
                  (ON: As soon as a wrestler is thrown out of the ring
                   or manually exits, he will automatically re-enter)
  Tornado Battle  OFF, ON
                  (ON: In tag matches, all Participants are allowed in
                   the ring at once)
  Cut Play        OFF, ON
                  (ON: In tag matches, allows partner interference when
                   in danger)
  DQ Count        OFF, ON
                  (ON: referee will count up to 5 for an illegal act
                   that he sees, and disqualify if not released)
  Outside Count   OFF, ON
                  (ON: referee counts up to 20 when a wrestler is
                   outside of the ring)
  BGM Selection   Choose a Background Music track, or RANDOM
  CRITICAL Rate   Off, Low, Medium, High
                  (Chooses how often Fire Pro's infamous KO's, called
                   CRITICALs, will happen)
          - Done -
```

-Single Elimination Tournament Brackets
  Use d-pad up/down to choose a slot, left/right to choose who will
  control the wrestler in this slot (CP, 1P, 2P, etc). Press A to
  choose a wrestler for that slot. Repeat this until you have setup
  your desired tournament brackets.
  When finished, press d-pad right until you reach the last option
  (Entry Finished) and press A on it. Must have a minimum of 3
  participants chosen.
  You will then be asked: Are you finished with Wrestler Entry?
    1. Yes
    2. No
  If you choose yes, your entries will be finalized. Once it has been
  finalized, press A to start a match or B to bring up the following
  pop-up menu:
    1. Continue (Close Menu)
    2. Automatic
    3. Quick Save
    4. End (Exit Tournament)
  If you choose Automatic, the entire tournament will be run
  automatically, so you won't have to press anything in between
  matches. This can be useful if you are running a CP vs CP Tournament
  to test CPU Logic.

----
05. OPEN LEAGUE

Round-robin tournament format: Each participant will face all of the
other participants, the one with the most points tallied up in the end
will be victorious.

```
-1st Screen
  Continue (resume a previously saved tournament)
  Setup New Tournament
  Mode Select (Exit)

-Match Type
  Normal Match
  Exploding Cage Deathmatch
  Barbedwire Deathmatch (and Fluorescent Light Boards Deathmatch)
  Gruesome Fighting (Shoot Fighting/Mixed Martial Arts)
  SWA Official Rules Match
  End (Back to previous screen)

-Name Entry
  Enter a name for your open league.

    [Entry Field_____ ]
    1. Hiragana
    2. Katakana
    3. Kanji                      [Character Selection Field]
    4. Romanji (ENGLISH)
    5. Symbols
    6. Altered Kanji
    7. Done
  You will start inside the character selection field. Press B to go to
  the menu on the left side. The 4th option down is Romanji (English
  alphabet characters). Use X to backspace on the entry field.

-Match Configuration Screen
  Which options are greyed out depends on the Match Type you chose.
  Match Type      Singles, Tag, 6Man Tag, 8Man Tag, Mix (handicap)
  Match Type      3 Count, 2 Count, Only Fall (Pin), Only Give Up
  Match Limit     5 min, 10 min, 15 min, 30 min, 45min, 60min, No Limit
  Match Fall      1 Fall, 3 Falls
  Point Type      2 Point win, 5 Point win
  Ring            SWA (Fictional)
                  VIEW JAPAN (New Japan)
                  OLIVE JAPAN (All Japan)
                  SUPER NOVA (Pro Wrestling NOAH)
                  Shin IW (FMW)
                  Yukiguni Puroresu (Michinoku Puroresu)
                  Super Dragon Pavilion (Toryumon)
                  ZIP JAPAN (Big Japan)
                  Kansai Puroresu (Osaka Puroresu)
                  WFW Puroresu (WWF)
                  WWC Puroresu (WCW)
                  THREE-A (AAA)
                  GONGS (RINGS)
                  High Class (Pancrase)
                  Battration (Battlarts)
                  Joshi (Womens, based on AJW ring)
                  BLADE (PRIDE)
                  UWH (UWFi)
                  RANDOM
  Match Location  Nihon Butoukan (Nippon Budokan)
                  SPIKE DOME (Tokyo Dome)
                  Yurakuen Hall (Korakuen Hall)
                  Murakawa Gym (Generic Gym)
                  USA (WWF/WCW set style)
                  RANDOM
```

```
   COM Level        1(easiest) - 10(hardest)
   Game Speed       100% - 800%
   COM Skip         OFF, ON
                    (ON: CP vs CP matches highlighted instead of shown in
                     full)
   Referee          Choose a referee
   Rope Check       OFF, ON
                    (ON: Pins and submission holds are broken if you are
                     touching the ropes)
   Lumberjack       OFF, ON
                    (ON: As soon as a wrestler is thrown out of the ring
                     or manually exits, he will automatically re-enter)
   Tornado Battle   OFF, ON
                    (ON: In tag matches, all Participants are allowed in
                     the ring at once)
   Cut Play         OFF, ON
                    (ON: In tag matches, allows partner interference when
                     in danger)
   DQ Count         OFF, ON
                    (ON: referee will count up to 5 for an illegal act
                     that he sees, and disqualify if not released)
   Outside Count    OFF, ON
                    (ON: referee counts up to 20 when a wrestler is
                     outside of the ring)
   BGM Selection    Choose a Background Music track, or RANDOM
   CRITICAL Rate    Off, Low, Medium, High
                    (Chooses how often Fire Pro's infamous KO's, called
                     CRITICALs, will happen)
           - Done -


-League Grid
  Use d-pad left/right to choose who will control the wrestler in the
  highlighted slot (CP, 1P, 2P, etc). Press A to choose a wrestler for
  that slot. Repeat this until you have setup your desired league
  grid.
  When finished, press d-pad right until you reach the last option
  (Entry Finished) and press A on it. Must have a minimum of 4
  participants chosen.
  You will then be asked: Are you finished with Wrestler Entry?
    1. Yes
    2. No
  If you choose yes, your entries will be finalized. Once it has been
  finalized, press A to start a match or B to bring up the following
  pop-up menu:
    1. Continue (Close Menu)
    2. Ranking (View the current league standings)
    3. Automatic
    4. Quick Save
    5. End (Exit Tournament)
  If you choose Automatic, the entire tournament will be run
  automatically, so you won't have to press anything in between
  matches. This can be useful if you are running a CP vs CP League
  to test CPU Logic.



--------------------
06. ELIMINATION MATCH
--------------------


Teams of five face each other in singles matches.
```

```
-1st Screen
   Match (Start an Elimination Match)
   Team Edit (Create a custom team of 5)
   Mode Select (Exit)

Match
=====

-Elimination Match Type
   Team War (Normal elimination)
   Marathon (Winner stays to fight next opponent)
   Rank Elimination (Captain vs Captain, and so on)
   End (Back to previous screen)

-Configuration Screen
   Blue Corner     CP, 1P/2P
   Red Corner      CP, 2P/1P
   Match Type      3 Count, 2 Count, Only Fall (Pin), Only Give Up
   Match Limit     5 min, 10 min, 15 min, 30 min, 45min, 60min, No Limit
   Match Fall      1 Fall only
   Ring            SWA (Fictional)
                   VIEW JAPAN (New Japan)
                   OLIVE JAPAN (All Japan)
                   SUPER NOVA (Pro Wrestling NOAH)
                   Shin IW (FMW)
                   Yukiguni Puroresu (Michinoku Puroresu)
                   Super Dragon Pavilion (Toryumon)
                   ZIP JAPAN (Big Japan)
                   Kansai Puroresu (Osaka Puroresu)
                   WFW Puroresu (WWF)
                   WWC Puroresu (WCW)
                   THREE-A (AAA)
                   GONGS (RINGS)
                   High Class (Pancrase)
                   Battration (Battlarts)
                   Joshi (Womens, based on AJW ring)
                   BLADE (PRIDE)
                   UWH (UWFi)
                   RANDOM
   Match Location  Nihon Butoukan (Nippon Budokan)
                   SPIKE DOME (Tokyo Dome)
                   Yurakuen Hall (Korakuen Hall)
                   Murakawa Gym (Generic Gym)
                   USA (WWF/WCW set style)
                   RANDOM
   COM Level       1(easiest) - 10(hardest)
   Game Speed      100% - 800%
   COM Skip        - (not implemented in this mode)
   Referee         Choose a referee
   Rope Check      OFF, ON
                   (ON: Pins and submission holds are broken if you are
                    touching the ropes)
   Lumberjack      OFF, ON
                   (ON: As soon as a wrestler is thrown out of the ring
                    or manually exits, he will automatically re-enter)
   Tornado Battle  - (not implemented in this mode)
   Cut Play        - (not implemented in this mode)
   DQ Count        OFF, ON
                   (ON: referee will count up to 5 for an illegal act
```

```
                         that he sees, and disqualify if not released)
    Outside Count    OFF, ON
                     (ON: referee counts up to 20 when a wrestler is
                      outside of the ring)
    BGM Selection    Choose a Background Music track, or RANDOM
    CRITICAL Rate    Off, Low, Medium, High
                     (Chooses how often Fire Pro's infamous KO's, called
                      CRITICALs, will happen)
              - Done -


-Choose Team
   Choose from one of the pre-set teams or a team made using Team Edit
   (chosen at the first screen of this mode).



Team Edit
=========

-Name Entry
   Enter a name for your team.

      [Entry Field_____ ]
      1. Hiragana
      2. Katakana
      3. Kanji                    [Character Selection Field]
      4. Romanji (ENGLISH)
      5. Symbols
      6. Altered Kanji
      7. Done
   You will start inside the character selection field. Press B to go to
   the menu on the left side. The 4th option down is Romanji (English
   alphabet characters). Use X to backspace on the entry field.

-Participant Select
   Use d-pad left/right to highlight one of the slots. Press A to choose
   a wrestler for that slot.
   To exit, bring up the following menu by pressing B:
     Decision (Save it)
     Cancel
     Back to Name Entry

-Save Edit Team
   Use d-pad up/down to choose a slot to save your EDIT Team in.
   To exit without saving, press B and you will be asked if you are
   sure you don't want to save:
    1. Yes
    2. No



----------------
07. BATTLE ROYAL
----------------

Every man for himself with up to eight participants in the ring at one
time. When all but one of the participants are eliminated, the one
remaining is declared winner.

-1st Screen
   Normal            All start in the ring together, eliminated
                     participants must leave.
```

```
     Endless            Eliminated participants stay to continue
                        fighting.
  Over The Rope         Elimination via getting thrown out or falling
                        out of the ring.
  Difference Time       Participants come out separately, similar to
                        the format of the AJPW January Battle Royals
                        and WWF Royal Rumble, except the total number
                        of participants is still limited to 8.
  Mode Select (Exit)


Normal/Endless/Over the Rope
============================

-Configuration Screen
  See One Night Match. Options not applicable to the mode will be
  greyed out.

-Wrestler Select
  Use the d-pad directions to highlight one of the 8 slots. Press A on
  a highlighted slot to choose who will control it (player/CP/None).
  If you choose a player or CP to control that slot, you will then
  choose a wrestler for it. If you chose None, the slot will be empty
  (this is useful if you would prefer to setup a Battle Royal with less
  than 8 participants).
  Once you are finished assigning all the slots, press START for the
  following menu:
    Begin Match
    Cancel
    End (Back to previous)


Difference Time
===============

-Configuration Screen
  See One Night Match. Options not applicable to the mode will be
  greyed out.

-Wrestler Select
  Use the d-pad directions to highlight one of the 8 slots. Press A on
  a highlighted slot to choose who will control it (player/CP/None).
  If you choose a player or CP to control that slot, you will then
  choose a wrestler for it. If you chose None, the slot will be empty
  (this is useful if you would prefer to setup a Battle Royal with less
  than 8 participants).
  Once you are finished assigning all the slots, press START for the
  following menu:
    Order Select
    Cancel
    End (Back to previous)

-Order Select
  Choose the times when each participant will enter the match. The
  first two will always be 0 min (start of the match). When you are
  finished, bring up the following menu by pressing START:
    Begin Match
    Cancel
    Wrestler Select (Back to previous)
```

```
----------------
08. VICTORY ROAD
----------------


Choose your wrestler(s) and fight through the different organizations
for each weight class to earn hidden wrestlers and additional items for
use in Wrestler Edit.

-1st Screen
  SWA Heavyweight Singles Championship
  SWA Heavyweight Tag Championship
  SWA Jr. Heavyweight Singles Championship
  SWA Jr. Heavyweight Tag Championship
  SWA 6Man Tag Championship
  SWA 8Man Tag Championship
  Mode Select (Exit)

NOTE: It is now possible to allow the CP to control your wrestler for
you in Victory Road. Brushing up on your CPU Logic programming skills
could be valuable in completing this mode.

-Victory Road Pre-Match Screen
  Before the match begins, you will see a screen with three options:
                [ Next Match | Quick Save | Exit ]
  The opponent for your next match is displayed on this screen. Choose
  Next Match to start the match.
  After having completed matches in this mode, choosing Quick Save will
  "lock in" the progress you have made. Keep in mind, however, that it
  will NOT write to the VMS/VMU card yet. Choosing Exit will allow you
  to write it to the card, so it would be wise to exit after every
  match won if you want to be sure that you don't lose your data.



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09. EDIT MODE
-------------


The heart of the Fire Pro games. It allows players to keep the game
up-to-date in many areas of the pro wrestling business, providing
infinite replay value.

-Edit Submodes Menu
  Wrestler Edit
  Group Edit
  Referee Edit
  Wrestler Rename
  Wrestler Group Affiliation (update the rosters)
  Wrestler ReCostume (edit pre-made wrestlers' appearances)
  Mode Select (Exit)



Wrestler Edit
=============


-Wrestler Edit Menu
                                Select Model Wrestler
     (ORG LOGO)  (WRESTLER)     Name Entry
                                Wrestler Make (Appearance)
                                Skill Edit (Character Profile)
```

```
     (NAME)                     Parameter Edit (Attributes)
     (Nickname)                 Skill Equipment (Moves)
     (Finisher Name)            CPU Logic (Tendencies when CPU-played)
     (Height) (Origin)          Data Protection (Load/Save/Delete)
     (Weight) (Birthdate)       End (Exit Wrestler Edit)
```

**Select Model Wrestler
  This function allows you to choose one of the pre-made wrestlers as
  a base for a new wrestler. This may be useful for making alternate
  versions of a wrestler under a different gimmick or style.
  The Model Wrestler's name, appearance, statistical information under
  Skill Edit, moves, and CPU Logic will all be loaded. However,
  anything in Skill Edit that uses points (Critical, Special Skill,
  Body Part strengths, etc.) as well as the Parameter Edit (Attribute
  Points) will not be loaded so you will have to fill them in.

**Name Entry
  Assign a nickname and ring name for the wrestler.

```
   [Nickname_____] [Name1__] [Name2_____]
   [Flip on/off] [Separator ]
    1. Hiragana
    2. Katakana
    3. Kanji                  [Character Selection Field]
    4. Romanji (ENGLISH)
    5. Symbols
    6. Altered Kanji
    7. Done
         [   Current Name Shown at bottom   ]
```

  You will start inside the character selection field. Press B to go to
  the menu on the left side. The 4th option down is Romanji (English
  alphabet characters).
  Use X to backspace on the entry field, Y to move to the next field.
  Press A to choose characters.
     Flip Box:
        The Flip Box is used to control whether Name1 or Name2 will
        come first.
     Separator:
        This determines what character will come in between Name1 and
        Name2. There aren't enough spaces for many names when naming in
        English, so this is very useful. For example, if a wrestler's
        name is very long, you can enter it separately and then choose
        the last separator (none) to merge Name1 and Name2 together.

**Wrestler Make
   [Appearance Menu]
   Stance:
      1-Strong
      2-Technic
      3-Amaresu (Amateur Wrestling)
      4-Power
      5-Lucha
      6-Shooting
      7-Mysterious
      8-Koppou
      9-Ko-budou (Old Budo)
      10-Boxing
      11-Mix Style

```
Size:
  1-Male S
  2-Male M
  3-Male L
  4-Female
Face:
 1-281
 NOTE: Most of the faces are the pre-made wrestlers in the game
 while the remaining ones are extras made for use in Edit mode.
 With creative use of faces combined with the right bodyparts and
 colors, you can make virtually any wrestler on the face of the
 planet.
 If you would like to use the wrestler that the face belongs to as
 a base, you can hold the X button while scrolling through the
 heads with d-pad left/right.
 1-Tatsumi Fujinami
 2-Kensuke Sasaki
 3-Shiro Koshinaka
 4-Junji Hirata
 5-Kengo Kimura
 6-Osamu Kido
 7-Takayuki Iizuka
 8-Manabu Nakanishi
 9-Yuji Nagata
 10-Tadao Yasuda
 11-Osamu Nishimura
 12-Yutaka Yoshie
 13-Jyushin Thunder Lyger
 14-El Samurai
 15-Koji Kanemoto
 16-Shinjiro Ohtani
 17-Kendo Ka Shin
 18-Tatsuhito Takaiwa
 19-Shinya Makabe
 20-Masahiro Chono
 21-Keiji Mutoh
 22-Hiroyoshi Tenzan
 23-Satoshi Kojima
 24-Scott Norton
 25-Super J
 26-Tatsutoshi Gotoh
 27-Michiyoshi Ohara
 28-Hiro Saito
 29-AKIRA
 30-Antonio Inoki
 31-Riki Choshu
 32-Kazuo Yamazaki
 33-Animal Hamaguchi
 34-Kotetsu Yamamoto
 35-Tigermask
 36-Dynamite Kid
 37-Kuniaki Kobayashi
 38-Black Tiger
 39-Mitsuharu Misawa
 40-Kenta Kobashi
 41-Toshiaki Kawada
 42-Akira Taue
 43-Jun Akiyama
 44-Hiroshi Hase
 45-Takao Omori
```

```
46-Yoshihiro Takayama
47-Tamon Honda
48-Jun Izumida
49-Masao Inoue
50-Kentaro Shiga
51-Stan Hansen
52-Vader
53-Steve Williams
54-Johnny Ace
55-Mike Barton (formerly Bart Gunn)
56-Jim Steele (formerly Wolf Hawkfield)
57-Johnny Smith
58-Taiyo Kea (formerly Maunakea Mossman)
59-Masanobu Fuchi
60-Yoshinari Ogawa
61-Tsuyoshi Kikuchi
62-Masahito Kakihara
63-Yoshinobu Kanemura
64-Giant Baba
65-Jumbo Tsuruta
66-Dory Funk Jr.
67-Bruiser Brody
68-Terry Gordy
69-Gary Albright
70-Hayabusa
71-Masato Tanaka
72-Hiromichi Fuyuki
73-Mr.Gannosuke
74-Tetsuhiro Kuroda
75-Hisakatsu Ohya
76-Jado
77-Kintaro Kanemura
78-Gedo
79-Ricky Fuji
80-Jinsei Shinzaki (aka. Hakushi)
81-The Great Sasuke
82-Gran Hamada
83-4th Generation Tiger Mask
84-Gran Naniwa
85-Minoru Fujita
86-Curry Man (Fallen Angel Christopher Daniels' masked gimmick)
87-Magnum TOKYO
88-CIMA
89-Dragon Kid
90-SUWA
91-Sumo Fuji
92-Ultimo Dragon
93-Shadow WX
94-Ryuji Yamakawa
95-Tomoaki Honma
96-MEN's Teioh
97-Abdullah the Butcher
98-Super Delfin
99-Dick Togo
100-Takehiro Murahama
101-Genichiro Tenryu
102-Shinya Hashimoto
103-Yoshiaka Fujiwara
104-Atsushi Onita
105-Tarzan Goto
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106-Mr.Pogo
107-Yoji Anjoh
108-Naoki Sano
109-Mitsuhiro Matsunaga
110-Mitsuya Nagai
111-Daisuke Ikeda
112-Masao Orihara
113-Masaaki Mochizuki
114-Hawk Warrior
115-Animal Warrior
116-Tiger Jeet Singh
117-Sabu
118-Rob Van Dam
119-The Great Kabuki
120-Steve Austin
121-The Rock
122-The Undertaker
123-Triple H
124-Big Show
125-Kane
126-Ken Shamrock (Kenneth Wayne Shamrock)
127-Billy Gunn
128-Road Dogg
129-X-Pac
130-Rikishi
131-Davey Boy Smith
132-Chris Benoit
133-Chris Jericho
134-Dean Malenko
135-Eddy Guerrero
136-Tazz
137-Chyna
138-TAKA Michinoku
139-Shoichi Funaki
140-Andre the Giant
141-Shawn Michaels
142-Mick Foley (Mankind/Cactus Jack)
143-Vince McMahon
144-Bill Goldberg
145-Hulk Hogan
146-Ric Flair
147-Randy Savage
148-Bret Hart
149-Kevin Nash
150-Scott Hall
151-Sid Vicious
152-Sting
153-The Great Muta
154-Rick Steiner
155-Scott Steiner
156-Diamond Dallas Page
157-Jeff Jarrett
158-Bam Bam Bigelow
159-Mike Awesome
160-Kaz Hayashi
161-Terry Funk
162-El Hijo Del Santo
163-Negro Casas
164-Dr.Wagner Jr.
165-Dos Caras
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166-Mil Mascaras
167-Kiyoshi Tamura
168-Tsuyoshi Kousaka
169-Yoshihisa Yamamoto
170-Bitsadze Tariel
171-Volk Han
172-Hans Nyman
173-Akira Maeda
174-Manabu Yamada
175-Masakatsu Funaki
176-Yoshinobu Takahashi
177-Semmy Schilt
178-Yuki Ishikawa
179-Alexander Otsuka
180-Mohammad Yone
181-Minoru Tanaka
182-Ikuto Hidaka
183-Naoya Ogawa
184-Kazushi Sakuraba
185-Kazuyuki Fujita
186-Nobuhiko Takada
187-Masaake Satake
188-Enson Inoue
189-Rumina Saito
190-Kazunari Murakami
191-Aleksandr Karelin
192-Igor Vovchanchin
193-Mark Kerr
194-Rickson Gracie
195-Royce Gracie
196-Don Frye
197-Peter Aerts
198-Ernesto Hoost
199-Mike Bernardo
200-Andy Hug
201-Roland Bock
202-Lioness Asuka
203-Chigusa Nagayo
204-Kyoko Inoue
205-Shinobu Kandori
206-Aja Kong
207-Dynamite Kansai
208-Yumiko Hotta
209-Manami Toyota
210-Akira Hokuto
211-Takako Inoue
212-Bull Nakano
213-Karl Gotch
214-Lou Thesz
215-Rikidozan
216-Takeshi Rikioh
217-GOEMON
218-Mammoth Sasaki
219-Kurt Angle
220-Booker T
The following are the referees:
 221 - Tiger Hattori (NJPW Referee)
 222 - Kyohei Wada (AJPW Referee)
 223 - Ted Tanabe (MPro Referee)
 224 - Yuuji Shimada (PRIDE Referee)
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 225 - Earl Hebner (WWF Referee)
 226 - Daichi Murayama (ARSION Referee)
 227 - Mr.Soranaka (Old UWF Referee)
 228 - Joe Higuchi (NOAH Referee)
The following are extras (heads that aren't used by any pre-made
wrestlers in the game):
 229 - Seiji Sakaguchi
 230 - Masa Saito
 231 - Super Strong Machine
 232 - Jyushin Thunder Lyger (vs Heavyweight costume)
 233 - Norio Honaga
 234 - Masakazu Fukuda
 235 - Umanosuke Ueda
 236 - Dick Murdoch
 237 - Rusher Kimura
 238 - Haruka Eigen
 239 - Sataru Asako
 240 - Giant Kimala
 241 - Scorpio
 242 - Tiger Mask II (Misawa)
 243 - Onryu
 244 - Shiryu II
 245 - TARU
 246 - Kenichiro Arai
 247 - Shinya Kojika (Great Kojika)
 248 - John Zandig
 249 - Wife Beater
 250 - Naohiro Hoshikawa
 251 - Daioh QUALLT
 252 - Kengo Nagasaki
 253 - Akira Shoji
 254 - Sasuke the Great
 255 - Sanshiro Takagi
 256 - Naomichi Marufuji
 257 - Satoru Asako
 258 - Bubba Ray Dudley
 259 - D-Von Dudley
 260 - Brian Christopher
 261 - Scotty 2 Hotty
 262 - Ted DiBiase
 263 - Susumu Mochizuki
 264 - Kanda
 265 - Tommy Dreamer
 266 - Vampiro
 267 - Tito Ortiz
 268 - Frank Shamrock
 269 - Nobutaka Araya
 270 - Ricky Marvin
 271 - Mayumi Ozaki
 272 - Devil Masami
 273 - Mima Shimoda
 274 - Etsuko Mita
 275 - Kaori Nakayama
 276 - Emi Motokawa
 277 - Mariko Yoshida
 278 - Chaparrita ASARI
 279 - Ayako Hamada
 280 - Megumi Kudo
 281 - Keiji Mutoh ("Skinhead" Mutoh; Bald Version)
The following are hidden, unlocked by completing Victory Road:
```

```
   282 - Generic Sumo Wrestler
   283 - Stalker
   284 - Generic Female
   285 - Screaper Nishihara (Stoker Ishikawa)
   286 - Masked Angel Rosetta
   287 - Tiger Mask (Animated Series version)
   288 - Bear Mask
   289 - Kuma (Bear)
   290 - Kappa
   291 - Skull Mask Man
   292 - Full Body Tights Man
   293 - Monkey
   294 - Anime Girl 1
   295 - Anime Girl 2
   296 - Anime Girl 3
Chest: <A button changes size: S, M, L, D>
   1-Normal
   2-Body Paint
   3-Amaresu 1 (Amateur-style Singlet Top)
   4-Amaresu 2 (Amateur-style Singlet Top)
   5-One Shoulder (One-Shoulder Singlet)
   6-Plain T-Shirt
   7-Ele with T Shirt (Thermal T-Shirt)
   8-Kaiser Suit (Lyger Suit)
   9-Ninja Dogi
   10-Karate Gi
   11-Fire Suit
   12-Azteca Suit (Azteca Dragon/Ultimo Dragon chestplate)
   13-Cross Scar
   14-Striped Shirt (Referee)
   15-Joshi (Female) One Piece 1
   16-Joshi (Female) One Piece 2
   17-Joshi (Female) Turtleneck 1
   18-Joshi (Female) Turtleneck 2
   19-Joshi (Female) T-Shirt
   20-Joshi (Female) T-Shirt 2
   21-Joshi (Female) Bikini
   22-Joshi (Female) Separate
    *HIDDEN: All below are unlocked by completing Victory Road*
   23-Builder
   24-Kuma
Waist: <A button changes size: S, M, L, D>
   1-Short Tights
   2-Belt with Tights 1
   3-Belt with Tights 2
   4-Flag
   5-One Point (Decorated on back)
   6-Shima Stripes
   7-Side Line
   8-Panther Tights (Tigermask tights)
   9-Body Paint
   10-Amaresu 1 (Amateur-style Singlet Top)
   11-Amaresu 2 (Amateur-style Singlet Top)
   12-Belt with Amaresu
   13-One Shoulder
   14-Kaiser Suit (Lyger suit)
   15-Ninja Dogi
   16-Karate Gi
   17-Fire Suit
   18-T-Shirt+G Pan (T-Shirt tucked into Jeans)
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        19-Bare+G Pan (Jeans with no T Shirt)
        20-Shirt+Shima Tights
        21-Shirt+Plain Tights
        22-Trunks
        23-Maoshi (Sumo Sash)
        24-Jersey
        25-Scar with Short Tights
        26-Scar Trunks
        27-Striped Shirt + Spon (Referee)
        28-Joshi (Female) One Piece 1
        29-Joshi (Female) One Piece 2
        30-Joshi (Female) One Piece 3
        31-Joshi (Female) T-shirt+G Pan (T-shirt tucked into Jeans)
        32-Joshi (Female) Bloomer
        33-Joshi (Female) Bikini
        34-Joshi (Female) Separate
         *HIDDEN: All below are unlocked by completing Victory Road*
        35-Builder
        36-Kuma
Upper Arm: <A button changes size: S, M, L, D>
        1-Normal
        2-Arm Band
        3-Supporter
        4-HAN So-de (Shoulder of T-Shirt)
        5-Fire Suit
        6-Bolo So-de (Shouder Cutoffs)
        7-NAGA So-de (Elbow length of T-Shirt)
        8-Kaiser Suit
        9-Ninja Dogi
        10-Shoulder Pat
        11-Tattoo
        12-Scars
        13-Scars + Supporter
        14-Striped Shirt (Referee)
        15-Joshi (Female) Normal
        16-Joshi (Female) Supporter
        17-Joshi (Female) NAGA So-de
        18-Joshi (Female) Low Sleeves
        19-Joshi (Female) HAN So-de 1 (Shoulder of T-Shirt)
        20-Joshi (Female) HAN So-de 2 (Shoulder of T-Shirt)
         *HIDDEN: All below are unlocked by completing Victory Road*
        21-Builder
        22-Kuma
Lower Arm: <A button changes size: S, M, L, D>
        1-Normal
        2-Wristband Small
        3-Wristband Large
        4-Supporter 1
        5-Supporter 2
        6-NAGA So-de (Sleeves of Shirt)
        7-Kaiser Suit
        8-Ninja Dogi
        9-Scar
        10-Scar + Wristband Small
        11-Scar + Supporter 1
        12-Scar + Supporter 2
        13-Joshi (Female) Normal
        14-Joshi (Female) Wristband Small
        15-Joshi (Female) Wristband Large
        16-Joshi (Female) Supporter 1
```

```
     17-Joshi (Female) Supporter 2
     18-Joshi (Female) NAGA So-de
      *HIDDEN: All below are unlocked by completing Victory Road*
     19-Builder
     20-Kuma
Wrist:
     1-Barehanded
     2-Finger Taping
     3-Glove 1
     4-Glove 2
     5-Boxing Glove
     6-Joshi (Female) Gloves
      *HIDDEN: All below are unlocked by completing Victory Road*
     7-Kuma
     8-Soft Glove
     9-Meatball Glove
Thigh: <A button changes size: S, M, L>
     1-Normal
     2-Knee Supporter
     3-Long Tights
     4-Kaiser Tights
     5-Line Tights
     6-Fire Tights
     7-Arrow Tights
     8-Panther Tights (Tigermask tights)
     9-Shima Stripes Tights
     10-Thunder Tights
     11-Hikawa Tights (Misawa tights)
     12-Kazama Tights (Kawada tights)
     13-Spats (Biker Shorts)
     14-Short Spats 1 (Short Biker Shorts)
     15-Short Spats 2
     16-Karate Gi
     17-G Pan (Jeans)
     18-Trunks
     19-Jersey
     20-Scar
     21-Scar + Knee Supporter
     22-Scar + Trunks
     23-Joshi (Female) Bare Legs
     24-Joshi (Female) Spats
     25-Joshi (Female) Short Spats 1
     26-Joshi (Female) Short Spats 2
     27-Joshi (Female) Knee Supporter
     28-Joshi (Female) Long Tights
     29-Joshi (Female) Line Tights
     30-Joshi (Female) G Pan (Jeans)
      *HIDDEN: All below are unlocked by completing Victory Road*
     31-Builder
     32-Kuma
Knee:
     1-Bare Legs
     2-Bare Legs+Knee Pat
     3-Normal Shoes
     4-Short Shoes
     5-Open Shoes
     6-Knee+Shoes 1
     7-Knee+Shoes 2
     8-Long Tights
     9-Long Tights+Shoes
```

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     10-Mexican Tights 1
     11-Mexican Tights 2
     12-Karate Gi
     13-Pantaron (Long Pants)
     14-G Pan (Jeans)
     15-G Pan+Western Boots (Jeans+Cowboy Boots)
     16-G Pan+Knee Pat (Jeans+Kneepads)
     17-Ninja Dogi 1
     18-Ninja Dogi 2
     19-Shima Stripes
     20-Shima Stripes+Knee Pat
     21-Leggers (Kick Pads)
     22-Amaresu Shoes (Amateur Wrestling Shoes)
     23-Amaresu Shoes + Knee (Amateur Wrestling Shoes+Kneepads)
     24-Western Boots (Cowboy Boots)
     25-Leg Warmer
     26-Jersey
     27-Scar
     28-Scar + Amaresu Shoes
     29-Joshi (Female) Bare Legs
     30-Joshi (Female) Bare Legs+Knee Pat
     31-Joshi (Female) Normal Shoes
     32-Joshi (Female) Knee+Shoes 1
     33-Joshi (Female) Knee+Shoes 2
     34-Joshi (Female) Long Tights
     35-Joshi (Female) Long Tights + Shoes
     36-Joshi (Female) G Pan
     37-Joshi (Female) G Pan + Knee Pat
     38-Joshi (Female) Leggers
     39-Joshi (Female) Amaresu Shoes
     40-Joshi (Female) Amaresu Shoes + Knee Pat
     41-Joshi (Female) Socks
     42-Joshi (Female) Socks + Knee Pat
      *HIDDEN: All below are unlocked by completing Victory Road*
     43-Builder
     44-Kuma
   Ankle:
     1-Bare Feet
     2-Ankle Taping
     3-Shoes 1
     4-Shoes 2
     5-Panther Shoes
     6-Kung Fu Shoes
     7-Amaresu Shoes (Amateur Wrestling Shoes)
     8-Leggers (Kick Pads)
     9-Arabian Boots (Pointed Toe)
     10-Western Boots (Cowboy Boots)
     11-Socks
      *HIDDEN: All below are unlocked by completing Victory Road*
     12-Kuma
     13-Meatball Shoes

[Color Section (Top of Screen)]
  NOTE: For the purpose of clarity, the color section is not
  translated literally (terms used are not the "official" words that
  the game refers to them by.)
 At the top of the Make Menu, press up again to go up to the color
 section at the top of the screen. These color boxes control the
 colors/shades of the wrestler's skin tone, costume pieces, etc.
 Once you go up to the color section, a white bar and an arrow will
```

appear to show you what is highlighted. The white bar shows the
current COLOR SET while the arrow points to the current INDIVIDUAL
SHADE.

```
 _____
|                           |
|      R: (Red value)       |
|      G: (Green value)     |
|      B: (Blue value)      |
|---------------------------|
| Color Clipboard           |
|     [] Individual Shade   |
|     [       ] Color Set   |
|---------------------------|
| Pre-Set Color Sets        |
|    Set: (Set Number)      |
|_____|
```

 *COLOR SETS (Highlighted by the white bar)
      Color Sets control the color that an entire costume piece will
      appear to be. They are actually sets of different SHADES which
      will give the illusion of a color with shadows. See INDIVIDUAL
      SHADES below for an explanation of how to manipulate them
      separately. There are many pre-set Color Sets that you can
      choose from.
    Hold Y+L Trigger: COPY highlighted Color Set to CLIPBOARD
    Hold Y+R Trigger: PASTE from Color Set CLIPBOARD
          L Trigger: Change to previous pre-set Color Set
          R Trigger: Change to next pre-set Color Set
  *INDIVIDUAL SHADES (Highlighted by the rotating arrow)
      Sometimes, you may want to manipulate each Individual Shade Box
      separately in order to achieve certain effects (ie. tights with
      unique designs).
    Hold X+L Trigger: COPY highlighted Shade Box to CLIPBOARD
    Hold X+R Trigger: PASTE from Shade Box CLIPBOARD
            A Button: Press to enter the RGB settings area.
                      -RGB Settings-
                       Colors on screens are created using the three
                       basic light colors: Red, Green, and Blue. This
                       concept should not be new to you if you have any
                       experience with computer programs such as Adobe
                       Photoshop.
                       In FPD, each of the Individual Shade Boxes are
                       controlled by values of 0 to 31 for each of the
                       three light colors (RGB). Use d-pad up/down to
                       move between Red, Green, and Blue.
                        Press d-pad LEFT to decrease the value.
                        Press d-pad RIGHT to increase the value.
                      -When finished-
                       A Button: Done (Exit the RGB settings area and
                                       keep your changes)
                       B Button: Cancel (Revert to the RGB settings
                                         before your changes)
    When you are finished with the entire color section, press the B
    button to return to the Appearance menu.

**Skill Edit
   This is the wrestler's profile, ranging from fighting style and the
   endurance of bodyparts, to voice and entrance music.

   Belonging to Group (Organization):

```
   1-VIEW JAPAN (New Japan)
   2-OLIVE JAPAN (All Japan)
   3-SUPER NOVA (Pro Wrestling NOAH)
   4-New Generation IW (FMW)
   5-Yukiguni Puroresu (Michinoku Pro)
   6-Super Dragon Pavilion (Toryumon)
   7-ZIP JAPAN (Big Japan)
   8-Kansai Puroresu (Osaka Pro)
   9-FREE (Freelance)
   10-WFW Puroresu (WWF)
   11-WWC Puroresu (WCW)
   12-THREE A (AAA)
   13-Gongs (RINGS)
   14-High Class (Pancrase)
   15-Fighting Expedition Battration (BattlArts)
   16-Joshi (Women)
   17-LEGEND (Legends of Wrestling)
Class (Weight Class):
   1-Heavy Class
   2-Junior Heavy Class
   3-Free Class
Height                      150cm - 220cm
Body Weight                 40kg - 250kg
Year of Birth               Unknown, 1900 - 1999
Month of Birth              1 - 12 (N/A if Year is Unknown)
Day of Birth                1 - 31 (N/A if Year is Unknown)
Birthplace:
   1-Parts Unknown
   2-Japan
   3-America
   4-Canada
   5-Germany
   6-Mexico
   7-England
   8-France
   9-Brazil
   10-Russia
   11-Puerto Rico
   12-India
   13-Sudan
   14-Jordan
   15-Cuba
   16-Finland
   17-Croatia Republic
   18-Holland
   19-Italy
   20-Spain
   21-Switzerland
   22-China
   23-South Korea
   24-North Korea
   25-Mongolia
   26-Thailand
   27-Australia
   28-New Zealand
   29-Bulgaria
   30-Botswana
   31-Republic of South Africa
   32-Tonga
Fight Style:
```

```
    1-Orthodox (Typical Professional Wrestler)
    2-Technician (Good at technical skills; small package, etc.)
    3-Wrestling (Amateur Wrestler)
    4-Ground (Good at ground attacks, tackling, etc.)
    5-Power (Powerful; Power Bombs, Side Busters, Samoan Drops, etc.)
    6-American (Typical American Wrestler; Power, Heel, etc)
    7-Junior (Modern Junior Heavyweight)
    8-Luchadore (Lucha Libre-style wrestler)
    9-Heel (Rough style/Rulebreaker; crowd boos his taunts and poses)
    10-Mysterious (Unorthodox Technical style, "Oriental", e.g; Muta)
    11-Shooter (Shooting style wrestler, UWF style)
    12-Fighter (Kickboxer, Karate-do)
    13-Grappler (Judoka, Jitsuoka, No holds barred style)
    14-Panther ("Mask De Panther"/Tigermask mix of MartialArts+Lucha)
    15-Giant (Giant wrestler, immovable; ie. Andre and Baba)
    16-Vicious (Strong Style, e.g; Inoki aggressive fighting style)
Return Skill (Defensive Skill):
    1-Orthodox
    2-Technician
    3-Power
    4-American
    5-Junior
    6-Luchadore
    7-Heel
    8-Mysterious
    9-All-Round (Combination of Junior and Technician)
    10-Shooter
    11-Fighter
    12-Grappler
    13-Giant
    14-Vicious
Critical:
    1-  +0 Points Finisher
            (Only the move marked as Finisher can "CRITICAL!")
    2- +20 Points Suplex
            (Back Drops, Front Suplexes, etc. can "CRITICAL!")
    3- +20 Points Power
            (Power Bombs, Back Breaker Slams, etc. can "CRITICAL!")
    4- +25 Points Technical
            (Hurracan Rana, Dragon Screw, etc. can "CRITICAL!")
    5- +30 Points Striking
            (Strikes such as Kicks, Punches, Knee Kicks "CRITICAL!")
    6- +30 Points Submission
            (Any submission or stretch hold can break joints)
Special Skill:
    1-  +0 Points None
    2- +15 Points Stardom
            (Involved with crowd support and repeats popular moves.)
            Requirement: Do Performance/Taunt (Analog Stick) when
                         your remaining power is at 0 (fatigued).
                 Effect: +10% Offensive Power.
    3- +15 Points Quick Return
            (Player may stand right up even after a major attack.)
            Requirement: Remaining power is at 5% to 20%, Spiritual
                         Strength is above 60%.
                 Effect: You will stay on the ground 1/8 of the time
                         you normally would.
    4- +15 Points One Hit Reversal
            (Repeated reversals result in greater damage each time.)
            Requirement: Remaining power is below 10% and Spiritual
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                          Strength is above 30%.
                  Effect: The rate of Criticals is doubled.
   5- +15 Points Start Dash
          (Able to end the match earlier than normal.)
           Requirement: Remaining power is above 70%.
                  Effect: The offensive power of Advantage (Special)
                          Moves are increased.
   6- +15 Points Guts
          (Will not give up easily.)
           Requirement: Remaining power is 0%.
                  Effect: Will only receive 1/2 the Spiritual damage
                          normally taken when then opponent uses a
                          submission hold.
   7- +15 Points Strike Back
          (Rejuvenates strength when opponent shows signs of
           fatigue.)
           Requirement: Remaining power is below 5%.
                  Effect: The offensive power of all moves are
                          increased.
   8- +15 Points One Hit Finisher
          (Extremely effective finisher.)
           Requirement: When you use Finisher the first or second
                          time in a match.
                  Effect: The offensive power of your Finisher is
                          increased by 150%.
   9- +15 Points Blood
          (Bleeding increases spirit.)
           Requirement: You are shedding blood.
                  Effect: The offensive power of all moves are
                          increased by 5%.
  10-+15 Points Hardcore - 100% (Weapon specialist)
                  Effect: +3 to attack and defense parameters with
                          weapons.
  11-+15 Points Concentrated Strength - 100% (Resistance)
                  Effect: Strike, Submission, and technical critical
                          rates are halved.
  12-+15 Points Adaptability - 100% (Roll with big attacks)
                  Effect: Suplex and power critical rates down by 75%.
  13-+15 Points Hardbody - 85% (healthy/tough body)
                  Effect: Harder to get a pin unless with 'big' moves.
  14-+25 Points Superstar - 90%
                  Effect: Stardom + One hit Finisher.
  15-+25 Points Wild Warrior - 95% (Fast kill and quick stand)
                  Effect: Combination of "Quick Return" and "Dash".
  16-+25 Points Second Wind - 85%
                  Effect: One hit reversal + Quick Return.
  17-+25 Points Great Counter Attack - 85%
                  Effect: Counter Attack + Quick Return.
  18-+25 Points Abandonment - 90% (Concentration in battle)
                  Effect: One hit reversal + Concentration.
  19-+35 Points Fighting Spirit (Toukon)
                  Effect: Stardom + One Hit Reversal + counterattack.
  20-+35 Points Monster
                  Effect: Stardom + One hit finisher + Adaptability
  21-+35 Points Burning Fire Strength - 95%
                  Effect: One hit reversal + fortitude +
                          counterattack.
  22-+35 Points Neverending Spirit - 90%
                  Effect: Fortitude + Concentration + Hardbody.
Recovery Power:
```

```
     1-  +0 Points Slow
     2-  +6 Points Medium
     3- +12 Points Fast
  Recovery Power(Bloodshed -- When Bleeding):
     1-  +0 Points Slow
     2-  +3 Points Medium
     3-  +6 Points Fast
  Respiratory Mood/Breathing:
     1-  +0 Points Below
     2-  +6 Points Medium
     3- +12 Points Above
  Respiratory Mood/Breathing (Bloodshed -- When Bleeding):
     1-  +0 Points Below
     2-  +3 Points Medium
     3-  +6 Points Above
  Spiritual Strength/Awareness:
     1-  +0 Points Poor
     2-  +6 Points Medium
     3- +12 Points Strong
  Spiritual Strength/Awareness (Bloodshed -- When Bleeding):
     1-  +0 Points Poor
     2-  +3 Points Medium
     3-  +6 Points Strong
  Neck Endurance Time (Stamina):
     1- +0 Points Low
     2- +2 Points Medium
     3- +5 Points High
  Arm Endurance Time (Stamina):
     1- +0 Points Low
     2- +2 Points Medium
     3- +5 Points High
  Waist Endurance Time (Stamina):
     1- +0 Points Low
     2- +2 Points Medium
     3- +5 Points High
  Foot Endurance Time (Stamina):
     1- +0 Points Low
     2- +2 Points Medium
     3- +5 Points High
  Movement Speed (Speed of the Wrestler):
     1-  +0 Points Slow
     2-  +2 Points Medium Slow
     3-  +6 Points Medium
     4- +12 Points Medium Fast
     5- +20 Points Fast
  Ascent and Descent Speed (Speed Climbing the Ringpost):
     1- +0 Points Slow
     2- +1 Points Medium Slow
     3- +2 Points Medium
     4- +3 Points Medium Fast
     5- +4 Points Fast
  Ascend/I run and Ascend (Ability to climb top turnbuckle):
     1-  +0 Points I cannot ascend (All climbing ability disabled)
     2-  +2 Points I can ascend (Normal climbing ability enabled)
     3-  +4 Points I can ascend while I run (Normal climbing ability
            enabled plus the ability to climb by Running toward the
            corner and holding the B button)
  Theme Music:
          While many of these identifications are arguable, a few of
          them are blatantly obvious (ie. 11 as Team No Fear, 13 as
```

```
          Sasuke, 18 as Steve Austin, and 23 as Manami Toyota). See
          below for an explanation of the identifications.
          1-Antonio Inoki (NJPW)
          2-Riki Choshu (NJPW)
          3-Shinya Hashimoto (FREE: Zero-One)
          4-The Great Muta (NWO Version)
          5-Jyushin Thunder Lyger (NJPW)
          6-Giant Baba (AJPW)
          7-Jumbo Tsuruta (AJPW)
          8-Mitsuharu Misawa (NOAH)
          9-Kenta Kobashi (NOAH)
          10-Stan Hansen (AJPW)
          11-Team No Fear: Takao Omori and Yoshihiro Takayama (NOAH)
          12-Tamon Honda (NOAH)
          13-The Great Sasuke (Michinoku Pro)
          14-Atsushi Onita (FREE) -- based on "Wild Thing"
          15-CIMA (Toryumon)
          16-GENERIC
          17-Goldberg (WCW)
          18-Steve Austin (WWF)
          19-The Undertaker (WWF)
          20-GENERIC
          21-Eye of the Tiger (Hulk Hogan in NJPW)
          22-Old UWF Theme
          23-Manami Toyota (Joshi: AJW)
          24-GENERIC
          25-GENERIC
          26-GENERIC
          27-Magnum TOKYO (Toryumon)
          28-ACTUAL MUSIC used by Borisov Igor at PRIDE 10
             (Symphony No.9 Op.95 "From The New World" by Antonin
              Dvorak -- public domain)
          (Press A to preview the currently selected theme)
          EXPLANATION:
          Many of the theme music tracks in FPD are based on actual
          theme songs used by real wrestlers. While every theme is
          assigned to more than one wrestler in FPD (since there are
          hundreds of wrestlers and only 28 theme tracks), there is
          usually one particular song that each track was really
          based on, and others whose themes sound somewhat similar
          are also assigned that same track in this game.
          Ex. number 13 is clearly based on The Great Sasuke's real
          theme song. While Jun Akiyama also uses it in the game,
          it is still really Sasuke's FPD theme, and is therefore
          listed as being Sasuke's.
          The ones marked GENERIC are not really close enough to any
          single person's theme to be considered their's.
  Voice 1/Voice 2 Kind: (Voice Category; Press A to preview)
    1-Nihon-jin 1
    2-Nihon-jin 2
    3-Nihon-jin 3
    4-Nihon-jin 4
    5-Gaijin 1
    6-Gaijin 2
    7-Gaijin 3
    8-Joshi (Female) 1
    9-Joshi (Female) 2
    10-Joshi (Female) 3
  Voice 1/Voice 2 Selection: (Voice Sample; Press A to preview)
     1-4: 0-190 (Nihon-jin)
```

```
        5-7: 0-82 (Gaijin)
       8-10: 0-48 (Female)


**Parameter Edit
   Numerical settings for offensive and defensive ability in the
   different areas.
   Controls: Use d-pad directions to move between categories.
            Hold the A button and press d-pad left/right to add and
            subtract points in the highlighted category. B to exit.


            ATTACK                 DEFENSE


            Punch                  Punch
            Kick                   Kick
            Suplex                 Suplex
            Submission             Submission
            Stretch                Stretch
            Power                  Flying
            Instant-P              Crush
            Arm Power              Versus Lariat
            Technic                Technic
            Rough                  Rough
            Ground Techniques      Ground Techniques


     PUNCH: Attack or defend against Hand strikes, punches.
     KICK: Attack or defend against Kicks, Knee Kicks.
     SUPLEX: Attack or defend against Throws.
     SUBMISSION: Attack or defend against submission holds.
     STRETCH: Attack or defend against pulling submissions.
     POWER: Attack horsepower.
     INSTANT-P: Instant Power-Short burst of power.
     ARM POWER: Attack power of the arm.
     FLYING: Defend against jumping or flying attacks.
     CRUSH: Defend against attacks where opponent's full body weight
        is used.
     VS LARIAT: Defend against Lariat or Clothesline attacks.
     TECHNIC: Attack or defend against technical moves, small
        package, etc.
     ROUGH: Attack or defend against illegal weapons or head butts.
     GROUND: Offense and defense with grounded maneuvers


   Regarding Total Points in Edit Mode
           By default, you are only allowed a total of up to 150 points
           for use with the Skill Edit and Parameter screens in Edit
           mode. The bottom of both screens will display your current
           total used and total allowed. You may earn additional points
           in Victory Road mode.
           When creating pro wrestlers, keep their status in mind. Main
           Eventers' total point count should be much higher than
           undercarders. It should reflect their likelihood of winning
           (ie. how matches are likely to be booked) for worked matches,
           rather than in-ring ability. Although in the cases of some
           organizations, wrestlers' status happens to reflect their
           actual in-ring ability, but the status is the primary concern
           when assigning these points.
           Most pre-made undercarders are assigned a total of around 100
           to 120 points, it's recommended that you stay consistent with
           that range when making undercard wrestlers. Similarly, shoot
           fighters' points should also be logically assigned.
```

```
**Skill Equipment (Moves)
  Choose the wrestler's moves.

 Upper Lefthand Corner of the Screen:
    Primary Attack Strength: () <-- Number is based on the settings
                                    in parameter edit that you set.
               (             ) <-- Specifies which offensive part
                                    of your parameter settings is
                                    used (ie. Punch, Kick, Suplex,
                                    Submission, Technic, etc.)
  Secondary Attack Strength: () <-- Number is based on the settings
                                    in parameter edit that you set.
               (             ) <-- Specifies which offensive part
                                    of your parameter settings is
                                    used (ie. Punch, Kick, Suplex,
                                    Submission, Technic, etc.)
       (_____): [LETTER] <-- Specifies how adaptable the wrestler's
                              Fight Style (set in Skill Edit) is to
                              the move, on a scale from A to E.
                              A = The most suitable. ie. If the fight
                              style is Power and you choose Moonsault
                              Press, the letter given would be "E".

 Lower Half of the Screen
  [Voice][Status] [Move Category(Default Column)] [ MOVE SELECTION ]

 Controls
   X Voice Column: Assign VOICE 2 (as many moves as you like).
     Status Column: Set Move as a SPECIALTY (up to 4 moves).
   A Voice Column: Assign VOICE 1 (as many moves as you like).
     Status Column: Set move as FINISHER (one move only).
     Move Selection: Choose the highlighted Move for this Category.
     Default Column: Replace the move currently chosen.
   B Move Selection: Cancel (revert to default move chosen).
     Elsewhere: Exit
   Y Preview Move (You can use this on the default, status, or voice
     column to view the move that's currently chosen for that category,
     or in the move selection column to the right to preview a move
     before you choose it. If you have assigned a voice to the move,
     the voice will also play during the preview of the move's
     animation.)

 Zooming/Moving Preview
   You can zoom and move your wrestler at this screen using the Analog
   Stick. Analog UP zooms out, Analog DOWN zooms in, Analog LEFT/RIGHT
   moves left and right.

 Move Selection
     Standing X
     Standing A
     Standing B + D-Pad any direction
     Standing B
     Standing X + A
     Running X
     Running A
     Counter X
     Counter A
     Running to Corner B
     Running to Out of Bounds B
     Rope Slingshot to Out of Bounds B
```

```
Apron to Slingshot Inside B
Post X
Post A
Post B
Post X + A
Grappling X
Grappling X + Up
Grappling X + Left/Right
Grappling X + Down
Grappling A
Grappling A + Up
Grappling A + Left/Right
Grappling A + Down
Grappling B
Grappling B + Up
Grappling B + Left/Right
Grappling B + Down
Grappling X + A
Back X
Back A
Back B
Back B + Up/Down
Back B + Left/Right
Back X + A
Back Defensive X
Back Defensive A
Opponent Downed, Face Up, Head A
Opponent Downed, Face Up, Legs A
Opponent Downed, Face Down, Head A
Opponent Downed, Face Down, Legs A
Opponent Downed, Face Up, Head B
Opponent Downed, Face Up, Legs B
Opponent Downed, Face Down, Head B
Opponent Downed, Face Down, Legs B
Opponent Downed, Running B
Corner Grappling B + Up
Corner Grappling B + Left/Right
Corner Grappling B + Down
Front Two Platon
Front Three Platon
Back Two Platon
Back Three Platon
Corner Two Platon
Corner Three Platon
Mount Position Attack X
Mount Position Attack A
Mount Position Attack B
Mount Position Counter
Front Facelock Attack X
Front Facelock Attack A
Front Facelock Attack B
Front Facelock Counter
Back Mount Position Attack X
Back Mount Position Attack A
Back Mount Position Attack B
Back Mount Position Counter
Corner Run-up Rebound Attack X
Corner Run-up Rebound Attack A
Inside Apron Grapple
Outside Apron Grapple
```

```
        Front Avalanche Setup Counter
        Back Avalanche Setup Counter
        Performance ANALOG-Left
        Performance ANALOG-Right
        Performance ANALOG-Up
        Performance ANALOG-Down


  **CPU Logic
     Controls the wrestler's tendencies by percentages when controlled by
     the computer. A popular feature used to simulate dream matches.


     Standing
                Small Damage
                Large Damage
                    <>Grapple
                    <>Stand Back
                    <>Circle the Opponent
                    <>X Attack
                    <>A Attack
                    <>B Attack
                    <>B+dpad Attack
                    <>X+A Attack
     Front Grapple
                Small Damage
                Medium Damage
                Large Damage
                    <>X Move
                    <>X+up Move
                    <>X+left/right Move
                    <>X+down Move
                    <>A Move
                    <>A+up Move
                    <>A+left/right Move
                    <>A+down Move
                    <>B Move
                    <>B+up Move
                    <>B+left/right Move
                    <>B+down Move
                    <>X+A Move
                    <>Y Button (Hammer Throw)
                    <>R Trigger (Front Headlock)
     Back Grapple
                Small Damage
                Large Damage
                    <>X Move
                    <>A Move
                    <>B Move
                    <>B+up/down Move
                    <>B+left/right Move
                    <>X+A Move
                    <>Y Button (Hammer Throw)
     Opponent is Thrown to Ropes
                Small Damage
                Large Damage
                    <>Running X Move
                    <>Running A Move
                    <>X Counter
                    <>A Counter
                    <>L Trigger Counter (Dodge)
     Opponent is Dazed in Corner
```

```
            Small Damage
            Large Damage
                <>Perform Running B Move
                <>B+up Corner Grapple Move
                <>B+left/right Corner Grapple Move
                <>B+down Corner Grapple Move
Opponent is Down Near Corner
            Large Damage
            Near Death
                <>Attack Normally
                <>X Post Move
                <>A Post Move
                <>B Post Move
                <>X+A Post Move
                <>Corner Run-Up Rebound A Move
Opponent is Down in Center or Ring (Away from Corner)
            Large Damage
            Near Death
                <>Attack Normally
                <>Perform Running B while Opponent is Down Move
Opponent is Down, Face Up
            Small Damage
            Large Damage
            Near Death
                <>Pick Up
                <>Roll Over
                <>Near Head A Move
                <>Near Legs A Move
                <>Near Head B Move
                <>Near Legs B Move
Opponent is Down, Face Down
            Small Damage
            Large Damage
            Near Death
                <>Pick Up
                <>Roll Over
                <>Near Head A Move
                <>Near Legs A Move
                <>Near Head B Move
                <>Near Legs B Move
Opponent is Standing Dazed Near Corner
            Large Damage
            Near Death
                <>Attack Normally
                <>X Post Move
                <>A Post Move
                <>B Post Move
                <>X+A Post Move
                <>Corner Run-Up Rebound X Move
                <>Perform Apron-to-Inside Move (B button + toward)
Opponent is Standing Dazed Near Center of Ring (Away from Corner)
            Large Damage
            Near Death
                <>Attack Normally
                <>Running X Move
                <>Running A Move
Opponent is Standing Dazed
            Small Damage
            Large Damage
            Near Death
```

```
                    <>Grapple Opponent from Behind
                    <>B Attack
                    <>B+dpad Attack
                    <>X+A Attack
Opponent Grapples from Behind
          -No Subcategories-
                    <>X Back Counter
                    <>A Back Counter
Opponent is Outside the Ring
          -No Subcategories-
                    <>Follow Opponent Outside
                    <>Slingshot to Outside B Move (eg. Plancha)
                    <>Running Dive to Outside B Move (eg. Tope Con Hilo)
                    <>X Post Move
                    <>A Post Move
                    <>B Post Move
                    <>X+A Post Move
                    <>Wait for Opponent to Return
Mount Position
          Small Damage
          Large Damage
                    <>Mount X Move
                    <>Mount A Move
                    <>Mount B Move
Front Facelock Position
          Small Damage
          Large Damage
                    <>Front Facelock X Move
                    <>Front Facelock A Move
                    <>Front Facelock B Move
Back Mount Position
          Small Damage
          Large Damage
                    <>Back Mount X Move
                    <>Back Mount A Move
                    <>Back Mount B Move
Performance (Taunts/Appeals)
          Opponent Standing Dazed
          Opponent Down
          Opponent Outside of the Ring
          On the Top Turnbuckle
                    <>Analog Stick LEFT Performance
                    <>Analog Stick RIGHT Performance
                    <>Analog Stick UP Performance
                    <>Analog Stick DOWN Performance
                    <>Do Not Perform
Personality Traits
          Everytime I am Particular (Entertainment)
           The first entry is particular about the development
           of the match. When the percentage is high, the
           wrestler is clumsy. For example, more likely to
           cause an opponent to fall out of the ring. When it
           is low, he's reliable.
          Serious Time (Discretion)
           When the percentage is higher, the wrestler's
           tactics are purely for the purpose of winning.
           For example, often drags an opponent to the middle
           of the ring when they're down near the ropes to
           avoid a rope break. When it's low, tactics are
           more aimed at entertaining than winning.
```

```
                   Flexibility
                    This percentage sets his adaptability to the
                    opponent's style.
                   Cooperation
                    Used for Tag Matches, when this percentage is set
                    higher, more likely to do Double Team moves and
                    work with a partner.
                            <>High
                            <>Low
        Other Tendencies
                   Outside Return Count
                    How long the wrestler will stay outside the ring
                    before going back in.
                            <>Fast
                            <>Slow
                   Touchwork
                    How long before the wrestler will tag a partner
                    in during a tag match (based on the amount of
                    damage taken.)
                            <>Fast
                            <>Slow
                   Weapons
                    How likely the wrestler will get and use weapons.
                            <>Use Weapon
                            <>Don't Use Weapon


**Data Protection (Load/Save/Delete)
      Quick Load
      Quick Save
      Quick Delete
      End (Back)
   Choose Quick Load/Save/Delete, and the following menu will appear:
         System Data (16 Slots)
         Expansion Edit Data 1 (50 Slots)
         Expansion Edit Data 2 (50 Slots)
         Expansion Edit Data 3 (50 Slots)
         Expansion Edit Data 4 (50 Slots)
            NOTE: Each of the Expansion Edit Slots requires an additional
                  64 blocks on a card, so be sure to manage it wisely
                  based on the number of cards you have access to (and
                  the amount of free space you have on each). Keep in
                  mind that space on the cards will also be needed for
                  System Data, Rename Data, ReCostume Data, Group Edit
                  Data, and any add-ons (moves, etc) you may download
                  from Spike.



Group Edit
==========

-Group Edit Menu
  Name Entry
  Group Logo Design
  Data Protection (Load/Save)
  End

**Group Logo Design
    Design a logo for the organization.


**Data Protection (Load/Save)
```

```
        Quick Load         (5 slots -- each saved as a separate file,
        Quick Save                   see Memory Card section)
        End (Back)




Referee Edit
============

-Referee Edit Menu
      (REFEREE)                   Name Entry
                                  Referee Make (Appearance)
                                  Skill Edit (Character Profile)
       (NAME)                     Data Protection (Load/Save)
                                  End (Exit Wrestler Edit)


**Name Entry
     [Entry Field_____ ]
     1. Hiragana
     2. Katakana
     3. Kanji                  [Character Selection Field]
     4. Romanji (ENGLISH)
     5. Symbols
     6. Altered Kanji
     7. Done
   You will start inside the character selection field. Press B to go to
   the menu on the left side. The 4th option down is Romanji (English
   alphabet characters). Use X to backspace on the entry field.

**Referee Make
    See Wrestler Make under Wrestler Edit.


**Skill Edit
     Fall Count          Slow, Medium Slow, Medium, Medium Fast, Fast
     DQ Count            Slow, Medium Slow, Medium, Medium Fast, Fast
     Ring Out Count      Slow, Medium Slow, Medium, Medium Fast, Fast
     Walking Speed       Slow, Medium Slow, Medium, Medium Fast, Fast
     Run-in Time Check   Slow, Medium Slow, Medium, Medium Fast, Fast
     Conflict Down Time  Slow, Medium Slow, Medium, Medium Fast, Fast
     Voice               Nihon-jin (Japanese; Male) 1-4,
                         Gaijin (Foreigner) 1-3,
                         Joshi (Female) 1-3

**Data Protection (Load/Save)
     Quick Load          (8 Slots available)
     Quick Save
     End (Back)




Rename
======


This submode allows you to rename all of the game's pre-made wrestlers
and organizations to their real names. The column on the left lists all
of the organizations while the column on the right lists the wrestlers
in the one that's currently highlighted.
Use d-pad left/right to switch between the two lists. Press A to choose
a highlighted Wrestler or Organization to rename.


-Name Entry
   See Name Entry under Wrestler Edit above.
```

```
Wrestler Group Change
=====================


[All pre-made wrestlers listed vertically]        [Group Affiliation]


Press A on a wrestler to change their group affiliation in the box on
the right. All the default organizations, plus any that you may have
saved in the Group Edit will be listed.

To "delete" a wrestler (one that you may have replaced with a more
updated version using Wrestler Edit or simply want to get rid of),
highlight their name on the left column, press A to choose them, and
then scroll to the bottom of the organizations list to the right and
you will find the option to hide the wrestler. They will not show up
in the wrestler selection screen if this is chosen for them.


Press B to exit this mode.



Wrestler ReCostume
==================


-1st Screen
  Choose a pre-made wrestler and then one of his four costumes to edit.

-ReCostume
  See MAKE (Appearance settings) under Wrestler Edit.
  For the color settings, you will be allowed to scroll through the
  different pre-set colors using L/R but you are not allowed to set the
  RGB values manually. See the MAKE section for more on colors as well.



----------------
10. NETWORK MODE
----------------


Allows players to access Spike's Official Fire Pro homepage to exchange
wrestler data, download new moves, etc. Note that the downloads at this
page can only be accessed from within this mode.



---------------
11. TITLE MATCH
---------------


Decide your champions.

-Championship Select
  Title Match
  View Championship History
  Title Surrender (Erases Belt Data)
  Belt Edit
  Mode Select (Exit)



Belt Edit
=========
```

```
-Name Entry
    [Entry Field_____ ]
   1. Hiragana
   2. Katakana
   3. Kanji                        [Character Selection Field]
   4. Romanji (ENGLISH)
   5. Symbols
   6. Altered Kanji
   7. Done
 You will start inside the character selection field. Press B to go to
 the menu on the left side. The 4th option down is Romanji (English
 alphabet characters). Use X to backspace on the entry field.

-Belt Appearance
      [TOP-LEFT: Belt Name]                 [TOP-RIGHT:  Plate (#)]
                                           [MIDDLE-RIGHT: Side Plate (#)]
      [MIDDLE-LEFT: Preview Window]
      [BOTTOM-LEFT: Color Palette]        [BOTTOM-RIGHT: Belt (#)]
  TOP-LEFT
  Belt Name
      This area shows the current name of your belt.
  MIDDLE-LEFT
  Preview Window
      This area shows the actual appearance of the current settings
      you have chosen.
  BOTTOM-LEFT
  Color Palette
      This area will allow you to alter the color box chosen for each
      part of the belt.
  TOP-RIGHT
  Plate
      Boxes to choose colors for the big center plate.
      [] COLOR 1
      [] COLOR 2
      [] COLOR 3
  MIDDLE-RIGHT
  Side Plates
      Boxes to choose colors for the plates on the sides.
      [] COLOR 1
      [] COLOR 2
  BOTTOM-RIGHT
  Belt Colors (the strap)
      Boxes to choose the colors/shades of the strap.
      [] COLOR 1
      [] COLOR 2
  Press B to bring up the following menu:
   Decision
   Cancel
   Back to Name Entry

-Belt Settings
  TOP-LEFT: Choose the Championship Type:
          Singles
          Tag
          6Man Tag
          8Man Tag
    2nd MENU: Choose Weight Class:
            Heavy
            Junior
            No Weight Class Limitation
```

```
        3rd MENU: Match Type in which Belt can be won:
                    Normal Match
                    Exploding Cage Deathmatch
                    Barbedwire Deathmatch/Fluorescent Light Deathmatch
                    Gruesome Fighting
                    SWA Official Rule Match
          4th MENU: Confirm your choices:
                      Decision
                      Cancel


-Save Belt
   Belt Data will be included in your System Data file.
                [ 8 slots listed vertically ]
                [ Bottom: END (Exit)         ]



----------
12. OPTION
----------


Options Screen
==============

  1. Sound Settings
       Stereo
       Monaural
       Cancel

  2. Volume Settings
       Match BGM (Background Music)
         OFF
         Low
         Medium
         High
         Cancel
       Wrestler Theme
         OFF
         Low
         Medium
         High
         Cancel
       Cancel

  3. Entrance Scene Settings
       OFF
       ON (Default)
       Cancel
      When this is on, pre-match entrances will be shown.

  4. Save Confirmation Setting
       OFF
       ON (Default)
       Cancel
      When this feature is on, it will ask you whether you would like to
      save every time you exit any of the game modes. See the Save
      Confirmation section below.

  5. Screen Alignment
       Re-align the screen for your TV/monitor if necessary.
```

```
  6. Staff Credits (Hidden until Victory Road is completed)

  7. Mode Select (Exit)


Save Confirmation
=================

  When the Save Confirmation setting is ON, you will be asked if you
  want to save data when you exit any game mode:
   1. Yes
   2. No

  If you choose yes, you will be able to choose a file to save it in.
  See the Memory Card section's Data Management for a translation of
  the screen.


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13. MEMORY CARD
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Manage the data on your VMS/VMU.

-1st Screen
  Load (See "Data Management" for next screen)
  Save (See "Data Management" for next screen)
  Mode Select (Exit)

NOTE: Fire Pro D loads data automatically on boot, so there's no need
      to use the Load function every time you play it.


Data Management Screens
=======================

You will come across this screen if you choose Load or Save under the
Memory Card mode. You will also encounter it whenever you exit a game
mode if the "Save Confirmation" setting under Option mode is ON (it is
ON by default.)

 1. Auto Update Load/Save
     If you are just updating your data (ie. this isn't the first time
     you're saving any of the files below) you can simply use this
     function. For loading, it simply loads all FPD data in every
     available cards (which is also done in the game's boot sequence).

FPD Data is organized into separate files on your VMU/VMS card:

    1st column (File)    2nd Column  3rd Column  Filename       Used
    -----------------    ----------  ----------  --------       ----
 2. System Data          [status]    [card]      FIREPROD.SYS (36blocks)
 3. Rename Data          [status]    [card]      FIREPROD.REN (27blocks)
 4. ReCostume Data       [status]    [card]      FIREPROD.REC (21blocks)
 5. Edit Group Data 1    [status]    [card]      FIREPROD.P01 (26blocks)
 6. Edit Group Data 2    [status]    [card]      FIREPROD.P02 (26blocks)
 7. Edit Group Data 3    [status]    [card]      FIREPROD.P03 (26blocks)
 8. Edit Group Data 4    [status]    [card]      FIREPROD.P04 (26blocks)
 9. Edit Group Data 5    [status]    [card]      FIREPROD.P05 (26blocks)
10. Expansion Edit 1     [status]    [card]      FIREPROD.E01 (64blocks)
```

```
11. Expansion Edit 2     [status]     [card]     FIREPROD.E02 (64blocks)
12. Expansion Edit 3     [status]     [card]     FIREPROD.E03 (64blocks)
13. Expansion Edit 4     [status]     [card]     FIREPROD.E04 (64blocks)
                                                 (these last two columns
                                                 are not actually shown
                                                 on-screen; included for
                                                 your information)
```

   Unused files will appear grey.

   Add-on wrestlers from Spike are just normal edits distributed as
   Expansion Edit files (64 blocks each).

   Add-on moves from Spike will not be listed on this screen, but they
   are also stored as separate files on your card. Their size varies,
   but are generally small, and their filename extension is W followed
   by two numbers. For example, the first two add-on moves they released
   were the following files:

```
                                    Filename        Used
                                    --------        ----
                                    FIREPROD.W00 (6 blocks)
                                    FIREPROD.W02 (4 blocks)
```

 First Time Saving
  Files modified for the first time are shown in YELLOW.
  When any of the files is modified for the first time, you will need
  to choose a card for it to be saved to and loaded from. For example,
  if you chose the first slot on controller 1 for Rename Data, "A-1"
  will appear as Rename Data's card on the far right column. You will
  not be allowed to use the Auto Update function at the top if any of
  the files is modified for the first time, because you haven't chosen
  a slot for it yet.
  When none of the files are modified for the first time, but you would
  like to save one of the files on a different card, you may choose a
  card again using the same procedure.
  Use d-pad up/down to highlight a slot and press B to save to it.

 NOTE: The game is said to REQUIRE only 36 blocks because the system
       file is technically the only file that's really necessary. It
       stores your options, Victory Road progress, Belt Edit Data,
       the first 16 Edit Wrestler slots, records, etc. The other files
       are considered additions, but realistically, most Fire Pro fans
       will make use of most of them as well.

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14. OTHER INFORMATION

Default Referees List
  Eight pre-made referees are available by default at the Match
  Configuration screens.

```
        Real Name                On-Screen (Fake) Name
        ---------                --------------------
    1. Tiger Hattori (NJPW)    Panther Tattori
    2. Kyohei Wada (AJPW)      Kouhei Saga
    3. Ted Tanabe (MPro)       Batt Watanabe
    4. Yuuji Shimada (PRIDE)   Shuuji Imada
    5. Earl Hebner (WWF)       Luck Kesler
```

```
      6. Daichi Murayama (ARSION)  Ooki Kugayama
      7. Mr.Soranaka (Old UWF)     Mr.Mitzunaka
      8. Joe Higuchi (NOAH)        JOE Hiroshi
         NOTE: Higuchi now works for NOAH, but he only works backstage,
         not as an active referee. Since none of NOAH's currently active
         referees are in the game, he is used as a substitute, which is
         why you may have noticed that he is used for all NOAH matches
         in the Victory Road mode. Technically, this is his AJPW self.

   Any referees made in the Referee Edit mode will appear after the
   defaults.

Clean Pause Screen
   When the game is paused, press X + Y simultaneously to remove the
   pause menu. This will allow you to get a clean freeze-frame, which is
   extremely useful for taking better screenshots.

Player Records
   You can keep player records that correspond to the win/loss history
   of a position (ie. 1P, 2P, etc).
   To enter the player records screen, press A when highlighting the
   Blue Corner or Red Corner option, which can be found at the top of
   most Match Configuration screens. A player must be currently chosen
   for that corner, you cannot keep records for CP. The following menu
   will appear:
      1. Change Records
      2. View Records
      3. New Records
      4. Delete Records
      5. Configure (Back to Previous Screen)
   Use New Records if it is the first time you are using this feature.
   You can then enter your name/initials, and choose a slot to save your
   player records.

Random Select
   At the Wrestler Select screen, press the START button to let the
   computer make a random suggestion for you. Unlike the Random Select
   feature in many fighting games, this only highlights the wrestler
   without actually selecting them yet, so you are free to choose
   someone else or use Random Select again.

CHEAT CODE - Unlock 300 Edit Points (Without Victory Road)
   Normally, you can unlock up to 300 edit points for use with Wrestler
   Edit mode by simply completing all of Victory Road. However,
   Dreamcast Magazine (the Japanese publication) has revealed a simple
   code to do so: At the Mode Select (Main Menu) screen, highlight the
   Edit mode and press L Trigger + R Trigger + Y Button simultaneously.
   This combination must be pressed together, holding L and R and then
   pressing Y will not work. If done right, you will hear a tone.




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15. CREDITS
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Written by Frank James Chan


Contributors
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```

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