

Stardust Suplex FAQ/Walkthrough

by Fire_Pro_Fan

Updated on Jun 15, 2017

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*STARDUST * SUPLEX * GUIDE*

By: Fire_Pro_Fan

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Version 3.00

Last updated on: June 15, 2017

- * Both special move variations are covered
- * The identity of "Rando Jun" is now revealed
- * Cleaned up and re-organized FAQ's structure
- * Added and organized all 20 BGM tracks in the hidden 'Sound Test' mode
- * Provided working youtube links for BGM tracks
- * Corrected ending code in Secrets, Tips & Tricks section
- * Added additional ending code in Secrets, Tips & Tricks section.

*****INTRODUCTION*****

Published by the Varie Corporation in 1995, Stardust Suplex is an obscure Japanese Pro Wrestling title released on the Super Famicom game system with an emphasis on Japanese Women's Professional wrestling.

In typical Puroresu video game fashion, Stardust Suplex features a roster of some of the most recognizable and successful Joshi Wrestlers of the early 1990's all under

different aliases and monikers to avoid potential lawsuits.

It's also interesting to note that the company responsible for creating Stardust Suplex also created the Shin Nippon Tokyo Dome series of Wrestling games for the Super Famicom system as well and, as such, Stardust Suplex actually plays quite similar to Varie's Shin Nippon Tokyo Dome Battle 7 (which was also released around the same time).

Needless to say, for it's time, Stardust Suplex is easily one of the more playable Joshi wrestling games released with easily accesible gameplay, a decent amount of modes to play through and a very colourful cast of famous Joshi Wrestlers to choose from.

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

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-While standing:

Y- Run
A- Drop kick
B- Kick
X- Block
L or R : Taunt

-While grappling:

Y- Irish whip
A- Light grapple
B- Strong grapple
Directional buttons + A, B or Y - additional grapple attacks
B + Y : Finisher move (not every character has a grapple attack as a finishing move)

-While grappling behind opponent:

A- Light grapple
B- Strong grapple
Directional buttons + A or B - additional grapple attacks

-while opponent is laying on the ground:

X- Pick up opponent
B- Submission/Stomp (varies between wrestlers)
A- Strong Stomp/leg drop (varies between wrestlers)
L- Pin

-While running:

Y-Stop running
A-Strong strike
B-Fierce strike

-While on the turnbuckle:

A- Strong Strike
B- Fierce Strike
A- Grapple (while opponent is perched on the turnbuckle)
Down- Climb down from turnbuckle

-while on the ground:

Button mash - escape a submission hold applied by opponent

-Miscellaneous controls:

X- Tag in partner (only in Tag matches)
X + left/ X + right - Exit ring (while standing next to ropes
on either side of the ring after being throwing/striking opponent
out of the ring)
X + left/ X + right - Enter ring from outside
Up+left/Up+right- Climb left/right turnbuckles
Select- Toggles Time and Lifebar displays on or off

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*****GAMEPLAY*****
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-Lockups:
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When both Wrestlers lock arms and attempt to grapple.
To initiate a lockup, simply walk up to the opponent
and a lockup animation will begin.

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-Grapples:
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During the "Lockup" animation, both players will join
hands and bend their knees back and forth. During this
animation, a small window of time will be initiated
where the first player to successfully input their
command the fastest will win the lockup and be able
to perform a grapple.

Note: when in a Lockup, only input the desired grapple
ONCE. Button mashing during the lockup will result in

losing the Lockup and allow the opponent to have a free grapple.

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-Reversals:

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A defensive technique used to counter stronger grapples and special moves. The more health and Stamina a player has, the higher the possibility the player has of pulling off a reversal.

On higher difficulty settings, the computer opponent will perform reversals on a more constant basis.

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-Stamina:

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A yellow energy bar located under both player's lifebars. Every strike, submission, and grapple raises a Wrestler's Stamina.

When enough Stamina is gained, a Wrestler's special move can then be executed.

A Wrestler will lose Stamina as soon as their special move has been initiated (whether landed or reversed by the opponent).

Either player can also gain Stamina while they are being stomped on while laying on the ground. Just like the lifebar, both player's Stamina bars can constantly be refilled.

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-Special moves:

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Finishers and signature moves that can only be performed by pressing Y + B (signature move) or A + B (finisher) with a sufficient amount of Stamina. Usually, each Wrestler's finisher (A + B) requires more stamina to perform than a Signature move.

Each Wrestler has two special moves (except for Beauty Mutsuki who has three) that vary in execution from Wrestler to Wrestler.

When a Special move is performed, the screen will flash for a few seconds as both Wrestlers will begin glowing.

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

STARDUST SUPER BATTLE:

The World Championship and story mode of Stardust Suplex. Each Wrestler has their own unique ending.

BATTLE ROYAL:

Four Wrestler battle royale.

VS BATTLE:

The standard versus mode.

OPTION:

Configures the game's various settings.

(Note: the Options menu is located on the title screen. Once "GAME START" appears press Up or Down to select the Options menu.

[Level]: * Easy
 * Normal (default)
 * Hard

[Time]: * 5 minutes (default) - * unlimited

[Rope]: * On (Rope Break on - default)
 * Off (turn Rope Break off)

[Sound]: * Stereo (default)
 * Monoaural (mono)

[BGM]: * On (default)
 * Off (turn Background Music off)

[SE]: * On (default)
 * Turn sound effects off

[Voice]: * On (default)
* Turn voice effects off

To exit the Options mode, press the L or R buttons.

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

In order of appearance on the character selection screen.

It should also be noted that many of the Wrestler (based on Japanese customs) have their names written backwards (example: Sonoda Naomi is intended in English as "Naomi Sonoda").

1. BEAUTY MUTSUKI

Real name: Cutie Suzuki

Special moves: Moonsault - Y + B (from turnbuckle)

Bridging Belly To Belly - A + B (front grapple)

Stardust Suplex - Y + X (front grapple with MAX stamina)

2. SONODA NAOMI (Naomi Sonoda)

Real name: Manami Toyota

Special Moves: Diving Body press Y + B(from turnbuckle)

German Suplex - A + B (back grapple)

3. SUDO KURUMI (Kurumi Sudo)

Real name: Megumi Kudo

Special moves: Running Hip Attack - Y + B (while running)

Thunder Fire Powerbomb - A + B (front grapple)

4. SUZAKU MASUMI (Masumi Suzaku)

Real name: Mayumi ozaki

Special moves: Sitout Powerbomb - Y + B (front grapple)

German Suplex - A + B (back grapple)

5. IFUKUBE MIKAKO (Mikako Ifukube)

Real name: Mima Shimoda

Special moves: Chokeslam - Y + B (front grapple)
German Suplex - A + B (back grapple)

6. IFUKUBE SHOKO (Shoko Ifukube)

Real name: Takako Inoue

Special moves: Giant Swing - Y + B (at feet of downed opponent)
Sitout Powerbomb - A + B (front grapple)

7. NANTO ASUKA (Asuka Nanto)

Real name: Akira Hokuto

Special moves: Northern Lights Bomb - A + B (front grapple)
Dangerous Queen Bomb - Y + B (back grapple)

8. UEDA KYOKO (Kyoko Ueda)

Real name: Etsuko Mita

Special moves: Release Powerbomb - Y + B (front grapple)
Death Valley Driver - A + B (front grapple)

9. TAKIGAWA MISAKI (Misaki Takigawa)

Real name: Sakie Hasegawa

Special moves: Backdrop - Y + B (back grapple)
Triple Belly To Belly - A + B (front grapple)

10. YAMANA TOKIYO (Tokiyō Yamana)

Real name: Toshiyo Yamada

Special moves: Wheel Kick - Y + B (while running)
Reverse Gory Bomb - A + B (back grapple)

11. ODA MARIKO (Mariko Oda)

Real name: Mariko Yoshida

Special moves: Sitout Powerbomb - A + B (front grapple)
Spinning Powerbomb - Y + B (while opponent is running)

12. RANDO JUN (Jun Rando)

Real name: Shinobu Kandori

Special moves: Short Range Lariat - Y + B (front grapple)
Sitout Powerbomb - A + B (front grapple)

13. HELL TAKANO

Real name: Bull Nakano

Special moves: - Short Range Lariat - Y + B (front grapple)
Diving Seat Press - A + B (from turnbuckle)

14. RAJA TONGA

Real name: Aja Kong

Special moves: Weapon Smash - Y + B (front grapple)
Triple Spinning Backfists - A + B (front grapple)

15. GRENADE SHINZAKI

Real name: Dynamite kansai

Special moves: Triple Kick Combo - Y + B (front grapple)
Splash Mountain - A + B (front grapple)

16 KURAYAMI HAJA (Haja Kurijama)

Real name: Yasha Kurenai

Special moves: Triple Kendo Stick Strikes - Y + B (front grapple)
Chokeslam - A + B (front grapple)

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

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* View all endings:

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At the Title Screen as the words "PUSH START" appear, quickly input A,B,X,Y,L,R,A and START. If inputted correctly, every Wrestler's ending will now be shown back to back.

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* "Panda and Tank" intro sequence:

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Upon the game's startup, wait for the Varie Corporation logo and hold Up, Right, A and Y.

If inputted correctly, an animation of a cartoon Panda riding in a Tank will appear as a special intro sequence before the game begins.

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* "Kokobiro" intro sequence:

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Upon the game's startup, wait for the Varie Corporation logo and hold L, R, START. If inputted correctly, an animation of the character "Kokobiro" will appear as a special intro sequence before the

game begins.

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* Chibi end sequences:
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Using any character (either in the Single or Tag Team division) complete "Stardust Super Battle" mode without losing once. Upon successfully completing "Stardust Super Battle" mode, a special "Chibi" version of the player's character (or, the first character chosen in the Tag Team of your choice) will now be featured in the game's closing credits.

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* Swap Chibi end sequences:
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Without losing once, upon fighting against the final CPU team (or seventh stage) under the "TAG" division of "Stardust Super Battle", tag in the second Wrestler of the player's Tag Team and win the match.

Upon winning the final match, a special "Chibi" version of the SECOND player of the player's Tag team will now be featured in the game's closing credits.

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* Change the colour of a Wrestler's outfit:
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On the character selection screen, press the X, B or Y button to change the outfit attire of any Wrestler. Pressing the A button results in selecting the Wrestler's default colour/attire.

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* Sound Test:
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Upon starting up the game, as the title screen flashes "PUSH START" quickly press: left, right, down + right, A + down + left.

If inputted correctly, a special "Sound Test" screen will appear. To exit the "Sound Test" mode press the L or R buttons.

The BGM tracks for Sound Test are:

- BGM 1 VARIE LOGO
- BGM 2 Title Theme
- BGM 3 Main menu
- BGM 4 Character select

BGM 5 continue
BGM 6 Ending
BGM 7 Credits
BGM 8 Next match
BGM 9 Game over
OA - Theme of Beauty Mutsuki
OB - Theme of Sonoda Naomi
OC - Theme of Sudo Kurumi
OD - Theme of Suzaku Masumi
OE - Theme of Ifukabe Mikako
OF - Theme of Ifukabe Shoko
10 - Theme of Nanto Asuka
11 - Theme of Ueda Kyoko
12 - Theme of Takigawa Misaki
13 - Theme of Yamana Tokiyo
14 - Theme of Oda Mariko
15 - Theme of Rando Jun
16 - Theme of Hell Takano
17 - Theme of Raja Tonga
18 - Theme of Grenade Kanzaki
19 - Theme of Kurayami Haja

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* Hidden Beauty Mutsuki Artwork:
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Successfully complete "STARDUST SUPER BATTLE" mode using Beauty Mutsuki in either the singles or Tag team divisions. After her ending finishes, a special piece of artwork of Beauty Mutsuki will then appear describing how to perform her finishing move.

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* Hidden Beauty Mutsuki Artwork (code version):
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Please note: I have never got this code to work, personally. The code has been featured on Stardust Suplex' Japanese SFC Data code page. According to SFC Data:

at the title screen press and hold in the following order: L + R, then A + Y (it could also be L, R, A, Y or L+R+A+Y) then press Up, Down, Right, Left, Up, Down, Right, Left, SELECT, Up

If done correctly, it is said that a special screen will appear that showing the player how to perform Beauty's "Stardust Suplex" finisher. It is also said that after waiting for 10 seconds on this screen, the game's end credits will then be shown.

If you know how to perform this code properly, please visit the contact section at the end of this FAQ to contact me.

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

I would personally like to thank:

{Nintendo}, for creating the SNES and Super Famicom video game consoles.

{Varie Corporation}, for releasing one of the most enjoyable Joshi games as well as the decent Shin Nippon series of Wrestling games.

{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.

{GAMEFAQS}, for creating and continuing to host the greatest FAQ website of all time.

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

And ...{you}!

Questions, comments, or corrections email me at : justin.imprint.m@gmail.com

For more Puroresu video game content, please also visit the Fire Pro Archive Youtube channel.

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