

Gekitou Burning Pro Wrestling (Import)

Gekitou Burning Pro Wrestling FAQ

by Fire_Pro_Fan

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FAQ by: Fire_Pro_Fan

- This newly updated FAQ features:
- * All 117 original Wrestler names and promotions translated
 - * All special moves covered
 - * A translation and walkthrough of every mode
 - * All BGM tracks organized by each Wrestler and mode
 - * Secrets, unlockables and tips

=====

*****THE CONTROLS*****

=====

=====

-While standing:

=====

Approach enemy: Lockup

y: Punch/Light Strike

B: Medium Strike

A: Dropkick/Strong Strike

X: Run {Note: not every Wrestler can run}

Up + Back + X/Up + Forward + X/Down + Back + XDown + Forward + X:

Run in a diagonal direction

=====

-During a Lockup:

=====

X: Irish Whip

Y: Light Grapple

B: Medium Grapple

A: Strong Grapple

B: Cancel Pin (after certain grapples have been applied)

Up + Back + X: (Irish Whip opponent to the top left turnbuckle)

Up + Forward + X: (Irish Whip opponent to the top right turnbuckle)

Down + Forward + X: (Irish Whip opponent to the bottom right turnbuckle)

=====

-While near a turnbuckle:

=====

Up + Left/Right: Climb top left/right turnbuckle

Down + Left/Right: Climb bottom left/right turnbuckle

=====

-While on the turnbuckle:

=====

Down: Climb down from the turnbuckle

Y: Light Turnbuckle Strike

B: Medium Turnbuckle Strike

A: Strong Turnbuckle Strike

{Note: It is also possible to climb the turnbuckle when an opponent has already done so. This will initiate a grapple lockup from the turnbuckle}

It is also possible to climb the turnbuckle and perform a dive technique while the opponent is outside the ring. Not every Wrestler has a dive technique available.

=====
-while opponent is laying on the ground:
=====

- Y: Pick opponent up (at upper torso)
- Y: Drag opponent (at opponent's feet)
- B: Submission Hold/Stomp Attacck
- A: Submission Hold/Stomp Attack
- L: Pin
- Y + up/Down/Left/Right: Drag opponent in any direction (at opponent's feet)
- Y: Cancel Drag
- B: Cancel Pin (after pin has been applied)

=====
-While running:
=====

- Back: Stop running
- Y: Light strike
- B: Medium Strike
- A: Powerful Strike

=====
-While opponent is running:
=====

Y/B/A: Counter

=====
-Dive/Running Dive:
=====

Also known as a Suicida or Plancha.

To perform this technique, the opponent must first be outside the ring. While still inside the ring, start running towards the opponent and with the correct timing press:

Y/B/A: Running Dive

This technique can also be applied by standing near the ring ropes while the opponent is still outside the ring or positioned from a turnbuckle.

Y/B/A: Dive

=====

-while on the ground:

=====

Button Mash: Escape submission holds/Pinfall attempts

=====

-Miscellaneous controls:

=====

Forward/Back + X: Enter ring from outside

Enter Ring: Y + Forward/Back (only in a tag match)

Forward : Tag partner (only in a tag match)

Y/B/A: Pickup a weapon (outside the ring next to
any audience barricade).

=====

*****THE MODES*****

=====

=====

EXHIBITION:

=====

The standard versus mode of the game
with fully customizable options.

=====

SURVIVAL:

=====

4 on 4 elimination mode.

=====

BATTLE ROYALE:

=====

6 Wrestlers in the ring at once.
Up to 18 Wrestlers can participate!

=====

OPTIONS:

=====

Adjust various in-game settings
and configure other options.

=====

WORLD WAR:

=====

Compete in two different modes (Circuit
and Challenge) to become World Champion!

=====

TOURNAMENT:

=====

Standard elimination style tournament.

=====
LEAGUE:
=====

Eight player round-robin style tournament
where players compete for the best score
from match victories.

=====
EDIT:
=====

Create-A-Wrestler mode using the game's
117 Wrestler templates.

=====

*****EXHIBITION MODE*****

=====

The Exhibition mode default options layout is as
follows:

| | | | |
|------------------------|--------|----------|-----|
| Rules Set | | Japanese | |
| Match | 1 VS 1 | Countout | 20 |
| Company | No | Out Pins | No |
| Falls | 1 | Rope Brk | Yes |
| Time | 60 Min | D.Q. | Yes |
| Referee | Hanzo | Top Rope | Yes |
| | | Throws | Yes |
| | | Submit | Yes |
| Banned Techniques List | | | |
| MATCH ENTRY | | | |

A breakdown of each section is as follows:

- =====
Rule Set: 1) Japanese (default) 6)UPWF (UWFI)
===== 2) American 7)Pancrase
 3) Lucha Libre 8) Kickboxing
 5) RISK (Rings) 9) Free

It should be noted that switching the "Rule Set" will automatically change some of the following match settings.

=====

Match: 1) 1 VS 1 (default)
===== 2) 2 VS 2
3) 3 VS 3

=====

Company: 1) No (default)
===== 2) Yes (interference allowed)

=====

Falls: 1) 1 Fall (default)
===== 2) 3 Falls

=====

Time: 1) 60 Minutes (default) 9) 30 Minutes (UWFI/RINGS/Pancrase default)
===== 2) No Time Limit(Free) 10) 35 Minutes
3) 3 Minutes 11) 40 Minutes
4) 5 Minutes 12) 45 Minutes
5) 10 Minutes 13) 50 Minutes
6) 15 Minutes 14) 55 Minutes
7) 20 Minutes 15) 60 Minutes
8) 25 Minutes 16) Rounds (default for K-1 rules)

=====

Referee: 1) Hanzo (default)(Tiger Hattori)
===== 2) Yamaha
3) Yamaguchi
4) Uchinawa

It should be noted that the Countout section (with the exception of the "Free" option) can only be adjusted by default when changing the "Rules Set" section.

=====

Countout: 1) 20 (default)(Japanese, American, Lucha Libre Rules)
===== 2) Lumberjack (RINGS, UWFI, K1, Pancrase Rules)
8) Free (Fully customizable)

=====

Out Pins: 1) No (default)
===== 2) Yes - Pin outside ring (Free Rules)

=====

Rope Break: 1) Yes (Japanese, American, Lucha Libre Rules)(default)
===== 2) Once (RINGS, UWFI, Pancrase Rules)
3) No (K1 Rules)
4) Yes or No (Free Rules)

=====

D.Q.: 1) Yes (Japanese, American, Lucha Libre Rules)

- =====
2) No (RINGS, UWFI, Pancrase, K-1 Rules)
3) Yes or No (Free Rules)

=====

- Top Rope: 1) Yes (Japanese, Lucha Libre Rules)
===== 2) Banned (American, RINGS, UWFI, Pancrase, K1 Rules)
3) Yes or No (Free Rules)

=====

- Throws: 1) Yes (Japanese, American, Lucha Libre, RINGS, UWFI,
===== Pancrase Rules)
2) Banned (K-1 Rules)
3) Yes or No (Free Rules)

=====

- Submit: 1) Yes (Japanese, American, Lucha Libre, RINGS, UWFI,
===== Pancrase Rules)
2) Banned (K-1 Rules)
3) Yes or No (Free Rules)

By selecting the next section, a list of banned techniques are displayed for each "Rules Set" option selected:

=====

Banned Techniques List:

=====

[Next Page] [Previous Page] [Exit]

=====

MATCH ENTRY: Proceed to the player input screen.

=====

After selecting the continue option on the previous screen, the player input screen is then presented:

=====

EXHIBITION MATCH

=====

/\ /\ /\
-- -- --
CP CP CP [[OK]]
-- -- --
\ / \ / \ /

=====

Continue

=====

By pressing the directional buttons on each character icon, the player can determine who will be participating in the next match.

The yellow character icon represents a referee that the player can also select as well.

Once the player input has been decided, highlight the OK button and press A. The Continue button will now be highlighted at the bottom to confirm before heading to the character selection screen.

=====
*****SURVIVAL MODE*****

=====
The survivor series style elimination mode of the game. The team who gets eliminated first loses.

There are no customizable pre-game options for Survival mode.

=====
*****BATTLE ROYALE MODE*****

=====
In the Battle Royale mode, up to 6 Wrestlers can fight each other in the ring in the same time.

- Players are eliminated by:
- * Receiving a 3 count pin
 - * Submitting to an opponent's submission
 - * Being disqualified

The Battle Royale mode option menu layout:

```

|-----|-----|
| Mode | 6 Man |
|-----|-----|
|-----|-----|
| Entry | CP |
|-----|-----|
|-----|-----|
| Continue |
|-----|-----|

```

=====
Mode: 1) 6 Man (default)

- ===== 2) 12 Man
- 3) 15 Man
- 4) 18 Man

=====

- Entry: 1) CP controlled tournament (default)
- ===== 2) 1P chooses participants
- 3) 2P chooses participants

Selecting Continue will proceed to the character selection screen.

=====

*****OPTIONS MODE*****

=====

Adjust the game's settings. The options are as listed:

=====

- Audio: 1) Stereo (default)
- ===== 2) Mono

=====

Sound FX: Listen to the game's various sound effects.

=====

=====

Music: Listen to the game's various music tracks.

===== The BGM Tracks are:

- BGM 1 - Theme of Toshiaki Kawada, Jumbo Tsuruta, Masanobu Fuchi, Akira Taue & Tsuyoshi Kikuchi
- BGM 2 - Theme of Ryuma Go, Stan Hansen, Steve Williams, Johnny Ace, Dan Kroffat & Doug Furnas
- BGM 3 - Theme of Mitsuharu Misawa, Kenta Kobashi, Jun Akiyama & Takao Omori
- BGM 4 - Theme of Genichiro Tenryu, Ashura Hara, Ultimo Dragon & Masao Orihara
- BGM 5 - Theme of Koji Kanemoto & Shinjiro Ohtani
- BGM 6 - Theme of Atsushi Onita, Tarzan Goto, Hisakatsu Oya, Ricky Fuji, Mitsuhiro Matsunaga, Wing Kanemura, The Gladiator, Big Titan & Hayabusa
- BGM 7 - Theme of Nobuhiko Takada, Gary Albright, Kazuo Yamazaki & Yoji Anjoh
- BGM 8 - Theme of Masakatsu Funaki, Minoru Suzuki, Ken Shamrock

& Bas Rutten

- BGM 9 - Theme of Koji Kitao, Masaaki Satake, Sam Greco, Andy Hug,
Ernesto Hoost, Peter Aerts, Rickson Gracie, Kimo
Leopoldo & Changpueg Klatsongrit
- BGM 10 - Theme of Hulk Hogan, The Undertaker, Scott Steiner, Rick
Steiner, Road Warrior Animal, Road Warrior Hawk,
Scott Norton, Bret Hart, Sting, Macho Man Randy
Savage & Terry Funk
- BGM 11 - Character Select theme
- BGM 12 - Theme of Dean Malenko, Yoshiaki Fujiwara, Osamu Kido,
Tatsumi Fujinami, Riki Choshu & Rusher Kimura
- BGM 13 - Theme of El Samurai, Norio Honaga, Black Tiger Mask,
Wild Pegasus & Jushin Thunder Liger
- BGM 14 - Theme of Shiro Koshinaka, Kengo Kimura, Tatsutoshi Goto,
The Great Kabuki & Michiyoshi Ohara
- BGM 15 - Theme of The Great Sasuke, Shiryu, Super Delfin, Gran
Naniwa, Taka Michinoku, SATO & Terry Boy
- BGM 16 - Theme of El Santo, Octagon, Negro Casas, Mil Mascaras,
Dos Caras, El Canek & Gran Hamada
- BGM 17 - Theme of Masahiro Chono, The Great Muta, Hiro Saito,
Sabu, Hiroyoshi Tenzan, Hiromichi Fuyuki, Jado, Gedo,
Big Van Vader, Hakushi, Ric Flair, Rick Rude, Mister
Pogo, The Sheik, The Great Nita, Ghost Face, Jason
The Terrible, Kendo Nagasaki, Bruiser Brody & Tiger
Jeet Singh
- BGM 18 - Theme of Akira Maeda, Volk Han, Bitsadze Tariel &
Dick Vrij
- BGM 19 - Intro Theme
- BGM 20 - Match Results Theme
- BGM 21 - Game Over Theme
- BGM 22 - Battle Mode Theme
- BGM 23 - Theme of Keiji Mutoh, Kensuke Sasaki, Junji Hirata,
Hiroshi Hase & Shinya Hashimoto
- BGM 24 - Credits Theme

=====

Mat Color: Adjust the colour of the ring's mat.

=====

- 1) Purple N Blue (default)
- 2) Blue and Yellow
- 3) Pink and Purple
- 4) Purple and peach

- 5) Dirty Blonde and Purple
- 6) Red, White and Blue (Michinoku)
- 7) Green and Yellow (Pancrase)
- 8) Blue and Gold

=====
Brightness: Adjust the screen's brightness ratio.
=====

- 1) 8 Brightest (default) --- 1 (darkest)

=====
CP Level: Adjust the Computer opponent's difficulty level.
=====

- 1) 1 Easy (default) --- 8 (Hard)

=====
Rename Wrestlers: Rename any Wrestler in the game.
=====

When selecting this option, a screen will appear informing the player that renaming a Wrestler will delete Save File 2. The player is then asked if they would like to continue:

=====
Erase Name Cancel(default)
=====

=====
Activate Edit File 2: Load the second save file.
=====

=====
*****WORLD WAR MODE*****
=====

Take on the entire roster of Wrestlers to become the true World Champion. World War Mode is composed of two different tournaments:

- | Circuit |
- |-----|
- | Clear Circuit |
- |-----|

| |
|-----------------|
| Challenge |
| Clear Challenge |

=====
 Circuit: Compete in nine different promotions
 ===== to become World Champion.

=====
 Challenge: A hidden mode unlocked only after
 ===== winning all 9 promotion championships
 from Circuit. In Challenge, the player
 must face the entire 116 Wrestler roster
 to become World Champion.

After a save file has been created, it is possible
 to erase the save file and start the Circuit and
 Challenge tournaments over by selecting the "
 Clear Circuit" or "Clear Challenge" options.

| |
|---------|
| Circuit |
|---------|

The Circuit tournament is divided into 9 promotions
 featuring the entire roster of Gekitou Burning Pro
 Wrestling.

The promotions are:

| |
|------------------------------|
| INNOVATION WRESTLING (NJPW) |
| ----- |
| TOTAL WRESTLING JAPAN (AJPW) |
| ----- |
| WARNING (W.A.R.) |
| ----- |
| A.W.F. (WWF/WCW) |
| ----- |
| RISK (RINGS) |
| ----- |
| UPWF (UWFI) |
| ----- |
| PANCRATION (Pancrase) |
| ----- |
| LUCHA LIBRE (CMLL) |
| ----- |
| INDEPENDENT (Freelance) |

Upon selecting any one of the above promotions to
 compete in, the player is then asked to select a

specific tournament featured in each promotion.

Every promotion has 2 or more tournaments to choose from. The rules of each tournament can be viewed as the third option "View Rules" once a promotion is selected from the drop down list.

The Tournaments for each promotion are:

=====
By selecting INNOVATION WRESTLING (NJPW):
=====

- SGP Champ Tournament
- SGP Tag League

=====
TOTAL WRESTLING JAPAN (AJPW):
=====

- Japan's Strongest Tag League
- Champion Festival League

=====
By selecting WARNING (W.A.R.):
=====

- Leather Dragon Death League
- Leather Dragon Tournament

=====
By selecting A.W.F. (WWF/WCW):
=====

- Hustlemania League
- Special Rangular Tournament

=====
By selecting RISK (RINGS):
=====

- Bout Dimension League
- Bout Dimension Tournament

=====
By selecting UPWF (UWFI):
=====

- Puroresu Japan League
- Puroresu Japan Tournament

=====
By selecting PANCRATION (Pancrase):
=====

- Battle Gear League
- Battle Gear Tournament

=====
By selecting LUCHA LIBRE (CMLL):
=====

- Mexico Arena Single League
- Mexico Arena Tag League

=====
By selecting INDEPENDENT (Freelance):

- =====
-S-1 Tournament
-Jadou Single League
-Jadou Tag League
-Northern Hitoritabi League

The fourth option directly below "View Rules" is "Continue". Select Continue to proceed to the next page which will allow the player to select their opponent(s) or teammates to fight with.

Note: The player only choose one tournament per Wrestling promotion. Once the tournament has been successfully completed, the promotion will then contain a Championship Trophy icon next to the promotion's name on the "Select Tournament" screen. Once a specific Promotion has been completed, it will no longer be selectable on the Select Tournament screen.

To become Circuit Champion, the player must successfully complete a tournament in all of the 9 promotions listed on the Select Tournament screen.

| Challenge |
| |

Take on the entire roster in 116 (117 if the player uses a Created Wrestler) consecutive 1 on 1 matches to become World Champion.

As the final and hardest challenge in Gekitou Burning Pro Wrestling, the difficulty starts off easily, but gradually builds up with every opponent the player faces until reaching the All Japan promotion.

To avoid repetition, match types are changed with every handful of battles to indicate the different promotions the player is currently competing in.

The player can view the match rules and save their progress before the start of each match with the following pre-match options:

| | | |
|-----------------|---|------------------|
| [Play] | [Save] | [Rules] |
| Start the match | Saves current progress and return to main menu | View match rules |

The opponents for Challenge mode are

TOUHOU Division (Michinoku Pro)

1. Tiger Jeet Singh

2. Bruiser Brody

3. Terry Funk

4. Koji Kitao

5. Ryuma Go

6. Rusher Kimura

7. Kendo Nagasaki

8. Terry Boy

9. SATO

10. Taka Michinoku

11. Gran Naniwa

12. Super Delfin

13. Shiryu

14. The Great Sasuke

WARNING Division (W.A.R.)

15. Masao Orihara

16. Ultimo Dragon

17. Gedo

18. Jado

19. Hiromichi Fuyuki

20. Ashura Hara

21. Genichiro Tenryu

FNA Division (FMW)

22. Jason The Terrible

23. Ghost Face

24. The Great Nita

25. Hayabusa

26. Big Titan

27. The Gladiator

28. The Sheik

29. W*ING Kanemura

30. Mitsuhiro Matsunaga

31. Mister Pogo

32. Ricky Fuji

33. Hisakatsu Ooya

34. Tarzan Goto

35. Atsushi Onita

LUCHA LIBRE Division (CMLL)

36. Gran Hamada

37. El Canek

38. Dos Caras

39. Mil Mascaras

40. Negro Casas

41. Octagon

42. El Hijo Del Santo

S-1 Division (K-1)

This division is the first time the player must compete under mixed martial arts rules in Challenge Mode.

As such, most Wrestler's movesets will be altered during the playthrough of the S-1 Division.

Tip: since most grapples are considered illegal under S-1 rules, allow the computer to throw you. In most cases, the computer opponent will disqualify itself in a matter

of seconds!

43. Chanpueg Kiatsongrit

44. Kimo Leopoldo

45. Rickson Gracie

46. Peter Aerts

47. Ernesto Hoost

48. Andy Hug

49. Sam Greco

50. Masaaki Satake

UPWF Division (UWFI)

Tip: most grapples are allowed in this division. Regular Wrestling styles also retain most of their original movesets.

The easiest way to make an opponent lose points is to keep them close to the ropes and continue to use submission holds once the opponent is thrown to the ground.

With enough "escapes" the opponent will lose the match under a "knockout".

51. Yoji Anjoh

52. Kazuo Yamazaki

53. Gary Albright

54. Nobuhiko Takada

RISK Division (RINGS)

55. Dick Vrij

56. Tariel Bitsadze

57. Volk Han

58. Akira Maeda

PANCRATION Division (Pancrase)

59. Bas Rutten

60. Ken Shamrock

61. Minoru Suzuki

62. Masakatsu Funaki

INNOVATION WRESTLING Division (NJPW)

63. Michiyoshi Ohara

64. The Great Kabuki

65. Tatsutoshi Goto

66. Kengo Kimura

67. Shiro Koshinaka

68. The Great Muta

69. Dean Malenko

70. Scott Steiner

71. Rick Steiner

72. Road Warrior Animal

73. Road Warrior Hawk

74. Scott Norton

75. Yoshiaki Fujiwara

76. Osamu Kido

77. Koji Kanemoto

78. Shinjiro Ohtani

79. El Samurai

80. Norio Honaga

81. Black Tiger Mask

82. Chris Benoit

83. Jushin Liger

84. Hiro Saito

85. Sabu

86. Hiroyoshi Tenzan

87. Masahiro Chono

88. Keiji Mutoh

89. Junji Hirata

90. Hiroshi Hase

91. Kensuke Sasaki

92. Shinya Hashimoto

93. Tatsumi Fujinami

94. Riki Choshu

AWF Division (WWF/WCW)

95. Rick Rude

96. Ric Flair

97. Randy Savage

98. Sting

99. Hakushi

100. Bret Hart

101. Big Van Vader

102. The Undertaker

103. Hulk Hogan

TOTAL JAPAN WRESTLING Division (AJPW)

104. Doug Furnas

105. Danny Kroffat

106. Johnny Ace

107. Steve Williams

108. Stan Hansen

109. Masanobu Fuchi

110. Tsuyoshi Kikuchi

111. Takao Omori

112. Jun Akiyama

113. Jumbo Tsuruta

114. Akira Taue

115. Toshiaki Kawada

116. Kenta Kobashi

117. Mitsuharu Misawa

Defeating the final opponent (Mitsuharu Misawa) will display the game's true ending complete with a presentation of the game's hidden Super Moves which can now be selected in EDIT mode for Create-A-Wrestlers!

*****TOURNAMENT MODE*****

An elimination styled tournament. The last Wrestler remaining wins the tournament. The Options to this mode are:

Restore Match: Load a saved file of a previous tournament that was not finished.

New Game: Start a new game in Tournament mode.

The next screen will take the players to the match options section. Please refer to the options listed under "EXHIBITION" mode menu layout for translation reference.

The next screen is the player positioning page. From here players choose 1 of 8 positions represented by the letters A,B,C,D,E,F,G, and H as well as assigning positions for additional human or computer players, too. The options for this page are:

A B C D E F G H: Choose the placement of a human or computer player in one of the 8 slots.

OK: Confirm player position.

===

=====

CP/1P/2P: Select whether a human or computer player is
===== assigned to each position.

===

OK: confirms all human and computer players participating.
===

Once all 8 letters have been assigned, the Wrestler selection screen is then presented. After all eight Wrestlers have been selected, a new screen is then presented featuring the Tournament layout. The options for the tournament layout are as followed:

```
|  
| Play: Start a match. |  
| Skip: Skip a match. {Note: If the match involves a human player, the |  
| match cannot be skipped}. |  
| View: View a match. |  
| Save: Save the current state of the Tournament to be resumed later. |  
|
```

=====

*****LEAGUE MODE*****

=====

The League mode of the game. Choose up to 8 Wrestlers to compete against each other. The Wrestler with the most victories wins the League Match.

{Note: League mode uses an identical options setup to TOURNAMENT mode. Please refer to TOURNAMENT mode's options setup for reference.}

After assigning the A B C D E F G and H positions for the League match and choosing all player(s) and opponents, the League layout screen is then displayed. The League Layout screen contains these options:

```
|  
| Select: Choose a match to play. |  
| |  
| Rankings: View every Wrestler's current Rank in the League |  
| tallied by victories. |  
| |  
| Save: Save the current state of the League to be resumed later. |
```

| _____ |
These options are available for matches human players are not
part of:

```
| _____ |  
| Skip: Skip the match. |  
| View: Watch the match. |  
| Skip All: Skip all the matches in the League mode. |  
| _____ |
```

To exit the League once it has finished, select the
Rankings option to view the League's results and then
be brought back to the menu selection screen.

```
=====
```

*****EDIT MODE*****

```
=====
```

The Create-a-Wrestler mode.

```
*****  
Screen 1:  
*****
```

Choose a file to load. You can save 6 wrestlers
to 1 file.

```
_____
```

Edit Wrestler

```
_____
```

[File 1] [File 2]

```
_____
```

```
_____
```

Delete Wrestler

```
_____
```

[File 1] [File 2]

```
_____
```

Note: File 2 must be setup from the OPTIONS menu

before use.

```
*****  
Screen 2: Select Slot  
*****
```

Select a slot to edit or create a created
Wrestler. There are 6 slots to choose from.

```
*****  
Screen 3: EDIT mode menu  
*****
```

If the player is creating a Wrestler for the
first time, the player will be taken to a
standard Wrestler selection screen to choose
a template to begin editing.

It should be noted that a created Wrestler
will have the same stat points as the Wrestler
they are edited from.

The layout for the Edit mode menu is as
follows:

```
-----  
|  
| Name: Name the Created Wrestler. |  
|-----|  
| Design: Change the Wrestler's attire and colors. |  
|-----|  
| Ability: Adjust the Wrestler's stat points here. |  
|-----|  
| Techniques: Pick the Wrestler's moves. |  
|-----|  
| Behavior: Decide CPU Logic here. |  
|-----|  
| Done: Proceed to the Save Wrestler Screen. |  
|-----|
```

EDIT mode

```
=====  
Name:  
=====
```

Pressing L or R alternates between various Japanese
and English letter types.

B - erases a letter
A - selects a letter

SPACE: erases a space forward
ERASE: erases a space back
FORWARD: move ahead a space

OK: Confirm changes
EXIT: Return to previous menu

EDIT mode

=====
Design:
=====

BATTYLE STYLE: adjust the Wrestler's fighting stance.

[Type]: * Normal fighting (Default)
 * Shoot fighting stance

FEATURE SET: Adjust various attributes.

[Speed]: how fast the Wrestler is.
[Count]: How long the Wrestler remains outside the ring.
[Timing]: How technical the Wrestler is.

[Head]: Choose the Wrestler's hair/Mask colour.
[Body]: Choose the Wrestler's skin colour
[Pants]: Choose the Wrestler's Pants colour.
[Tights]: Choose the Wrestler's Tights colour.
[Boots]: Chose the Wrestler's Boots colour.
[Ok]: Confirm and return to previous menu
[Cancel]: return to previous screen without saving changes

EDIT mode

=====
Ability:
=====

This portion of EDIT mode allows the player to adjust a Created Wrestler's "Edit skill points".

Each Wrestler has a different number of Edit skills available which can be viewed and modified here. Each category also features both an "ATTACK" (in orange) and "DEFENCE" meter, which adjusts the offensive and defensive properties of each stat.

| Ability | OK | Cancel |
|---------|----------------------|--------|
| Attack | [][][][][][][][][][] | |
| Body: | ----- | |
| Defence | [][][][][][][][][][] | |
| ----- | ----- | |
| Attack | [][][][][][][][][][] | Max |
| Punch: | ----- | ----- |
| Defence | [][][][][][][][][][] | *** |
| ----- | ----- | ----- |

[OK]: Confirm changes.

[Cancel]: return to previous menu without saving changes.

EDIT Mode

=====

Techniques:

=====

Select the Created Wrestler's moveset here.

Additional moves can be unlocked by completing the Circuit and Challenge divisions of World War mode.

Every page contains a different category of moves each Wrestler has at their disposal and the buttons used to perform each move.

To change a move or the buttons uses to perform the move, simply hover the cursor over the move and press A. A new screen will then appear displaying a list of available moves that can be used instead.

The layout for this page is:

[Next page] [Previous page] [OK - confirm changes] [Exit & don't save]

[Ok] should only be selected once the player is satisfied with their Created Wrestler's moveset and would like to finish customizing.

EDIT mode

After selecting the OK option , the player is then asked to choose the Created Wrestler's signature and finishing moves. It is also possible to name the created Wrestler's finisher in this section.

It is also possible for a Created Wrestler to select the same move for a Trademark and Finisher.

The options for this screen are:

[Trademark]: a Wrestler's signature move

[Finisher]: a Wrestler's finishing move

```

|-----|
|           |
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```

Move list

[Next] [Back] [OK]

[Done] [Name Finisher]

Selecting the "Name Finisher" option will bring the player to a new screen where the player can write out the name of the finisher.

The layout for this screen is the same as the Wrestler name input screen.

EDIT mode

```

=====
Behavior:
=====

```

Adjust how the Wrestler will act when controlled by the computer. Each of the Created Wrestler's characteristics are organized into the following sections:

| | |
|------------|---------|
| Standing | Attacks |
| Dazed | OK |
| Running | Cancel |
| Diagonal | |
| VS Running | |
| On post | |
| Down | |

When selecting any of the first 7 options, a new screen will open displaying:

```

| OK | Exit |
|_____|_____|
| Normal 1 |
|_____|
| 1 |

```

```

|   Angry 1   | |-----|
|-----| | 2 |
|   Normal 2  | |-----|
|-----| | 3 |
|-----|
|   4   |
|-----|

```

The four bars on the right feature these options: "Dscrtn" (Discretion - Lowest ratio)
 "Technq" (Technical - Second lowest ratio)
 "Preced" (Precedent - Average ratio)
 "Strong" (Highest ratio)

As the ratio of each option is adjusted the percentage is shown for each corresponding button or action required at the bottom of the screen.

With every section, the buttons required or situations needed are varied:

```

|-----|
| ***** | |*****|
|-----| |-----|
| ***** | |*****|
|-----| |-----|
| ***** | |*****|
|-----|

```

Choosing the 8th option [Attacks] brings up the most detailed menu:

Front Grapple

Mat

```

|-----| |-----|
| Normal 1 | | Normal 1 |
|-----| |-----|
| Angry 1  | | Angry 1  |
|-----| |-----|
| Normal 2 | | Normal 2 |
|-----| |-----|
| Angry 2  | | Angry 2  |
|-----| |-----|

```

Back Grapple

```

|-----| | OK |
| Normal 1 | |-----|
|-----|
| Angry 1  |
|-----|
| Normal 2 |
|-----|
| Angry 2  |
|-----|

```

I believe "Normal" 1 and 2 represent moves performed with B or A buttons while "Angry" moves are performed with the same buttons after "Rage mode" has been activated.

Upon choosing one of the above options, a new screen is then displayed showing the button layout:

| | | | |
|------------------|------|--------------------------|------|
| (Y) | [**] | (A) | [**] |
| (Y) + Up | [**] | (A) + Up | [**] |
| (Y) + Left/Right | [**] | (A) + Left/Right | [**] |
| (Y) + Down | [**] | (A) + Down | [**] |
| (B) | [**] | (X) + Up,down,left,right | [**] |
| (B) + Up | [**] | (X) + All diagonals | [**] |
| (B) + Left/Right | [**] | | |
| (B) + Down | [**] | | |

The number next to each button input represents the percentage of which the Created Wrestler is most likely to use each move.

Each section can be adjusted with up to 100 points. The total number of points which can be adjusted in this section is 100.

Selecting [OK] will confirm changes while choosing [Exit] will cancel any changes.

=====

*****THE WRESTLERS*****

=====

In order of appearance on the character selection screen.

Note: "EDIT skill points" refer to the amount of custom-izable stats each Wrestler has available when selecting them as a template in Gekitou's EDIT mode.

*****Column 1: TOTAL JAPAN WRESTLING (AJPW)***

1. TATSUKI MITUSAWA

Real name: Mitsuharu Misawa
EDIT Skill points: 168
Signature move: Tiger Driver - A (front grapple)
Finisher: Standing Prism Hold - A (at feet of downed opponent)

2. KENTARO TOBASHI

Real name: Kenta Kobashi
EDIT skill points: 162
Signature move: Chest Chops - A (front grapple)
Finisher: Moonsault Body Press - A (from turnbuckle)

3. AKIRA YAMAGI

Real name: Toshiaki Kawada
EDIT skill points: 160
Signature move: Powerbomb - Down + A (front grapple)
Finisher: Stretch Plum - A (at head of downed opponent)

4. AKIRA YAMAGI

Real name: Akira Taue
EDIT skill points: 153
Signature move: Chokeslam - Up + A (front grapple)
Finisher: Powerbomb - A (front grapple)

5. TOMIO TSURUOKA

Real name: Jumbo Tsuruta
EDIT skill points: 168
Signature move: Lariat - A (while running)
Finisher: Bridging Backdrop - Left/Right + A (front grapple)

6. SHUNBEI AKIMOTO

Real name: Jun Akiyama
EDIT skill points: 140
Signature move: Northern Lights Suplex - A (front grapple)
Finisher: Exploder Suplex - Left/Right + A (back grapple)

7. TAKESHI OBAYASHI

Real name: Takao Omori
EDIT skill points: 133
Signature move: Running Neck Breaker - A (while running)
Finisher: Elbow Drop - A (from turnbuckle)

8. TSUYOSHI YOSHIKAWA

Real name: Tsuyoshi Kikuchi
EDIT skill points: 127
Signature move: Fisherman Suplex - Up + A (front grapple)
Finisher: Fireball Bomb - Down + A (front grapple)

9. SHOEI FUCHIZAKI

Real name: Masanobu Fuchi

EDIT skill points: 145

Signature move: Standing Figure Four - A (at feet of downed opponent)

Finisher: High Backdrop - Down + B (back grapple)

10. STAMPEDE ANSEN

Real name: Stan Hansen

EDIT skill points: 158

Signature move: Short-range Lariat - Left/Right + A (front grapple)

Finisher: The Western Lariat - A (while running)

11. STEVEN WIRE

Real name: "Dr. Death" Steve Williams

EDIT skill points: 159

Signature move: Spinning Powerslam - Left/Right + A (front grapple)

Finisher: Monster Backdrop - Left/Right + A (back grapple)

12. JOHN J. ACES

Real name: Johnny Ace

EDIT skill points: 147

Signature move: Front Shoulder Neckbreaker - Up + A (front grapple)

Finisher: Ace Crusher - Down + A (front grapple)

13. DANNY CROWARM

Real name: Dan Kroffat

EDIT skill points: 143

Signature move: Senton Splash - A (running towards downed opponent)

Finisher: Tiger Driver - Down + A (front grapple)

14. DADDY FURNACE

Real name: Doug Furnas

EDIT skill points: 147

Signature move: Snap German Suplex - Left/Right + A (back grapple)

Finisher: Frankensteiner - B (while opponent is running)

15. RIKIYA SATSUMA

Real name: Riki Choshu

EDIT skill points: 151

Signature move: Lariat - A (while running)

Finisher: Scorpion Deathlock - A (at feet of downed opponent)

16. MAJIN ATSUSHI

Real name: Tatsumi Fujinami

EDIT skill points: 150

Signature move: Dragon Sleeper Combo - Left/Right + A (front grapple)

Finisher: Dragon Lock - A (at head of downed opponent)

17. TADAYA HASHIGAMI

Real name: Shinya Hashimoto

EDIT skill points: 157

Signature move: Kick Combo 1 - B (front grapple)

Finisher: Dangerous DDT - Up + A (front grapple)

18. NORI SADOU

Real name: Kensuke Sasaki

EDIT skill points: 156

Signature move: Powerslam - B (while opponent is running)

Finisher: Gamma Lock - A (at head of downed opponent)

19. HIROSHI HASEGAWA

Real name: Hiroshi Hase

EDIT skill points: 143

Signature move: Uranage - Left/Right + A (front grapple)

Finisher: Northern Lights Suplex - A (front grapple)

20. JUO SAUZAA

Real name: Junji Hirata

EDIT skill points: 133

Signature move: Powerbomb - A (front grapple)

Finisher: Machine Suplex - Left/Right + A (front grapple)

21. TSUNAGA NOBURU

Real name: Keiji Mutoh

EDIT skill points: 160

Signature move: Frankensteiner - A (while opponent is running)

Finisher: Moonsault Body Press - A (from turnbuckle)

22. MASAKI CHOUGEN

Real name: Masahiro Chono

EDIT skill points: 160

Signature move: Kenka Kick - Y (while running)

Finisher: S.T.F. - A (at feet of downed opponent)

23. HIROSHI AMAGAMI

Real name: Hiroyoshi Tenzan

EDIT skill points: 151

Signature move: Diving Headbutt - B (from turnbuckle)

Finisher: Landing Press - A (from turnbuckle)

24. THE ARABIAN

Real name: Sabu

EDIT skill points: 132

Signature move: Tope Con Hijo - A (Dive to outside)

Finisher: Suicide Dive - A (Suicida)

25. BLONDE HIRO

Real name: Hiro Saito

EDIT skill points: 135

Signature move: Senton Splash - A (running towards downed opponent)

Finisher: Senton Splash - A (running towards downed opponent)

26. EMPEROR SAUZA

Real name: Jushin "Thunder" Liger

EDIT skill points: 153

Signature move: Powerbomb A (front grapple)

Finisher: Fisherman DDT - Down + A (front grapple)

27. CHRISTIAN BERNARDO

Real name: Chris Benoit

EDIT skill points: 148

Signature move: Flying Crossbody - B (from turnbuckle)

Finisher: Powerbomb - Down + A (front grapple)

28. DARKNESS SAUZA

Real name: Black Tiger

EDIT skill points: 145 points

Signature move: Black Tiger Bomb - Up + A (back grapple)

Finisher: High Jumping Powerbomb - A (front grapple)

29.

Real name: Norio Honaga
EDIT skill points: 145
Signature move: Running Neckbreaker - A (while running)
Finisher: Le Majistral Cradle - B/A (at head of downed opponent)

30. EL KNIGHT

Real name: El Samurai
EDIT skill points: 139
Signature move: Diving Headbutt - A (from turnbuckle)
Finisher: Dangerous Reverse DDT - Up + A (back grapple)

31. KACHI KAORI

Real name: Shinjiro Ohtani
EDIT skill points: 130
Signature move: Springboard Drop Kick - B (Dive)
Finisher: Sunset Flip Rollup - A (front grapple)

32. MASAHI HANAHAMU

Real name: Koji Kanemoto
EDIT skill points: 142
Signature move: Huricanrana - Up + A (front grapple)
Finisher: German Suplex - Down + A (back grapple)

33. TAKAMI TADASHI

Real name: Osamu Kido
EDIT skill points: 121
Signature move: Side Armbar - B (while opponent is running)
Finisher: Kido Clutch - A (front grapple)

34. KUZO FUJISHIRO

Real name: Yoshiaki Fujiwara
EDIT skill points: 137
Signature move: Kick Headbutts - Up + A (front grapple)
Finisher: Side Armbar - A (while opponent is running)

35. MOSQUITO BERNIE

Real name: Scott Norton
EDIT skill points: 135
Signature move: Back Breaker Drop - Up + A (front grapple)
Finisher: Powerslam - A (front grapple)

36. ORG SOLDIER

Real name: Road Warrior Hawk
EDIT skill points: 149
Signature move: Flying Lariat - A (while running)

Finisher: Flying Lariat - A (while running)

37. BEAST SOLDIER

Real name: Road Warrior Animal

EDIT skill points: 147

Signature move: Inverted Airplane Spin - A (front grapple)

Finisher: Backbreaker - Down + A (front grapple)

38. RICHARD STYLES

Real name: Rick Steiner

EDIT skill points: 146

Signature move: Spin opponent - Left/Right + A (front grapple)

Finisher: German Suplex - Left/Right + A (back grapple)

39. SMITH STYLES

Real name: Scott Steiner

EDIT skill points: 153

Signature move: German Suplex - Left/Right + A (back grapple)

Finisher: Steiner Screwdriver - Down + A (front grapple)

40. DEINK MALONE

Real name: Dean Malenko

EDIT skill points: 140

Signature move: Fireman Carry Special - Up + A (front grapple)

Finisher: Scorpion Deathlock - A (at feet of downed opponent)

41. GREAT GRATITUDE (translated as Muma-roshi)

Real name: The Great Muta

EDIT skill points: 160

Signature move: Face Crusher - B (back grapple)

Finisher: Moonsault Body Press - A (from turnbuckle)

42. SHIRO ECHIGOSHI

Real name: Shiro Koshinaka

EDIT skill points: 144

Signature move: Jumping Hip Attack - B (while running)

Finisher: Powerbomb - Down + A (front grapple)

43. KENJI OMURA

Real name: Kengo Kimura

EDIT skill points: 136

Signature move: Leg Lariat - A (while running)

Finisher: Leg Lariat - A (while running)

44. MASATOSHI GOTO

Real name: Tatsutoshi Goto

EDIT skill points: 146

Signature move: Side Suplex - Left/Right + B (back grapple)

Finisher: Backdrop - Left/Right + A (back grapple)

45. ORIENTAL MASTER

Real name: The Great Kabuki

EDIT skill points: 138

Signature move: Thrust Kick - A (while standing)

Finisher: Upper Blows - Left/Right + A (front grapple)

46. SWAN AKIRA

Real name: Michiyoshi Ohara

EDIT skill points: 129

Signature move: Running Neck Breaker - A (while running)

Finisher: Powerbomb - Down + A (front grapple)

*****Column 3: WARNING (W.A.R.)***

47. RYUICHIRO AMAKI

Real name: Genichiro Tenryu

EDIT skill points: 157

Signature move: Enzuigiri - A (while standing)

Finisher: Powerbomb - A (front grapple)

48. YUTO ODAWARA

Real name: Ashura Hara

EDIT skill points: 113

Signature move: Low Kick - Y (while standing)

Finisher: Back Spin Kick - A (while opponent is running)

49. FUYA RANMICHI

Real name: Hiromichi Fuyuki

EDIT skill points: 146

Signature move: Back Knee Twist - A (at feet of downed opponent)

Finisher: Lou Thesz Press - B

50. JARAN

Real name: Jado

EDIT skill points: 135
Signature move: Spinning Heel Kick - B (while running)
Finisher: Snap Backdrop - Left/Right + B (back grapple)

51. GARAN

Real name: Gedo
EDIT skill points: 145
Signature move: Powerbomb - A (front grapple)
Finisher: Face Crusher - Up + B (back grapple)

52. ULTIMA DRAGON

Real name: Ultimo Dragon
EDIT skill points: 134
Signature move: Maya German Suplex - Down + A (back grapple)
Finisher: Cancun Tornado - A (from turnbuckle)

53. MASATO KARASUHARA

Real name: Masao Orihara
EDIT skill points: 119
Signature move: Spinning Heel Kick - A (while running)
Finisher: Missile Dropkick - A (from turnbuckle)

*****Column 4: AWF (W.W.F./ W.C.W.)***

54. BALGU GOGAN

Real name: Hulk Hogan
EDIT skill points: 154
Signature move: Leg Drop - A (running towards downed opponent)
Finisher: Axe Bomber - A (while running)

55. THE UNDERTAKEDOWN

Real name: The Undertaker
EDIT skill points: 154
Signature move: Flying Lariat - A (while running)
Finisher: Tombstone Piledriver - Down + A (front grapple)

56. BIG SANDAS

Real name: Big Van Vader
EDIT skill points: 151

Signature move: Standing Lariat - A (while standing)
Finisher: Landing Press - A (from turnbuckle)

57. GREAT DOVE

Real name: Bret "Hitman" Hart
EDIT skill points: 152
Signature move: Backdrop - Left/Right + A (back grapple)
Finisher: Sharpshooter - A (at feet of downed opponent)

58. WHITE NIGHTMARE

Real name: Hakushi (Jinsei Shinzaki)
EDIT skill points: 145
Signature move: Powerbomb - Down + A (front grapple)
Finisher: Powerbomb - Down + A (front grapple)

59. SPIRIT

Real name: Sting
EDIT skill points: 155
Signature move: Body Attack - A (while running)
Finisher: Scorpion Deathlock - A (at feet of downed opponent)

60. RANTY SARDO

Real name: "Macho Man" Randy Savage
EDIT skill points: 150
Signature move: Sledgehammer - B (front grapple)
Finisher: Elbow Drop - A (from turnbuckle)

61. RICH SLAYER

Real name: "The Nature Boy" Ric Flair
EDIT skill points: 153
Signature move: Knee Crusher - Down + B (back grapple)
Finisher: Figure Four Leg Lock - A (at feet of downed opponent)

62. RAVISHING RUTO

Real name: "Ravishing" Rick Rude
EDIT skill points: 135
Signature move: Jumping Piledriver - Down + A (front grapple)
Finisher: Knee Drop - B (from turnbuckle)

63. EL SANDIEGO

Real name: El Hijo Del Santo

EDIT skill points: 152

Signature move: Suicide Headbutt - A (from turnbuckle)

Finisher: Mount Chin Lock - A (at head of downed opponent)

64. OCTOBAN

Real name: Octagon

EDIT skill points: 142

Signature move: Tope Con Hilo - A (Dive)

Finisher: Mat Octopus Hold - A (front grapple)

65. NECRO CASSANDRA

Real name: Negro Casas

EDIT skill points: 146

Signature move: Suicide Dive - Y (Running Dive)

Finisher: La Majistral Cradle - A (at head of downed opponent)

66. SPARROW MILMA

Real name: Mil Mascaras

EDIT skill points: 150

Signature move: Flying Cross Chop - B (while running)

Finisher: Flying Cross Body - A (from turnbuckle)

67. SPARROW DOSCA

Real name: Dos Caras

EDIT skill points: 140

Signature move: Flying Cross Chop - B (while running)

Finisher: Suicide Dive - A (dive)

68. EL JANET

Real name: El Canek

EDIT skill points: 143

Signature move: Argentine Backbreaker - A (front grapple)

Finisher: Pressing Backbreaker - Up + A (front grapple)

69. GRAN MATSUMOTO

Real name: Gran Hamada

EDIT skill points: 151

Signature move: Springboard Body Press - A (dive)

Finisher: Hurricanrana - A

*****COLUMN 6: FNA (FMW)***

70. ATSUSHI OOKIDA

Real name: Atsushi Onita

EDIT skill points: 138

Signature move: DDT - Left/Right + B (front grapple)

Finisher: Thunder Fire Powerbomb - A (front grapple)

71. TANZANIANA GOTO

Real name: Tarzan Goto

EDIT skill points: 130

Signature move: Front Face Suplex - Up + B (front grapple)

Finisher: Vertical Brainbuster - Up + A (front grapple)

72. OYA

Real name: Hisakatsu Oya

EDIT skill points: 132

Signature move: Side Suplex - Left/Right + B (back grapple)

Finisher: High Backdrop - Down + A (back grapple)

73. CANADIAN ROCKY

Real name: Ricky Fuji

EDIT skill points: 127

Signature move: Tiger Driver - A (front grapple)

Finisher: Canadian Rocky Buster - Down + A (front grapple)

74. PUNISHER TOGO

Real name: Mister Pogo

EDIT skill points: 132

Signature move: Mount Fork Attack - A (at head of downed opponent)

Finisher: Fire - A (while standing)

75. EIKOU MATSUSHIMA

Real name: Mitsuhiro Matsunaga

EDIT skill points: 135

Signature move: Middle Kick - Y (while standing)

Finisher: Danger Powerbomb - A (front grapple)

76. YOSHIO KANEDA

Real name: W*ING Kanemura
EDIT skill points: 141
Signature move: Flying Body Press - A (from top ropes)
Finisher: Jumping Powerbomb - Down + A (front grapple)

77. ARABIAN

Real name: The Sheik
EDIT skill points: 110
Signature move: Fire - A (front grapple)
Finisher: Camel Clutch - A (at head of downed opponent)

78. THE GRAVITON

Real name: The Gladiator (Mike Awesome)
EDIT skill points: 139
Signature move: Lariat - A (while running)
Finisher: Down + A (front grapple)

79. BIGGER DYSON

Real name: Big Titan
EDIT skill points: 132
Signature move: Light Up Slam - Up + A (front grapple)
Finisher: Northern Lights Suplex - A (front grapple)

80. PHOENIX ETOU

Real name: Hayabusa
EDIT skill points: 141
Signature move: Spinning Heel Kick - B (while running)
Finisher: Stardust Press - A (from turnbuckle)

81. GREAT KIDA

Real name: The Great Nita (Atsushi Onita's alter ego)
EDIT skill points: 148
Signature move: Face Crusher - B (back grapple)
Finisher: Cross Arm Thunder Fire Bomb - Down + A (front grapple)

82. GHOST NAME

Real name: Ghost Face (alter ego of Tarzan Goto)
EDIT skill points: 140
Signature move: Front Face Suplex - Left/Right + B (front grapple)
Finisher: Backdrop - Down + A (back grapple)

83. ULTRA SUPER KING TOGO

Real name: Jason The Terrible
EDIT skill points: 136
Signature move: Head Spike - Down + B (front grapple)
Finisher: Fire - A (while standing)

*****COLUMN 7: TOUHOU PRO (MPW)***

84. GREAT MUSAMUNE

Real name: The Great Sasuke
EDIT skill points: 139
Signature move: Spinning Heel Kick - B (while running)
Finisher: Sasuke Special - A (running dive)

85. KOTATSU

Real name: Shiryu
EDIT skill points: 122
Signature move: Tope Con Hilo - A (running dive)
Finisher: Tiger Chancery - Left/Right + A (front grapple)

86. SUPER DELICIOUS

Real name: Super Delfin
EDIT skill points: 139
Signature move: Romero Special - A (at feet of downed opponent)
Finisher: Delfin Special - Down + A (back grapple)

87. WILD CRAB

Real name: Gran Naniwa
EDIT skill points: 131
Signature move: Face Crusher -B (back grapple)
Finisher: Northern Lights Suplex - A (front grapple)

88. MITSU TAKAZAWA

Real name: Taka Michinoku
EDIT skill points: 128
Signature move: Springboard Body Press - B/A (Dive)
Finisher: Dragon Suplex - A (back grapple)

89. RYUMA

Real name: SATO
EDIT skill points: 135
Signature move: Tope Con Hilo - A (running dive)
Finisher: Spinning Powerslam - B (while opponent is running)

90. BRONCO BOY

Real name: Terry Boy ("Men's Teioh")

EDIT skill points: 114

Signature move: Running Elbow Smash - B (while running)

Finisher: Diving Crossbody - A (from turnbuckle)

*****COLUMN 8: INDEPENDENT(Freelance)***

91. MISTER TSURUGI

Real name: Kendo Nagasaki

EDIT skill points: 142

Signature move: Side Buster - Down + B (front grapple)

Finisher: Down + A (front grapple)

92. CHOU TANIZAKI

Real name: Rusher Kimura

EDIT skill points: 137

Signature move: One Arm Back Breaker - Down + A (back grapple)

Finisher: Spinning Powerslam - A (while opponent is running)

93. RYOKI GO

Real name: Ryuma Go

EDIT skill points: 116

Signature move: Fast Backdrop - Left/Right + A (back grapple)

Finisher: Running Neck Breaker - A (while running)

94. KATSUSHI KITAJIMA

Real name: Koji Kitao

EDIT skill points: 136

Signature move: North Island Driver - Down + A (front grapple)

Finisher: Axe Kick - A (while standing)

95. TEDDY BRONCO

Real name: Terry Funk

EDIT skill points: 142

Signature move: Landing Press - A (from turnbuckle)

Finisher: Spinning Toe Hold - A (at feet of downed opponent)

96. COURAGE RISK

Real name: Bruiser Brody

EDIT skill points: 144

Signature move: Knee Drop - A (from turnbuckle)

Finisher: Neckbreaker Drop - Down + A (front grapple)

97. TIGER JEET GUN

Real name: Tiger Jeet Singh

EDIT skill points: 113

Signature move: Mount Shoulder Claw - A (at head of downed opponent)

Finisher: Cobra Claw - A (front grapple)

*****COLUMN 9: RISK (RINGS)***

98. HIBIKI MATSUDA

Real name: Akira Maeda

EDIT skill points: 144

Signature move: High Kick - A (while standing)

Finisher: Fireman Carry Mount Cobra - A (front grapple)

99. WOLF GANDA BAN

Real name: Volk Han

EDIT skill points: 115

Signature move: Takedown Death Lock - Down + A (front grapple)

Finisher: Shoulder Whip Cross Armbar - Up + A (front grapple)

100. URIEL BEACH

Real name: Tariel Bitsadze

EDIT skill points: 104

Signature move: High Turn Kick - A (while standing)

Finisher: Body Thrust Punch - Down + A (front grapple)

101. DICK FLATTERING

Real name: Dick Vrij

EDIT skill points: 127

Signature move: Body Upper Combo - Left/Right + A (front grapple)

Finisher: Jumping Knee Lift - A (front grapple)

*****COLUMN 10: UPWF (UWFI)***

102. HIROMITSU YASUDA

Real name: Nobuhiko Takada

EDIT skill points: 136

Signature move: Armbar - A (at head of downed opponent)

Finisher: Side High Kick - A (while standing)

103. JOE OBRIAN

Real name: Gary Albright

EDIT skill points: 124

Signature move: Scissor Sleeper Hold - A (back grapple)

Finisher: Double German Suplex - Down + A (back grapple)

104. KAZUNARI YAMAMOTO

Real name: Kazuo Yamazaki

EDIT skill points: 104

Signature move: Kick Combo B2 - Down + A (front grapple)

Finisher: German Suplex - Left/Right + A (back grapple)

105. YASUDA KOZO

Real name: Yoji Anjoh (not Nobuhisa Yamamoto as the engl. patch claims)

EDIT skill points: 87

Signature move: Low Kick - Y (while standing)

Finisher: High Kick - A (while standing)

*****COLUMN 11: PANCRATION (Pancrase)***

106. MIYABI FUWA

Real name: Masakatsu Funaki

EDIT skill points: 126

Signature move: Palm Strike Combo - Up + A (front grapple)

Finisher: Heel Hold - B (at feet of downed opponent)

107. MITSURU MUZAKI
Real name: Minoru Suzuki
EDIT skill points: 116
Signature move: Reverse Scissor Knee Bar - A (at feet of downed opponent)
Finisher: Scissor Sleeper Hold - A (at head of downed opponent)

108. KENNY JEANROCK
Real name: Ken Shamrock
EDIT skill points: 125
Signature move: High Kick - A (while standing)
Finisher: Scissor Sleeper Hold - A (at head of downed opponent)

109. BADASS RUTNAN
Real name: Bas Rutten
EDIT skill points: 97
Signature move: Mount Cobra - A (at head of downed opponent)
Finisher: Palm Strike - A (while standing)

*****COLUMN 12: S-1 (K-1)***

110. MASAKI SAMOU (not "Ray Sefu" as the english patch claims)
Real name: Masaaki Satake
EDIT skill points: 104
Signature move: Reverse Punch - A (while standing)
Finisher: Low Kick - Y (while standing)

111. SAMUEL GREGORY
Real name: Sam Greco
EDIT skill points:
Signature move: Body Upper - A (front grapple)
Finisher: Reverse Punch - A (while standing)

112. RANDY HAB
Real name: Andy Hug
EDIT skill points: 97
Signature move: Knee Lifts - A (front grapple)
Finisher: Axe Kick - A (while standing)

113. BOOGEYMAN GHOST

Real name: Ernesto Hoost

EDIT skill points: 90

Signature move: Body Punch - Y (front grapple)

Finisher: Side High Kick - A (while standing)

114. PETER ART

Real name: Peter Aerts

EDIT skill points: 98

Signature move: Body Blow - B (front grapple)

Finisher: Reverse Punch - A (while standing)

115. JACKSON BLASTY

Real name: Rickson Gracie

EDIT skill points: 125

Signature move: Punch - Y (while standing)

Finisher: Scissor Sleeper Hold - A (at head of downed opponent)

116. KIO

Real name: Kimo Leopoldo

EDIT skill points: 109

Signature move: Stomach Headbutt - Down + Y (front grapple)

Finisher: Elbow Face Press - A (at head of downed opponent)

117. CHANPU GETSURI

Real name: Changpuek Kiatsongrit

EDIT skill points: 86

Signature move: Spearing Knees - Up + A (front grapple)

Finisher: Side High Kick - A (while standing)

*****COLUMN 13: EDIT***

This Column is purely for Created Wrestlers that have been created. The player can save up to 12 created Wrestlers here.

=====

*****SECRETS, TIPS, AND TRICKS*****

=====
* Unlock Challenge mode:
=====

Successfully earn a trophy in all nine promotions in World War's "Circuit" mode.

Once all nine trophies have been earned, the hidden "Challenge" feature will now be selectable in World War mode.

=====
* Unlock the special EDIT Super Moves:
=====

Defeat all 116 opponents (117 if the player uses a Created Wrestler) in Challenge mode. After the final opponent has been defeated, the game's credits will then be shown featuring a handful of "super moves".

After the credits have finished and the game has been reset, a number of additional moves will then become selectable in EDIT mode.

Playing through Challenge mode with a Created wrestler will NOT unlock any additional EDIT Skill points for the Created Wrestler.

=====
* Rage Mode:
=====

When either Wrestler receives enough damage during the fight, a special animation will be activated where the Wrestler will "power up" and become enraged temporarily.

While Rage Mode is activated, the Wrestler will:

- * Turn a reddish hue
- * Resist being knocked down from certain moves
- * Move faster
- * Have higher attack power
- * When knocked down, will immediately return to feet
- * Nearly impossible to perform a ground submission

From my own gameplay experiences, it seems Rage Mode is most easily activated by using illegal tactics and constant kicks/punches to an opponent.

=====
* Avoid an opponent's Rage Mode:

=====
While facing off against a computer opponent, when they become enraged and enter Rage Mode, start running in the opposite direction a few spaces above them (to avoid running into the opponent). The computer opponent will just stand there and wait for the player to stop running.

Continue running and the opponent's rage mode will eventually run out; avoiding any damage taken in the process!

=====
* Challenge mode tip:
=====

In the unlockable "Challenge" mode, certain opponents controlled by the COM will be harder to defeat than others.

These more difficult opponents are chosen at random throughout Challenge mode and are easily spotted by:

- 1) Rising to their feet immediately after most attacks
- 2) Will escape submission holds almost immediately
- 3) Much higher defense
- 4) Will have a quicker rage mode activation (sometimes twice in one match!)
- 5) Quicker response time during grapples

While submission holds will wear these tougher opponents down, the best way to defeat these opponents is by pinning them. It is also ideal to monitor how much health each opponent has by paying attention to how quickly the opponent rises to their feet after being knocked down.

=====
* Similar sounding themes:
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It should come as no surprise that some of the BGM tracks featured in Gekitou were also inspired by real life Wrestling themes. Here's a few that I noticed:

- BGM 1 - Toshiaki Kawada's "Dangerous K"
- BGM 2 - Stan Hansen's "Sunrise"
- BGM 3 - A small resemblance to Mitsuharu Misawa's "Spartan X"
- BGM 12 - Tatsumi Fujinami's "Rising Epilogue"
- BGM 13 - Jushin Thunder Liger's "Ikari no Jushin Liger"
- BGM 23 - Without question based on Keiji Mutoh's "Hold Out"

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*****SPECIAL THANKS*****

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I would personally like to thank:

{Nintendo} for creating the Super Famicom and Super Nintendo systems.

{Bullet Proof Software} for releasing Gekitou Burning Pro Wrestling.

{HUMAN Entertainment} for introducing me to the exciting world of Puroresu video games and creating the finest wrestling game series possible ...the Fire Pro Wrestling series.

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{TheSuicidalDragon} for their informative "Top 10" video series on Youtube.

{cagematch.net} for their extensive and thorough Wrestling database.

{PuroGeek} for inspiring me to write and contribute my own FAQ.

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And ...{you}!

(C) 2017 by Justin Ziadeh (Fire_Pro_Fan)
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or visit my official Fire Pro Archive youtube
channel at

Fire Pro Archive Youtube

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