

Fire Pro Wrestling A Edit Mode FAQ

by Mason The Mutilator

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Fire Pro Wrestling for Gameboy Advance
Edit Mode Guide
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Update History

10/15/01: Expanded on what the different special skills do and added the correct explanation of what affinity does.

9/2/01: Added Magician fighting style and my own Jeff Hardy edit.

8/30/01: Added Panther fighting style.

8/6/01: First version.

Future updates: More of my edits (Raven and Test next!)

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INTRODUCTION

The aim of this guide is to explain the functions of the different areas of the games edit mode, and how you can use it to make your own wrestlers.

WRESTLER MODELS:

Choose this option to select a wrestler already in the game as the base for your new wrestler. Your wrestler will now have this model's appearance, name, moves and fighting style (all of which can be edited). It will not however have its skills or ability points (these things cost edit points and have to be assigned manually).

NAME ENTRY

This is obviously where you enter your wrestler's name. It is laid out like so:

Nickname

Short Name Long Name

Exchange: On/Off Middle

All characters must have a nickname. If you can't think of one just put a dash or something.

Short name is the name that appears in the wrestler select screen. Generally this should be the wrestlers surname.

Long name is the other part of their name.

Exchange. With this option on the long name comes first. With it off the short name comes first.

Middle is where you select the character that seperates the two names.

For example to input the name "The Immortal" Hulk Hogan do the following:

Nickname: The Immortal

Short Name: HOGAN Long Name: HULK

Exchange: On Middle: []

APPEARANCE

Stance: This is where you choose your wrestlers fighting stance. Choose from Strong, Technique, Wrestling, Power, Lucha, Shooting, Mysterious, Koppou and Old Budo

Size: Wrestler's height. Choose from S (small), M (medium) and L (large)

Face: Choose a face for you wrestler. If you hold down B as you scroll through the faces it will also select the corresponding body. There is a FAQ containing a list of who each face is available at Gamefaqs.

Chest: This parameter has two parts. The first is chest size and is changed by pressing A to cycle between S (small), M (medium), L (large) and F (fat). The second part is what the wrestler is wearing on his chest. Cycle through these by using the left and right arrows on the d-pad.

Stomach/Upper Arm/Lower Arm: Same as chest.

Wrist: Only has the one parameter (size can't be changed). Use the arrows to cycle through the available wristbands and gloves.

Thigh: Like the chest this has two parts: size and clothing.

Knees: The only option here is the type of knee pad (size can't be changed)

Ankle: Choose your wrestlers footwear here.

Color Set: Here you choose the color of your wrestlers skin, hair and clothing. Either choose a pre set color (press A and B to cycle through the available colors or define one yourself. To do this use the arrows to select a color and press A to edit the RGB values. When you're done press B to confirm

EDIT SKILLS

Here is where you start to define how your wrestler fights. Before I begin to describe all the options I feel I should mention the edit points. You have 260 to spend as you please but you really shouldn't spend that many - it will make your wrestler much more powerful than any body else in the game. As a guideline a jobber (Funaki) should have 100-125 points, a midcarder (like Billy Gunn) should have 125-150 and main eventers should have 150-200. For a real special case you could go up to 220 points, but you shouldn't make a habit out of it.

Organization: Choose which federation your wrestler fights in.

Fight Style: Changing this will change your wrestlers affinity for different moves. The higher the wrestlers affinity for a move the less tiring that move is for that wrestler. For instance, give a wrestler the lucha style and he can do moonsaults and hurracanrana's all day long but powerbombs will tire him very quickly. Give that same wrestler the power style and he will find the powerbombs very easy but the moonsaults much harder. He can still do them, and they'll do the same damage, but they'll take more out of him.

Orthodox: A basic, all-round wrestling affinity with no real bias to any particular style.

Technician: Favors suplexes, submission holds and moves that target the joints. Low affinity for roughneck style puches and striking moves. Typical technicians are Bret Hart and Dean Malenko.

Wrestling: Has the highest affinity for suplexes. Also has a high affinity for takedowns and legsweeps (eg Fireman's Carry, Russian Legsweep). Low affinity for power moves like Powerbombs and drivers. A typical user of this style would be Kurt Angle.

Ground: High affinity for submission holds and chokes. Low affinity for most standing moves (the exception being standing submission moves and rollups). A shootfighting kind of style.

Power: High affinity for power moves like Powerbombs, Headbutts, Lariats and Drivers. Low affinity for most aerial moves, submission holds etc.

Typical power wrestlers might be the Undertaker, Albert etc.

American: Another basic style, not particularly biased to any type of move but leans more towards technical and striking moves than the orthodox style does.

Junior: This is a nice style, almost a hybrid Lucha/Technical style. High affinity for aerial moves and technical submission holds and rollups.

Typical Junior style wrestlers are Chris Benoit, Chris Jericho, Owen Hart and the Dynamite Kid to give you a few examples.

Luchadore: High affinity for high-risk, high-flying moves and elaborate pins like La Magistral and Huracanranas. Very low affinity for power moves.

Typical luchadores are Rey Misterio Jr., La Parka and Hayabusa.

Heel: Favors dirty tricks and illegal moves. If its not strictly legal, you can bet this style has a high affinity for it. Also the crowd will boo you poses and taunts.

Mysterious: Think Tajiri or Muta and you won't be far off. An unorthodox technical style.

Shooter: High affinity for punches, martial arts kicks, chokes and submission holds. Low affinity for wrestling moves and aerial attacks.

Fighter: High affinity for Karate and Kick-Boxing style moves.

Grappler: High affinity for Jujitsu style throws and takedowns.

Panther: High affinity for aerial moves and martial arts strikes.

Giant: Think Andre the Giant. Headbutts, punches and kicks. Also roughneck holds like Biting, Mouth Claw etc. Has a low affinity for most grappling moves (even powerbombs and slams) and a very low affinity for aerial moves.

Magician: This is a strange style, it has a high affinity for submission holds (particularly ground ones), roughneck holds (like Biting, Mouth Claw, Fork Attack etc.) certain kicks and punches, all headbutts and lowblows. It has a very low affinity for everything else. I can't think of any real wrestler who this style resembles (please email me if you know).

Defensive Skill: Decides what sort of counters your wrestler will use. Choices are the same as for Fight Style.

Critical Type: Wrestlers in this game can "Critical" their opponents. This means they have either knocked them out or broken a bone, either way the match is over. This option decides what moves your wrestler can critical with:

Finisher: Cost: 0pts Can only critical with their finisher.

Striking: Cost: 30pts Can only critical with striking moves. Common among shoot fighters.

Suplex: Cost: 20pts Can critical with most suplexes.

Submission: Cost: 30pts Can critical with most submission holds.

Power: Cost: 20pts Can critical with most power moves (powerbombs, backbreakers etc)

Technical: Cost: 25pts Can critical with certain technical moves.

Special Skill: These can be purchased for points (although you don't have to have one, save the points for something else if you wish):

None: Save your points!

Stardom: Cost: 15pts Gets the crowd behind you. Do your taunt while fatigued and you get +10% offensive power.

Quick Return: Cost: 15pts No-sell moves Kane/Undertaker style! (For the uninitiated, this means to get straight up from an attack)

One-Hit Reversal: Cost: 15pts The wrestler is good at countering. Counters are more likely to critical.

Start Dash: Cost: 20pts The wrestler starts strong. While your remaining strength is above 70% your special moves are more effective.

Guts: Cost: 20pts Wrestler is less likely to submit.

Strike Back: Cost: 20pts Wrestler gets strength back as his opponent becomes fatigued. Your moves become more effective.

One Hit Finisher: Cost: 25pts The wrestler has an extremely effective finishing move. The first couple of times you use you finisher, it's effectiveness is increased by 150%

Blood: Cost: 15pts Wrestler gets pumped at the sight of his own blood. All offensive moves become more effective.

Toughness: Cost: 20pts Wrestler rolls with the punches.

Brutality: Cost: 20pts Wrestler gets stronger when opponent bleeds.

Defensive Crush: Cost: 25pts Good counter attack.

1Min. Killer: Cost: 30pts Wrestler tries to finisher match early.

Recovery: Decides how quickly your wrestler recovers from attacks:

Cost: Slow: 0pts Medium: 10pts Fast: 20pts

Recovery (Bloody): Decides how quickly your wrestler recovers from attacks when he is bleeding.

Cost: Slow: 0pts Medium: 5pts Fast: 10pts

Breathing: Decides how long your wrestler takes to catch his breath.

Cost: Below: 0pts Medium: 10pts Fast: 20pts

Breathing (Bloody): Decides how long your wrestler takes to catch his breath when he is bleeding.

Cost: Below: 0pts Medium: 5pts Fast: 10pts

Awareness: Decides how hard your wrestler is to pin

Cost: Poor: 0pts Medium: 10pts Strong: 20pts

Awareness (Bloody): Decides how hard your wrestler is to pin when bleeding.

Cost: Poor: 0pts Medium: 5pts Strong: 10pts

Body Part Strength: Each body part has a corresponding strength. This decides how much endurance it has (not how physically strong it is- a common misconception).

Cost: Low: 0pts Medium: 2pts Strong: 5pts

Movement Speed: How fast your wrestler moves across the ring.

Cost: Slow: 0pts Medium-Slow: 2pts Medium: 6pts Medium-Fast: 14pts Fast: 24pts

Ascent Speed: Decides if you wrestler climbs the turnbuckles like Rob Van Dam or more like Rikishi!

Cost: Slow: 0pts Medium-Slow: 2pts Medium: 4pts Medium-Fast: 6pts Fast: 8pts

Ascent Skill: Either you wrestler can't climb, can climb or can climb while running

Cost: Can't Ascend: 0pts Can Ascend: 4pts Can Run Up: 12pts

Outside Return Count: Decides how long a cpu-controlled wrestler will stay outside before returning to the ring

Touchwork: Decides how long a cpu-controlled wrestler will wait before interrupting a submission hold or pin attempt during a tag match.

Theme Music: Select a theme you like for you wrestler.

EDIT ABILITIES

Quite simply rate your wrestler on a scale of 1-10 for each category. Each increase of 1 will cost you 1pt.

EDIT MOVES

Here's where you assign your wrestler his moves. Simply pick a situation and button combination and choose a move from the list. You may notice some moves have "S" next to them and one will have "F" next to it. These are your special moves and your finisher. To toggle a move between normal, special and finisher use the L button. You can have 1 finisher and up to 4 special moves (for instance The Rock might have The People's Elbow as his finisher with the Rock Bottom, Spine Buster, Running DDT and Sharpshooter as his special moves). If you change your finisher you will be asked to name it (the name shows up on the wrestler select screen, and if it is a submission move, or one that ends in a pin it will show up on the match result screen if you use it for the win).

CPU LOGIC

This is an advanced section for those of you who like your wrestlers to be as accurate as possible. Basically there is a whole list of situations and you have to say how likely the wrestler is to use each move in that situation. You do this by assigning each move a percentage, and naturally all the moves in any one situation must add up to 100%.

DATA STORAGE

This is where you save your edited wrestler, delete old wrestlers you don't want anymore or load up other wrestlers for editing. While you're here look how many save spots there are: 73! (77 if you have the Japanese version).

MY OWN EDITS

Here are some of my own edits as examples of what you can do in this mode.

JEFF HARDY

NAME ENTRY

Nickname: 2Xtreme

Short Name: Hardy Long Name: Jeff

Exchange: On Middle: []

APPEARANCE:

Stance: Power

Size: S

Face: 109

Chest: S Classic-T

Stomach: S T-Shirt & Jeans

Upper Arm: S T-Shirts

Lower Arms: S Neo Kaiser Suit

Wrist: Hand Cover

Thigh: S Jeans

Ankle: Wrestling Shoes

COLOR SET:

Skin: 0

Costume 1: (0,14,0) (0,22,0) (0,30,0)

Costume 2: 1

Costume 3: 0

Kneepad: 0

Shoes 1: 0

Shoes 2: (2,2,2) (5,5,5) (8,8,8) (20,20,20) (30,30,30)

Mask.Gloves 1: 0

Mask.Gloves 2: 0

Hair: (18,0,18) (12,0,12) (22,0,22) (8,0,4)

EDIT SKILLS

Organization: WWF

Fight Style: Junior

Defensive Style: Luchadore

Critical Type: Finisher

Special Skill: Guts

Recovery: Slow

Recovery (Bloody): Slow

Breathing: Above:

Breathing (Bloody): Normal

Awareness: Medium

Awareness (Bloody): Poor

Neck Strength: Medium

Arm Strength: Low

Waist Strength: Medium

Foot Strength: Medium

Movement Speed: Medium-Fast

Ascent Speed: Fast

Ascend Skill: Can Run Up

Outside Return Count: 14

Touchwork: Fast

Theme Music: Confinement

EDIT ABILITIES

	Attack:	Defense:	
Punch	3	3	Punch
Kick	6	3	Kick
Suplex	5	5	Suplex
Submission	1	4	Submission
Stretch	1	4	Stretch
Power	3	5	Flying
Instant Power	10	3	Crush
Arm Power	3	4	Lariat
Technique	8	6	Technique
Rough	6	5	Rough

EDIT MOVES

Standing B: Punch
 Standing A: Kick
 Standing AB: Front Dropkick
 Running B: Head Scissors Whip
 Running A: Flying Lariat
 Counter B: Ultra Rana Whip
 Counter A: Head Scissors Whip
 Running (Corner) B: Zero Fighter Kick (Poetry in Motion!)
 S Running (Outside) AB: Spaceman Plancha
 Slingshot (Outside) AB: Plancha Suicide
 Slingshot (Inside) AB: Swan Dv. Missilekick
 Post B: Swing Ultra Rana
 S Post A: Rolling Senton (Whisper In The Wind!)
 F Post AB: Sommersault Drop (Swanton Bomb!)
 Grab B: Upper Blow
 Grab B^: Body Slam
 Grab B<>: Cyclone Whip
 Grab Bv: Drop Toe Hold
 Grab A: Low Dropkick
 Grab A^: Snap Suplex
 Grab A<>: Step Backbrain Kick
 Grab Av: Chin Crusher
 Grab AB: Northern Light Spx.
 S Grab AB^: Jewel Cutter (for the Twist of Fate)
 Grab AB<>: Avalanche Press
 Grab ABv: Skewer DDT
 Back B: Neck Smash
 Back A: Facecrusher
 Back AB: School Boy
 Back AB^v: Backslide
 Back AB <>: Backbrain Kneelkick
 Back Def. B: Elbow Pat
 Back Def. A: Kangaroo Kick
 Down (Face Up) Head AB: Low Dropkick to Head
 Down (Face Up) Legs AB: Holding one Leg Pin
 Down (Face Down) Head AB: La Magistral
 Down (Face Down) Legs AB: Jackknife Hold
 Down (Face Up) Head A: Senton
 Down (Face Up) Legs A: Knee Drop to Body
 Down (Face Down) Head A: Sunset Flip
 Down (Face Down) Legs A: Stomping to Back
 Running (Down) AB: Sunset Flip
 Corner Grab AB^: Super Ultra Rana
 Corner Grab AB<>: Mounted Punch Rush
 Corner Grab ABv: 2nd Rope Brainbuster
 Performance (Before): No Fear

Performance (During): Two Hands Raising 3

Performance (After): No Fear

2 Front Platoon: Double Dropkick

3 Front Platoon: Triple Hammer Blow

2 Back Platoon: Double Back Drop

3 Back Platoon: Triple Hammer Blow

2 Corner Platoon: B.Drop + D.Neckbreaker

3 Corner Platoon: Triple Impact

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Thanks to Kevin Xu for telling me what the Panther style is.

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