

Pro Wrestling FAQ

by AboveAverage

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The Pro Wrestling FAQ
Written and Published by Above Average
For the Nintendo Entertainment System Console
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I dedicate this FAQ to Brian P. Sulpher. Without his encouragement, advice and help, I would not have been able to write this FAQ. Brian has written over 50 great FAQs, and I am glad that he got me interested in the great art of FAQ game writing. This is my first, but not last, FAQ I have written. Thanks agin Brian, for the great influence!

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02. T H E I N T R O D U C T I O N
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It's a reverse bulldog, a vertical suplex, a leap off the top turnbuckle- it's pure pandemonium! Welcome to the world of Nintendo Pro Wrestling. Where you take on six of the meanest, toughest wrestlers around, such as The Amazon, Giant Panther and Kin Corn Karn. You'll begin the match by choosing a wrestler and an opponent-- either the computer or a friend. Then with a flick of the wrist, you'll perform drop kicks, body slams and head lock desinged to destory your opponent. But be warned. Each wrestler has his own arsenal of move, which means you'll have to think fast and move every faster to pin your opponent, hold him for a three, and become the champion of Nintendo Pro Wrestling!

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03. W R E S T L E R S P R O F I L E S
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In this section I will write out each wrestler's profile. It will include information on their height, weight, town, birthdate, finishing move, and a little extra I added for your pleasure.

Fighter Hayabusa

Nickname: The Invincible Warrior

Hometown: Okinawa, Japan

Date of Birth: September 18th, 1951

Height: 6'2"

Weight: 230lbs

Finishing Move: "Back Brian Kick" [A, standing]

For anyone that cares, the character Fighter Hayabusa was designed and based on the legendary real wrestler Antonio Inoki from Japan. In fact his "Enzuigiri Kick" was the finishing move to that made Inoki famous. That move and his look

is very similiar to Antonio Inoki. Fighter Hayabusa, according to the manual is an ex-judo master.

Star Man

Nickname: Super Space Traveller

Hometown: Unknown (Rumored to be Mexico)

Date of Birth: Also Unknown

Height: 6'3"

Weight: 280lbs

Finishing Moves: "Somersault Dropkick" [Down/A, grapple]

"Flying Cross Kick" [A, running]

Star Man is very mysterious wrestler, he wears all pink and has a blue star on his mask. Not much is known about him, many believe he hails from Mexico. No one knows his birth date, Star Man has kept his life anonymous as much as possible. But his finishing moves are awesome!

Kin Corn Karn

Nickname: Living Karate Tool

Hometown: Pusan, Korea

Date of Birth: August 4th, 1942

Height: 6'1"

Weight: 280lbs

Finishing Moves: "Karate Kick" [A, standing]

"Mongolian Chop" [B, standing]

Kin Corn Karn is a Karate expert, and uses the finest arsenal of moves based on his Karate teachings. He uses kicks, chops, and jumps to a winning victory. Karn is possibly the best Karate master in all of Korea, as he has won many karate tournaments and even has his own dojo in Pusan, Korea.

Giant Panther

Nickname: The Ultimate Human Wrestler

Hometown: Texas, United States

Date of Birth: November 5th, 1952

Height: 6'6"

Weight: 320lbs

Finishing Moves: "Iron Claw" [Left/A, grapple]

"Headbutt" [Down/A, grapple]

The Giant Panther is a tanned, bulk character who was a football player during college. Panther resembles the wrestling legend, Hulk Hogan as he is practically is twin, of the digital world. He is the "Co-Holder" of the V.W.A championship, when King Slender is the selected player.

The Amazon

Nickname: Half Man, Half Piranha

Hometown: Unknown

Date of Birth: Unknown

Height: 6'1"

Weight: 230lbs

Finishing Moves: "Piranha Bite" [Right/A, grapple]

"Outlaw Choke" [Down/A, grapple]

This strange creature is completely unknown and bizzare, yet he is probably the most popular character in the game. The Amazon is a green monster that looks like some kind of swamp-like creature. He uses some illegal wrestling moves, namely "Piranha Bite" which was a move stolen from Mike Tyson.

King Slender

Nickname: Cold-blooded Warrior

Hometown: Georgia, United States

Date of Birth: February 9th, 1961

Height: 6'5"

Weight: 280lbs

Signature Move: "The Slender Bender" [A, grapple]

King Slender is the champion of the V.W.A [Video Wrestling Association] however if you select King Slender as your wrestler, Giant Panther becomes the champion. He resembles "Nature Boy" Ric Flair, as he is a great technical wrestler, and has a noble personality.

The Grand Puma

Nickname: The Perfect Wrestler

Hometown: Caracas, Venezuela

Date of Birth: Unknown

Height: 6'4"

Weight: 250lbs

Signature Move: "Puma Pounce"

V.W.F [Video Wrestling Federation] World Heavyweight Champion, he is the boss of Pro Wrestling, and is one tough contender. Grand Puma knows every move in the book and has a few new moves as well. It takes ultimate skill and practice to beat this champion, and in this FAQ, I hope to help you.

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04. B A S I C C O N T R O L S

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A Button- This button is used to perform a selected move, press A and a direction in the D-Pad to perform a specific move, described in the moves section.

B Button- This button is used to perform a selected move, press B and a direction in the D-Pad to perform a specific move, described in the moves section.

Direction Pad- Used to move your wrestler around the ring and when pressed with the A or B Button, can perform a move.

Start Button- Starts the game and is used to pause the game during the action in the ring.

Select Button- Used to select a wrestler at the beginning of the game.

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04. M O V E S L I S T

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In this section I will show all the moves I know and the button combinations to perform them. If you know a move I don't, please email me the name of the move

and button combination to perform the specific move. I am sure there are a few more moves that I am aware of.

A Button Moves

All of the following moves are done with the use of the A button, but at different times during the match. Use these moves to wear your opponent down before the one, two, three finish. These are the easiest moves to perform in the entire game, since they are easy to function.

Normal Kick [By Standing Up]
Pin Opponent [Opponent on mat]
Flying Splash [From Top Rope]
Clothesline [While Running]
Outside Splash [Running]

B Button Moves

All of the following moves are done with the use of the B button, but at different times during the match. Use these moves to wear your opponent down before the one, two, three finish. These are the easiest moves to perform in the entire game, since they are easy to function.

Punching [Standing]
The Knee Drop [Top Rope]
The Knee Lift [Running]

Other Moves

Here are some of the other moves of the game using a variety of buttons combinations during the match. Some of these moves can only be performed while in a grapple state, those are marked with a small star. The last two moves on the list were contributed by scuzz666@cox.net. Thanks for your submission.

Running [Tap D-Pad left/right]
*Irish Whip [Left+B or Right+B]
*Body Slam [B+Up or B+Down]
Basic Grapple [Walk into opponent]
*Pile Driver [Hold Down Key + A]
*Vertical Sulplex [Hold Up Key + A]
*Overhead Suplex [Left+A or Right+A]
Outside Toss [Slam by turnbuckle]
Outside Jump [Running + A or B]

05. M A T C H S T R A T E G I E S

The matches are five minutes long, and the match can end three ways. (1) One of the wrestlers is pinned and held down for the three count (2) The timer runs out and the match expires or (3) Or by count out when you or the opponent is counted 20 seconds outside of the ring. Obviously, the goal here is to defeat your opponent by pinfall, and to do so, you must wear him out. Use a variety of moves to break down your opponents stamina, and at the right time, go for the pin. But be warned, the wrestlers show no mercy! They have the same goal as you, you must defeat them to it if you are serious about winning the title. Here, I will provide you with some strategies to help you win:

Keeping your distance is one of the best strategies I could give you. Don't attempt to stay close to your opponent and try to beat them pound for pound, trust me that won't work in the long run. Best thing to do is attack often, but keep your distance from your opponent. So I guess you could call this a "Hit and Run" strategy, which is a great strategy, trust me. This will wear down your opponent and he will be out for the three count!

Keep moving around the ring. Never stay in one spot of the ring for too long. Or else the opponent will damage you often. Move around the ring and attack, and keep moving. Give the audience their money's worth! This is also a great move in the long run, as it will outsmart the opponent and a victory will be yours in no time!

Stay inside the ring at all costs. I recommend to stay inside the ring, only because out of the ring is risky because of the count out rule. If you are tossed out of the ring, quickly return to the ring. The inside ring is a safer environment, so stay safe, remember-- you'd rather be safe than sorry! In recent info, if you and your opponent are both outside the ring and the time expires, you lose. Please avoid outside brawling.

Top rope maneuvers are very effective against opponents, namely the Grand Puma. This will prevent the risk of a counter attack, and the worse that could happen is that the opponent moves. I recommend using top rope splashes when you have your opponent on the ground, to secure your opponent will not dodge your attack. Careful not to stay on the top rope too long, as you can lose by penalty if you stay on the turnbuckle too long [This applies to two player mode only].

Listen to the time alarms as they occur so that you know how much time you have left. There are alarms at the one minute mark and the thirty second mark towards the end of the match. There is also an alarm when you or your opponent have very weak stamina. Listen for these alarms.

As you know, no one is perfect right from the start. Practice gets you towards perfection. Practice with different wrestlers and see who's style you like the best, see who's moves come easiest to you. Experiment with opponent's strengths and weaknesses, speed and power, and all other qualities. Practice makes you perfect!

After ten successful title defenses, you will get the chance at the Grand Puma, legendary undisputed champion of the VWA and VWF federations. He is quick and strong, and he knows every move in the game including all special moves. He also has a couple of attacks of his own. The "Puma Pounce" is one of his most deadly attacks, watch out for it! Use some of the strategies above and you can take out this monster and become the champion of NES wrestling!

06. GAME GENIE CODES

Here are some more or less helpful Game Genie Codes, for those who want the game easier, or harder. Some helpful, some difficult, others pointless, but here is the complete set of known Game Genie codes for Pro Wrestling. Know something I don't? Email me your Game Genie codes and if they are legit, I will post them here and give you full credit for your submission.

IEETTZGP= 05 seconds to get back into ring
ZEETTZGO= 10 seconds to get back into ring
TOETTZGO= 30 seconds to get back into ring
PEXIKYIA= The Rounds are 01 minute
LEXIKYIA= The Rounds are 03 minutes
AEXIKYIE= The Rounds are 08 minutes
ZEXIKYIE= The Rounds are 10 minutes
ZAVVTGLA= 2 second pin count
IAVVTGLA= 5 second pin count
YAVVTGLA= 7 second pin count

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07. L E G A L I N F O

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Okay, I have a new addition to my legal info section, it's actually a list of sites that can not post my FAQ. I have seen this list in many FAQs and decided to use it in mine. From what I here, these sites have cruelly ripped FAQs from others in which they didn't even ask for permission. Here is the message seen in many other FAQs, and now in mine.

The following are sites that can not use my work. If you see these sites using any of my FAQs, please e-mail me ASAP. Each of these websites are sites that have plagiarized myself or others in the past, or simply taken our works without our prior permission. Since they do not have enough respect for the authors (or an ignorance of the law), I am expressly forbidding them from using my work. I will not promote such sites that partake in these actions.

911 Codes	http://911codes.com
9 Lives	http://www.9lives.ru/eng/
Bean's PSX Dimension	http://www.bean.dk/psx/index.htm
Cheat Code Central	http://www.cheatcc.com
Cheat Index	http://cheatindex.com
Cheat Matrix	http://cheatmatrix.com
Cheat Search	http://cheatsearch.com
Cheatstop	http://www.panstudio.com/cheatstop/
CNET Gamecenter	http://games.netscape.com/Faqs/
Console Domain	http://www.consoledomain.co.uk
Dirty Little Helper	http://dlh.net
Dark Station	http://www.darkstation.com/
Dreamland	http://kirby.pokep.net
Games Domain	http://www.gamesdomain.com
Game Express	http://www.gameexpress.com
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Mega Games	http://www.megagames.com
Square Haven	http://www.square-haven.net
Ultimate System	http://www.flatbedexpress.com
VideoGaming.net	http://www.videogaming.net/

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