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\*\*\*\*\*THE MODES\*\*\*\*\*

=====

ONE NIGHT MATCH:

=====

the standard versus and exhibition mode.

EDIT:

=====

the Create-A-Wrestler mode.

TOURNAMENT:

=====

the standard elimination style tournament.

OPEN LEAGUE:

=====

a points based tournament where players compete for the highest ranking.

CHAMPION ROAD:

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Play as Morio Smith in Super Fire Pro-Wrestling's story mode.

OPTIONS:

=====

Configure various in-game settings, save data and load progress.

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\*\*\*\*\*ONE NIGHT MATCH\*\*\*\*\*

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|_____|
|  A  |
|_____|
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|_____| |_____|
|  B  | |  C  |
|_____| |_____|
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A) ONE NIGHT MATCH:

=====

The standard versus and exhibition match mode with many customizable match options for single or multiplayer bouts.

B) BATTLE ROYAL:

=====

Four wrestlers wrestling against each other in the ring at the same time. Last wrestler standing wins the match.

C) GRUESOME FIGHTING:

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1 on 1 match type with mixed martial arts rules and a special octagon cage to fight in.

Note: This mode can only be accessed after successfully completing CHAMPION ROAD mode.

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A) ONE NIGHT MATCH

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Screen 1) Overview menu:

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The following is a basic overview of the current match type. To select and change the match settings, simply press the B button on one of the following options (numbered 1) to 4):

=====

1) Match Settings: \* 1P VS CP

=====

=====

2) Wrestler Select:

=====

\*\*Wrestler (1P)

\*\*Wrestler (2P)

=====

3) Begin match!

=====  
=====  
4) Return to main menu  
=====

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By selecting option 1) of the ONE NIGHT MATCH options menu, the following options are then presented:

Screen 2) Match settings:  
=====

=====  
1) Participating players \* 1P VS CP (singles match)  
===== \* 1P VS 2P (singles match)  
\* CP VS CP (singles match)  
\* 1P 1P VS CP CP (Tag match)  
. \* 1P 1P VS 2P 2P (Tag match)  
\* 1P 2P VS CP CP (Tag match)  
\* 1P 1P VS 2P 3P (Tag match)  
\* 1P 2P VS 3P 4P (Tag match)  
\* CP CP VS CP CP (Tag match)  
\* 1P CP VS CP CP (Tornado tag)  
\* 1P CP VS 2P CP (Tornado tag)  
\* 1P 2P VS CP CP (Tornado tag)  
\* 1P CP VS 2P 3P (Tornado tag)  
\* 1P 2P VS 3P CP (Tornado tag)  
\* 1P 2P VS 3P 4P (Tornado tag)  
\* CP CP VS CP CP (Tornado tag)

=====  
2) Time limit \* 5minutes 1round (default)  
===== \* 10minutes 1round  
\* 30minutes 1round  
\* 60minutes 1round  
\* No time limit 1round

=====  
3) Referee select: choose a Referee:  
=====

\* Duyomu (default)  
\* Mr. Mizu  
\* Hiroshi  
\* Classic Referee  
\* Tottori

=====  
4) Ring select: choose a Wrestling ring:  
=====

\* HWA (1) (Default ring)  
\* VIEW JAPAN

- \* OLIVE JAPAN
- \* INDEPENDENT
- \* RYU
- \* WWC
- \* UWH
- \* VIEW JAPAN DOJO
- \* U
- \* HIGHCLASS
- \* GONGS (RINGS)
- \* HWA (2) (blue)
- \* HWA (3) (purple)
- \* HWA (4) (yellow)
- \* HWA (5) (green)

=====  
5) Difficulty level 1: adjust the difficulty level.  
=====

- \* 1 (Easy) (default) \* 5
- \* 2 \* 6 (Hard)
- \* 3 \* 7
- \* 4 (Normal) \* 8 (Expert)

=====  
6) Ringside count: adjust the time limit allowed when a Wrestler  
===== steps out of the ring:

- \* 20 count (default)
- \* 10 count
- \* No time limit

=====  
7) OK!: confirm changes and return to screen 1) Overview Menu.  
=====

=====  
8) Additional options (press B to open)  
=====

=====  
9) Discard changes and return to Overview menu  
=====

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Screen 3) Additional match settings:  
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=====  
1) Lumberjack: adjust whether wrestlers can/cannot exit the ring.  
=====

- \* OFF Wrestlers can exit the ring (default).
- \* ON Wrestlers cannot exit the ring.

=====

2) Rope Break: enable or disable rope breaks.

=====

=====

3) Performance: enable or disable pre-match Wrestler animations.

=====

\* ON - animations are enabled (default)

\* OFF - disable animations

=====

4) BGM: adjust the volume of the background music.

=====

=====

5) SE: adjust the volume of the sound effects.

=====

=====

6) OK!: confirm changes and return to screen 1) Overview menu.

=====

=====

7) Discard changes and return to screen 2) Overview menu

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B) BATTLE ROYAL

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=====

Screen 1) Overview menu:

=====

=====

1) Participating players 1P VS CP VS CP VS CP

=====

=====

2) Wrestler select

=====

\*\*Wrestler (1P)

\*\*Wrestler (2P)

\*\*Wrestler (3P)

\*\*Wrestler (4P)

=====

3) Begin match!

=====

=====

4) Return to main menu

=====

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Screen 2) Match Settings:

=====

The following options in each category can be adjusted by pressing the left or right buttons on the d-pad.

=====

- 1) Participating players: \* 1P VS CP VS CP VS CP  
===== \* CP VS CP VS CP VS CP  
\* 1P VS 2P VS 3P VS 4P (a multimap is required)  
\* 1P VS 2P VS 3P VS CP (a multimap is required)  
\* 1P VS 2P VS CP VS CP

=====

- 2) Time limit \* 5minutes 1round (default)  
===== \* 10minutes 1round  
\* 30minutes 1round  
\* 60minutes 1round  
\* No time limit 1round

=====

- 3) Referee select: choose a Referee:  
===== \* Duyomu (default)  
\* Mr. Mizu  
\* Hiroshi  
\* Classic Referee  
\* Tottori

=====

- 4) Ring select: choose a Wrestling ring:  
=====

- \* HWA (1) (Default ring)
- \* VIEW JAPAN
- \* OLIVE JAPAN
- \* INDEPENDENT
- \* RYU
- \* WWC
- \* UWH
- \* VIEW JAPAN DOJO
- \* U
- \* HIGHCLASS
- \* GONGS (RINGS)
- \* HWA (2) (blue)
- \* HWA (3) (purple)
- \* HWA (4) (yellow)
- \* HWA (5) (green)

=====

- 5) Difficulty level 1: adjust the difficulty level.

=====

- \* 1 (Easy) (default) \* 5
- \* 2 \* 6 (Hard)
- \* 3 \* 7

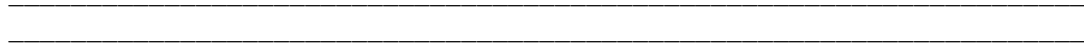
=====  
6) Ringside count: adjust the time limit allowed when a Wrestler  
=====  
steps out of the ring:

- \* 20 count (default)
- \* 10 count
- \* No time limit

=====  
7) OK!: confirm changes and return to screen 1) Overview Menu.  
=====

=====  
8) Additional options (press B to open)  
=====

=====  
9) Discard changes & return to main menu  
=====



Screen 3) Additional match settings:  
=====

=====  
1) Lumberjack: adjust whether wrestlers can/cannot exit the ring.  
=====  
\* OFF Wrestlers can exit the ring (default).  
\* ON Wrestlers cannot exit the ring.

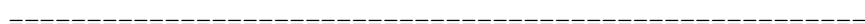
=====  
2) Rope Break: enable or disable rope breaks.  
=====

=====  
3) Performance: enable or disable pre-match Wrestler animations.  
=====  
\* ON - animations are enabled (default)  
\* OFF - disable animations

=====  
4) BGM: adjust the volume of the background music.  
=====

=====  
5) SE: adjust the volume of the sound effects.  
=====

=====  
6) OK!: confirm changes and return to screen 1) Overview menu.  
=====





7) Discard changes & return to screen 2) Match settings

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=====  
=====  
C) GRUESOME FIGHTING  
=====  
=====

Screen 1) Overview menu:

=====

=====  
1) Match Settings: \* 1P VS CP  
=====

=====  
2) Wrestler Select:  
=====

\*\*Wrestler (1P)

\*\*Wrestler (2P)

=====  
3) Begin match!  
=====

=====  
4) Discard changes & return to main menu  
=====

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Screen 2) Match settings:

=====

=====  
1) Participating players: \* 1P VS CP (singles match)  
===== \* 1P VS 2P (singles match)  
\* CP VS CP (singles match)

=====  
2) Time limit: \* 5minutes 1round (default)  
===== \* 10minutes 1round  
\* 30minutes 1round

- \* 60minutes 1round
- \* No time limit 1round

=====  
3) Referee select: choose the Referee:

- =====  
\* Duyomu (default)  
\* Mr. Mizu  
\* Hiroshi  
\* Classic Referee  
\* Tottori

=====  
4) Difficulty level 1: adjust the difficulty level.

- =====  
\* 1 (Easy) (default) \* 5  
\* 2 \* 6 (Hard)  
\* 3 \* 7  
\* 4 (Normal) \* 8 (Expert)

=====  
5) Additional options (press B to open)

=====  
6) OK!: confirm changes and return to screen 1) Overview menu.

=====  
7) Discard changes and return to Overview menu

=====  
Screen 3) Additional match settings:

=====  
1) Lumberjack: this feature is disabled in GRUESOME FIGHTING mode.

=====  
2) Rope Break: this feature is disabled in GRUESOME FIGHTING mode.

=====  
3) Performance: enable or disable pre-match Wrestler animations.

- =====  
\* ON - animations are enabled (default)  
\* OFF - disable animations

=====  
4) BGM: adjust the volume of the background music.

=====

5) SE: adjust the volume of the sound effects.

=====

=====

6) OK!: confirm changes and return to screen 1) Overview menu.

=====

=====

7) Discard changes and return to Overview menu

=====

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\*\*\*\*\*EDIT\*\*\*\*\*

=====

Super Fire Pro-Wrestling Special's Create-A-Wrestler mode.

WRESTLER EDIT overview menu:

=====

1) EDIT:

=====

start creating a new wrestler  
(warning: choosing this mode AFTER  
a created wrestler has been loaded  
will result in a new created wrestler  
being edited).

2) LOAD:

=====

load a created wrestler. This  
feature is disabled by default  
without a created wrestler file).

3) Edit created wrestler:

=====

resume editing a pre-existing created  
wrestler. This feature is also disabled  
without an already saved created wrestler  
xfile.

4) SAVE:

=====

save the created wrestler. This feature  
is disabled by default without a  
Created wrestler file present.

5) DELETE:

=====

delete a created wrestler. This feature is disabled by default without a created wrestler file present.

6) TURBO FILE:

=====

load an already created wrestler save file. using the Turbo file accessory.

7) EXIT:

=====

return to the main menu.

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=====

1) EDIT Options Menu:

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=====

Upon selecting the EDIT setting from the WRESTLER EDIT menu, the following options are then presented:

=====

A) NAME INPUT:

=====

input the wrestler's name.

=====

B) WRESTLER DESIGNER:

=====

adjust the appearance of the created wrestler.

=====

C) MOVE INPUT:

=====

assign moves to the created wrestler.

=====

D) CPU LOGIC:

=====

determine how the created wrestler will react when used by the computer.

=====

E) STAT EDITOR:

=====

adjust the created wrestler's stat attributes.

=====

F) ADDITIONAL OPTIONS:

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=====  
=====  
A) NAME INPUT:  
=====  
=====

A - Holding the A button offers the following options:  
Japanese signature options (for use with option 4)

X - holding the X button offers the following options:

=====  
1) Hiragana 2) Katakana 3) Roman 4) Kanji  
=====  
=====

=====  
5) OK!: confirm name and proceed to next screen.  
=====

=====  
6) Cancel name input and return to previous screen.  
=====

[ 7 ] [ 8 ]

=====  
7: Full name 8: Short name  
=====  
=====

Note: the spaces for both option 7 (full name) and option 8 (signature) must be edited with at least one character per space before continuing to edit the created wrestler.

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=====  
B) WRESTLER DESIGNER:  
=====  
=====

=====  
1) PROMOTION:  
=====

choose the promotion the created wrestler will  
be part of on the wrestler selection screen.

- \* VJP (View Japan Pro-Wrestling)
- \* OJP (Olive Japan Pro-Wrestling)
- \* RYU

- \* IW (Independent World)
- \* UWH (Union Of Wrestling Headquarters)
- \* WWC (World Wrestling Circus)

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- 2) BODY SIZE: \* S (small)  
===== \* M (medium)  
\* L (large)  
\* D (double large)

=====

3) WRESTLER TEMPLATE:

=====

- 000 - FIGHTER YAMATO (Tatsumi Fujinami)
- 
- 001 - HURRICANE RIKIMARU (Riki Chosyu)
- 
- 002 - SHINYA HATAMOTO (Shinya Hashimoto)
- 
- 003 - MASAHIRO KOHNO (Masahiro Chono)
- 
- 004 - KEN BUDOH (Keiji Mutoh)
- 
- 005 - HIROSHI DATE (Hiroshi Hase)
- 
- 006 - KNIGHT BLASTER (Road Warrior Hawk)
- 
- 007 - KILLER BLASTER (Power Warrior)
- 
- 008 - FLASH BARTON (Scott Norton)
- 
- 009 - JURASSIC ACHILLES  
(Hercules Hernandez)
- 
- 010 - SAMURAI JIRO (Shiro Koshinaka)
- 
- 011 - INAZUMA KENGO (Kengo Kimura)
- 
- 012 - TOSHI GOTOH (Tatsutoshi Goto)
- 
- 013 - THE BLADE KAGURA (The Great Kabuki)
- 
- 014 - KUNIAKI IGARASHI (Kuniaki Kobayashi)
- 
- 015 - SUPER "THE GOD" KEISER  
(Jushin "Thunder" Liger)
- 
- 016 - WILD FANTOM (Wild Pegasus)
- 
- 017 - BLACK KEISER (Black Tiger Mask)
- 
- 018 - EL KAMIKAZE (El Samurai)
- 
- 019 - JOH KAJIWARA (Yoshiaki Fujiwara)
- 
- 020 - OSAMU MITO (Osamu Kido)
-

021 - TOMMY BOMBER (Jumbo Tsuruta)  
-----  
022 - MASONOBU KOBUCHIZAWA (Masonobu Fuchi)  
-----  
023 - MITSUhide HIKAWA (Mitsuharu Misawa)  
-----  
024 - KEIJI TOGASHI (Kenta Kobashi)  
-----  
025 - TOSHIIE KAZAMA (Toshiaki Kawada)  
-----  
026 - KIYOSHI AKECHI (Tsuyoshi Kikichu)  
-----  
027 - AKIRA SAGAMI (Akira Taue)  
-----  
028 - SHUN AKIKAWA (Jun Akiyama)  
-----  
029 - STAR BISON (Stan Hansen)  
-----  
030 - MILLION\$ DAVIS (Ted Dibiase)  
-----  
031 - KERRY BOGEY (Terry Gordy)  
-----  
032 - STILL JAMES (Steve Williams)  
-----  
033 - JOHN PEACE (Johnny Ace)  
-----  
034 - THUNDER RYU (Genichiro Tenryu)  
-----  
035 - HITMAN GEN (Asura Hara)  
-----  
036 - ASTEKA DRAGON (Ultimo Dragon)  
-----  
037 - MASAO ORIKURA (Masao Orihara)  
-----  
038 - F.F. MACHINE (Super Strong Machine)  
-----  
039 - HIROSHI ARASHIYAMA (Arashi)  
-----  
040 - KATSUSHI OKIA (Atsushi Onita)  
-----  
041 - HUNTER GOJYO (Tarzan Goto)  
-----  
042 - MASTER TOGO (Mr. Pogo)  
-----  
043 - DANGER MATSUBARA (Mitsuhiro Matsunaga)  
-----  
044 - BLADE HAYATE (The Great Sasuke)  
-----  
045 - TRICKY TSUJI (Ricky Fuji)  
-----  
046 - TATOO (Sabu)  
-----  
047 - SPACE DOLPHIN (Super Delfin)  
-----  
048 - JINSUI KANZAKI (Jinsei Shinzaki)  
-----  
049 - MR. K. (Koji Kitao)  
-----  
050 - AKIRA SAEBA (Akira Maeda)  
-----

051 - WOLF VAN (Volk Han)

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052 - BITSANZA TALUWELL (Tariel Bitsadze)

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053 - CHRISTPHER OLMAN (Chris Dolman)

---

054 - RICK GRAY (Dick Vrij)

---

055 - NOBUHISA SANADA (Nobuhiko Takada)

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056 - KAZUKI YAMAMOTO (Kazuo Yamazaki)

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057 - TAKASHI MINEMURA (Kyoshi Tamura)

---

058 - THE SAVER (Big Van Vader)

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059 - G.O. BRIGHT (Gary Albright)

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060 - MAKOTO HIGAKI (Masakatsu Funaki)

---

061 - MITSURU MUTSUKI (Minoru Suzuki)

---

062 - WIN HARLOCK (Ken Shamrock)

---

063 - BOSS ROTTEN (Bas Ruten)

---

064 - AXE DOGAN (Hulk Hogan)

---

065 - MACHO SABER (Randy Savage)

---

066 - JOHN EARTHQUAKER (Earthquake)

---

067 - SMASHER "GANGAN" GIGAS (Bam Bam Bigelow)

---

068 - THE UNDERGROUND (The Undertaker)

---

069 - DICK LORD (Ravishing Rick Rude)

---

070 - THE SPIKE (Sting)

---

071 - BLADE MUSHA (The Great Muta)

---

072 - BIG STAMINA (Rick Steiner)

---

073 - SMALL STAMINA (Scott Steiner)

---

074 - MASCARA CONDOR (Mil Mascaras)

---

075 - GRAN MARIPOSA (Gran Hamada)

---

076 - DYNAMIC KID (Dynamite Kid)

---

077 - MIGHTY BOY SMITH (Davey Boy Smith)

---

078 - MASK DE PANTHER (Tiger Mask)

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079 - GREAT PANTHER (Super Tiger)

---

080 - NEVERLAND ROSH (Roland Bock)

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081 - BIG THE GREAT BULL (Bruiser Brody)  
-----  
082 - VICTORY MUSASHI (Antonio Inoki)  
-----  
083 - GREAT SHIBA (Giant Baba)  
-----  
084 - BLITZ VON ELRICK (Fritz Von Erich)  
-----  
085 - RIKIOHZAN (Rikidozan)  
-----  
086 - R.J. PHEIZ (Lou Thesz)  
-----  
087 - CARLOS CRAUSER (Karl Gotch)  
-----  
088 - JUSTY ROSES (Dusty Rhoads)  
-----  
089 - DICK MARVELICK (Dick Murdoch)  
-----  
090 - HURRY TEXAN JR. (Dory Funk Jr.)  
-----  
091 - KERRY TEXAN (Terry Funk)  
-----  
092 - IRON BLASTER (Road Warrior Animal)  
-----  
093 - MAD TIGER (Tiger Jeet Singh)  
-----  
094 - ABDOLL THE DANGER (Abdullah The Butcher)  
-----  
095 - DICK SLENDER (Ric Flair)  
-----  
096 - VOICE STACY (Royce Gracie)  
-----  
097 - MASAYUKI SADAKE (Masaaki Satake)  
-----  
098 - ANDRE FAG (Andy Hug)  
-----  
099 - HORNET GOHST (Ernesto Hoost)  
-----  
100 - GENERAL BOLDOR (Gerard Gordeau)  
-----  
101 - THOMAS SMIT (Maurice Smith)  
-----  
102 - SYOHI ANDOH (Yoji Anjoh)  
-----  
103 - YOKOU MINATO (Yuko Miyato)  
-----  
104 - ITTETSU WAKAMOTO (Kotetsu Yamamoto)  
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The following list features hidden wrestlers and other assorted characters that can only become playable after being created with the following templates:

105 - SHINJIRO OHTACHI (Shinjiro Ohtani)  
-----  
106 - ZOMBIE MASA (Masa Saito)  
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107 - Yoshimichi Nohara (Michiyoshi Ohara)

---

108 - GREAT POLICEMAN (The Big Bossman)

---

109 - OYASHI MOTOMURA (Rusher Kimura)

---

110 - HIEN (Hayabusa)

---

111 - MISTER CHIN (Mister Chin)

---

112 - RICK CANTON (Big Titan)

---

113 - THE CAMPFIRE (The Gladiator)

---

114 - OMEN (Damien)

---

115 - ADON FUYUKI (Samson Fuyuki)

---

116 - PRINCE CONGA (Prince Tonga)

---

117 - CURRY S DOH (Jado)

---

118 - BULLDOG K DOH (Gedo)

---

119 - BLOODY ALLEN (Bad News Brown)

---

120 - WILLARD WIL (Willie Williams)

---

121 - YAKIHIRO KAJIMURA (Yukihiko Kanemura)

---

122 - TAC HOSOMICHI (Taka Michinoku)

---

123 - LANDO CHAGASAKI (Kendo Nagasaki)

---

124 - UMINOSUKE UEDA (Umanosuke Ueda)

---

125 - YOSHIAKI AKUTSU (Yoshiaki Yatsu)

---

126 - GREAT SEKITOLI (Yokozuna)

---

127 - BARET HEART (Bret Hart)

---

128 - Unknown (Papa Shango)

---

129 - TOMMY HALL (Tony Halme)

---

130 - GREEN HAWK (The Patriot)

---

131 - THE TOMCAT (The Eagle)

---

132 - DAG FINESSE (Doug Furnas)

---

133 - DIVE JIROFAT (Danny Kroffat)

---

134 - ASTRO BLASTER (The Ultimate Warrior)

---

135 - SNAKE ROBIN (Jake Roberts)

---

136 - EL CANALICK (El Canek)

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- 137 - MASCARA EAGLE (Dos Caras)
- 
- 138 - CHAMPALA CHACHA (Kendo of Mexico)
- 
- 139 - HARLAY LOUIS (Harley Race)
- 
- 140 - THE ELIMINATOR (The Destroyer)
- 
- 142 - SERUYU (Shiryu)
- 
- 143 - MORIO SMITH (Champion Road Protagonist)
- 
- 144 - HIDENARI HOGAWA - (Yoshinari Ogawa)
- 
- 145 - MASAYA WAKAI (Mitsuya Nagai)
- 
- 146 - YOSHIMASA YAMAOKA (Nobuhisa Yamamoto)
- 
- 147 - MASAOKI NASUTA (Masayoshi Naruse)
- 
- 148 - ANDREY PIROSHKI (Andrey Copeov)
- 
- 149 - TADAO MASUDA (Tadao Yasuda)
- 
- 150 - DEVIL PIRATES 1 (Billy Gasper)
- 
- 151 - DEVIL PIRATES 2 (Barry Gasper)
- 
- 152 - TATSUROU OKANO (Tatsuo Nakano)
- 
- 153 - TOUE ISHIHARA (Yuki Ishikawa)
- 
- 154 - CHODEINTOUSHI BATTLEROID ZZ  
(Chodein Senshi Battle Ranger z)
- 
- 155 - STORM SASUKE (Kensuke Sasaki)
- 

=====  
4) Adjust chest color:  
=====

=====  
5) Adjust Trunks and kneepads color:  
=====

=====  
6) Adjust Pants color:  
=====

=====  
7) Adjust Boots and feet color.  
=====

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=====  
C) MOVE INPUT:  
=====

The following is the complete list of all standard and unlockable moves available to created wrestlers.

For more information on unlocking the hidden create-a-wrestler moves, please visit the "Secrets, Tips & Tricks" section of this FAQ.

```
|  
| Note: press the Y button to exit quicker out of |  
| MOVE INPUT. |  
|
```

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Strike attacks (Page 1/8)

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=====  
Y Button:  
=====

Extended Low Kick (1/5)  
Low Kick (2/5)  
Punch (3/5)  
Extended Mid Kick (4/5)  
Slap (5/5)

=====  
B button:  
=====

Extended Low Kick (1/11)  
Extended Mid Kick (2/11)  
Delayed Mid Kick (3/11)  
Strong Kick (4/11)  
Punch (5/11)  
Low Kick (6/11)  
Slap (7/11)  
Shin Kick (8/11)

Western Kick (9/11)  
Mid Kick (10/11)  
Groin Kick (11/11)

=====  
A Button:  
=====

Fire Breath (1/24)  
Wheel Kick (2/24)  
Leeping Heel Hold (3/24)  
Axe Kick (4/24)  
Koppu Kick (5/24)  
Ghetto Blaster (6/24)  
Palm Strike (7/24)  
Delayed Wheel Kick (8/24)

Delayed High Kick (9/24)  
Lariat (10/24)  
Takedown (11/24)  
Dropkick (12/24)  
3 Point Stance Tackle (13/24)  
Enzuigiri (14/24)  
Enzuigiri 2 (15/24)  
Roundhouse Kick (16/24)

Dropkick To The Shins (17/24)  
Spin Fist (18/24)  
Tiger Savate Kick (19/24)  
Thrust Kick (20/24)  
Delayed Dropkick (21/24)  
Missile Dropkick (22/24)  
Savate Kick (23/24)  
High Kick (24/24)

=====  
Y Button (while running):  
=====

Kenka Kick (1/10)  
Mid Kenka Kick 2 (2/10)  
Kenka Shin Kick (3/10)  
Running Elbow Strike (4/10)  
3 Point Shoulder Block (5/10)  
Sumo Block (6/10)  
Jumbo High Knee (7/10)  
Body Check (8/10)

Knee Check (9/10)  
Shoulder Block (10/10)

=====  
B Button (while running):  
=====

Sumo Rush (1/33)  
Axe Bomber (2/33)  
Western Lariat (3/33)  
Kenta Kick (4/33)  
Mid Kenta Kick (5/33)  
Kenta Shin Kick (6/33)  
Hip Attack (7/33)  
Wheel Kick (8/33)

Flying Clothesline (9/33)  
Flying Crossbody (10/33)  
Lou Thesz Press (11/33)  
Clothesline (12/33)  
Lariat (13/33)  
Sleeper Hold (14/33)  
Dropkick To Shins (15/33)  
Elbow Strike (16/33)

3 Point Shoulder Block (17/33)  
Sumo Block (18/33)  
Jumbo High Knee (19/33)  
Body Check (20/33)  
Running Enzuigiri (21/33)  
Running Ghetto Blaster (22/33)  
Flying Punch (23/33)  
Flying Shoulder Tackle (24/33)

Jumping Lariat (25/33)  
Flying Crossbody 2 (26/33)  
Dropkick Flip (27/33)  
Knee Check (28/33)  
Dropkick (29/33)  
Missile Dropkick (30/33)  
Western Lariat (31/33)  
Clothesline (32/33)

Flying Clothesline 2 (33/33)

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Running Techniques (Page 2/8)

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The following moves can only be performed after the opponent has been Irish Whipped (X + Left/Right) and stunned in the corner of one of either the left or right turnbuckles.

The best method to stun the opponent with an Irish Whip is to stand from the middle or as far away from the turnbuckle the player wishes to throw the opponent towards (Irish Whipping close to the turnbuckle will make the opponent fall to the ground).

If positioned correctly inside of the ring, the opponent will run in a straight, horizontal direction into the left or right turnbuckle.

Like any other attack, the more damage the opponent has, the longer the opponent will remain stunned in front of the turnbuckle.

=====  
Y Button (while running towards opponent):  
=====

Running Elbow (1/1)

=====  
B Button (while running towards opponent):  
=====

Top Rope Facebuster (1/13)  
Cartwheel Hip Attack (2/13)  
Koppu Kick (3/13)  
Hip Attack (4/13)  
Tiger Turnbuckle Flip (5/13)  
Running Senton (6/13)  
Flying Elbow (7/13)  
Flying Bodycheck (8/13)

Lariat (9/13)  
Elbow Strike (10/13)  
Dropkick (11/13)  
Missile Dropkick (12/13)  
Rising Knee (13/13)

=====  
A Button (while running towards opponent):  
=====

The following moves can only be performed  
while running towards an opponent who  
is outside the ring.

Sasake Special (1/6)  
Cartwheel To Crossbody (2/6)  
Senton Suicida (3/6)  
Suicida Tackle (4/6)  
Suicida Crossbody (5/6)  
Turn Off this technique (6/6)

=====  
Y Button (while opponent is running):  
=====

Lucha Arm Drag (1/9)  
Thrust Kick (2/9)  
Double Leg Takedown (3/9)  
Shin Kick (4/9)  
Slap (5/9)  
Elbow Strike (6/9)  
Knife Edge Chop (7/9)  
Over The Shoulders Toss (8/9)

Knee Jab (9/9)

=====  
B Button (while opponent is running):  
=====

Crossface Chickenwing (1/37)  
Kneeling Chokeslam (2/37)  
Overhead Slam (3/37)  
Mid Kick (4/37)  
High Kick (5/37)  
Lucha Arm Drag (6/37)  
High Roundhouse Kick (7/37)  
Roundhouse Kick (8/37)

Octopus Sleeper Hold (9/37)  
Russian Leg Sweep (10/37)  
Samoan Drop (11/37)  
Tilt-A-Whirl Slam (12/37)  
Powerslam (13/37)  
Powerslam Pin (14/37)  
Frankensteiner (15/37)  
Tilt-A-Whirl Backbreaker (16/37)

Cobra Claw (17/37)  
Low Kick (18/37)  
Hip Attack (19/37)  
Spinning Back Fist (20/37)  
Extended Mid Kick (21/37)  
Savate Kick (22/37)  
Put Kick (23/37)  
Trip Kick (24/37)

Thrust Kick (25/37)  
Double Leg Takedown (26/37)  
Big Boot (27/37)  
Block Kick (28/37)  
Fierce Punch (29/37)  
Belly To Belly Slam (30/37)  
Bear Hug Takedown (31/37)  
Elbow Strike (32/37)

Palm Strike (33/37)  
Over The Shoulders Toss (34/37)  
Dropkick (35/37)  
Missile Dropkick (36/37)  
Dropkick Flip (37/37)

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Front Grapples (Page 3/8)

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=====  
Y Button:  
=====



One Arm Body Slam (1/23)  
Dragon Screw (2/23)  
Kabuki Punch (3/23)  
Stalled Punch (4/23)  
Leg Takedown (5/23)  
Arm Toss (6/23)  
Takedown (7/23)  
Fireman's Carry (8/23)

Delayed One Arm Body Slam (9/23)  
Knee Lift (10/23)  
Elbow Strike (11/23)  
Shoot Knee Lift (12/23)  
Hammer Punch (13/23)  
Gut Punch (14/23)  
Knife Edge Chop (15/23)  
Palm Thrust (16/23)

Headbutt (17/23)  
Elbow Hammer (18/23)  
Overhead Chop (19/23)  
Arm Toss 2 (20/23)  
Snapmare (21/23)  
Scoop Slam (22/23)  
Triple Misawa Elbow Special (23/23)

=====  
Y + Left/Right Buttons:  
=====

One Arm Body Slam (1/23)  
Dragon Scew (2/23)  
Kabuki Punch (3/23)  
Stalled Punch (4/23)  
Leg Takedown (5/23)  
Arm Toss (6/23)  
Takedown (7/23)  
Fireman's Carry (8/23)

Delayed One Arm Body Slam (9/23)  
Knee Lift (10/23)  
Elbow Strike (11/23)  
Knee Lift 2 (12/23)  
Hammer Punch (13/23)  
Gut Punch (14/23)  
Knife Edge Chop (15/23)  
Palm Thrust (16/23)

Headbutt (17/23)  
Elbow Hammer (18/23)  
Overhead Chop (19/23)  
Arm Toss 2 (20/23)  
Snapmare (21/23)  
Scoop Slam (22/23)  
Triple Misawa Elbow Special (23/23)

=====  
Up + Y Button (Struggle Grapples):

=====  
The following moves can only be performed  
after successfully defeating the opponent  
in a struggle (Up + Y button - front grapple):

Kabuki Punch (1/12)  
Knife Edge Chop (2/12)  
Elbow Strike (3/12)  
Knee Lift 2 (4/12)  
Hammer Punch (5/12)  
Gut Punch (6/12)  
Knife Edge Chop 2 (7/12)  
Palm Thrust (8/12)

Headbutt (9/12)  
Elbow Hammer (10/12)  
Overhead Chop (11/12)  
Single Misawa Elbow (12/12)

=====  
Left/Right + B Buttons:  
=====

Snap Suplex (1/53)  
Kesa Kiri Chops (2/53)  
Knife Edge Chop Special (3/53)  
Arm Grab Flip (4/53)  
Sidewalk Slam(5/53)  
Release Double Underhook Suplex (6/53)  
Release Underhook Suplex (7/53)  
Release Belly To Belly Suplex (8/53)

Judo Arm Throw (9/53)  
Headlock Slam (10/53)  
Short Range Lariat (11/53)  
Shoulder Slam (12/53)  
Coconut Crush (13/53)  
Side Suplex (14/53)  
Backbreaker (15/53)  
Hangman's Neckbreaker (16/53)

Inverted Backbreaker (17/53)  
Release Belly To Belly Suplex (18/53)  
Double Underhook Release Vertical Suplex (19/53)  
Delayed Belly To Belly Suplex (20/53)  
Double Arm Trap Release Belly To Belly Suplex (21/53)  
Vertical Suplex Powerslam (22/53)  
Reverse Vertical Suplex (23/53)  
Snap Suplex (24/53)

Pump Handle Backbreaker (25/53)  
Inverted Atomic Drop (26/53)  
Inverted Elevated Belly To Belly Suplex (27/53)  
Gorilla Press Slam (28/53)  
Gorilla Press Slam II (29/53)  
Judo Slam (30/53)  
Shoot Kick Trip (31/53)  
Tiger Flip Kick (32/53)

Delayed DDT (33/53)  
Torso Stretch Suplex (34/53)  
Shoulder Buster (35/53)  
Swinging Neckbreaker (36/53)  
Kawada Kicks (37/53)  
Delayed Backbreaker (38/53)  
Vertical Suplex (39/53)  
Delayed Vertical Suplex (40/53)

Headbutt (41/53)  
Gut Punch Special (42/53)  
Monkey Flip (43/53)  
Russian Leg Sweep (44/53)  
Delayed Elevated Suplex (45/53)  
Piledriver (46/53)  
Backdrop (47/53)  
Jumping Backdrop (48/53)

Delayed Backdrop (49/53)  
High Kick (50/53)  
DDT (51/53)  
Twin Mid Kicks (52/53)  
Triple Shin Kicks (53/53)

=====  
Up + B Buttons:  
=====

Snap Suplex (1/53)  
Kesa Kiri Chops (2/53)  
Knife Edge Chop Special (3/53)  
Arm Grab Flip (4/53)  
Sidewalk Slam(5/53)  
Release Double Underhook Suplex (6/53)  
Release Underhook Suplex (7/53)  
Release Belly To Belly Suplex (8/53)

Judo Arm Throw (9/53)  
Headlock Slam (10/53)  
Short Range Lariat (11/53)  
Shoulder Slam (12/53)  
Coconut Crush (13/53)  
Side Suplex (14/53)  
Backbreaker (15/53)  
Hangman's Neckbreaker (16/53)

Inverted Backbreaker (17/53)  
Release Belly To Belly Suplex (18/53)  
Double Underhook Release Vertical Suplex (19/53)  
Delayed Belly To Belly Suplex (20/53)  
Double Arm Trap Release Belly To Belly Suplex (21/53)  
Vertical Suplex Powerslam (22/53)  
Reverse Vertical Suplex (23/53)  
Snap Suplex (24/53)

Pump Handle Backbreaker (25/53)  
Inverted Atomic Drop (26/53)  
Inverted Elevated Belly To Belly Suplex (27/53)

Gorilla Press Slam (28/53)  
Gorilla Press Slam II (29/53)  
Judo Slam (30/53)  
Kick Trip (31/53)  
Tiger Flip Kick (32/53)

Delayed DDT (33/53)  
Torso Stretch Suplex (34/53)  
Shoulder Buster (35/53)  
Swinging Neckbreaker (36/53)  
Kawada Kicks (37/53)  
Delayed Backbreaker (38/53)  
Vertical Suplex (39/53)  
Delayed Vertical Suplex (40/53)

Headbutt (41/53)  
Gut Punch Special (42/53)  
Monkey Flip (43/53)  
Russian Leg Sweep (44/53)  
Delayed Elevated Suplex (45/53)  
Piledriver (46/53)  
Backdrop (47/53)  
Jumping Backdrop (48/53)

Delayed Backdrop (49/53)  
High Kick (50/53)  
DDT (51/53)  
Twin Mid Kicks (52/53)  
Triple Shin Kicks (53/53)

=====  
Down + B Buttons:  
=====

Snap Suplex (1/53)  
Kesa Kiri Chops (2/53)  
Knife Edge Chop Special (3/53)  
Arm Grab Flip (4/53)  
Sidewalk Slam(5/53)  
Release Double Underhook Suplex (6/53)  
Release Underhook Suplex (7/53)  
Release Belly To Belly Suplex (8/53)

Judo Arm Throw (9/53)  
Headlock Slam (10/53)  
Short Range Lariat (11/53)  
Shoulder Slam (12/53)  
Coconut Crush (13/53)  
Side Suplex (14/53)  
Backbreaker (15/53)  
Hangman's Neckbreaker (16/53)

Inverted Backbreaker (17/53)  
Release Belly To Belly Suplex (18/53)  
Double Underhook Release Vertical Suplex (19/53)  
Delayed Belly To Belly Suplex (20/53)  
Double Arm Trap Release Belly To Belly Suplex (21/53)  
Vertical Suplex Powerslam (22/53)  
Reverse Vertical Suplex (23/53)

Snap Suplex (24/53)

Pump Handle Backbreaker (25/53)

Inverted Atomic Drop (26/53)

Inverted Elevated Belly To Belly Suplex (27/53)

Gorilla Press Slam (28/53)

Gorilla Press Slam II (29/53)

Judo Slam (30/53)

Kick Trip (31/53)

Tiger Flip Kick (32/53)

Delayed DDT (33/53)

Torso Stretch Suplex (34/53)

Shoulder Buster (35/53)

Swinging Neckbreaker (36/53)

Kawada Kicks (37/53)

Delayed Backbreaker (38/53)

Vertical Suplex (39/53)

Delayed Vertical Suplex (40/53)

Headbutt (41/53)

Gut Punch Special (42/53)

Monkey Flip (43/53)

Russian Leg Sweep (44/53)

Delayed Elevated Suplex (45/53)

Piledriver (46/53)

Backdrop (47/53)

Jumping Backdrop (48/53)

Delayed Backdrop (49/53)

High Kick (50/53)

DDT (51/53)

Twin Mid Kicks (52/53)

Triple Shin Kicks (53/53)

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Front Grapples & Secret Front Grapples (Page 4/8)

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=====

A Button:

=====

Delayed Vertical Suplex (1/159)

Short Range Lariat (2/159)

Standing Arm Lock (3/159)

Thunder Fire Powerbomb (4/159)

Crucifix Swing (5/159)

Steiner Screwdriver (6/159)

Sitout Tombstone Piledriver (7/159)

Jumping Inverted Tombstone Piledriver (8/159)

Spinning Low Kick (9/159)

Double Chickenwing Hold (10/159)

Crucifix Powerbomb (11/159)

High Angle German Suplex (12/159)  
Release German Suplex (13/159)  
Spinning DDT (14/159)  
Release Frankensteiner (15/159)  
Rear Naked Choke (16/159)

Tiger Driver '91 (17/159)  
Northern Lights Brainbuster (18/159)  
Stomp Special (19/159)  
Palm Strike Special (20/159)  
Rising Knee Special (21/159)  
High Kick Special (22/159)  
High Kick Special 2 (23/159)  
Uppercut Special (24/159)

Tiger Spin (25/159)  
Spiral DDT (26/159)  
Elevated Tornado Spin (27/159)  
Release Capture Suplex (28/159)  
Ace Crusher (29/159)  
Thunder Fire Powerbomb 2 (30/159)  
Stretch Plum (31/159)  
Release Double Underhook Suplex (32/159)

Sitout Powerbomb (33/159)  
Tombstone Piledriver (34/159)  
Release Thunder Fire Powerbomb (35/159)  
Vertical Suplex Powerbomb (36/159)  
Twin Knee Special (37/159)  
Dragon Bomb (38/159)  
Uppercut Special 2 (39/159)  
Standing Heel Hold (40/159)

German Suplex (41/159)  
Fisherman Suplex (42/159)  
Octopus Hold (43/159)  
Satake Fire Punch (44/159)  
Rollup (45/159)  
Standing Iron Claw (46/159)  
High Kick Special 3 (47/159)  
Twin Knee Special (48/159)

Oklahoma Stampede (49/159)  
Twin High Kick Special (50/159)  
Triple Kick Special (51/159)  
Spinfist Special (52/159)  
Judo Chop (53/159)  
kyokushin Special (54/159)  
Octopus Hold To Leg Hook Special (55/159)  
Russian Leg Sweep To Crucifix Armbar Special (56/159)

Snap DDT (57/159)  
Brainbuster (58/159)  
Snap Release Belly To Belly Suplex (59/159)  
Jumping DDT (60/159)  
Frankensteiner (61/159)  
Ace Cutter (62/159)  
Standing Armlock (63/159)  
Reverse Crucifix Armbar (64/159)

Pump Handle Sitout Powerbomb (65/159)  
Double Underhook Vertical Powerbomb (66/159)  
High Angle Chokeslam (67/159)  
Bionic Elbow Special (68/159)  
Power Punch (69/159)  
Samoan Drop (70/159)  
Belly To Belly Suplex (71/159)  
One Arm Piledriver (72/159)

High Angle Powerslam (73/159)  
Rolling Heel Hold (74/159)  
Spinning Inverted Piledriver Slam (75/159)  
Snap Suplex (76/159)  
Hurricanrana (77/159)  
Triple Knee Special (78/159)  
Spinning Elbow (79/159)  
Delayed Headbutt (80/159)

Fork Stab (81/159)  
Left Right Punch Special (82/159)  
Rising Knee (83/159)  
Falling Armbar (84/159)  
Arm Lock DDT (85/159)  
Sleeper Hold Slam (86/159)  
High Angle Backdrop (87/159)  
High Angle Powerbomb Flip Pin (88/159)

High Angle Release Powerbomb (89/159)  
One Arm Neck Hanging Tree (90/159)  
Double Underhook Ganso Bomb (91/159)  
Release Jumping Belly To Belly Suplex (92/159)  
Guillotine Choke (93/159)  
Spinning Power Punch (94/159)  
Praying Powerbomb (95/159)  
Powerbomb Leg Hold Pin (96/159)

Roundhouse Kick Special (97/159)  
Savate Kick Special (98/159)  
Rolling Cradle (99/159)  
Torso Stretch (100/159)  
Asian Mist (101/159)  
Standing To Falling Cobra Claw Special (102/159)  
Shoot Three Strike Special (103/159)  
Shoot Twin Kick To Knee Special (104/159)

Hashimoto Mid Kick Special (105/159)  
Machine Gun Kicks Special (106/159)  
Savate Kick Special (107/159)  
Kyokushin Triple Punch Special (108/159)  
Argentine Backbreaker Drop (109/159)  
Dropkick To The Knees (110/159)  
Double Arm Trap Belly To Belly Suplex (111/159)  
Vader Slam (112/159)

Argentine Backbreaker (113/159)  
Inverted Samoan Drop (114/159)  
Tsusurta Octopus Sleeper Hold (115/159)  
Eye Rake (116/159)  
Arm Lock Facebuster (117/159)  
High Angle Kneeling Powerbomb (118/159)

Bare Knuckle Punch Special (119/159)  
Pumple Handle Slam (120/159)

Double Underhook Backbreaker (121/159)  
Chokeslam (122/159)  
Jawbreaker (123/159)  
Neck Hanging Tree (124/159)  
Snap Chokeslam (125/159)  
Chokeslam (126/159)  
Inverted Piledriver (127/159)  
High Angle Powerbomb Double Leg Hook (128/159)

High Angle Release Powerbomb (129/159)  
High Angle Inverted Piledriver (130/159)  
Fisherman Suplex Pin (131/159)  
Cradle Fisherman Suplex Pin (132/159)  
Cradle Inverted Vader Slam (133/159)  
Triple Knee Lift Special (134/159)  
Head Biting (135/159)  
Knife Edge Chop Special (136/159)

Sumo Palm Strike Special (137/159)  
Side Suplex (138/159)  
Small Package (139/159)  
Lucha Rollup (140/159)  
High Angle Side Suplex (141/159)  
Iron Claw To The Chest (142/159)  
Standing Armbreaker (143/159)  
Sumo Chokehold Slam (144/159)

Powerslam (145/159)  
Octopus Sleeper Hold (146/159)  
Double Arm Trap Struggle (147/159)  
Jumping Samoan Drop (148/159)  
High Angle Powerbomb Double Leg Hook (149/159)  
Running Bulldog (150/159)  
Front Headlock (151/159)  
Bear Hug (152/159)  
Standing Headlock (153/159)  
Noogie (154/159)  
Jumping Overhead Chop (155/159)  
Sitout Powerbomb (156/159)  
Running Powerslam (157/159)  
Inverted Torso Hold (158/159)  
Knife Edge Special 2 (159/159)

=====  
Left/Right + A Buttons:  
=====

Delayed Vertical Suplex (1/159)  
Short Range Lariat (2/159)  
Standing Arm Lock (3/159)  
Thunder Fire Powerbomb (4/159)  
Crucifix Swing (5/159)  
Steiner Screwdriver (6/159)  
Sitout Tombstone Piledriver (7/159)  
Jumping Inverted Tombstone Piledriver (8/159)



Spinning Low Kick (9/159)  
Double Chickenwing Hold (10/159)  
Crucifix Powerbomb (11/159)  
High Angle German Suplex (12/159)  
Release German Suplex (13/159)  
Spinning DDT (14/159)  
Release Frankensteiner (15/159)  
Rear Naked Choke (16/159)

Tiger Driver '91 (17/159)  
Northern Lights Brainbuster (18/159)  
Stomp Special (19/159)  
Palm Strike Special (20/159)  
Rising Knee Special (21/159)  
High Kick Special (22/159)  
High Kick Special 2 (23/159)  
Uppercut Special (24/159)

Tiger Spin (25/159)  
Spiral DDT (26/159)  
Elevated Tornado Spin (27/159)  
Release Capture Suplex (28/159)  
Ace Crusher (29/159)  
Thunder Fire Powerbomb 2 (30/159)  
Stretch Plum (31/159)  
Release Double Underhook Suplex (32/159)

Sitout Powerbomb (33/159)  
Tombstone Piledriver (34/159)  
Release Thunder Fire Powerbomb (35/159)  
Vertical Suplex Powerbomb (36/159)  
Twin Knee Special (37/159)  
Dragon Bomb (38/159)  
Uppercut Special 2 (39/159)  
Standing Heel Hold (40/159)

German Suplex (41/159)  
Fisherman Suplex (42/159)  
Octopus Hold (43/159)  
Satake Fire Punch (44/159)  
Rollup (45/159)  
Standing Iron Claw (46/159)  
High Kick Special 3 (47/159)  
Twin Knee Special (48/159)

Oklahoma Stampede (49/159)  
Twin High Kick Special (50/159)  
Triple Kick Special (51/159)  
Spinfist Special (52/159)  
Judo Chop (53/159)  
kyokushin Special (54/159)  
Octopus Hold To Leg Hook Special (55/159)  
Russian Leg Sweep To Crucifix Armbar Special (56/159)

Snap DDT (57/159)  
Brainbuster (58/159)  
Snap Release Belly To Belly Suplex (59/159)  
Jumping DDT (60/159)  
Frankensteiner (61/159)  
Ace Cutter (62/159)

Standing Armlock (63/159)

Reverse Crucifix Armbar (64/159)

Pump Handle Sitout Powerbomb (65/159)

Double Underhook Vertical Powerbomb (66/159)

High Angle Chokeslam (67/159)

Bionic Elbow Special (68/159)

Power Punch (69/159)

Samoan Drop (70/159)

Belly To Belly Suplex (71/159)

One Arm Piledriver (72/159)

High Angle Powerslam (73/159)

Rolling Heel Hold (74/159)

Spinning Inverted Piledriver Slam (75/159)

Snap Suplex (76/159)

Hurricanrana (77/159)

Triple Knee Special (78/159)

Spinning Elbow (79/159)

Delayed Headbutt (80/159)

Fork Stab (81/159)

Left Right Punch Special (82/159)

Rising Knee (83/159)

Falling Armbar (84/159)

Arm Lock DDT (85/159)

Sleeper Hold Slam (86/159)

High Angle Backdrop (87/159)

High Angle Powerbomb Flip Pin (88/159)

High Angle Release Powerbomb (89/159)

One Arm Neck Hanging Tree (90/159)

Double Underhook Ganso Bomb (91/159)

Release Jumping Belly To Belly Suplex (92/159)

Guillotine Choke (93/159)

Spinning Power Punch (94/159)

Praying Powerbomb (95/159)

Powerbomb Leg Hold Pin (96/159)

Shoot Roundhouse Kick Special (97/159)

Savate Kick Special (98/159)

Rolling Cradle (99/159)

Torso Stretch (100/159)

Asian Mist (101/159)

Standing To Falling Cobra Claw Special (102/159)

Three Strike Special (103/159)

Twin Kick To Knee Special (104/159)

Hashimoto Mid Kick Special (105/159)

Machine Gun Kicks Special (106/159)

Savate Kick Special (107/159)

Kyokushin Triple Punch Special (108/159)

Argentine Backbreaker Drop (109/159)

Dropkick To The Knees (110/159)

Double Arm Trap Belly To Belly Suplex (111/159)

Vader Slam (112/159)

Argentine Backbreaker (113/159)

Inverted Samoan Drop (114/159)

Tsusurta Octopus Sleeper Hold (115/159)

Eye Rake (116/159)  
Arm Lock Facebuster (117/159)  
High Angle Kneeling Powerbomb (118/159)  
Bare Knuckle Punch Special (119/159)  
Pumple Handle Slam (120/159)

Double Underhook Backbreaker (121/159)  
Chokeslam (122/159)  
Jawbreaker (123/159)  
Neck Hanging Tree (124/159)  
Snap Chokeslam (125/159)  
Chokeslam (126/159)  
Inverted Piledriver (127/159)  
High Angle Powerbomb Double Leg Hook (128/159)

High Angle Release Powerbomb (129/159)  
High Angle Inverted Piledriver (130/159)  
Fisherman Suplex Pin (131/159)  
Cradle Fisherman Suplex Pin (132/159)  
Cradle Inverted Vader Slam (133/159)  
Shoot Triple Knee Lift Special (134/159)  
Head Biting (135/159)  
Knife Edge Chop Special (136/159)

Sumo Palm Strike Special (137/159)  
Side Suplex (138/159)  
Small Package (139/159)  
Lucha Rollup (140/159)  
High Angle Side Suplex (141/159)  
Iron Claw To The Chest (142/159)  
Standing Armbreaker (143/159)  
Sumo Chokehold Slam (144/159)

Powerslam (145/159)  
Octopus Sleeper Hold (146/159)  
Double Arm Trap Struggle (147/159)  
Jumping Samoan Drop (148/159)  
High Angle Powerbomb Double Leg Hook (149/159)  
Running Bulldog (150/159)  
Front Headlock (151/159)  
Bear Hug (152/159)  
Standing Headlock (153/159)  
Noogie (154/159)  
Jumping Overhead Chop (155/159)  
Sitout Powerbomb (156/159)  
Running Powerslam (157/159)  
Inverted Torso Hold (158/159)  
Knife Edge Special 2 (159/159)

=====  
Up + A Buttons:  
=====

Delayed Vertical Suplex (1/159)  
Short Range Lariat (2/159)  
Standing Arm Lock (3/159)  
Thunder Fire Powerbomb (4/159)  
Crucifix Swing (5/159)

Steiner Screwdriver (6/159)  
Sitout Tombstone Piledriver (7/159)  
Jumping Inverted Tombstone Piledriver (8/159)

Spinning Low Kick (9/159)  
Double Chickenwing Hold (10/159)  
Crucifix Powerbomb (11/159)  
High Angle German Suplex (12/159)  
Release German Suplex (13/159)  
Spinning DDT (14/159)  
Release Frankensteiner (15/159)  
Rear Naked Choke (16/159)

Tiger Driver '91 (17/159)  
Northern Lights Brainbuster (18/159)  
Stomp Special (19/159)  
Palm Strike Special (20/159)  
Rising Knee Special (21/159)  
High Kick Special (22/159)  
High Kick Special 2 (23/159)  
Uppercut Special (24/159)

Tiger Spin (25/159)  
Spiral DDT (26/159)  
Elevated Tornado Spin (27/159)  
Release Capture Suplex (28/159)  
Ace Crusher (29/159)  
Thunder Fire Powerbomb 2 (30/159)  
Stretch Plum (31/159)  
Release Double Underhook Suplex (32/159)

Sitout Powerbomb (33/159)  
Tombstone Piledriver (34/159)  
Release Thunder Fire Powerbomb (35/159)  
Vertical Suplex Powerbomb (36/159)  
Twin Knee Special (37/159)  
Dragon Bomb (38/159)  
Uppercut Special 2 (39/159)  
Standing Heel Hold (40/159)

German Suplex (41/159)  
Fisherman Suplex (42/159)  
Octopus Hold (43/159)  
Satake Fire Punch (44/159)  
Rollup (45/159)  
Standing Iron Claw (46/159)  
High Kick Special 3 (47/159)  
Twin Knee Special (48/159)

Oklahoma Stampede (49/159)  
Twin High Kick Special (50/159)  
Triple Kick Special (51/159)  
Spinfist Special (52/159)  
Judo Chop (53/159)  
kyokushin Special (54/159)  
Octopus Hold To Leg Hook Special (55/159)  
Russian Leg Sweep To Crucifix Armbar Special (56/159)

Snap DDT (57/159)  
Brainbuster (58/159)

Snap Release Belly To Belly Suplex (59/159)  
Jumping DDT (60/159)  
Frankensteiner (61/159)  
Ace Cutter (62/159)  
Standing Armlock (63/159)  
Reverse Crucifix Armbar (64/159)

Pump Handle Sitout Powerbomb (65/159)  
Double Underhook Vertical Powerbomb (66/159)  
High Angle Chokeslam (67/159)  
Bionic Elbow Special (68/159)  
Power Punch (69/159)  
Samoan Drop (70/159)  
Belly To Belly Suplex (71/159)  
One Arm Piledriver (72/159)

High Angle Powerslam (73/159)  
Rolling Heel Hold (74/159)  
Spinning Inverted Piledriver Slam (75/159)  
Snap Suplex (76/159)  
Hurricanrana (77/159)  
Triple Knee Special (78/159)  
Spinning Elbow (79/159)  
Delayed Headbutt (80/159)

Fork Stab (81/159)  
Left Right Punch Special (82/159)  
Rising Knee (83/159)  
Falling Armbar (84/159)  
Arm Lock DDT (85/159)  
Sleeper Hold Slam (86/159)  
High Angle Backdrop (87/159)  
High Angle Powerbomb Flip Pin (88/159)

High Angle Release Powerbomb (89/159)  
One Arm Neck Hanging Tree (90/159)  
Double Underhook Ganso Bomb (91/159)  
Release Jumping Belly To Belly Suplex (92/159)  
Guillotine Choke (93/159)  
Spinning Power Punch (94/159)  
Praying Powerbomb (95/159)  
Powerbomb Leg Hold Pin (96/159)

Shoot Roundhouse Kick Special (97/159)  
Savate Kick Special (98/159)  
Rolling Cradle (99/159)  
Torso Stretch (100/159)  
Asian Mist (101/159)  
Standing To Falling Cobra Claw Special (102/159)  
Three Strike Special (103/159)  
Twin Kick To Knee Special (104/159)

Hashimoto Mid Kick Special (105/159)  
Machine Gun Kicks Special (106/159)  
Savate Kick Special (107/159)  
Kyokushin Triple Punch Special (108/159)  
Argentine Backbreaker Drop (109/159)  
Dropkick To The Knees (110/159)  
Double Arm Trap Belly To Belly Suplex (111/159)  
Vader Slam (112/159)

Argentine Backbreaker (113/159)  
Inverted Samoan Drop (114/159)  
Tsusurta Octopus Sleeper Hold (115/159)  
Eye Rake (116/159)  
Arm Lock Facebuster (117/159)  
High Angle Kneeling Powerbomb (118/159)  
Bare Knuckle Punch Special (119/159)  
Pumple Handle Slam (120/159)

Double Underhook Backbreaker (121/159)  
Chokeslam (122/159)  
Jawbreaker (123/159)  
Neck Hanging Tree (124/159)  
Snap Chokeslam (125/159)  
Chokeslam (126/159)  
Inverted Piledriver (127/159)  
High Angle Powerbomb Double Leg Hook (128/159)

High Angle Release Powerbomb (129/159)  
High Angle Inverted Piledriver (130/159)  
Fisherman Suplex Pin (131/159)  
Cradle Fisherman Suplex Pin (132/159)  
Cradle Inverted Vader Slam (133/159)  
Shoot Triple Knee Lift Special (134/159)  
Head Biting (135/159)  
Knife Edge Chop Special (136/159)

Sumo Palm Strike Special (137/159)  
Side Suplex (138/159)  
Small Package (139/159)  
Lucha Rollup (140/159)  
High Angle Side Suplex (141/159)  
Iron Claw To The Chest (142/159)  
Standing Armbreaker (143/159)  
Sumo Chokehold Slam (144/159)

Powerslam (145/159)  
Octopus Sleeper Hold (146/159)  
Double Arm Trap Struggle (147/159)  
Jumping Samoan Drop (148/159)  
High Angle Powerbomb Double Leg Hook (149/159)  
Running Bulldog (150/159)  
Front Headlock (151/159)  
Bear Hug (152/159)  
Standing Headlock (153/159)  
Noogie (154/159)  
Jumping Overhead Chop (155/159)  
Sitout Powerbomb (156/159)  
Running Powerslam (157/159)  
Inverted Torso Hold (158/159)  
Knife Edge Special 2 (159/159)

=====  
Down + A Buttons:  
=====

Delayed Vertical Suplex (1/159)

Short Range Lariat (2/159)  
Standing Arm Lock (3/159)  
Thunder Fire Powerbomb (4/159)  
Crucifix Swing (5/159)  
Steiner Screwdriver (6/159)  
Sitout Tombstone Piledriver (7/159)  
Jumping Inverted Tombstone Piledriver (8/159)

Spinning Low Kick (9/159)  
Double Chickenwing Hold (10/159)  
Crucifix Powerbomb (11/159)  
High Angle German Suplex (12/159)  
Release German Suplex (13/159)  
Spinning DDT (14/159)  
Release Frankensteiner (15/159)  
Rear Naked Choke (16/159)

Tiger Driver '91 (17/159)  
Northern Lights Brainbuster (18/159)  
Stomp Special (19/159)  
Palm Strike Special (20/159)  
Rising Knee Special (21/159)  
High Kick Special (22/159)  
High Kick Special 2 (23/159)  
Uppercut Special (24/159)

Tiger Spin (25/159)  
Spiral DDT (26/159)  
Elevated Tornado Spin (27/159)  
Release Capture Suplex (28/159)  
Ace Crusher (29/159)  
Thunder Fire Powerbomb 2 (30/159)  
Stretch Plum (31/159)  
Release Double Underhook Suplex (32/159)

Sitout Powerbomb (33/159)  
Tombstone Piledriver (34/159)  
Release Thunder Fire Powerbomb (35/159)  
Vertical Suplex Powerbomb (36/159)  
Twin Knee Special (37/159)  
Dragon Bomb (38/159)  
Uppercut Special 2 (39/159)  
Standing Heel Hold (40/159)

German Suplex (41/159)  
Fisherman Suplex (42/159)  
Octopus Hold (43/159)  
Satake Fire Punch (44/159)  
Rollup (45/159)  
Standing Iron Claw (46/159)  
High Kick Special 3 (47/159)  
Twin Knee Special (48/159)

Oklahoma Stampede (49/159)  
Twin High Kick Special (50/159)  
Triple Kick Special (51/159)  
Spinfist Special (52/159)  
Judo Chop (53/159)  
kyokushin Special (54/159)  
Octopus Hold To Leg Hook Special (55/159)

Russian Leg Sweep To Crucifix Armbar Special (56/159)

Snap DDT (57/159)

Brainbuster (58/159)

Snap Release Belly To Belly Suplex (59/159)

Jumping DDT (60/159)

Frankensteiner (61/159)

Ace Cutter (62/159)

Standing Armlock (63/159)

Reverse Crucifix Armbar (64/159)

Pump Handle Sitout Powerbomb (65/159)

Double Underhook Vertical Powerbomb (66/159)

High Angle Chokeslam (67/159)

Bionic Elbow Special (68/159)

Power Punch (69/159)

Samoan Drop (70/159)

Belly To Belly Suplex (71/159)

One Arm Piledriver (72/159)

High Angle Powerslam (73/159)

Rolling Heel Hold (74/159)

Spinning Inverted Piledriver Slam (75/159)

Snap Suplex (76/159)

Hurricanrana (77/159)

Triple Knee Special (78/159)

Spinning Elbow (79/159)

Delayed Headbutt (80/159)

Fork Stab (81/159)

Left Right Punch Special (82/159)

Rising Knee (83/159)

Falling Armbar (84/159)

Arm Lock DDT (85/159)

Sleeper Hold Slam (86/159)

High Angle Backdrop (87/159)

High Angle Powerbomb Flip Pin (88/159)

High Angle Release Powerbomb (89/159)

One Arm Neck Hanging Tree (90/159)

Double Underhook Ganso Bomb (91/159)

Release Jumping Belly To Belly Suplex (92/159)

Guillotine Choke (93/159)

Spinning Power Punch (94/159)

Praying Powerbomb (95/159)

Powerbomb Leg Hold Pin (96/159)

Shoot Roundhouse Kick Special (97/159)

Savate Kick Special (98/159)

Rolling Cradle (99/159)

Torso Stretch (100/159)

Asian Mist (101/159)

Standing To Falling Cobra Claw Special (102/159)

Three Strike Special (103/159)

Twin Kick To Knee Special (104/159)

Hashimoto Mid Kick Special (105/159)

Machine Gun Kicks Special (106/159)

Savate Kick Special (107/159)

Kyokushin Triple Punch Special (108/159)



Argentine Backbreaker Drop (109/159)  
Dropkick To The Knees (110/159)  
Double Arm Trap Belly To Belly Suplex (111/159)  
Vader Slam (112/159)

Argentine Backbreaker (113/159)  
Inverted Samoan Drop (114/159)  
Tsusurta Octopus Sleeper Hold (115/159)  
Eye Rake (116/159)  
Arm Lock Facebuster (117/159)  
High Angle Kneeling Powerbomb (118/159)  
Bare Knuckle Punch Special (119/159)  
Pumple Handle Slam (120/159)

Double Underhook Backbreaker (121/159)  
Chokeslam (122/159)  
Jawbreaker (123/159)  
Neck Hanging Tree (124/159)  
Snap Chokeslam (125/159)  
Chokeslam (126/159)  
Inverted Piledriver (127/159)  
High Angle Powerbomb Double Leg Hook (128/159)

High Angle Release Powerbomb (129/159)  
High Angle Inverted Piledriver (130/159)  
Fisherman Suplex Pin (131/159)  
Cradle Fisherman Suplex Pin (132/159)  
Cradle Inverted Vader Slam (133/159)  
Shoot Triple Knee Lift Special (134/159)  
Head Biting (135/159)  
Knife Edge Chop Special (136/159)

Sumo Palm Strike Special (137/159)  
Side Suplex (138/159)  
Small Package (139/159)  
Lucha Rollup (140/159)  
High Angle Side Suplex (141/159)  
Iron Claw To The Chest (142/159)  
Standing Armbreaker (143/159)  
Sumo Chokehold Slam (144/159)

Powerslam (145/159)  
Octopus Sleeper Hold (146/159)  
Double Arm Trap Struggle (147/159)  
Jumping Samoan Drop (148/159)  
High Angle Powerbomb Double Leg Hook (149/159)  
Running Bulldog (150/159)  
Front Headlock (151/159)  
Bear Hug (152/159)  
Standing Headlock (153/159)  
Noogie (154/159)  
Jumping Overhead Chop (155/159)  
Sitout Powerbomb (156/159)  
Running Powerslam (157/159)  
Inverted Torso Hold (158/159)  
Knife Edge Special 2 (159/159)

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Left + Y + B Buttons:

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Delayed Vertical Suplex (1/238)  
Blinding Palm Strike Special (2/238)  
Brainbuster (3/238)  
Snap Suplex (4/238)  
Kesa Kiri Chop Special (5/238)  
Short Range Lariat (6/238)  
Standing Arm Hold (7/238)  
Thunder Fire Powerbomb (8/238)  
Crucifix Spin (9/238)  
Steiner Screwdriver (10/238)  
Sitout Tombstone Piledriver (11/238)  
Jumping Inverted Tombstone Piledriver (12/238)  
Spinning Low Kick (13/238)  
Double Chickenwing Hold (14/238)  
Crucifix Sitout Powerbomb (15/238)  
German Suplex (16/238)

Release German Suplex (17/238)  
Spinning DDT (18/238)  
Release Frankensteiner (19/238)  
Rear Naked Choke (20/238)  
Tiger Driver '91 (21/238)  
Northern Lights Brainbuster (22/238)  
Stomp Special (23/238)  
Palm Strike Special (24/238)

Rising Knee Special (25/238)  
High Kick Special (26/238)  
High Kick Special 2 (27/238)  
Uppercut Special (28/238)  
Tiger Spin (29/238)  
One Arm Body Slam (30/238)  
Close Range Knife Edge Chop Special (31/238)  
Arm Grab Flip (32/238)

Jumping Spiral DDT (33/238)  
Elevated Tornado Spin (34/238)  
Release Fisherman Suplex (35/238)  
Ace Crusher (36/238)  
High Angle Thunder Fire Powerbomb (37/238)  
Stretch plum (38/238)  
Release Double Underhook Suplex (39/238)  
High Angle Sitout Powerbomb (40/238)

Tombstone Piledriver (41/238)  
Ganso Bomb (42/238)  
Vertical Sitout Powerbomb (43/238)  
Double Knee Special (44/238)  
Dragon Bomb (45/238)  
Uppercut Special (46/238)  
Standing Heel Hold (47/238)  
German Suplex (48/238)

Jumping Release Fisherman Suplex (49/238)  
Octopus Hold (50/238)  
Satake Fire Punch (51/238)  
Rollup (52/238)

Standing Iron Claw (53/238)  
Low To High Kick Special (54/238)  
Twin Knee Special (55/238)  
Oklahoma Stampede (56/238)

Twin High Kick Special (57/238)  
Triple High Kick Special (58/238)  
Spin Fist Special (59/238)  
Judo Chop (60/238)  
Kyokushin Special (61/238)  
Octopus Sleeper Hold To Leg Hook Special (62/238)  
Russian Leg Sweep To Crucifix Armbar Special (63/238)  
Bare Knuckle Punch (64/238)

Falling Fujiwara Armbar (65/238)  
Kabuki Punch (66/238)  
Delayed Knife Edge Chop (67/238)  
Double Leg Takedown (68/238)  
Lucha Arm Drag (69/238)  
Takedown (70/238)  
Fireman's Carry (71/238)  
Delayed Body Slam (72/238)

Dragonscrew Leg Whip (73/238)  
Sidewalk Slam (74/238)  
Release Double Underhook Suplex (75/238)  
Release One Arm Belly To Belly Suplex (76/238)  
Release Belly To Belly Suplex (77/238)  
Arm Drag (78/238)  
Rolling Front Headlock (79/238)  
DDT (80/238)

Brainbuster (81/238)  
Snap Release Belly To Belly Suplex (82/238)  
Jumping DDT (83/238)  
Frankensteiner Pin (84/238)  
Ace Cutter (85/238)  
Standing Armlock (86/238)  
Sasaki Hold (87/238)  
Pump Handle Sitout Powerbomb (88/238)

Inverted Sitout Piledriver (89/238)  
High Angle Chokeslam (90/238)  
Bionic Punch Special (91/238)  
Power Punch (92/238)  
Samoan Drop (93/238)  
Bridging Belly To Belly Suplex (94/238)  
One Arm Piledriver (95/238)  
High Angle Pump Handle Chokeslam (96/238)

Rolling Heel Hold (97/238)  
Spinning Piledriver Slam (98/238)  
Snap Suplex (99/238)  
Hurricanrana (100/238)  
Triple Knee Special (101/238)  
Rolling Elbow (102/238)  
Delayed Headbutt (103/238)  
Fork Stabbing (104/238)

Left Right Punch Special (105/238)

Rising Knee (106/238)  
Falling Armbar (107/238)  
Double Armtrap Slam (108/238)  
Sleeper Hold Leg Sweep (109/238)  
Sleeper Hold Side Suplex (110/238)  
Powerbomb Flip Pin (111/238)  
High Angle Release Powerbomb (112/238)

One Arm Neck Hanging Tree (113/238)  
Double Underhook Ganso Bomb (114/238)  
Jumping Release Belly To Belly Suplex (115/238)  
Guillotine Choke (116/238)  
Spinning Power Punch (117/238)  
Praying Powerbomb (118/238)  
Powerbomb Leg Hold (119/238)  
Shoot Spinning Low Kick Special (120/238)

Savate Kick Special (121/238)  
Rolling Cradle Pin (122/238)  
Torso Hold (123/238)  
Asian Mist (124/238)  
FallinG Cobra Claw Special (125/238)  
Low To High Kick Special (126/238)  
Low To High Knee Special (127/238)  
Hashimoto Mid Kick Special (128/238)

Machine Gun Kicks Special (129/238)  
Savate Kick Special 2 (130/238)  
Kyokushin Special 2 (131/238)  
Argentine Backbreaker Drop (132/238)  
Short Range Lariat 2 (133/238)  
Torso Slam (134/238)  
Coconut Crush (135/238)  
Backdrop (136/238)

Backbreaker (137/238)  
Hangman's Neckbreaker (138/238)  
Inverted Backbreaker (139/238)  
Double Underhook Release Belly To Belly Suplex (140/238)  
Double Underhook Release Vertical Suplex (141/238)  
Delayed Release Belly To Belly Straight Jacket Suplex (142/238)  
Release Belly To Belly Straight Jacket Suplex (143/238)  
Vertical Suplex Powerslam (144/238)

Inverted Vertical Suplex (145/238)  
Snap Suplex (146/238)  
Side Backbreaker (147/238)  
Inverted Atomic Drop (148/238)  
High Angle Inverted Slam (149/238)  
Gorilla Press Side Slam (150/238)  
Gorilla Press Slam (151/238)  
Judo Slam (152/238)

Shin Kick (153/238)  
Dropkick To The Knees (154/238)  
Bridging Double Arm Trap Belly To Belly Suplex (155/238)  
Vader Slam (156/238)  
Argentine Backbreaker (157/238)  
Inverted Samoan Drop (158/238)  
Tsuruta Sleeper Hold (159/238)

Eye Rake (160/238)

Armlock Facebuster (161/238)

Kneeling Powerbomb (162/238)

Bare Knuckle Punch Special (163/238)

Pump Handle Slam (164/238)

Purple Handle Backbreaker (165/238)

Delayed Chokeslam (166/238)

Jawbreaker (167/238)

Neck Hanging Tree (168/238)

Chokeslam (169/238)

Kneeling Chokeslam (170/238)

Jumping Piledriver (171/238)

High Angle Powerbomb (172/238)

High Angle Release Powerbomb (173/238)

Piledriver Pin (174/238)

Fisherman Suplex (175/238)

Cradle Fisherman Suplex (176/238)

Inverted Cradle Suplex (177/238)

Triple Knee Lift Special (178/238)

Head Biting (179/238)

Knife Edge Chop Special (180/238)

Sumo Palm Strike Special (181/238)

Side Backdrop (182/238)

Rollup (183/238)

Lucha Rollup (184/238)

Jumping Backdrop (185/238)

Iron Claw To Face (186/238)

Knee Lift (187/238)

Elbow Strike (188/238)

Shoot Knee Lift (189/238)

Hammer Punch (190/238)

Gut Punch (191/238)

Knife Edge Chop (192/238)

Palm Thrust (193/238)

Headbutt (194/238)

Elbow Hammer (195/238)

Overhead Judo Chop (196/238)

Snapmare (197/238)

Scoop Slam (198/238)

Triple Misawa Elbow Special (199/238)

Tiger Flip (200/238)

Delayed DDT (201/238)

Inverted Torso Stretch Slam (202/238)

Shoulder Buster (203/238)

Swinging Neckbreaker (204/238)

Kawada Kicks (205/238)

Samoan Backbreaker (206/238)

Vertical Suplex (207/238)

Delayed Vertical Suplex (208/238)

Delayed Headbutt (209/238)

Gut Punch Special (210/238)

Monkey Flip (211/238)

Russian Leg Sweep (212/238)

Elevated Slam (213/238)  
Piledriver (214/238)  
Backdrop (215/238)  
Snap Jumping Backdrop (216/238)

Leg Hold Backdrop (217/238)  
Shoot High Kick (218/238)  
DDT (219/238)  
Double Mid Kick (220/238)  
Triple Shin Kicks (221/238)  
Standing Arm Breaker (222/238)  
Sumo Chokehold Slam (223/238)  
Powerslam (224/238)

Octopus Sleeper Hold (225/238)  
Shoulder Stretch (226/238)  
Jumping Samoan Drop (227/238)  
Powerbomb Double Leg Hook (228/238)  
Running Bulldog (229/238)  
Front Headlock (230/238)  
Bear Hug (231/238)  
Standing Headlock (232/238)

Noogie (233/238)  
Overhead Judo Chop (234/238)  
Sitout Powerbomb (235/238)  
Leg Hook Powerslam (236/238)  
Torso Stretch (237/238)  
Short Range Knife Edge Chop Special (238/238)

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Back Grapples & Back Grapple Reversals (Page 5/8)

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The following grapples can only be inputted while performing a back grapple from behind the opponent.

=====  
Y/B Buttons:  
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Elbow Strike (1/20)  
Bulldog (2/20)  
Wheel Kick (3/20)  
Inverted DDT (4/20)  
High Kick (5/20)  
Pump Handle Backbreaker (6/20)  
Spiral Backdrop (7/20)  
Lariat (8/20)

Power Punch (9/20)  
Headbutt (10/20)  
Headlock Backbreaker (11/20)  
High Angle Atomic Drop (12/20)

Atomic Toss (13/20)  
Atomic Leg Buster (14/20)  
Snap Backdrop (15/20)  
Heel Stomp (16/20)

Atomic Drop (17/20)  
Backdrop (18/20)  
Jumping Backdrop (19/20)  
Leg Hold Backdrop (20/20)

=====  
A Button:  
=====

Octopus Hold (1/15)  
Grounded Rear Naked Choke (2/15)  
Sleeper Hold (3/15)  
Double Underhook Pin (4/15)  
Crossface Chickenwing (5/15)  
Cobra Clutch Backbreaker (6/15)  
Crossface Sleeper Hold (7/15)

Nerve Hold (8/15)  
Shoot Knee To The Back Rush (9/15)  
Rear Naked Choke (10/15)  
Rear Naked Choke Armlock (11/15)  
Lucha Rollup (12/15)  
Surfboard Stretch (13/15)  
Critical Sleeper Hold (14/15)  
Double Chickenwing Armlock (15/15)

=====  
Left/Right + A Buttons:  
=====

High Angle Dragon Suplex Flip Pin (1/28)  
High Angle Backdrop (2/28)  
Snap Dragon Suplex (3/28)  
Release Belly To Back Suplex (4/28)  
Release Dragon Suplex (5/28)  
High Angle Release German Suplex (6/28)  
Snap German Suplex (7/28)  
Snap Release German Suplex (8/28)

Reverse Frankensteiner (9/28)  
Release Tiger Suplex (10/28)  
Snap Release German Suplex (11/28)  
Atomic Drop (12/28)  
Sambo Elbow (13/28)  
Straitjacket German Suplex (14/28)  
High Angle German Suplex (15/28)  
Release German Suplex (16/28)

Tiger Suplex (17/28)  
Dragon Suplex (18/28)  
Backdrop (19/28)  
Sleeper Hold (20/28)  
Delphin Clutch German Suplex (21/28)

German Suplex (22/28)  
High Angle Double Arm Hold Suplex (23/28)  
Atomic Suplex (24/28)

Double Arm Hold Backdrop (25/28)  
Jumping Release Backdrop (26/28)  
High Angle Double Arm Hold German Suplex (27/28)  
Leg Hold Bridging Backdrop (28/28)

=====  
Up + Y + B Buttons:  
=====

Double German Suplex Pin (1/59)  
High Angle German Suplex Flip Pin (2/59)  
Backdrop (3/59)  
High Angle Release Dragon Suplex (4/59)  
Octopus Hold (5/59)  
Rear Naked Side Choke (6/59)  
Sleeper Hold (7/59)  
High Angle Release German Suplex (8/59)

Release Dragon Suplex (9/59)  
Release German Suplex (10/59)  
Bridging Backdrop Pin (11/59)  
Release German Suplex 2 (12/59)  
Reverse Release Frankensteiner (13/59)  
Release Tiger Suplex (14/59)  
Snap Backdrop (15/59)  
Double Underhook Pin (16/59)

Crossface Chickenwing Armlock (17/59)  
Cobra Clutch Backbreaker (18/59)  
High Angle Backbreaker (19/59)  
Spinning Leg Hold Backdrop (20/59)  
Power Punch (21/59)  
Headbutt (22/59)  
Sleeper Hold Backbreaker (23/59)  
Atomic Drop To Backdrop Special (24/59)

Elbow Hammer (25/59)  
Strait Jacket German Suplex (26/59)  
High Angle German Suplex (27/59)  
High Angle Release Fall-Away German Suplex (28/59)  
Snap German Suplex (29/59)  
High Angle Dragon Suplex (30/59)  
Snap Backdrop (31/59)  
Lariat (32/59)

Critical Sleeper Hold (33/59)  
Delfin Special I (34/59)  
Crossface Sleeper Hold (35/59)  
Nerve Hold (36/59)  
Knee Rush (37/59)  
Rear Naked Choke (38/59)  
Rear Naked Choke Armlock (39/59)  
Lucha Rollup (40/59)

High Angle Atomic Drop (41/59)



Atomic Toss (42/59)  
Leg Buster (43/59)  
Fall-Away German Suplex (44/59)  
Heel Stomp (45/59)  
German Suplex (46/59)  
Sleeper Hold German Suplex (47/59)  
Leg Hold Backdrop (48/59)

Snap Release German Suplex (49/59)  
Side Suplex (50/59)  
Atomic Drop (51/59)  
Fall-Away Backdrop (52/59)  
Jumping Backdrop (53/59)  
High Angle Leg Hold Backdrop (54/59)  
Standing Surfboard Stretch (55/59)  
Sleeper Hold 2 (56/59)

Double Chickenwing Armlock (57/59)  
German Suplex 2 (58/59)  
Leg Hold Bridging Backdrop (59/59)

The following moves act as reversals to back grapples and can only be activated while the opponent attempts to perform a grapple from behind you.

=====  
Y Button:  
=====

Double Elbow (1/1)

=====  
B Button:  
=====

Reverse Headbutt (1/12)  
Falling Side Leg Lock (2/12)  
Arm Drag (3/12)  
Falling Fujiwara Armbar (4/12)  
Running Bulldog (5/12)  
Cutter (6/12)  
Flailing Elbow Strikes (7/12)  
Belly To Belly Crush (8/12)

Low Blow (9/12)  
Switch (10/12)  
Snapmare (11/12)  
Arm Toss (12/12)

=====  
B Button (at head of downed opponent):  
=====

Chest Press Pin (1/2)  
Cover Pin (2/2)

=====  
B Button (at feet of downed opponent):  
=====

Prawn Pin (1/2)  
Leg Hook Pin (2/2)

=====  
A Button (at head of downed opponent):  
=====

Mounted Sumo Punches (1/43)  
Grounded Torso Stretch (2/43)  
Grounded Arm Lock (3/43)  
Stepover Crossface (4/43)  
Mounted Slaps (5/43)  
Delfin Clutch Pin (6/43)  
Double Arm Lock (7/43)  
Leg Drop (8/43)

Inverted Figure Four Necklock (9/43)  
Cobra Claw (10/43)  
Rolling Senton Splash (11/43)  
Side Elbow Drop (12/43)  
Crossface Chickenwing Arm Lock (13/43)  
Stretch Plum (14/43)  
Side Elbow Drop 2 (15/43)  
Grounded Fork Stabbing (16/43)

Cover Pin (17/43)  
Flash Elbow (18/43)  
Grounded Sleeper Hold (19/43)  
Crucifix Armbar (20/43)  
Flash Falling Shoulder Block (21/43)  
Iron Claw (22/43)  
Elbow Drop To Chest (23/43)  
Back Kick (24/43)

Strangle Hold Y (25/43)  
Senton Splash (26/43)  
Grounded Arm Lock (27/43)  
Jumping Kneeling Butt Drop (28/43)  
Jumping Chest Punch (29/43)  
Diving Headbutt (30/43)  
Jumping Splash Cover Pin (31/43)  
Strutting Head Kick (32/43)

Elbow Hold (33/43)  
Iron Claw To Chest (34/43)  
Knee Drop (35/43)  
Stomp (36/43)  
Grounded Sleeper Hold (37/43)  
Stepover Sleeper Hold (38/43)

Knee Drop To Head (39/43)  
Inverted Figure Four Torso Hold (40/43)

Inverted Crucifix Armbar (41/43)  
Figure Four Neck Lock (42/43)  
Armbar (43/43)

=====  
A Button (at feet of downed opponent - on back):  
=====

Spinning Toe Hold (1/20)  
Standing Scorpion Deathlock (2/20)  
Crotch Kick (3/20)  
Achilles Heel Hold (4/20)  
Lucha Leg Twist (5/20)  
STF (6/20)  
Heel Hold (7/20)  
Giant Swing (8/20)

Prison Leg Lock Mounted Punches (9/20)  
Sitting Leg Lock (10/20)  
Side Leg Lock (11/20)  
Scorpion Deathlock (12/20)  
Raised Leg Kick (13/20)  
Leg Lock (14/20)  
Raised Leg Backside Kick (15/20)  
Knee Drop To Legs (16/20)

Standing Leg Hold (17/20)  
Boston Crab (18/20)  
Figure Four Leg Lock (19/20)  
Prison Leg Lock (20/20)

=====  
A Button (at head of downed opponent - on stomach):  
=====

Reverse Grounded Arm Lock (1/15)  
Prawn Hold Pin (2/15)  
Grounded Reverse Chokehold (3/15)  
Leg Drop (4/15)  
Strangle Hold Y (5/15)  
Grounded Crossface (6/15)  
Fujiwara Armbar (7/15)  
Grounded Fork Stabbing (8/15)

Armbar (9/15)  
Strutting Head Kick (10/15)  
Knee Drop To Head (11/15)  
Elbow Hold (12/15)  
Camel Clutch (13/15)  
Stomp (14/15)  
Knee Drop To Head 2 (15/15)

=====  
A Button (at feet of downed opponent - on stomach):  
=====

Leg Lock Sleeper Hold (1/18)  
Rolling Camel Clutch (2/18)  
STF (3/18)  
Prison Hold (4/18)  
Boston Crab 2 (5/18)  
Bow And Arrow Hold (6/18)  
Inverted STF (7/18)  
Indian Deathlock (8/18)

Prison Crossface Hold (9/18)  
Surfboard (10/18)  
Inverted STF (Muta Lock) (11/18)  
Inverted Figure Four Leg Lock (12/28)  
Reverse Heel Hold (13/18)  
Knee Drop To Legs (14/18)  
Stomp (15/18)  
Boston Crab (16/18)

Raised Leg Stomp (17/18)  
Single Leg Boston Crab (18/18)

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Top Rope Techniques (Page 7/8)

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The following moves can only be performed after climbing the top ropes:

=====  
Y Button (from top ropes):  
=====

Diving Elbow Drop (1/7)  
Diving Single Leg Stomp (2/7)  
Diving Reverse Elbow Drop (3/7)  
Diving Knee Drop (4/7)  
Diving Chest Punch (5/7)  
Diving Stomp (6/7)  
Disable this technique (7/7)

=====  
B Button (from top ropes):  
=====

Shooting Star Press (1/19)  
Moonsault (2/19)  
Diving Headbutt (3/19)  
Diving Leg Drop (4/19)  
Diving Knee Drop (5/19)  
Diving Headbutt 2 (6/19)  
Moonsault 2 (7/19)  
Diving Prayer Headbutt (8/19)

Diving Elbow Drop (9/19)  
Diving Single Leg Stomp (10/19)

Diving Senton Kick (11/19)  
Diving Headbutt 3 (Flying Pose) (12/19)  
Turning Moonsault (13/19)  
Diving Elbow Drop (14/19)  
Diving Single Knee Drop (15/19)  
Diving Chest Punch (16/19)

Diving Stomp (17/19)  
Diving Crossbody (18/19)  
Disable this technique (19/19)

=====  
A Button (from top ropes):  
=====

Diving Hurricanrana Pin (1/12)  
Front Flip Senton Press (2/12)  
Diving Elbow Strike (3/12)  
Diving Clothesline (4/12)  
Double Axe Handle (5/12)  
Diving Shoulder Block (6/12)  
Diving Crossbody (7/12)  
Diving Single Leg Stomp (8/12)

Diving Elbow Hammer (9/12)  
Diving Judo Chop (10/12)  
Diving Senton Kick (11/12)  
Disable this technique (12/12)

=====  
X Button (from top ropes):  
=====

Ultra Tiger Drop (1/11)  
Diving Elbow Drop (2/11)  
Diving Clothesline (3/11)  
Double Axe Handle (4/11)  
Diving Shoulder Block (5/11)  
Diving Crossbody (6/11)  
Kneedrop (7/11)  
Diving Elbow Hammer (8/11)

Diving Judo Chop (9/11)  
Missile Dropkick (10/11)  
Disable this technique (11/11)

The following moves can only be performed  
while running towards an opponent outside of  
the ring.

The timing is different for each "Suicida"  
type move.

=====  
A Button:  
=====

Sasake Special (1/3)  
Cartwheel Crossbody (2/3)  
Disable this technique (3/3)

---

Double Team & Secret Moves (Page 8/8)

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The following double team grapples can only be performed when locking up with a tag team partner against an opponent:

=====  
Double Team Front Grapples:  
=====

Snap Suplex (1/23)  
Inverted Atomic Drop (2/23)  
Reverse Double Takedown (3/23)  
Snap Brainbuster(4/23)  
Double Arm Toss (5/23)  
Sumo Slam (6/23)  
Inverted Vertical Suplex SLam (7/23)  
Knee Kick (8/23)

Monkey Flip (9/23)  
Double Hammer Blow (10/23)  
Double Jumping Judo Chop (11/23)  
Double Elbow Hammer (12/23)  
Double Body Punch (13/23)  
Double Tackle (14/23)  
Double Thunder Fire Powerbomb (15/23)  
Double Elbow Pat (16/23)

Double Knee Lift (17/23)  
Double Body Blow (18/23)  
Double Headbutt (19/23)  
Double Palm Thrust (20/23)  
Double Delayed Vertical Suplex (21/23)  
Double Brainbuster (22/23)  
Double Punch (23/23)

=====  
Double Team Front Grapples:  
=====

Double Snap Backdrop (1/14)  
Double Reverse Brainbuster (2/14)  
Double Reverse Knee Kick (3/14)  
Double Face Crusher (4/14)  
Double Palm Thrust (5/14)  
Double Power Punch (6/14)  
Double Atomic Toss (7/14)

Double Jumping Backdrop (8/14)

Double Headbutt (9/14)

Double High Angle Atomic Drop (10/14)

Double Leg Hold Backdrop (11/14)

Double Backdrop (12/14)

Double Atomic Drop (13/14)

Double Punch (14/14)

=====  
Up + B Buttons  
=====

The following moves can only be performed while the opponent is stunned in front of the left or right turnbuckle.

To initiate the top rope grapple needed to perform these moves, press Up + B after locking up with the opponent still stunned.

If done correctly, the opponent will be hoisted up and perched on the top rope initiating a lockup from the top ropes allowing the following moves to be inputted:

- Diving Release Frankensteiner (1/8)
- Diving Release Belly To Belly Suplex (2/8)
- Diving DDT (3/8)
- Diving Samoan Drop (4/8)
- Diving Release Fisherman Suplex (5/8)
- Diving Vertical Suplex (6/8)
- Diving Delayed Vertical Suplex (7/8)
- Disable this technique (8/8)

=====  
Y + B Buttons:  
=====

=====  
Strike attacks  
=====

- Fire Breath (1/273)
- Wheel Kick (2/273)
- Leaping Heel Hold (3/273)

=====  
While running  
=====

Sumo Rush (4/273)

=====  
while opponent is running  
=====

Frankensteiner (5/273)

Crossface Chickenwing (6/273)

=====  
while opponent is stunned by turbuckle  
=====

Top Rope Facebuster (7/273)  
Space Rolling Elbow (8/273)

=====  
At head of downed opponent - on back  
=====

Ace Running Knee Drop (9/273)  
Mounted Punches (10/273)

=====  
At feet of downed opponent - on back  
=====

Standing Scorpion Deathlock (11/273)  
Spinning Toe Hold (12/273)  
Groin Kick (13/273)

=====  
At head of downed opponent - on stomach  
=====

Inverted Chickenwing (14/273)

=====  
From top ropes  
=====

Shooting Star Press (15/273)  
Diving Hurricanrana Pin (16/273)  
Diving Spinning DDT (17/273)

=====  
Front grapple from top ropes  
=====

The following moves can only be performed while the opponent is stunned in front of the left or right turnbuckle.

To initiate the top rope grapple needed to perform these moves, press Up + B after locking up with the opponent still stunned.

If done correctly, the opponent will be hoisted up and perched on the top rope initiating a lockup from the top ropes allowing the following moves to be inputted:

Super Powerbomb (18/273)

=====  
while running towards opponent outside ring  
=====



Sasake Special (19/273)

=====  
Strike attacks  
=====

Axe Kick (20/273)  
Koppu Kick (21/273)  
Ghetto Blaster (22/273)

=====  
while running  
=====

Axe Bomber (23/273)  
Western Lariat (24/273)

=====  
While opponent is running  
=====

Falling Chokeslam (25/273)  
Belly To Belly Slam (26/273)  
Inverted Wheelbarrow Slam (27/273)

=====  
while opponent is stunned by turbuckle  
=====

Koppu Kick (28/273)

=====  
At head of downed opponent - on back  
=====

Chickenwing Chokehold (29/273)  
Earthquake Splash (30/273)  
Elbow Drop (31/273)  
Grounded Chickenwing Armlock (32/273)  
Stepover Stretch Plum Armlock (33/273)  
Mounted Sumo Strikes (34/273)  
Delfin Clutch (35/273)

=====  
At feet of downed opponent - on back  
=====

Heel Hold (36/273)  
Tiger Leg Twist (37/273)

=====  
At head of downed opponent - on stomach  
=====

Rolling Flip Pin (38/273)  
Grounded Sleeper Hold (39/273)

=====  
At feet of downed opponent - on stomach

=====  
Double Leg Lock Sleeper Hold (40/273)  
=====

=====  
From top ropes  
=====

Moonsault (41/273)  
Diving Headbutt (42/273)  
Senton Body Press (43/273)

=====  
From top ropes (with opponent outside ring)  
=====

Tiger Drop (44/273)

=====  
while running towards opponent outside ring  
=====

cartwheel To Diving Body Press (45/273)

=====  
while opponent is stunned by turbuckle  
=====

Super Backdrop (46/273)

=====  
Strike attacks  
=====

Shin Kick (47/273)  
Extended Shin Kick (48/273)  
Extended Mid Kick (49/273)  
Palm Strike (50/273)  
Wheel Kick (51/273)  
High Kick (52/273)  
Lariat (53/273)

=====  
While running  
=====

Kenka High Kick (54/273)  
Kenka Mid Kick (55/273)  
Kenka Low Kick (56/273)  
Hip Attack (57/273)  
Wheel Kick (58/273)  
Flying Clothesline (59/273)  
Flying Crossbody (60/273)  
Lou Thesz Press (61/273)  
Clothesline (62/273)  
Lariat (63/273)  
Sleeper Hold (64/273)

=====  
While opponent is running

=====  
Lucha Arm Drag (65/273)  
Roundhouse Kick (66/273)  
Roundhouse Mid Kick (67/273)  
Octopus Sleeper Hold (68/273)  
Snap Sidewalk Slam (69/273)  
Samoan Drop (70/273)  
Tilt-A-Whirl Slam (71/273)  
Scoop Powerslam (72/273)  
Scoop Powerslam Pin (73/273)  
Frankensteiner (74/273)  
Tilt-A-Whirl Backbreaker (75/273)  
Iron Claw (76/273)

=====  
while opponent is stunned by turbuckle  
=====

Hip Attack (77/273)  
Tiger Flip (78/273)

=====  
At head of downed opponent - on back  
=====

Grounded Double Arm Lock (79/273)  
Leg Drop (80/273)  
Inverted Figure Four Headlock (81/273)  
Cobra Claw (82/273)  
Senton Splash (83/273)  
Side Elbow Drop (84/273)  
Grounded Crossface Chickenwing Armlock (85/273)

Dragon Sleeper Hold Arm Lock (86/273)  
Flash Elbow (87/273)  
Grounded Fork Stab (88/273)  
Splash (89/273)  
Flash Elbow To Chest (90/273)  
Grounded Front Chokehold (91/273)  
Crucifix Armbar (92/273)  
Jumping Elbow Drop (93/273)

=====  
At feet of downed opponent - on back  
=====

STF (94/273)  
Heel Hold (95/273)  
Giant Swing (96/273)

=====  
At head of downed opponent - on stomach  
=====

Leg Drop (97/273)  
Strangle Hold Y (98/273)  
Grounded Sleeper Hold (99/273)  
Fujiwara Armbar (100/273)  
Grounded Fork Stabbing (101/273)

Armbar (102/273)

=====  
At feet of downed opponent - on stomach  
=====

Rolling Camel Clutch (103/273)  
STF (104/273)  
Modified Surfboard (105/273)  
Boston Crab (106/273)  
Bow And Arrow Hold (107/273)  
Inverted STF (108/273)

=====  
From top ropes  
=====

Diving Leg Drop (109/273)  
Diving Knee Drop (110/273)  
Diving Headbutt (111/273)  
Moonsault (112/273)  
Prayer Diving Headbutt (113/273)  
Diving Elbow Strike (114/273)  
Diving Clothesline (115/273)

=====  
From top ropes (with opponent outside ring)  
=====

Elbow Pat (116/273)  
Diving Lariat (117/273)

=====  
while running towards opponent outside ring  
=====

Asai Moonsault (118/273)

=====  
Front grapple from top ropes  
=====

Frankensteiner (119/273)  
Diving Release Belly To Belly Suplex (120/273)

=====  
Strike attacks  
=====

Mid Kick (121/273)  
Straight Mid Kick (122/273)  
Dropkick (123/273)  
Three Point Shoulder Block (124/273)  
Enzuigiri (125/273)  
Fallaway Mid Kick (126/273)  
Rounhouse Kick (127/273)  
Dropkick To The Knees (128/273)  
Spinning Backfist (129/273)  
Savate Kick (130/273)

=====  
While running  
=====

Running Dropkick To The Knees (131/273)  
Running Elbow Strike (132/273)  
Running 3 Point Shoulder Block (133/273)  
Running Sumo Block (134/273)  
High Knee (135/273)  
Body Check (136/273)  
Running Fallaway Kick (137/273)  
Flying Cross Chop (138/273)  
Flying Elbow Strike (139/273)  
Flying Shoulderblock (140/273)  
Delayed Lariat (141/273)  
Flying Crossbody (142/273)  
Running Dropkick Flip (143/273)

=====  
While opponent is running  
=====

Kenka Mid Kick (144/273)  
Double Leg Takedown (145/273)  
Spinning Backfist (146/273)  
Big Boot (147/273)  
Standing Cross Chop (148/273)  
Fierce Punch (149/273)  
Belly To Belly Slam (150/273)  
Bear Hug Takedown (151/273)

=====  
while opponent is stunned by turbuckle  
=====

Running Senton Press (152/273)  
Running Elbow Strike (153/273)  
Flying Body Check (154/273)  
Clothesline (155/273)

=====  
At head of downed opponent - on back  
=====

Running Leg Drop (156/273)  
Running Elbow Drop (157/273)  
Iron Claw (158/273)  
Elbow Drop (159/273)  
Back Kick (160/273)  
Strangle Hold Y (161/273)  
Senton Splash (162/273)  
Grounded Arm Lock (163/273)  
Strutting Head Kick (164/273)  
Jumping Kneeling Butt Drop (165/273)  
Jumping Chest Punch (166/273)  
Diving Headbutt (167/273)  
Splash Pin (168/273)  
Knee Drop (169/273)  
Elbow Hold (170/273)

=====  
At feet of downed opponent - on back  
=====

Scorpion Deathlock (171/273)  
Iron Claw To Chest (172/273)  
Mounted Chest Punches (173/273)  
Sitting Leg Lock (174/273)  
Side Leg Lock (175/273)  
Groin Kick (176/273)

=====  
At head of downed opponent - on stomach  
=====

Strutting Head Kick (177/273)  
Knee Drop (178/273)  
Elbow Hold (179/273)

=====  
At feet of downed opponent - on stomach  
=====

Indian Deathlock (180/273)  
Modified Surfboard (181/273)  
Sufboard (182/273)  
Inverted STF (183/273)  
Inverted Figure Four Leg Lock (184/273)  
Inverted Heel Hold (185/273)

=====  
From top ropes  
=====

Diving Reverse Elbow Drop (186/273)  
Diving Stomp (187/273)  
Diving Fall Away Kick (188/273)  
Diving Headbutt (189/273)  
Turning Moonsault (190/273)  
Double Axe Handle (191/273)  
Diving Shoulder Block (192/273)  
Flying Crossbody (193/273)  
Diving High Knee (194/273)

=====  
From top ropes with opponent outside ring  
=====

Sledgehammer (195/273)  
Diving Shoulder Block (196/273)  
Diving Body Attack (197/273)  
Enzui Knee Drop (198/273)

=====  
while running towards opponent outside ring  
=====

Tope Con Hijo (199/273)

=====  
Front grapple from top ropes  
=====

Vertical Suplex (200/273)  
Delayed Vertical Suplex (201/273)  
DDT (202/273)  
Samoan Drop (203/273)  
Powerslam (204/273)

=====  
Strike attacks  
=====

Punch (205/273)  
Shin Kick (206/273)  
Slap (207/273)  
Western Kick (208/273)  
Mid Kick (209/273)  
Groin Kick (210/273)  
Thrust Kick (211/273)  
Dropkick (212/273)  
Missile Dropkick (213/273)  
Savate Kick (214/273)  
High Kick (215/273)

=====  
While running  
=====

Running Knee Jab (216/273)  
Shoulder Block (217/273)  
Dropkick Flip (218/273)  
Missile Dropkick (219/273)  
Lariat (220/273)  
Clothesline (221/273)  
Flying Clothesline (222/273)

=====  
While opponent is running  
=====

Shin Kick (223/273)  
Slap (224/273)  
Elbow Strike (225/273)  
Knife Edge Chop (226/273)  
Over The Shoulders Toss (227/273)  
Dropkick (228/273)  
Missile Dropkick (229/273)  
Knee Jab (230/273)  
Dropkick Flip (231/273)

===while opponent is stunned by turbuckle===

Running Elbow Strike (232/273)  
Running Dropkick (233/273)  
Running Missile Dropkick (234/273)  
High Knee (235/273)

=====  
At head of downed opponent - on back  
=====

Stomp (236/273)  
Sleeper Hold (237/273)  
Stepover Sleeper Hold (238/273)  
Knee Drop (239/273)  
Figure Four Torso Hold (240/273)  
Reverse Crucifix Armbar (241/273)  
Figure Four Necklock (242/273)  
Armbar (243/273)

=====  
At feet of downed opponent - on back  
=====

Leg Lock (244/273)  
Raised Leg Kick (245/273)  
Knee Drop To Legs (246/273)  
Standing Leg Stretch (247/273)  
Boston Crab (248/273)  
Figure Four Leg Lock (249/273)  
Leg Prison Hold (250/273)

=====  
At head of downed opponent - on stomach  
=====

Camel Clutch (251/273)  
Stomp (252/273)  
Knee Drop To The Head (253/273)

=====  
At feet of downed opponent - on stomach  
=====

Knee Drop To Legs (254/273)  
Stomp (255/273)  
Boston Crab (256/273)  
Raised Leg Stomp (257/273)  
Single Leg Boston Crab (258/273)

=====  
From top ropes  
=====

Elbow Drop (259/273)  
Shooting Star Press (260/273)  
Diving Chest Punch (261/273)  
Diving Stomp (262/273)  
Diving Crossbody (263/273)  
Diving Elbow Hammer (264/273)  
Diving Chop (265/273)  
Diving Senton Kick (266/273)

=====  
From top ropes with opponent outside ring  
=====



Diving Elbow Drop (267/273)  
Diving Judo Chop (268/273)  
Diving Missile Kick (269/273)

=====  
While running towards opponent outside ring  
=====

The following move can only be performed  
while the opponent is outside of the ring  
apronside:

Plancha (270/273)

=====  
while running towards opponent outside ring  
=====

Diving Crossbody (271/273)  
Tope Suicida (272/273)  
Elbow Drop (273/273)

=====  
Entrance poses:  
=====

Raise Fist Pose (1/32)  
Johnny Ace Peace Pose (2/32)  
Hashimoto Cross Chop Pose (3/32)  
Chono Anticipation Pose (4/32)  
Mutoh "It's Over" Cross Chop Pose (5/32)  
Fist Pump Pose (6/32)  
"Number One" Pose (7/32)  
Misawa "Rubbing Elbow" Pose (8/32)

Kobashi Fist Pump Pose (9/32)  
Crossed Arms Pose (10/32)  
Tsuruta/Muta Slit Throat Pose (11/32)  
Akiyama Stretch Pose (12/32)  
Tiger Mask "Come On" Pose (13/32)  
Power Warrior "Power" Pose (14/32)  
Macho Man Twirling Finger Pose (15/32)  
Rude/Hase Girating Hips Pose (16/32)

Sting Holler (17/21)  
Great Muta Asian Mist (18/32)  
Rick Steiner Mounted (19/32)  
Scott Steiner "Let Me Hear You" (20/32)  
Muscle Flex (22/32)  
Rikidozan Raise Arms (23/32)  
Rhodes Butt Shake (24/32)

Hansen Devil Horns (25/32)  
Karate Thrust (26/32)  
Funk Shadow Boxing (27/32)  
Singh Saber Bend (28/32)  
Flair Backing Off (29/32)  
Raise Arms (30/32)

=====  
Return to WRESTLER EDIT menu.  
=====

=====  
=====  
D) CPU LOGIC:  
=====  
=====

Determine how the Created Wrestler will react when controlled by the computer.

Each row represents a different attack, grapple or behavior that can be configured by adjusting each section's percentage number.

A set amount of percentage points are allotted for customizing the created wrestler's CPU Logic.

Remember, the higher the percentage of a technique, the greater the chances the Created Wrestler will use the technique.

CPU LOGIC (Page 1/3):  
=====

[Action]	[ Attack ] [ level ]	[Action]	[ Attack ] [ level ]
1) While standing	Light	Opponent on back	Light
2) While standing	Strong	Opponent on stomach	Strong
3) While grappling	Light	Opponent on back	Light
4) While grappling	Medium	Opponent on stomach	Medium
5) While grappling	Strong	Opponent on back	Strong
6) While grappling	Special	Opponent on stomach	Special

=====  
7) Proceed to (page 2/3)

=====  
8) OK!: Return to WRESTLER EDIT Menu  
=====

=====  
CPU LOGIC (Page 2/3):  
=====

[Action]	[Action]	[ Attack ] [ level ]
1) Opponent grounded (low stamina)	Irish Whip	Light Medium
2) Opponent dazed	While running	Light
3) Opponent dazed (while on ground)		Medium
3) Finisher	Opponent is running (counter)	Light Medium
4) Run to corner	Opponent in corner (dazed by turnbuckle)	Light Medium

=====  
5) Return to CPU LOGIC (Page 1/3)  
=====

=====  
6) Proceed to CPU LOGIC (Page 3/3)  
=====

=====  
7) OK!: Return to WRESTLER EDIT Menu  
=====

=====  
CPU LOGIC (Page 3/3):  
=====

[Action]

[Action]

1) Back grapple	Dazed by turnbuckle
2) Back grapple (when opponent has low stamina)	From top ropes
3) Back grapple (bloodshed)	Special skill
4) Back grapple reversal	Wrestler character (used for CPU)
5) Apron move	

=====  
6) Return to CPU LOGIC (Page 2/3)  
=====

=====  
7) OK!: Return to WRESTLER EDIT Menu  
=====

---



---

=====  
=====  
E) STAT EDITOR:  
=====  
=====

The STAT EDITOR section allows the player to adjust their Created Wrestler's attack and defensive stats.

Each attribute is split into ten different sections which are indicated and organized in the left column.

Kick	
Punch	
Suplex	

	TOTAL
Power	POINT
	000
Arm Submission	<hr/>
	160
Leg Submission	
Lariat	
Fly	
Arm Power	
Technique	

---



---

=====  
 =====  
 F) ADDITIONAL OPTIONS:  
 =====  
 =====

(Page 1/2):  
 =====

=====  
 1) BGM: Choose the background music for the Created  
 ===== Wrestler.The themes are as followed:

- \*BGM 00 - Theme of: VICTORY MUSASHI,  
 FIGHTER YAMATO,  
 HURRICANE RIKIMARU,  
 & GIANT SHIBA.
- \*BGM 01 - Theme of: KEN BUDOH,  
 MASAHIRO KOHNO  
 & SHINYA HATAMOTO
- \*BGM 02 - Theme of: KNIGHT BLASTER,  
 IRON BLASTER,  
 KILLER BLASTER  
 & THE SPIKE
- \*BGM 03 - Theme of: NOBUHISA SANADA,  
 KAZUKI YAMAMOTO,  
 & TAKASHI MINEMURA
- \*BGM 04 - Theme of AKIRA SAEBA
- \*BGM 05 - Theme of KARLOS CRAUSER,  
 R.J. PHEIZ,  
 BLITZ VON ELRICK  
 & NEVERLAND ROSH

\*BGM 06 - Theme of: STAR BISON,  
DICK MARVELRIC,  
HURRY TEXAN JR.  
& KERRY TEXAN

\*BGM 07 - Theme of: JOHN EARTHSHAKER,  
THE SAVER,  
THE UNDERGROUND,  
G.O. BRIGHT  
& SMASHER "GANGAN" GIGAS

\*BGM 08 - Theme of: VOICE STACY,  
HORNET GOHST,  
ANDRE FAG,  
MASAYUKI SADAKE  
& THOMAS SMIT

\*BGM 09 - Theme of: MASK DE PANTHER,  
GREAT PANTHER,  
DYNAMIC KID  
& MIGHTYBOY DAVIS

\*BGM 10 - Unused theme

\*BGM 11 - Theme of: WOLF VAN,  
BITSANZA TALUWELL,  
CHRISTPHER OLMAN  
& RICK GRAY

\*BGM 12 - Theme of: SYOJJI ANDOH  
& YOUKOU MINATO

\*BGM 13 - Unused theme

\*BGM 14 - Theme of: DANGER MATSUBARA,  
MASTER TOGO,  
TATOO,  
ABDOLL THE DANGER  
& MAD TIGER

\*BGM 15 - Theme of: TOMMY BOMBER,  
AKIRA SAGAMI,  
MASANOBU KOBUCHIZAWA  
& TOSHIIE KAZAMA

\*BGM 16 - Theme of: MAKOTO HIGAKI,  
MITSURU MUTSUKI,  
WIN HARLOCK  
& BOSS ROTTEN

\*BGM 17 - Theme of: BIG THE GREAT BULL,  
STILL JAMES,  
& KERRY BOGEY

\*BGM 18 - Theme of: THUNDER RYU,  
F.F. MACHINE,  
HITMAN GEN  
& MR. K.

\*BGM 19 - Theme of: SAMURAI JIRO,

TOSHI GOTOH,  
INAZUMA KENGO  
& KUNIAKI IGARASHI

\*BGM 20 - Theme of: SMALL STAMINA,  
BIG STAMINA,  
FLASH BARTON  
& JURASSIC ACHILLES

\*BGM 21 - Theme of: DICK SLENDER  
& JUSTY ROSES

\*BGM 22 - Theme of AXE DOGAN,  
MACHO SABER  
& DICK LORD

\*BGM 23 - Theme of: HYPER "THE GOD" KEISER,  
WILD FANTOM,  
BLACK KEISER,  
& EL KAMIKAZE

\*BGM 24 - Theme of: MITSUhide HIKAWA,  
KEIJI TOGASHI,  
SHUN AKIKWAWA  
& KIYOSHI AKECHI

\*BGM 25 - Theme of: JOH KAJIWARA  
& OSAMU MITO

\*BGM 26 - Theme of: MASCARA CONDOR  
GRAN MARIPOSA,  
TRICKY TSUJI,  
MASAO ORIKURA  
& AZTEKA DRAGON

\*BGM 27 - Theme of: KATSUSHI OKITA  
& HUNTER GOJYO

\*BGM 28 - Theme of: BLADE MUSHA,  
THE BLADE KAGURA,  
HIROSHI ARASHIYAMA  
& RIKIOHZAN

\*BGM 29 - Theme of: JINSUI KANZAKI,  
SPACE DOLPHIN,  
BLADE HAYATE  
& ITTETSU WAKAMOTO

=====

2) Ringside count: select how long the created wrestler will stay  
===== outside of the ring when controlled by the CPU.

=====

3) Tag: adjust how long a CPU tag partner will remain in the ring.  
=====

\* Level 1 (default)

- \* Level 2
- \* Level 3

=====  
4) Wrestler Speed: adjust the natural speed of the Created Wrestler:  
=====

- \* Regular speed (default)
- \* Slightly faster speed
- \* Very Slow speed
- \* Very fast speed

=====  
5) Irish Whip: enable or disable the ability to throw  
===== the opponent to the ropes.

- \* Enabled (default)
- \* Disabled

=====  
6) Fighting Stance: assign a fighting stance to the created  
===== wrestler. The stances are:

- \* Technique stance (default)
- \* Power stance
- \* Lucha stance
- \* Heel stance
- \* Shoot stance
- \* Strong stance

=====  
7) Proceed to (page 2/2) of ADDITIONAL OPTIONS  
=====

=====  
8) OK!: confirm changes and return to the WRESTLER EDIT menu.  
=====

---

---

ADDITIONAL OPTIONS (Page 2/2):  
=====

=====  
1) Critical: assign a critical to the Created Wrestler.  
===== It should be noted that only a handful of  
moves have the ability to cause a critical  
in a match. The critical options are:

- \* No critical (0 points) (default)
- \* Strong style submission (15 points)
- \* Sambo submission (15 points)
- \* Technique-style submission (15 points)
- \* Suplex (KO) (20 points)



- \* Striking (KO) (25 points)
- \* Sleeper Hold submission (KO) (12 points)

=====

2) Rope stop: enable or disable rope stop when thrown to the ropes:

=====

- \* Disable rope stop (default)
- \* Enable rope stop (15 points)

=====

3) Stamina level: \* Level 1 (6 points) (default)

- \* Level 2 (12 points)
- \* Level 3 (18 points)
- \* Level 4 (24 points)
- \* Level 5 (30 points)

=====

4) Stamina level B: \* Level 1 (6 points) (default)

- \* Level 2 (12 points)
- \* Level 3 (18 points)
- \* Level 4 (24 points)
- \* Level 5 (30 points)

=====

\*\*\*\*\*TOURNAMENT\*\*\*\*\*

=====

=====

A) NEW GAME

=====

=====

B) DATA LOAD

=====

=====

C) Return to main menu

=====

-----  
-----

=====

A) NEW GAME

=====

To customize tournament settings, select "Custom Tournament" followed by pressing the Left or Right directional buttons to adjust settings.

=====

1) Tournament selector - \* Legends Tournament (default)

- \* Custom Tournament

=====  
2) Division selector - \* Singles Tournament (default)  
=====  
                                  \* Tag Tournament

=====  
3) Total number of players - \* 16 players (default)  
=====

=====  
4) Number of human players - \* 1 player (default)  
=====

=====  
5) Wrestler selection - \* Opponents chosen at random (default)  
=====  
                                  \* Manual  
                                  \* All players chosen at random

=====  
6) Match selection - \* Manual (default)  
=====  
                                  \* Auto select match

=====  
7) Go back a page  
=====

=====  
8) OK! : confirm changes and proceed to Screen 2) Tournament start.  
=====

---

---

=====  
B) DATA LOAD  
=====

|  
| Note: options 1 and 2 are only accessible when |  
| selecting the "Legends Tournament" option. |  
|

=====  
1) Save data  
=====

=====  
2) Load data  
=====

=====  
3) Return to Screen 1) Tournament overview menu  
=====

---

---

screen 2) TOURNAMENT start screen:

=====

After the tournament settings have been confirmed from the  
NEW GAME menu, the following options will then be presented:

=====

1) Total number of players : pressing the B button on this  
===== option will start the tournament.

=====

2) Additional options : press the B button for  
===== customizable match settings.

=====

3) Save data  
=====

=====

4) New game : discard changes and start a new tournament.  
=====

=====

5) Return to main menu  
=====

---

---

Screen 2) Additional options menu (page 1/2):

=====

```
|  
| Note: options 1 to 3 are only accessible |  
| when selecting the "custom tournament" |  
| option from the "NEW GAME" menu. |  
|
```

=====

1) Time limit \* 5minutes 1round (default)  
===== \* 10minutes 1round  
\* 30minutes 1round  
\* 60minutes 1round  
\* No time limit 1round

=====

2) Referee select: choose a Referee:  
=====

\* Duyomu (default)  
\* Mr. Mizu  
\* Hiroshi  
\* Classic Referee  
\* Tottori

=====  
3) Ring select: choose a Wrestling ring:  
=====

- \* HWA (1) (Default ring)
- \* VIEW JAPAN
- \* OLIVE JAPAN
- \* INDEPENDENT
- \* RYU
- \* WWC
- \* UWH
- \* VIEW JAPAN DOJO
- \* U
- \* HIGHCLASS
- \* GONGS (RINGS)
- \* HWA (2) (blue)
- \* HWA (3) (purple)
- \* HWA (4) (yellow)
- \* HWA (5) (green)

=====  
4) Difficulty level 1: adjust the difficulty level.  
=====

- \* 1 (Easy) (default) \* 5
- \* 2 \* 6 (Hard)
- \* 3 \* 7
- \* 4 (Normal) \* 8 (Expert)

=====  
5) Ringside count: adjust the time limit allowed when a Wrestler  
===== steps out of the ring:

- \* 20 count (default)
- \* 10 count
- \* No time limit

=====  
6) OK!.: confirm changes and return to screen 1) Overview Menu.  
=====

=====  
7) Additional match settings (Page 2/2) (press B to open)  
=====

=====  
8) Discard changes and return to TOURNAMENT screen  
=====

---

---

Screen 2) Additional match settings (page 2/2):  
=====

=====

1) Lumberjack: adjust whether wrestlers can/cannot exit the ring.

=====

\* OFF Wrestlers can exit the ring (default).

\* ON Wrestlers cannot exit the ring.

=====

2) Rope Break: enable or disable rope breaks.

=====

=====

3) Pinfall: adjust whether the match can be won

===== a pinfall or not.

\* ON - the match can be won by pinfall (default)

\* OFF - disable pinfalls.

=====

4) BGM: adjust the volume of the background music.

=====

=====

5) SE: adjust the volume of the sound effects.

=====

=====

6) OK!: confirm changes and return to screen 1) Overview menu.

=====

=====

7) Confirm changes and return to Additional match settings (page 1/2)

=====

=====

8) OK! : confirm changes and proceed to TOURNAMENT overview menu.

=====

=====

9) Discard changes and return to main menu

=====

=====

\*\*\*\*\*OPEN LEAGUE\*\*\*\*\*

=====

=====

A) NEW GAME

=====

=====

B) DATA LOAD

=====

=====

C) Return to main menu

=====  
  
-----  
  
-----  
  
=====  
A) NEW GAME  
=====

|  
| Note: up to 128 human and CPU players can |  
| participate in an OPEN LEAGUE tournament |  
| with a total of 256 matches. |  
|

=====  
1) Division selector - \* Singles league (default)  
===== \* Tag league

=====  
2) Total number of players - \* 4 players (default)  
=====

=====  
3) Number of human players - \* 4 players (default)  
=====

=====  
4) Wrestler selection - \* Opponents chosen at random (default).  
===== \* Manual.  
\* All players chosen at random.

=====  
5) Match selection - \* Manual (default).  
===== \* Auto select match.

=====  
6) OK! : confirm changes and start OPEN LEAGUE tournament.  
=====

=====  
7) Go back a page  
=====

-----  
-----  
  
After all of the Wrestlers have been selected for the OPEN LEAGUE  
tournament, the following menu will then be presented:

OPEN LEAGUE match settings:  
=====

- =====  
1) Total number of players: pressing the B button on this  
===== option will start the tournament.
- =====  
2) Options: press the B button on this tab to access the options menu.  
=====+
- =====  
3) Ranking: press the B button on this tab to check player rankings.  
=====
- =====  
4) Match selection:  
===== \* Manual (default)  
                  \* Auto select match
- =====  
5) Save data: press the B button on this tab to open the save data screen.  
=====
- =====  
6) Load data: press the B button on this tab to open the load data screen.  
=====
- =====  
7) confirm changes and return to NEW GAME screen  
=====
- =====  
8) Return to main menu  
=====

---

---

The following menu is displayed after selecting the "Options" tab  
from the OPEN LEAGUE match settings page.

- =====  
1) Time limit           \* 5minutes 1round (default)  
=====               \* 10minutes 1round  
                      \* 30minutes 1round  
                      \* 60minutes 1round  
                      \* No time limit 1round
- =====  
2) Referee select: choose a Referee:  
=====
- \* Duyomu (default)  
                      \* Mr. Mizu  
                      \* Hiroshi  
                      \* Classic Referee  
                      \* Tottori

=====

3) Difficulty level 1: adjust the difficulty level.

=====

- \* 1 (Easy) (default) \* 5
- \* 2 \* 6 (Hard)
- \* 3 \* 7
- \* 4 (Normal) \* 8 (Expert)

=====

5) Ringside count: adjust the time limit allowed when a Wrestler steps out of the ring:

=====

- \* 20 count (default)
- \* 10 count
- \* No time limit

=====

6) OK!: confirm changes and return to screen 1) Overview Menu.

=====

=====

7) Additional match settings (press B to open)

=====

=====

8) Go back to OPEN LEAGUE match settings

=====

---

---

Additional Options screen:

=====

=====

1) Lumberjack: adjust whether wrestlers can/cannot exit the ring.

=====

- \* OFF Wrestlers can exit the ring (default).
- \* ON Wrestlers cannot exit the ring.

=====

2) Rope Break: enable or disable rope breaks.

=====

=====

3) Performance: enable or disable pre-match Wrestler animations.

=====

- \* ON - animations are enabled (default)
- \* OFF - disable animations

=====

4) BGM: adjust the volume of the background music.

=====



=====

5) SE: adjust the volume of the sound effects.

=====

=====

6) OK!: confirm changes and return to screen 1) Overview menu.

=====

=====

7) Confirm changes and return to Additional match settings (page 1/2)

=====

=====

8) OK! : confirm changes and proceed to TOURNAMENT overview menu.

=====

=====

9) Discard changes and return to main menu

=====

=====

\*\*\*\*\*CHAMPION ROAD\*\*\*\*\*

=====

Super Fire Pro-Wrestling Special's story mode where the player assumes the role of Morio Smith; a young man with his sights set on becoming a Pro-Wrestler.

As Morio's story unfolds with each match, so too will Morio's moves and techniques from chapter to chapter.

=====

Name Input:

=====

When first selecting CHAMPION ROAD, a name input screen will appear prompting the player to assign a name for the main character.

A - Holding the A button offers the following options:  
Japanese signature options (for use with option 4)

X - holding the X button offers the following options:  
1) Hiragana 2) Katakana 3) Roman 4) Kanji

5) OK!:  
confirm name and proceed to next screen.

6) Cancel name input and return to previous screen.

[ 7 ] [ 8 ]  
Full name      Signature

Note: the spaces for both option 7 (full name) and option 8 (signature) must be edited with at least one character per space before continuing to edit the created wrestler.

=====  
=====  
PROLOGUE  
=====  
=====

The heavyweight champion of the world sits atop his throne. From the shadows into the darkness, a look of sadness creeps over his face.

Everything the champion has ever fought for has led up to this moment...

=====  
=====  
CHAPTER 1  
=====  
=====

Just turning 15 and already standing at "6m50cm (6 ft, 5 in), Morio wanders through a small Japanese town and approaches the front entrance to a training dojo.

When suddenly, Morio's name is called out by the dojo's head trainer Ittetsu Wakamoto (Kotetsu Yamamoto) who questions Morio's arrival and intent on becoming a Pro-Wrestler.

Judging Morio's conviction and determination, Ittetsu decides to start training Morio.

```

|-----|
| Morio's Chapter 1 Skills: |
|-----|
| [Special move]: |
| | |
| Powerbomb - Down + A (front grapple) |
| | |
| [Secret moves]: |
| | |
| Dropkick - Y + B (strike attack) |
| | |
| Powerbomb - Down + Y + B (front grapple) |
| | |
| German Suplex - Right + Y + B (back grapple) |
| | |
|-----|

```

=====  
Choose A Sparring Partner:  
=====

The player is then asked to choose between one of three sparring partners. The wrestlers are:

- |                                   |  |
|-----------------------------------|--|
|                                   |  |
| THE UNDERGROUND (The Undertaker)  |  |
|                                   |  |
| THE SPIKE (Sting)                 |  |
|                                   |  |
| DICK LORD ("Ravishing" Rick Rude) |  |
|                                   |  |

The sparring partner chosen will not affect the outcome of CHAMPION ROAD mode as all three wrestlers have identical cut scenes (with just different sprites).

=====

Match 1 - SPARRING PARTNER:

=====

Immediately after selecting the sparring partner, a match will begin inside the training dojo.

=====

Match 2 - ITTETSU WAKAMOTO (Kotetsu Yamamoto):

=====

With the sparring partner defeated, Morio is congratulated and then challenged to a match by the dojo trainer Ittetsu Wakamoto

=====

Choose a Wrestling Promotion:

=====

With Ittetsu Wakamoto's defeat, Morio travels to Tokyo to test his skills in one of the city's three major Wrestling promotions.

By pressing Left/Right on the d-pad, choose from one of the following wrestling promotions:

- |   |  |
|---|--|
|   |  |
| OLIVE JAPAN (All Japan Pro-Wrestling)]          |  |
|   |  |
| VIEW JAPAN (New Japan Pro-Wrestling)] (default) |  |
|   |  |
| UWH (UWFI)                                      |  |
|   |  |

Each wrestling promotion features their own specific series of wrestlers that will serve as opponents and chapter bosses complete with their own dialogue and in some instances, unique CHAMPION ROAD cutscenes.

Each route features the same moves for every chapter.

=====  
=====  
CHAPTER 2  
=====  
=====

When selecting the UWH route, a special wrestler selection screen will appear prompting the player to select one of the following opponents:

- 
- |  |  |
|--|--|
|  |  |
| NOBUHISA SANADA (Nobuhiko Takada) - Left     |  |
|  |  |
| JOH KAJIWARA (Yoshiaki Fujiwara) - Top       |  |
|  |  |
| AKIRA SAEBA (Akira Maeda) - Right            |  |
|  |  |
| or MAKOTO HIGAKI (Masakatsu Funaki) - Bottom |  |
- 

Selecting Nobuhisa Sanada, Joh Kajiwara, or Akira Saeba will make Makoto Higaki the starting opponent.

Selecting Makoto Higaki will make Joh Kajiwara the starting opponent.

The wrestler selected will become Morio's rival in the UWH promotion resulting in a short feud that will take place over a series of matches.

- 
- |   |  |
|---|--|
|   |  |
| Morio's Chapter 2 Skills:                   |  |
|   |  |
| [Special moves]:                            |  |
|   |  |
| Inverted Death Valley Driver - Down + A     |  |
| (front grapple)                             |  |
|   |  |
| Boston Crab - A (at feet of downed opponent |  |
| - face down)                                |  |
|   |  |
|   |  |
| [Secret moves]:                             |  |
|   |  |
| Enzuigiri - Y + B (strike attack)           |  |

```

|
| Kneeling Powerbomb - Down + Y + B (front grapple) |
|
| Dragon Suplex - Right + Y + B (back grapple) |
|
|_____|

```

```

=====
CHAPTER 2           CHAPTER 2           CHAPTER 2
OLIVE JAPAN ROUTE: VIEW JAPAN ROUTE:   UWH ROUTE:
=====

```

[Match 3]: KIYOSHI AKECHI (Tsuyoshi Kikuchi)	[Match 3]: TOSHI GOTO (Tatsutoshi Gotoh)	[Match 3]: OSAMU MITO (Osamu Kido)
[Match 4]: MASANOBU KOBUCHIZAWA (Masanobu Fuchi)	[Match 4]: HYPER "THE GOD" KEISER" (Jushin "Thunder" Liger)	[Match 4]: KAZUKI YAMAMOTO (Kazuo Yamazaki)
[Match 5]: SHUN AKIYAWA (Jun Akiyama)	[Match 5]: SAMURAI JIRO (Shiro Koshinaka)	[Match 5]: GREAT PANTHER (Super Tiger Mask)

```

=====
CHAPTER 3
=====

```

With Morio's popularity as a Pro-Wrestler rising, Morio continues his rise towards main event status.

```

|_____|
| Morio's Chapter 3 Skills: |
|_____|
|
| Special moves: |
|
| Inverted Death Valley Driver - Down + A |
| (front grapple) |
|
| Boston Crab - A (at feet of downed opponent |
| - face down) |
|
| Secret moves: |
|
| Enzuigiri - Y + B (strike attack) |
|
| Russian Leg Sweep Sleeper Hold - Down + Y + B |
| (front grapple) |
|
| Snap German Suplex - Right + Y + B (back grapple) |
|
|_____|

```

=====  
CHAPTER 3  
OLIVE JAPAN ROUTE:  
=====

[Match 6]:  
KERRY BOGEY  
(Terry Gordy):

[Match 7]:  
MILLIONS DAVIS  
(Ted Dibiase)

[Match 8]:  
STILL JAMES  
(Steve Williams)

[Match 9]:  
STAR BISON  
(Stan Hansen)

=====  
CHAPTER 3  
VIEW JAPAN ROUTE:  
=====

[Match 6]:  
HIROSHI DATE  
(Hiroyoshi Hase)

[Match 7]:  
MASAHIRO KOHNO  
(Masahiro Chono)

[Match 8]:  
SHINYA HATAMOTO  
(Shinya Hashimoto)

=====  
CHAPTER 3  
UWH ROUTE:  
=====

[Match 6]:  
JOH KAJIWARA  
(Yoshiaki Fujiwara)

[Match 7]:  
NOBUHISA SANADA  
(Nobuhiko Takada)

[Match 8]:  
MAKOTO HIGAKI  
(Masakatsu Funaki)

[Match 9]:  
AKIRA SAEBA  
(Akira Maeda)

\_\_\_\_\_ |  
| OLIVE JAPAN Route: |  
|\_\_\_\_\_ |  
| |  
| when playing through the OLIVE JAPAN route, match 9 will |  
| feature a special pre-match cutscene with STAR BISON |  
| (Stan Hansen) intended as a surprise boss fight. |  
| |  
|\_\_\_\_\_ |

\_\_\_\_\_ |  
| VIEW JAPAN Route: |  
|\_\_\_\_\_ |  
| |  
| when playing through the VIEW JAPAN route, match 6 will |  
| feature a special pre-match cutscene with HIROSHI DATE |  
| (Hiroyoshi Hase) slapping Morio across the as a response |  
| to Morio's fight challenge. |  
| |  
|\_\_\_\_\_ |

\_\_\_\_\_ |  
| UWH Route: |  
|\_\_\_\_\_ |  
| |  
| Note: it is impossible to defeat the opponents in match |  
| 12 and 13 of the UWH route. By default, the player must |  
| lose both matches to progress to Chapter 5 of Champion |  
| Road. |  
| |  
|\_\_\_\_\_ |

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=====

CHAPTER 4

=====

Contender after contender. Victory after victory.  
Morio's success as Pro Wrestler continues as Morio  
challenges the promotion's biggest stars.

---

Morio's Chapter 4 Skills:

---

[Special moves]:

Inverted Death Valley Driver - Down + A  
(front grapple)

Inverted STF (Muta Lock) - A (at feet of downed  
opponent - face down)

[Secret moves]:

Enzuigiri - Y + B (strike attack)

Release Side Suplex - Down + Y + B  
(front grapple)

Release Dragon Suplex - Right + Y + B  
(back grapple)

---

=====

CHAPTER 4  
OLIVE JAPAN ROUTE:

=====

[Match 10]:  
AKIRA SAGAMI  
(Akira Taue)

[Match 11]:  
KEIJI TOGASHI  
(Kenta Kobashi)

[Match 12]:  
TOSHIIE KAZAMA  
(Toshiaki Kawada)

[Match 13]:  
MITSUhide HIKAWA  
(Mitsuharu Misawa)

=====

CHAPTER 4  
VIEW JAPAN ROUTE:

=====

[Match 9]:  
JOH KAJIWARA  
(Yoshiaki Fujiwara)

[Match 10]:  
FIGHTER YAMATO  
(Tatsumi Fujinami)

[Match 11]:  
HURRICANE RIKIMARU  
(Riki Choshu)

[Match 12]:  
VICTORY MUSASHI  
(Antonio Inoki)

=====

CHAPTER 4  
UWH ROUTE:

=====

[Match 10]:  
BOSS ROTTEN  
(Bas Ruten)

[Match 11]:  
WIN HARLOCK  
(Ken Shamrock)

[Match 12]:  
MITSURO MUTSUKI  
(Minoru Suzuki)

[Match 13]:  
MAKOTO HIGAKI  
(Funaki Masakatsu)

---

|

| VIEW JAPAN Route: |  
| \_\_\_\_\_ |  
|  
| when playing through the VIEW JAPAN route, match 12  
| will feature a special boss fight with hidden wrestler  
| VICTORY MUSASHI (Antonio Inoki)  
|  
| \_\_\_\_\_ |

=====  
=====  
CHAPTER 5  
=====  
=====

Weakened but victorious, Morio stands in the spotlight as the promotion's newest champion.

News of Morio's victory gained worldwide attention with challenges to face Morio circling the globe.

\_\_\_\_\_  
|  
| Morio's Chapter 5 Skills: |  
| \_\_\_\_\_ |  
|  
| [Special moves]: |  
|  
| Inverted Death Valley Driver - Down + A |  
| (front grapple) |  
|  
| Reverse Leg Lock - A (at feet of downed |  
| opponent - face down) |  
|  
| [Secret moves]: |  
|  
| High Kick - Y + B (strike attack) |  
|  
| Shoot Left Right Punch Combo - Down + Y + B |  
| (front grapple) |  
|  
| Snap Backdrop - Right + Y + B (back grapple) |  
|  
| \_\_\_\_\_ |

=====  
Match 13 ~ 14 - THOMAS SMIT (Maurice Smith):  
=====

Morio's victory is short-lived as an American mixed martial artist by the name of THOMAS SMIT (Maurice Smith - the first hidden shoot fighter) challenges Morio to a match; promising to make quick work of the rising star and defeat Morio with a knockout.

Morio smiles and steps into the ring...



=====  
Match 14 ~ 15 - MASAYUKE SADAKE (Masaaki Satake):  
=====

Following Smit's defeat, Morio receives a challenge from another mixed martial artist MASAYUKE SADAKE (Masaaki Satake - another hidden shoot fighter).

Does Morio have what it takes to preserve the face of Pro Wrestling in Japan against the powerful Karateka?

=====  
=====  
CHAPTER 6  
=====  
=====

Memories play on repeat as Morio thinks back to his days training under Ittetsu Wakamoto's guidance.

Ittetsu Wakamoto had just passed away as the pressure of becoming a Professional Wrestler continues to take it's toll on Morio's conscience.

Following a successful series of matches against Sadake and Smit, Morio travels to Switzerland in order to cope with the pressure.

In his travels, Morio meets Saeka Saeba: a Japanese model and sister to Akira Saeba whom Morio begins to develop feelings for.

While in Switzerland, Morio seeks out the region's strongest fighter, a mixed martial artist known for his incredible match-ending Axe Kick.

Morio's Chapter 6 Skills:	
[Special moves]:	
Inverted Death Valley Driver - Down + A	
(front grapple)	
Reverse Leg Lock - A (at feet of downed	
opponent - face down)	
[Secret moves]:	
High Kick - Y + B (strike attack)	
Shoot Savate Kick Special - Down + Y + B	
(front grapple)	
Snap Backdrop - Right + Y + B (back grapple)	

=====  
Match 15 ~ 16 - ANDRE FAG (Andy Hug):  
=====

Morio had once again emerges victorious; proving that his skills as a Pro Wrestler could best even the greatest of martial artists.

After the match, Morio Smith is approached by Dynamic Kid (Dynamite Kid) a disciple and former student of Morio's trainer Ittetsu Wakamoto.

"You're an empty shell" states Dynamic Kid commenting on Morio's departure to Switzerland following Ittetsu's decline in health.

As tough as Dynamic Kid's words are, the truth finally sinks in to Morio. Afterall, this very toughness is what Ittetsu taught.

Following Morio's conversation with Dynamic Kid, Morio develops feelings for Saeka Saeba and returns home to Japan to pick up where he left off in the Japanese Wrestling circuit.

=====  
=====  
CHAPTER 7  
=====  
=====

Upon arriving back in Japan, Morio is confronted by Akira Saeba; the current champion of the recently created promotion and a handful of the promotion's top contenders.

Eager to test his skills against Saeba, Morio prepares for the first fight...

Morio's Chapter 7 Skills:	
[Special moves]:	
Inverted Death Valley Driver - Down + A	
(front grapple)	
Side Leg Lock - A (at feet of downed	
opponent - face up)	
[Secret moves]:	
Axe Kick - Y + B (strike attack)	

| Spinning Low Kick - Down + Y + B (front grapple) |  
| |  
| Snap Backdrop - Right + Y + B (back grapple) |  
| |  
| \_\_\_\_\_ |

=====  
Match 16 ~ 17 - MR. K. (Koji Kitao):  
=====

=====  
Match 17 ~ 18 - THUNDER RYU (Genichiro Tenryu):  
=====

=====  
Match 18 ~ 19 - KATSUSHI OKITA (Atsushi Onita):  
=====

=====  
Match 19 ~ 20 - AKIRA SAEBA (Akira Maeda):  
=====

The promotion's top contenders provided little challenge for Morio.

Now, as a top contender himself, Morio enters the ring against the promotion's champion: Akira Saeba.

\_\_\_\_\_  
| |  
| Note: it is impossible to defeat the opponent Akira |  
| Saeba in match 19 ~ 20 of Champion Road. |  
| |  
| By default, the player must intentionally lose the match |  
| in order to progress to Chapter 8 of Champion Road. |  
| \_\_\_\_\_ |

=====  
=====  
CHAPTER 8  
=====  
=====

The fame, the fortune, the recognition and the hard work ; after years of training and sacrifice...all stripped away in a matter of seconds.

The champion, Akira Saeba had defeated every contender in the promotion. Without hesitation, Saeba vacates his title and continues searching for stronger opponents.

Having no place left in the promotion and no trainer to return to, Morio flies to the United States in search a man known as the "Ultimate God of Wrestling" to hone his skills as a Wrestler.

Morio's search eventually leads him to an old fashioned gym located in a small American town.

As Morio looks around the gym, a voice calls out "so, you must be Morio Smith"...

---

Morio's Chapter 8 Skills:

---

[Special moves]:

Inverted Death Valley Driver - Down + A (front grapple)

Side Leg Lock - A (at feet of downed opponent - face up)

[Secret moves]:

Axe Kick - Y + B (strike attack)

Spinning Low Kick - Down + Y + B (front grapple)

Snap Backdrop - Right + Y + B (back grapple)

---

=====  
MATCH 20 ~ 21 - KALROS CLAUSER (Karl Gotch):  
=====

Following Akira Saeba's recommendation, Morio begins training under Kalros Clauser's (Karl Gotch) guidance.

The core of Kalros Clauser's strong style training is to hone a wrestler's natural, in-ring endurance.

As both student and mentor enter the makeshift ring, the training begins:

---

Note: the player must face Karlos Clauser for three consecutive matches in Chapter 8 of Champion Road.

It is impossible to defeat Kalros Clauser in all three matches. The reasoning behind this setup is connected to Chapter 8's story where Morio trains with Karlos Clauser to build up his defense.

Each match has a duration of 5 minutes and features regular match settings.

Incidentally, the player does not have to win any of the three matches to proceed to the next chapter and, if desired, can intentionally lose each match.

---

After training with Kalros Clauser for some time, Morio meets up with Saeka Saeda once again who is in town scouting for new wrestling talent.

---

---

CHAPTER 9

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To take the edge off the stiffness from training and to clear his mind from the recent passing of Ittetsu Wakamoto, Morio heads to a local bar and orders a couple drinks.

A short time later, Morio finds himself woken up in a railway ditch with his former sparring partner standing over him.

The sparring partner, it seems, has traveled to America to compete in a hard hitting, mixed martial arts tournament referred to as the "Gruesome Fighting" promotion and asks Morio to tag along with him to compete as well.

Seeing this as the perfect opportunity to test out his training, Morio knocks the dust off of his clothes and agrees.

---

Morio's Chapter 9 Skills:
[Special moves]:
Shoot Uppercut Special - Down + A (front grapple)
Delayed High Kick - A (strike attack)
[Secret moves]:
Koppu - Y + B (strike attack)
Inverted Death Valley Driver - Down + Y + B (front grapple)
High Angle German Suplex To Prawn Pin - Right + Y + B (back grapple)

---

---

Note: the three matches that take place in

---

| Chapter 9 feature a special, unlockable ring |  
| (the UFC Octagon ring) which makes it's |  
| appearance for the first time in Chapter 9. |  
|  
| The ability to run has been disabled (save |  
| for othe option to Irish Whip an opponent into |  
| the cage walls) as well as the ability to pin |  
| an opponent. |  
|  
| Opponents can only be defeated by regular |  
| submission holds. |  
|  
| \_\_\_\_\_ |

=====  
Match 21 ~ 22 - HIROSHI ARASHIYAMA (Arashi):  
=====

=====  
Match 22 ~ 23 - GENERAL BOLDOR (Gerard Gordeaux):  
=====

=====  
Match 23 ~ 24 - VOICE STACY (Royce Gracie):  
=====

At the end of the Gruesome Fighting Tournament,  
Morio comes face to face with Voice Stacy (Royce  
Gracie): an iconic practioner of the lethal Brazil  
-lian Jiu-Jitsu style and owner of the Gruesome  
Fighting promotion.

As the caged walls of the Octagon surround both  
challenger and opponent, the match begins.

=====  
=====  
CHAPTER 10  
=====  
=====

With his success in the Gruesome Fighting promotion,  
Morio is contacted by Dynamic Kid to travel to New York  
to join Dynamic Kid's Wrestling promotion: World Wrestling  
Circus (WWC); the most famous and widespread Wrestling  
promotion in America.

With his victories in past promotions solidified, Morio  
is granted entry into the World Wrestling Circus'  
championship tournament: an elite tournament that gathers  
champion Wrestlers from around the world.

Together with his sparring partner, Morio enters the  
World Wrestling Circus' tag team division.

\_\_\_\_\_ |

| Morio's Chapter 10 Skills: |  
| \_\_\_\_\_ |  
[Special moves]:	
Shoot Uppercut Special - Down + A	
(front grapple)	
Delayed High Kick - A (strike attack)	
[Secret moves]:	
Koppu - Y + B (strike attack)	
Inverted Death Valley Driver - Down + Y + B	
(front grapple)	
High Angle German Suplex To Prawn Pin -	
Right + Y + B (back grapple)	
\_\_\_\_\_	

=====  
MATCH 24 ~ 25 - SMALL STAMINA (Scott Steiner)  
& BIG STAMINA (Rick Steiner):  
=====

=====  
MATCH 25 ~ 26 - KNIGHT BLASTER (Road Warrior Hawk)  
& IRON BLASTER (Road Warrior Animal):  
=====

=====  
MATCH 26 ~ 27 - DYNAMIC KID (Dynamite Kid)  
& MIGHTYBOY SMITH (Davey Boy Smith):  
=====

With Dynamic Kid and Mightyboy Smith (Davey Boy Smith)'s defeat, Morio (along with his sparring partner) become tag team champions.

The next challenge: compete in the single's division to become the undisputed heavyweight champion.

=====  
MATCH 27 ~ 28 - THE SAVER (Big Van Vader):  
=====

=====  
Match 28 ~ 29 - MACHO SABEL ("Macho Man" Randy Savage):  
=====

=====  
Match 29 ~ 30 - BLADE MUSHA (The Great Muta):  
=====

Sitting backstage in the changeroom, Morio prepares

himself for the next match.

Already a tag team champion and now, a main event status Wrestler in his own right, Morio is once again thrust into the spotlight of the Pro-Wrestling world.

=====  
MATCH 30 ~ 31 - TOMMY BOMBER (Jumbo Tsuruta):  
=====

=====  
Match 31 ~ 32 - AXE DOGAN (Hulk Hogan):  
=====

Morio stands face to face once again with his greatest rival: Akira Saeba.

Saeba, now a top contender in the World Wrestling Circus promotion gladly accepts Morio's challenge.

Will history repeat itself once again?

=====  
MATCH 32 ~ 33 - AKIRA SAEBA (Akira Maeda):  
=====

The match is over as both rivals hug.

Akira Saeba has finally been defeated, ending Morio and Akira's rivalry.

Unfortunately, tragedy strikes once again as Morio's sparring partner is killed in the ring by the reigning World Wrestling Circus Champion Dick Slender (Ric Flair).

Emotionally devastated over the death of his close friend, Morio falls deeper and deeper into depression and becomes fixated on exacting vengeance on Slender at the expense of his relationship with Saeka

With a demonic grin forming on his face, Slender also confesses to murdering Morio's trainer Ittetsu Wakamoto.

Enraged and consumed by hatred, Morio promises to make Slender pay for his actions as Slender continues to laugh over and over...

=====  
MATCH 33 ~ 34 - DICK SLENDER (Ric Flair):  
=====

---

|  
| Note: this is the final match of Champion Road: a |  
| literal fight to the death against the hidden wrestler |  
| Dick Slender (Ric Flair). |



|  
| In this match, the player can actually lose the fight |  
| against Slender without being pinned, knocked out or |  
| submitting to one of Slender's submission holds. |  
|  
| If the player has received enough damage from punches, |  
| kicks, grapples, submission holds or even a failed |  
| attempt at performing moves such as Dropkicks or top |  
| rope attacks, the screen will flash white indicating |  
| the player has died in the ring (resulting in an |  
| instant loss). |  
|  
| While the player can die in the ring under these |  
| specific match settings, the opponent Dick Slender |  
| cannot and must be defeated regularly. |  
|  
|

=====  
=====  
EPILOGUE  
=====  
=====

At long last, Morio Smith has fulfilled his dream of becoming  
the the greatest Wrestler in the world.

With no higher peak to climb and no one left to share his victory  
with, Morio comes to realize that he was using Pro-Wrestling as  
means to fight off depression.

Three days later, Morio returns home and commits suicide.

To be continued?

=====  
\*\*\*\*\*OPTION\*\*\*\*\*  
=====

Options A to C have additional menu screens which can be accessed by  
pressing the B button.

=====  
A) FIGHT RECORDS: create a profile and keep track of wins, loses and ranking.  
=====

=====  
B) TURBO FILE: load files from the "Turbo File" accessory.  
=====

=====  
C) BACKUP RAM: manage progress from the game's built in save system.  
=====

=====  
D) STEREO SETTINGS: choose the sound output:  
=====

- \* Stereo (default)
- \* Mono

=====  
E) BGM: listen to the game's various music tracks.  
=====

- \* BGM 1 - Wrestler Selection Theme
- \* BGM 2 - Super Fire Pro-Wrestling Intro Theme
- \* BGM 3 - CHAMPION ROAD - Main theme
- \* BGM 4 - Match Result Theme
- \* BGM 5 - Mode Selection Theme
- \* BGM 6 - CHAMPION ROAD - Prologue
- \* BGM 7 - CHAMPION ROAD - Unused Theme
- \* BGM 8 - CHAMPION ROAD - A challenge awaits
- \* BGM 9 - CHAMPION ROAD - Sparring partner defeated
- \* BGM 10 - CHAMPION ROAD - HIROSHI DATE Confrontation
- \* BGM 11 - CHAMPION ROAD - Unused Theme
- \* BGM 12 - CHAMPION ROAD - Unused Theme
- \* BGM 13 - CHAMPION ROAD - Unused Theme
- \* BGM 14 - CHAMPION ROAD - Epilogue
- \* BGM 15 - CHAMPION ROAD - To be continued?
- \* BGM 16 - CHAMPION ROAD - Unused Theme
- \* BGM 17 - CHAMPION ROAD - Theme of AKIRA SAEHA
- \* BGM 18 - CHAMPION ROAD - Depression
- \* BGM 19 - CHAMPION ROAD - Unused Theme
- \* BGM 20 - CHAMPION ROAD - Unused Theme
- \* BGM 21 - CHAMPION ROAD - THOMAS SMIT, MR. K.  
& KATSUSHI OKITA Confrontation
- \* BGM 22 - CHAMPION ROAD - Unused Theme
- \* BGM 23 - CHAMPION ROAD - Death of a friend
- \* BGM 24 - CHAMPION ROAD - True evil

- \* BGM 25 - CHAMPION ROAD - A new World Champion
- \* BGM 26 - CHAMPION ROAD - WWC Theme
- \* BGM 27 - CHAMPION ROAD - THE SAVER & MACHO SABEL Confrontation
- \* BGM 28 - Unused Theme (I suspect this theme was meant for KEN BUDOH)
- \* BGM 29 - Theme of: VICTORY MUSASHI, FIGHTER YAMATO,  
HURRICANE RIKIMARU & GIANT SHIBA
- \* BGM 30 - Theme of: JOHN EARTHSHAKER, THE SAVER,  
THE UNDERGROUND, G.O. BRIGHT & SMASHER "GANGAN" GIGAS
- \* BGM 31 - Theme of: VOICE STACY, HORNET GOHST, ANDRE FAG,  
MASAYUKI SADAKE & THOMAS SMIT
- \* BGM 32 - Theme of: MASK DE PANTHER, GREAT PANTHER, DYNAMIC KID  
& MIGHTYBOY SMITH
- \* BGM 33 - Unused Theme (I suspect this theme was meant for MORIO SMITH)
- \* BGM 34 - Theme of: WOLF VAN, BITSANZA TALUWELL, CHRISTPHER OLMAN  
& RICK GRAY
- \* BGM 35 - Theme of: SYOHJI ANDOH & YOUKOU MINATO
- \* BGM 36 - Unused Theme
- \* BGM 37 - Theme of: DANGER MATSUBARA, MASTER TOGO, TATOO,  
ABDOLL THE DANGER & MAD TIGER
- \* BGM 38 - Theme of: TOMMY BOMBER, AKIRA SAGAMI, MASANOBU KOBUCHIZAWA  
& TOSHIIE KAZAMA
- \* BGM 39 - Theme of: MAKOTO HIGAKI, MITSURU MUTSUKI, WIN HARLOCK  
& BOSS ROTTEN
- \* BGM 40 - Theme of: BIG THE GREAT BULL, STILL JAMES, & KERRY BOGEY
- \* BGM 41 - Theme of: THUNDER RYU, HITMAN GEN, MR. K. & F.F. MACHINE
- \* BGM 42 - Theme of: SAMURAI JIRO, TOSHI GOTOH, INAZUMA KENGO  
& KUNIAKI IGARASHI
- \* BGM 43 - Theme of: FLASH BARTON, SMALL STAMINA, BIG STAMINA  
& JURASSIC ACHILLES
- \* BGM 44 - Theme of: Theme of DICK SLENDER & JUSTY ROSES
- \* BGM 45 - Theme of: Theme of JOH KAJIWARA & OSAMU MITO
- \* BGM 46 - Theme of: MASCARA CONDOR, GRAN MARIPOSA, TRICKY TSUJI,  
MASAO ORIKURA, & AZTEKA DRAGON
- \* BGM 47 - Theme of: KATSUSHI OKITA & HUNTER GOJYO
- \* BGM 48 - Theme of: STAR BISON, DICK MARVELRIC, HURRY TEXAN JR  
& KERRY TEXAN

- \* BGM 49 - Theme of: SHINYA HATAMOTO, KEN BUDOH & MASAHIRO KOHNO
- \* BGM 50 - Theme of: IRON BLASTER, KILLER BLASTER, KNIGHT BLASTER  
& THE SPIKE
- \* BGM 51 - Theme of: AKIRA SAEBA
- \* BGM 52 - Theme of: KARLOS CRAUSER, R.J. PHEIZ, BLITZ VON ELRICK  
& NEVERLAND ROSH
- \* BGM 53 - Theme of: NOBUHISA SANADA, KAZUKI YAMAMOTO  
& TAKASHI MINEMURA
- \* BGM 54 - Theme of: AXE DOGAN, MACHO SABEL & DICK LORD
- \* BGM 55 - Theme of: HYPER "THE GOD" KEISER, WILD FANTOM,  
BLACK KEISER & EL KAMIKAZE
- \* BGM 56 - Theme of: MITSUhide HIKAWA, KEIJI TOGASHI,  
SHUN AKIKAWA & KIYOSHI AKECHI
- \* BGM 57 - Theme of: BLADE MUSHA, THE BLADE KAGURA,  
HIROSHI ARASHIYAMA & RIKIOHZAN
- \* BGM 58 - Theme of: JINSUI KANZAKI, SPACE DOLPHIN, BLADE HAYATE  
& ITTETSU WAKAMOTO

=====  
 F) Return to main menu  
 =====

---



---

=====  
 =====  
 A) FIGHT RECORDS  
 =====  
 =====

In FIGHT RECORDS, players can create an account and keep track of their wins, loses and FIGHT RECORD ranking.

After an account has been created, the account will show up the ONE NIGHT MATCH Overview menu indicating that the account is currently active.

To change accounts during gameplay (more than one account must be created first), press the X button while selecting a Wrestler from the ONE NIGHT MATCH wrestler selection screen. A small window will then appear displaying the different FIGHT RECORD accounts created to choose from.

Screen 1) Overview menu:

---

This screen allows players to create, keep track of and delete

a FIGHT RECORDS account.

Up to five FIGHT RECORDS accounts can be saved.

```
Account #1      =====      =====      =====
                ---Victory      ---Defeat      Rank---
                =====      =====      =====
Account #2
Account #3
Account #4
Account #5
```

```
=====
Return to Options menu  View stats  Create new account  Delete account
=====
```

View stats screen (Page 1):

=====

```
=====
1) Account name      2) Current ranking
=====
```

```
=====
3) Wins --- 4) Loss --- 5) Draw ---
=====
```

```
=====
6) NOWPOINTS --- 7) Total matches ---
=====
```

```
=====
8) KO Critical --- 9) Submission Critical --- 10) D.Q. ---
=====
```

```
=====
11) Playtime hours --- 12) Playtime minutes --- 13) Playtime seconds ---
=====
```

```
=====
14) Return to OPTIONS menu      15) Proceed to (page 2) of view stats
=====
```

---

---

View stats screen (page 2):

=====

```
=====
1) Win ---      2) Lose ---    3) Draw ---
=====
```

- 4) Pinfall
- 5) Give up
- 6) Count out
- 7) Disqualify
- 8) Full Time Draw
- 9) Dual Ringout

=====

10) Return to View stats screen (Page 1)

=====

=====

\*\*\*\*\*THE WRESTLERS\*\*\*\*\*

=====

The roster of Super Fire Pro Wrestling Special are split up into eight fictional wrestling promotions.

To access the promotion selection , press the Y button at the wrestler selection screen. The following menu will then be displayed:

```
| VJP |
| OJP |
| RYU |
| Iw  |
| WWC |
| UWH |
| HIDE|
| KAKU|
|_____|
```

Additionally, pressing the A button will select a wrestler at random which can be applied for both human and CPU controlled Wrestlers.

In order of appearance from the character selection screen:

```
| VJP - VIEW JAPAN PRO WRESTLING / |
| NEW JAPAN PRO WRESTLING (NJPW) |
|_____|
|
| Based on the famous Japanese Wrestling |
```

| promotion New Japan Pro Wrestling, this |  
| category of wrestlers features a strict |  
| emphasis on technical wrestling skills |  
| and strong style wrestling. |  
| |  
| |  
|\_\_\_\_\_|

\*\*\*\*\*

\* \* \*

\* FIGHTER YAMATO \*

\* \* \*

\*\*\*\*\*

Real name: Tatsumi Fujinami

Nickname: Unyielding Dragon

Birthdate: 1953. 5. 18

Height: 185cm (6 ft, 1 in)

Weight: 105kg (231 lbs)

Nation: JAPAN

=====

Special move:

=====

Dragon Sleeper - A (at head of downed opponent)

=====

Secret moves:

=====

Enzuigiri - Y + B (strike attack)

Octopus Hold Combo - Down + Y + B (front grapple)

Dragon Sleeper Combo - Right + Y + B (back grapple)

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\* HURRICANE RIKIMARU \*

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Real name: Riki Choshu

Nickname: Last Patriot

Birthdate: 1951.6.7

Height: 184cm (6 ft)

Weight: 120kg (264 lbs)

NATION: JAPAN

=====

Special move:

=====

Lariat - B (while running)

=====

Secret moveS:

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Enzuigiri - Y + B (strike attack)

Hurricarana - Up + Y + B (front grapple)  
German Suplex - Left + Y + B (back grapple)

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\* \*  
\* SHINYA HATAMOTO \*  
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Real name: Shinya Hashimoto  
Nickname: Fighting Demon  
Birthdate: 1965.12.5  
Height: 183cm (6 ft)  
Weight: 135kg (300 lbs)  
Nation: JAPAN

=====  
Special move:  
=====  
Jumping DDT - Down + A (front grapple)

=====  
Secret moves:  
=====  
Brainbuster - Right + Y + B (front grapple)  
Reverse DDT - Down + Y + B (back grapple)

=====  
CRITICAL:  
=====  
Mid Kick Special - Left/Right + A (front grapple)

=====  
CRITICAL (GRUESOME FIGHTING mode only):  
=====  
Jumping DDT - Down + A (front grapple)  
Brainbuster - Right + Y + B (front grapple)

Armbar - A (at head of downed opponent - face down)  
Leg Lock - A (at feet of downed opponent - face up)

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\* MASAHIRO KOHNO \*  
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Real name: Masahiro Chono  
Nickname: Lion King of Fury  
Birthdate: 1964.3.15  
Height: 188cm (6 ft, 2 in)  
Weight: 112kg (246 lbs)  
Nation: JAPAN

=====  
Special move:



=====  
S.T.F. - A (at the feet of downed opponent)

=====  
Secret moves:

=====  
Jawbreaker - Left + Y + B (front grapple)  
High Angle German Suplex - Up + Y + B (back grapple)

=====  
CRITICAL (GRUESOME FIGHTING mode only):

=====  
Heel Stomp - Y/B (back grapple)  
Ganso Bomb - Down + A (front grapple)  
Snap Backdrop - Left/Right + A (back grapple)

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Note: Kohno's "Heel Stomp" has the potential to	
cause a CRITICAL to an opponent's leg. However, the	
opponent must then be placed in a leg-based	
submission hold for the CRITICAL to take effect.	
Every Wrestler with "Heel Stomp" in their move list,	
can cause this CRITICAL.	

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KEN BUDOH

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Real name: Keiji Mutoh  
Nickname: Wind Fencer  
Birthdate: 1966.6.22  
Height: 188cm (6 ft, 2 in)  
Weight: 108kg (238 lbs)  
Nation: JAPAN

Special move:  
Moonsault - B (from the top rope)

Secret moves:  
Savate Kick - Y + B (strike attack)  
Jumping Backdrop - Down + Y + B (front grapple)  
Dragon Suplex - Right + Y + B (back grapple)

CRITICAL (GRUESOME FIGHTING mode only)  
Piledriver - Down + A (front grapple)

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HIROSHI DATE

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Real name: Hiroshi Hase  
Nickname: Magnificent Falling Star  
Birthdate: 1962.9.11  
Height: 188cm (6 ft, 2 in)  
Weight: 100kg (220 lbs)  
Nation: JAPAN

Special move:  
Northern Lights Suplex - Down + A (front grapple)

Secret moves:  
Rolling Cross Leg Lock - Up + Y + B (front grapple)  
Dragon Suplex - Left + Y + B (back grapple)

CRITICAL (GRUESOME FIGHTING mode only)  
Rolling Cross Leg Lock - Up + Y + B (front grapple)

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KNIGHT BLASTER

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Real name: Road Warrior Hawk  
Nickname: Dark Invader  
Birthdate: 1958.9.12  
Height: 190cm (6 ft, 3 in)  
Weight: 127kg (279 lbs)  
Nation: U.S.A

Special move:  
Running Powerslam - Left/Right + A (front grapple)

Secret moves:  
Diving Clothesline - Y + B (while running)  
Powerbomb - Right + Y + B (front grapple)  
Atomic Drop - Up + Y + B (back grapple)

CRITICAL (GRUESOME FIGHTING mode only)  
Piledriver - Down + A (front grapple)

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KILLER BLASTER

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Real name: Power Warrior  
Nickname: Hell's Main Delivery Man  
Birthdate: 1966.8.4  
Height: 180cm (5 ft, 11 in)  
Weight: 110kg (243 lbs):  
Nation: JAPAN

Special move:

Gamma Lock - A (at head of downed opponent - face down)

Secret moves:

Chokeslam - Left + Y + B (front grapple)  
Release German Suplex - Up + Y + B (back grapple)

CRITICAL (GRUESOME FIGHTING mode only)

Chokeslam - Left + Y + B (front grapple)  
Side Suplex - Left/Right + A (back grapple)

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FLASH BARTON

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Real name: Scott Norton  
Nickname: Howling Flash  
Birthdate:1961.6.15  
Height: 190cm (6 ft, 3 in)  
Weight: 160kg (353 lbs)  
Nation: U.S.A

Special move:

Purple Handle Slam - Down + A (front grapple)

Secret moves:

Lariat - Y + B (strike attack)  
High Angle Chokeslam - Down + Y + B (front grapple)  
Standing Surfboard - Right + Y + B (back grapple)

CRITICAL (GRUESOME FIGHTING mode only)

High Angle Chokeslam - Down + Y + B (front grapple)

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JURASSIC ACHILLES

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Real name: Hercules Hernandez  
Birthdate: 1958.11.9  
Height: 193cm (6 ft, 4 in)  
Weight: 150kg (300 lbs)  
Nation: U.S.A

Special move:  
Argentine Backbreaker Combo - Up + A (front grapple)

Secret moves:  
Punch Rush Combo - Up + Y + B (front grapple)  
Release German Suplex - Left + Y + B (back grapple)

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SAMURAI JIRO

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Real name: Shinjiro Koshinaka  
Birthdate: 1958.9.4.  
Height: 185cm (6 ft, 1 in)  
weight: 105kg (231 lbs)  
Nation: JAPAN

Special move:  
Powerbomb Pin - Down + A (front grapple)

Secret moves:  
Release Powerbomb - Right + Y + B (front grapple)  
Dragon Suplex - Down + Y + B (back grapple)

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INAZUMA KENGO

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Real name: Kengo Kimura  
Birthdate: 1953.9.4  
Height: 188cm (6 ft, 2 in)  
Weight: 108kg (238 lbs)  
Nation: JAPAN

Special move:  
Running Dropkick - B (while running)

Secret moves:

Jumping Piledriver - Left + Y + B (front grapple)

German Suplex - Up + Y + B (back grapple)

Scorpion Deathlock - Y + B

(at feet of downed opponent face up)

CRITICAL (GRUESOME FIGHTING mode only)

Jumping Piledriver - Left + Y + B (front grapple)

Scorpion Deathlock - Y + B

(at feet of downed opponent face up)

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TOSHI GOTO

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Real name: Tatsutoshi Goto

Birthdate: 1956.5.25

Height: 180cm (5 ft, 10 in)

Weight: 110kg (242 lbs)

Nation: JAPAN

Special move:

Backdrop - Left/Right + A (back grapple)

Secret moves:

Powerbomb - Down + Y + B (front grapple)

Short Lariat - Right + Y + B (back grapple)

CRITICAL (GRUESOME FIGHTING mode only)

Piledriver - Down + A (front grapple)

Backdrop - Left/Right + A (back grapple)

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\* THE BLADE KAGURA \*

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Real name: The Great Kabuki

Birthdate: 1948.9.8

Height: 181cm (5 ft, 11 in)

weight: 110kg (242 lbs)

Nation: JAPAN

Special move:

Asian Mist - Up + A (front grapple)

Secret moves:

Armlock Facebuster - Up + Y + B (front grapple)

Double Underhook Pin - Left + Y + B (back grapple)

CRITICAL (GRUESOME FIGHTING mode only)  
Jumping Piledriver - Down + A (front grapple)

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\* KUNIAKI IGARASHI \*

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Real name: Kuniaki Kobayashi

Birthdate: 1956.1.11

Height: 182cm (5 ft, 11 in)

weight: 103kg (227 lb)

Nation: JAPAN

Special move:

Fisherman Suplex - Down + A (front grapple)

Secret moves:

Sobat Kick - Y + B (strike attack)

Powerbomb - Right + Y + B (front grapple)

Wheel Kick - Down + Y + B (back grapple)

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CRITICAL (GRUESOME FIGHTING mode only):  
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SUPER "THE GOD" KEISER  
=====

Real name: Jushin Thunder Liger

Birthdate: 1964.11.30

Nickname: Emperor of Time

Height: 170cm (5 ft, 7 in)

Weight: 95kg (209 lbs)

Nation: JAPAN

Special move:

Shooting Star Press - B (from top ropes)

Secret moves:

Seated Senton Pin - Y + B (from top ropes)

Blinding Punch Fury - Left + Y + B (front grapple)

High Angle Release German Suplex - Up + Y + B  
(back grapple)

CRITICAL (GRUESOME FIGHTING mode only)

Uppercut Special - Left/Right + A (front grapple)

Chickenwing Facelock - A

(at head of downed opponent - face up)

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WILD FANTOM  
=====

Real name: Wild Pegasus  
Birthdate: 1967.6.17  
Height: 175cm (5 ft, 7 in)  
Weight: 100kg (220 lbs)  
Nation: CANADA

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

Secret moves:  
Diving Headbutt - Y + B (from top ropes)  
Tombstone Piledriver - Down + Y + B (front grapple)  
Tiger Suplex - Right + Y + B (back grapple)

CRITICAL (GRUESOME FIGHTING mode only)  
Tombstone Piledriver - Down + Y + B (front grapple)

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=====  
BLACK KEISER  
=====

Real name: Black Tiger Mask  
Birthdate: UNKNOWN  
Height: 181cm (5 ft, 11 in)  
weight: 93kg (220 lbs)  
Nation: UNKNOWN

Special move:  
Sitout Crucifix Powerbomb - Down + A (front grapple)

Secret moves:  
Diving DDT - Y + B (from top ropes)  
Frankensteiner - Up + Y + B (front grapple)  
Bridging Backdrop - Left + Y + B (back grapple)

CRITICAL (GRUESOME FIGHTING mode only)  
Brainbuster - Up + A (front grapple)  
Spinning DDT - Left/Right + A (front grapple)

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EL KAMIKAZE  
=====

Real name: El Samurai  
Nickname: Falcon with Samurai Spirit  
Birthdate: 1966.4.19  
Height: 180cm (5 ft, 11 in)  
Weight: 95kg (209 lbs)  
Nation: JAPAN

Special move:  
Senton - B (from top ropes)  
Inverted DDT - Y or B (back grapple)

=====  
Secret moves:  
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Samurai Bomb - Right + Y + B (front grapple)  
German Suplex - Down + Y + B (back grapple)

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OSAMU MITO  
=====

Real name: Osamu Kido  
Birthdate: 1950.2.2  
Height: 180cm (5 ft 11 in)  
weight: 105kg (231 lbs)  
Nation: JAPAN

=====  
Special move:  
=====

Kido Clutch - Left/Right + A (front grapple)

=====  
Secret moves:  
=====

Rollup - Down + Y + B (front grapple)  
Chickenwing Facelock - Right + Y + B (back grapple)  
Inverted Figure Four Necklock - Y + B  
(at head of downed opponent - face up)

=====  
CRITICAL (GRUESOME FIGHTING mode only)  
=====

Piledriver - Down + A (front grapple)



Heel Stomp - Y/B (back grapple)  
Chickenwing Facelock - Right + Y + B (back grapple)  
Leg Lock - A (at feet of downed opponent - face up)  
Reverse Heel Hold - A  
(at feet of downed opponent - face down)  
Fujiwara Armbar - A  
(at head of downed opponent - face down)

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| OJP - OLIVE JAPAN PRO WRESTLING / |  
| ALL-JAPN PRO WRESTLING (AJPW) |  
| |  
| Featuring All Japan Pro Wrestling's biggest |  
| stars, this promotion leans towards powerful |  
| grapples with a brawling edge. |  
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TOMMY BOMBER  
=====

Real name: Jumbo Tsuruta  
Nickname: Powerful Bomb  
Birthdate: 1954.7.15  
Height: 196cm (6 ft, 4 in)  
Weight: 127kg (279 lbs)  
Nation: JAPAN

=====  
Special move:  
=====

Backdrop - Left/Right + A (back grapple)

=====  
Secret moves:  
=====

Lou Thesz Press - Y + B (while running)  
Armlock Facebuster - Up + Y + B (front grapple)  
Bridging Backdrop - Left + Y + B (back grapple)

=====  
CRITICAL (GRUESOME FIGHTING mode only):  
=====  
Backdrop - Left/Right + A (back grapple)

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=====  
MASANOBU KOBUCHIZAWA  
=====

Real name: Masanobu Fuchi  
Birthdate: 1954.1.24  
Height: 183cm (6 ft 0 in)  
Weight: 105kg (231 lbs)  
Nation: JAPAN

=====  
Special move:  
=====

Backdrop - Left/Right + A (back grapple)

=====  
Secret moves:  
=====

Body Stretch - Y + B (at head of downed opponent - face up)  
Bare Knuckled Punch - Right + Y + B (front grapple)  
Bridging Backdrop - Down + Y + B (back grapple)

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=====  
MITSUhide HIKAWA  
=====

Real name: Mitsuharu Misawa  
Nickname: Hyper Elbow  
Birthdate: 1961.10.3  
Height: 185cm (6 ft, 1 in)  
Weight: 110kg (243 lbs)  
Nation: JAPAN

Special move:  
Stepover Sleeper Hold - A  
(at head of downed opponent - face down)

Secret moves:  
Corkscrew Kick - Y + B (from top ropes)  
Tiger Driver '91 - Left + Y + B (back grapple)  
Release German Suplex - Up + Y + B (back grapple)

CRITICAL:  
Elbow Rush - Up + A (front grapple)

CRITICAL (GRUESOME FIGHTING mode only)

Rolling Elbow - Left/Right + A (front grapple)

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KEIJI TOGASHI  
=====

Real name: Kenta Kobashi  
Nickname: Fresh Fighter  
Birthdate: 1967.3.27  
Height: 187 cm (6 ft,1 in)  
Weight: 118 kg (260 lbs)

=====  
Special move:  
=====

Moonsault - B (from top ropes)

=====  
Secret moves:  
=====

Running Neckbreaker - Y + B (while running)  
Diving Legdrop - Y + B (from top ropes)  
Bridging Powerbomb Pin - Up + Y + B (front grapple)  
German Suplex - Right + Y + B (back grapple)

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TOSHIIE KAZAMA  
=====

Real name: Toshiaki Kawada  
Nickname: Burning Warrior  
Birthdate: 1962.5.14  
Height: 183cm (6 ft)  
Weight: 110kg (242 lbs)  
Nation: JAPAN

=====  
Special move:  
=====

Stretch Plum - A (at head of downed opponent - face up)

=====  
Secret moves:  
=====

Koppu Kick - Y + B (strike attack)  
High Angle Release Powerbomb - Up + Y + B (front grapple)

Release German Suplex - Left + Y + B (back grapple)

=====  
CRITICAL (GRUESOME FIGHTING mode only):  
=====

Brainbuster - Up + A (front grapple)  
High Angle Release Powerbomb - Up + Y + B (front grapple)

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KIYOSHI AKECHI  
=====

Real name: Tsuyoshi Kikuchi  
Nickname: Flag soldier  
Birthdate: 1964.2.26  
Height: 177cm (5 ft, 10 in)  
Weight: 92kg (203 lbs)  
Nation: JAPAN

=====  
Special move:  
=====

Running Enzuigiri - B (while running)

=====  
Secret moves:  
=====

Diving Headbutt - Y + B (on top ropes)  
Elbow Rush - Right + Y + B (front grapple)  
Elbow Strike - Down + Y + B (back grapple)

=====  
CRITICAL (GRUESOME FIGHTING mode only):  
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Elbow Rush - Right + Y + B (front grapple)

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AKIRA SAGAMI  
=====

Real name: Akira Taue  
Nickname: Incomplete Prince  
Birthdate: 1960.8.23  
Height: 192cm (6 ft, 2 in)  
Weight: 120kg (264 lbs)  
Nation: JAPAN

=====

Special move:

=====

Chokeslam - Up + A (front grapple)

=====

Secret moves:

=====

Enzuigiri - Y + B (strike attack)

Sumo Rush - Left + Y + B (front grapple)

Cobra Clutch Backbreaker - Up + Y + B (back grapple)

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CRITICAL (GRUESOME FIGHTING mode only):

=====

Chokeslam - Up + A (front grapple)

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SHUN AKIKAWA

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Real name: Jun Akiyama

Birthdate:1969.10.9

Height: 188cm (6 ft 2 in)

weight: 105kg (231 lbs)

Nation: JAPAN

=====

Special move:

=====

Side Suplex - Left/Right + A (front grapple)

=====

Secret moves:

=====

Powerbomb Pin - Down + Y + B (front grapple)

German Suplex - Right + Y + B (back grapple)

=====

CRITICAL (GRUESOME FIGHTING mode only):

=====

Exploder Suplex - Left/Right + A (front grapple)

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STAR BISON

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Real name: Stan Hansen  
Nickname: Fierce Bull of the Ring  
Birthdate: 1948.2.69  
Height: 195cm (6 ft, 3 in)  
Weight: 140 kg (308 lbs)  
Nation: U.S.A.

=====

Special move:

=====

The Western Lariat - B (while running)

=====

Secret moves:

=====

Back Kick - Y + B (at head of downed opponent - face up)  
Powerbomb - Up + Y + B (front grapple)  
Short Lariat B - Left + Y + B (back grapple)

=====

CRITICAL:

=====

The Western Lariat - B (while running)  
Short Lariat A - Left/Right + A (front grapple)

=====

CRITICAL (GRUESOME FIGHTING mode only):

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Release Powerbomb - Down + A (front grapple)

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MILLIONS DAVIS

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Real name: Ted Dibiase  
Birthdate: 1951.7.20  
Height: 195cm (6 ft, 3 in)  
Weight: 115kg (253 lbs)  
Nation: U.S.A.

=====

Special move:

=====

Sleeper Hold To Russian Leg Sweep -  
Left/Right + A (front grapple)

=====

Secret moves:

=====

Three Point Stance Tackle - Y + B (while running)  
Double Underhook Suplex - Right + Y + B (front grapple)

Manhattan Drop - Down + Y + B (back grapple)

=====  
CRITICAL (GRUESOME FIGHTING mode only):  
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Jumping Piledriver - Down + A (front grapple)

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KERRY BOGEY  
=====

Real name: Terry Gordy  
Nickname: Nuclear Man  
Birthdate: 1960.9.21  
Height: 195cm (6 ft, 3 in)  
Weight: 135kg (297 lbs)  
Nation: U.S.A.

=====  
Special move:  
=====

Powerbomb - Down + A (front grapple)

=====  
Secret moves:  
=====

Lariat - Y + B (strike attack)  
Chokeslam - Left + Y + B (front grapple)  
Short Clothesline - Up + Y + B (back grapple)

=====  
CRITICAL (GRUESOME FIGHTING mode only):  
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Chokeslam - Left + Y + B (front grapple)

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STILL JAMES  
=====

Real name: Steve Williams  
Nickname: Ruthless Doctor  
Birthdate: 1959.4.6  
Height: 188cm (6 ft, 2 in)  
Weight: 123kg (271 lbs)  
Nation: U.S.A.

=====

Special Move:

=====

Backdrop - Left/Right + A (back grapple)

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Secret moves:

=====

Punch Rush - Down + Y + B (front grapple)

Belly To Back Superplex - Right + Y + B (back grapple)

WAR Special - Y + B (at head of downed opponent - face up)

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CRITICAL (GRUESOME FIGHTING mode only):

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Brainbuster - Up + A (front grapple)

Backdrop - Left/Right + A (back grapple)

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JOHN PEACE

=====

Real name: Johnny Ace

Birthdate: UNKNOWN

Height: 186 cm (6 ft, 1 in)

Weight: 108 kg (238 lbs)

Nation: UNKNOWN

=====

Special move:

=====

Ace Crush - Up + A (front grapple)

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Secret moves:

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Sitout Powerbomb - Up + Y + B (front grapple)

German Suplex - Back + Y + B (back grapple)

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| RYU - WRESTLING AND ROMANCE (WAR) |

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| Modelled after wrestling legend Genichiro |  
| Tenryu's Wrestle And Romance promotion. |

| This Wrestling promotion mixes super |  
| heavyweight and high flying tactics. |

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THUNDER RYU  
=====

Real name: Genichiro Tenryu  
Nickname: Thunder Soldier  
Birthdate: 1952.12.8  
Height: 189cm (6 ft, 2 in)  
Weight: 125kg (275 lbs)  
Nation: JAPAN

=====  
Special move:  
=====

Powerbomb - Down + A (front grapple)

=====  
Secret moves:  
=====

Koppu Kick - Y + B (strike attack)  
Sumo Rush - Right + Y + B (front grapple)  
Short Range Lariat - Down + Y + B (back grapple)

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HITMAN GEN  
=====

Real name: Ashura Hara  
Birthdate: 1947.1.8  
Height: 182cm (5 ft, 11)  
weight: 112kg (246 lbs)  
Nation: JAPAN

=====  
Special move:  
=====

Hitman Lariat - B (while running)

=====  
Secret moves:  
=====

DDT - Left + Y + B (front grapple)  
Headbutt - Up + Y + B (back grapple)

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CRITICAL (GRUESOME FIGHTING mode only):

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Powerbomb - Down + A (front grapple)

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ASTEKA DRAGON

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Real name: Ultimo Dragon

Nickname: True Dragon of the Sun

Birthdate: 1966.12.13

Height: 180cm (5 ft, 10 in)

weight: 88kg (194 lbs)

Nation: JAPAN

=====

Special move:

=====

Piledriver - Down + A (front grapple)

=====

Secret moves:

=====

Cancún Tornado - Y + B (from top ropes)

Dragon Bomb - Down + Y + B (front grapple)

Ultimo Suplex - Right + Y + B (back grapple)

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CRITICAL (GRUESOME FIGHTING mode only):

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Leg Lock - A (at feet of downed opponent - face up)

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MASAO ORIKURA

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Real name: Masao Orihara

Nickname: Misairu

Birthdate: 1969.6.16

Height: 181cm (5 ft, 10 in)

Weight: 83kg (182 lbs)

Nation: JAPAN

=====

Special move:

=====

German Suplex - Left/Right + A (Back grapple)

=====  
Secret moves:  
=====

Koppu Kick - Y + B (strike attack)  
Powerbomb - Up + Y + B (front grapple)  
Dragon Suplex - Left + Y + B (back grapple)

=====  
CRITICAL (GRUESOME FIGHTING mode only):  
=====

Jumping Piledriver - Down + A (front grapple)

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=====  
F.F. MACHINE  
=====

Nickname: Raging Hurricane  
Real name: Super Strong Machine  
Birthdate: UNKNOWN  
Height: 183cm (6 ft)  
Weight: 118kg (260 lbs)  
Nation: JAPAN

=====  
Special move:  
=====

Devil Windmill Suplex - Down + A (front grapple)

=====  
Secret moves:  
=====

Enzuigiri - Y + B (while standing)  
Powerbomb - Right + Y + B (front grapple)  
Octopus Hold - Down + Y + B (back grapple)

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=====  
HIROSHI ARASHIYAMA  
=====

Real name: Arashi  
Birthdate: UNKNOWN  
Height: 190cm (6 ft, 3 in)  
Weight: 150kg (330 lbs)  
Nation: UNKNOWN

=====

Special move:

=====

Chokeslam - Down + A (front grapple)

=====

Secret moves:

=====

Sumo Rush - Y + B (while running)

Pump Handle Slam - Left + Y + B (front grapple)

Backdrop - Up + Y + B (back grapple)

=====

CRITICAL (GRUESOME FIGHTING mode only):

=====

High Angle Chokeslam - Up + A (front grapple)

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IW - INDEPENDENT WORLD/
FRONTIER MARTIAL ARTS WRESTLING (FMW)
& MICHINOKU PRO WRESTLING (MPW)

A mixture of Japan's most notable independent wrestling promotions such as Frontier Martial Arts and Michinoku Pro Wrestling.

This promotion mixes hardcore, rule breaking tactics with dare-devil aerial maneuvers.

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KATSUSHI OKITA

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Real name: Atsushi Onita

Nickname: Blazing Charisma

Birthdate: 1958.11.25

Height: 181cm (5 ft, 11 in)

Weight: 105kg (231 lbs)

Nation: JAPAN

=====

Special move:

=====

Thunder Fire Powerbomb - Down + A (front grapple)

=====

Secret moves:

=====

Thunder Fire Powerbomb - Down + Y + B (front grapple)

Octopus Hold - right + Y + B (back grapple)

=====

CRITICAL (GRUESOME FIGHTING mode only):

=====

Fujiwara Headbutt - Up + A (front grapple)

Snap DDT - Left/Right + A (front grapple)

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HUNTER GOJYO

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Real name: Tarzan Goto

Birthdate: 1963.8.16

Height: 185cm (6 ft, 1 in)

Weight: 130kg (286 lbs)

Nation: JAPAN

=====

Special move:

=====

Belly to back Inverted Mat Slam - Down + A (front grapple)

=====

Secret moves:

=====

Enzuigiri - Y + B (while standing)

Armlock Facebuster - Down + Y + B (front grapple)

Cobra Clutch Backbreaker - Right + Y + B (back grapple)

=====

CRITICAL (GRUESOME FIGHTING mode only):

=====

Brainbuster - Up + A (front grapple)

Belly to back Inverted Mat Slam - Down + A (front grapple)

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MASTER TOGO

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Real name: Mr. Pogo

Birthdate: 1951.2.25

Height: 185cm (6 ft, 1 in)

Weight: 129kg (284 lbs)

Nation: JAPAN

=====

Special move:

=====

Fire Blast - A (strike attack)

=====

Secret moves:

=====

Strangle Combo - Right + Y + B (front grapple)

Backdrop - Down + Y + B (back grapple)

=====

CRITICAL (GRUESOME FIGHTING mode only):

=====

Super Punch - Up + A (front grapple)

Jumping Piledriver - Down + A (front grapple)

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DANGER MATSUBARA

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Real name: Mitsuhiro Matsunaga

Nickname: Mr. Danger

Birthdate: 1966.3.24

Height: 180cm (5 ft, 11 in)

Weight: 105kg (231 lbs)

Nation: JAPAN

=====

Special move:

=====

Danger Bomb - Down + A (front grapple)

=====

Secret moves:

=====

Axe Kick - Y + B (strike attack)

Head Bite - Left + Y + B (front grapple)

Bulldog - Up + Y + B (back grapple)

=====

CRITICAL (GRUESOME FIGHTING mode only):

=====

Roundhouse Kick - A (strike attack)

Axe Kick - Y + B (strike attack)

Triple Knee Rush - A (front grapple)

Jump Kick Special - Up + A (front grapple)

Wheel Kick - Y/B (back grapple)

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=====  
BLADE HAYATE  
=====

Real name: The Great Sasuke  
Nickname: Northeastern Sensation  
Birthdate: 1969.7.18  
Height: 180cm (5 ft, 11 in)  
Weight: 90kg (198 lbs)  
Nation: JAPAN

=====  
Special move:  
=====

Moonsault - B (from top ropes)

=====  
Secret moves:  
=====

Wheel Kick - Y + B (strike attack)  
Thunder Fire Powerbomb - Down + Y + B (front grapple)  
Octopus Hold - Right + Y + B (back grapple)

=====  
CRITICAL (GRUESOME FIGHTING mode only):  
=====

Tombstone Piledriver - Down + A (front grapple)  
  
Armbar - A (at head of downed opponent - face up)  
Cross Leg Lock - A (at feet of downed opponent - face up)

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=====  
TRICKY TSUJI  
=====

Real name: Ricky Fuji  
Nickname: Master of Illegal Tactics  
Birthdate: 1965.9.27  
Height: 173cm (5 ft, 8 in)  
weight: 94kg (207 lbs)  
Nation: JAPAN

=====  
Special move:  
=====

Samoan Drop - Up + A (front grapple)

=====  
Secret moves:  
=====

Sobat Kick - Y + B (strike attack)  
DDT - Up + Y + B (front grapple)  
Dragon Suplex - Left + Y + B (back grapple)

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=====  
TATOO  
=====

Real name: Sabu  
Birthdate: 1963.5.5  
Height: 185cm (6 ft, 1 in)  
weight: 103kg (227 lbs)  
Nation: JAPAN

=====  
Special move:  
=====

Moonsault - B (from top ropes)

=====  
Secret moves:  
=====

Moonsault Body Press - Y + B (from top ropes)  
Tombstone Piledriver - Right + Y + B (front grapple)  
German Suplex - Down + Y + B (back grapple)

=====  
CRITICAL (GRUESOME FIGHTING mode only):  
=====

Jumping DDT - Down + A (front grapple)  
Tombstone Piledriver - Right + Y + B (front grapple)  
Wheel Kick - Y/B (back grapple)  
Reverse Frankensteiner - Left/Right + A (back grapple)

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=====  
SPACE DOLPHIN  
=====

Real name: Super Delfin  
Birthdate: 1967.9.22  
Height: 172cm (5 ft, 6 in)



Weight: 88kg (194 lbs)

Nation: JAPAN

=====

Special move:

=====

Spinning DDT - Right + A (front grapple)

=====

Secret moves:

=====

Diving DDT - Y + B (from top ropes)

Tombstone Piledriver - Left + Y + B (front grapple)

Delayed Backdrop - Up + Y + B (back grapple)

=====

CRITICAL (GRUESOME FIGHTING mode only):

=====

Brainbuster - Up + A (front grapple)

Spinning DDT - Right + A (front grapple)

Tombstone Piledriver - Left + Y + B (front grapple)

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JINSUI KANZAKI

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Real name: Jinsei Shinzaki

Birthdate: 1966.12.2

Height: 180cm (5 ft, 11 in)

Weight: 100kg (220 lbs)

Nation: JAPAN

=====

Special move:

=====

Praying Powerbomb - Down + A (front grapple)

=====

Secret moves:

=====

Tombstone Piledriver - Down + Y + B (front grapple)

Short Range Lariat - Right + Y + B (back grapple)

=====

CRITICAL (GRUESOME FIGHTING mode only):

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Chokeslam - Up + A (front grapple)

Tombstone Piledriver - Down + Y + B (front grapple)

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=====  
MR. K.  
=====

Real name: Koji Kitao  
Nickname: Lone Wolf  
Birthdate: 1963.8.12  
Height: 200cm (6 ft, 7 in)  
Weight: 150kg (330 lbs)  
Nation: JAPAN

=====  
Special move:  
=====

Shin Kick - Y (strike attack)

=====  
Secret moves:  
=====

Eye Rake - Up + Y + B (front grapple)  
High Kick - Left + Y + B (back grapple)

Running Leg Drop - Y + B  
(at head of downed opponent - face up)

=====  
CRITICAL (GRUESOME FIGHTING mode only):  
=====

Axe Kick - A (strike attack)

Triple Knee Rush - A (front grapple)  
Triple Punch Special - Up + A (front grapple)  
High Angle Piledriver - Down + A (front grapple)  
High Kick - Left + Y + B (back grapple)

Leg Lock - B (at feet of downed opponent - face up)  
Arm Bar - A (at head of downed opponent - face up)  
Heel Hold - A (at feet of downed opponent - face up)

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| WWC - WORLD WRESTLING CIRCUS / |  
| WORLD WRESTLING FEDERATION (WWF) |  
| & WORLD CHAMPIONSHIP WRESTLING (WCW) |  
|\_\_\_\_\_|

| Based on both the World Wrestling Federation |  
| and World Championship promotions, this |  
| category features some of the biggest |  
| superstars in American Pro Wrestling from the |  
| early 1990's. |  
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=====  
AXE DOGAN  
=====

Real name: Hulk Hogan  
Nickname: Invincible Superman  
Birthdate: 1955.8.7  
Height: 201cm (6 ft, 7 in)  
Weight: 120kg (264 lbs)  
Nation: U.S.A.

=====  
Special move:  
=====

Axe Bomber - B (while running)

=====  
Secret moves:  
=====

Running Legdrop - Y + B  
(at head of downed opponent - face up)  
Fierce Punch - Down + Y + B (front grapple)  
Reverse Surfboard - Right + Y + B (back grapple)

=====  
CRITICAL (GRUESOME FIGHTING mode only):  
=====

Jumping Piledriver - Down + A (front grapple)

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=====  
MACHO SABER  
=====

Nickname: Super Macho  
Real name: "Macho Man" Randy Savage  
Birthdate: 1952.11.15  
Height: 190cm (6 ft, 3 in)  
Weight: 106kg (233 lbs)  
Nation: U.S.A.

=====  
Special move:  
=====

Big Elbow - B (from top ropes)

=====  
Secret moves:

=====

Diving Knee Drop - Y + B (from top ropes)  
Texas Jabs - Up + Y + B (front grapple)  
Elbow Strike - Left + Y + B (back grapple)

=====

CRITICAL (GRUESOME FIGHTING mode only):

=====

Jumping Piledriver - Down + A (front grapple)

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JOHN EARTHSHAKER

=====

Real name: Earthquake  
Birthdate: 1963.6.22  
Height: 196cm (6 ft, 5 in)  
Weight: 160kg (352 lbs)  
Nation: CANADA

=====

Special move:

=====

Earthquake Splash - Y + B  
(at head of downed opponent - face up)

=====

Secret moves:

=====

Earthquake Splash - Y + B  
(at head of downed opponent - face up)  
Power Slam - Right + Y + B (front grapple)  
Side Suplex - Down + Y + B (back grapple)

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|  
| Note: depending on Earthshaker's distance |  
| from the ring ropes while inside the ring, |  
| Earthshaker's special "Earthquake Splash" |  
| could be replaced with a simple Seated |  
| Splash against a downed opponent. |  
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SMASHER "GANGAN" GIGAS

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Real name: Bam Bam Bigelow  
Nickname: Flying Beast  
Birthdate: 1961.9.1  
Height: 195cm (6 ft, 5 in)  
Weight: 165kg (363 lbs)  
Nation: U.S.A.

=====

Special move:

=====

Bam Bam Sault - Y + B (from top ropes)

=====

Secret moves:

=====

Bam Bam Sault - Y + B (from top ropes)  
Running Turnbuckle Slam - Left + Y + B (front grapple)  
Backdrop - Up + Y + B (back grapple)

=====

CRITICAL (GRUESOME FIGHTING mode only):

=====

Jumping Piledriver - Down + A (front grapple)  
Snap DDT - Left/Right + A (front grapple)

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|  
| Note: The secret move "Running Turnbuckle Slam" has |  
| two variations. |  
|  
| The first is the running variation which is activated |  
| when Smasher is inside the ring and close to one of |  
| the turnbuckles. |  
|  
| the second variation turns occurs when Smasher |  
| performs the secret move "Running Turnbuckle Slam" |  
| outside of the ring or away from a turnbuckle. In |  
| this situation, Smasher's secret move is alternated |  
| into a Canadian Backbreaker. |  
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THE UNDERGROUND

=====

Real name: The Undertaker  
Birthdate: 1966.12.24  
Height: 203cm (6 ft, 8 in)  
Weight: 137kg (302 lbs)  
Nation: U.S.A.

=====

Special move:

=====

Tombstone Piledriver - Down + A (front grapple)

=====

Secret moves:

=====

Running Legdrop - Y + B

(at the head of downed opponent - face up)

Reverse Tombstone Piledriver - Down + Y + B (front grapple)

Sleeper Hold - Right + Y + B (back grapple)

=====

CRITICAL (GRUESOME FIGHTING mode only):

=====

Chokeslam - Up + A (front grapple)

Tombstone Piledriver - Down + A (front grapple)

DDT - Left/Right + A (front grapple)

Reverse Tombstone Piledriver - Down + Y + B (front grapple)

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DICK LORD

=====

Real name: "Ravishing" Rick Rude

Birthdate:1966.8.30

Height: 190cm (6 ft, 2 in)

Weight: 112kg (252 lbs)

Nation: U.S.A.

=====

Special move:

=====

Diving Knee Drop - B (from top ropes)

=====

Secret moves:

=====

Knee Drop - Y + B (at head of downed opponent - face down)

Power Punch - Up + Y + B (front grapple)

Heel Stomp - Left + Y + B (back grapple)

=====

CRITICAL (GRUESOME FIGHTING mode only):

=====

Piledriver - Down + A (front grapple)

Snap DDT - Left/Right + A (front grapple)

Power Punch - Up + Y + B (front grapple)

Heel Stomp - Left + Y + B (back grapple)

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=====  
THE SPIKE  
=====

Real name: Sting  
Nickname: Silver Scorpion  
Birthdate: 1968.1.1  
Height: 192cm (6 ft, 4 in)  
Weight: 125kg (276 lbs)  
Nation: U.S.A.

=====  
Special move:  
=====

Diving Frog Splash - B (from top ropes)

=====  
Secret moves:  
=====

Diving Clothesline - Y + B (from top ropes)  
Canadian Backbreaker - Right + Y + B (front grapple)  
Release German Suplex - Down + Y + B (back grapple)

=====  
CRITICAL (GRUESOME FIGHTING mode only):  
=====

Jumping DDT - Down + A (front grapple)

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=====  
BLADE MUSHA  
=====

Real name: The Great Muta  
Nickname: Bewitching Ninja  
Birthdate: UNKNOWN  
Height: 188cm (6 ft, 2 in)  
Weight: 108kg (238 lbs)  
Nation: UNKNOWN

=====  
Special move:  
=====

Moonsault - B (from top ropes)

=====  
Secret moves:

=====  
Sobat Kick - Y + B (strike attack)  
Skyscraper Suplex - Left + Y + B (front grapple)  
Release Dragon Suplex - Up + Y + B (back grapple)

=====  
CRITICAL (GRUESOME FIGHTING mode only):  
=====  
Piledriver - Down + A (front grapple)  
Release Dragon Suplex - Up + Y + B (back grapple)

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=====  
BIG STAMINA  
=====  
Real name: Rick Steiner  
Nickname: Highly Talented Bulldog  
Birthdate: 1961.3.9  
Height: 183cm (6 ft)  
Weight: 125kg (276 lbs)  
Nation: U.S.A.

=====  
Special move:  
=====  
Release German Suplex - Left/Right + A (back grapple)

=====  
Secret moves:  
=====  
Diving Headbutt - Y + B (from top ropes)  
Release Belly To Belly Suplex - Left + Y + B (front grapple)  
German Suplex - Right + Y + B (back grapple)

=====  
CRITICAL:  
=====  
Release German Suplex - Left/Right + A (back grapple)

=====  
CRITICAL (GRUESOME FIGHTING mode only):  
=====  
Release Powerbomb - Down + A (front grapple)  
Release German Suplex - Left/Right + A (back grapple)

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SMALL STAMINA

=====

Real name: Scott Steiner  
Nickname: Macho Handsome  
Birthdate: 1962.9.25  
Height: 190cm (6 ft, 3 in)  
Weight: 112kg (247 lbs)  
Nation: U.S.A.

=====

Special move:

=====

Release Belly To Belly Suplex - Up + A (front grapple)

=====

Secret moves:

=====

Frankensteiner - Y + B (while opponent is running)  
SSD - Up + Y + B (front grapple)  
Release Dragon Suplex - Left + Y + B (back grapple)

=====

CRITICAL:

=====

Piledriver - Down + A (front grapple)  
Release Dragon Suplex - Left + Y + B (back grapple)

=====

CRITICAL (GRUESOME FIGHTING mode only):

=====

SSD - Up + Y + B (front grapple)  
Reverse Frankensteiner - Left/Right + A (back grapple)  
Release Dragon Suplex - Left + Y + B (back grapple)

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| UWH - UNIVERSAL WRESTLING HEADQUARTERS/ |  
| UNION OF WRESTLING FORCES INTERNATIONAL |  
| (UWFI), FIGHTING RINGS NETWORK, RINGS |  
| & PANCRASE |

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| This promotion features notable shoot |  
| fighters and International Pro Wrestlers from |  
| various Mixed Martial Arts promotions of the |  
| early 1990s's. |

| As such, many of the wrestlers here focus on |  
| hard hitting strikes and stamina draining |  
| submission holds. |

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JOH KAJIWARA  
=====

Real name: Yoshiaki Fujiwara  
Nickname: Submission Master  
Birthdate: 1950.6.24  
Height: 186cm (6 ft, 1 in)  
Weight: 103kg (227 lbs)  
Nation: JAPAN

=====  
Special move:  
=====

Fujiwara Armbar - A (at head of downed opponent - face down)

=====  
secret moves:  
=====

Falling Fujiwara Armbar - Left + Y + B (front grapple)  
Heel Stomp - Up + Y + B (back grapple)

=====  
CRITICAL:  
=====

Falling Fujiwara Armbar - Left + Y + B (front grapple)

=====  
CRITICAL (GRUESOME FIGHTING mode only):  
=====

Jumping Piledriver - Down + A (front grapple)  
Standing Heel Hold - Left/Right + A (front grapple)  
Heel Stomp - Up + Y + B (back grapple)  
Chickenwing Facelock - Left/Right + A (back grapple)

Armbar - B (at head of downed opponent)  
Leg Lock - B (at feet of downed opponent)  
Fujiwara Armbar - A (at head of downed opponent - face down)  
Heel Hold - A (at feet of downed opponent)  
Reverse Heel Hold - A (at feet of downed opponent - face down)

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=====  
AKIRA SAEBA  
=====

Real name: Akira Maeda  
Nickname: World Fighting King  
Birthdate: 1959.1.24  
Height: 192cm (6 ft, 3 in)  
Weight: 115kg (254 lbs)  
Nation: JAPAN

=====

Special move:

=====

Capture Suplex - Down + A (front grapple)

=====

Secret moves:

=====

High Kick - Y + B (strike attack)

Punch Rush - Right + Y + B (front grapple)

Heel Stomp - Down + Y + B (back grapple)

=====

CRITICAL:

=====

Wheel Kick - A (strike attack)

Head Kick Rush - Up + A (front grapple)

Knee Rush - Left/Right + A (front grapple)

Palm Rush - Right + Y + B (front grapple)

=====

CRITICAL (GRUESOME FIGHTING mode only):

=====

Triple Knee Rush - A (front grapple)

Capture Suplex - Down + A (front grapple)

Heel Stomp - Down + Y + B (back grapple)

Armbar - B (at head of downed opponent)

Heel Hold - B (at feet of downed opponent)

Crucifix Armbar - A (at head of downed opponent)

Leg Lock - A (at feet of downed opponent - face up)

Fujiwara Armbar - A (at head of downed opponent - face down)

Ankle Lock - A (at feet of downed opponent - face down)

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WOLF VAN

=====

Real name: Volk Han

Nickname: Commando Wolf

Birthdate: 1961.4.16

Height: 190cm (6 ft, 3 in)

Weight: 104kg (229 lbs)

Nation: E.U.N.

=====

Special move:

=====

Achilles Heel Hold - A (at feet of downed opponent - face up)

=====

Secret moves:

=====

Diving Achilles Heel Hold - Y + B (while opponent is running)  
Standing Heel Hold - Left + Y + B (front grapple)  
Chickenwing Facelock - Up + Y + B (back grapple)

=====

CRITICAL:

=====

Standing Armlock - Down + A (front grapple)  
Rolling Leg Lock - Left/Right + A (front grapple)  
Standing Heel Hold - Left + Y + B (front grapple)  
Heel Stomp: B (back grapple)  
Chickenwing Facelock - Up + Y + B (back grapple)

Armbar - B (at head of downed opponent - face up)  
Heel Hold - B (at feet of downed opponent)  
Achilles Heel Hold - A (at feet of downed opponent - face up)

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|  
| Note: Wolf's secret move "Diving Achilles Heel Hold" |  
| can also be applied to a wrestler performing a pin |  
| (in tag team, handicap or battle royale matches). |  
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BITSANZA TALUWELL

=====

Real name: Tariel Bitsadze  
Birthdate: 1966.1.12  
Height: 200cm (6 ft, 7 in)  
Weight: 126kg (277 lbs)  
Nation: E.U.N.

=====

Special move:

=====

Punch Combo - Left/Right + A (front grapple)

=====

Secret moves:

=====

Axe Kick - Y + B (strike attack)  
Rising Knee - Down + Y + B (front grapple)  
Heel Stomp - Right + Y + B (back grapple)

=====

CRITICAL:

=====

Roundhouse - A (strike attack)  
Axe Kick - Y + B (Strike attack)

Triple Knee Rush - A (front grapple)  
Triple Punch Special - Up + A (front grapple)  
Punch Combo - Left/Right + A (front grapple)  
Rising Knee Special - Down + A (front grapple)  
Rising Knee - Down + Y + B (front grapple)

=====  
CRITICAL (GRUESOME FIGHTING mode only):  
=====

Heel Stomp - Right + Y + B (back grapple)

Arm Bar - B (at head of downed opponent)  
Leg Lock - B (at feet of downed opponent)  
Heel Hold - A (at feet of downed opponent - face up)

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|  
| Note: Bitsanza's "Heel Stomp" has the potential to |  
| cause a CRITICAL to an opponent's leg. However, the |  
| opponent must then be placed in a leg-based |  
| submission hold for the CRITICAL to take effect. |  
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=====  
CHRISTPHER OLMAN  
=====

Real name: Chris Dolman  
Birthdate: 1945.2.17  
Height: 187cm (6 ft, 2 in)  
Weight:124kg (273 lbs)  
Nation: HOLLAND

=====  
Special move:  
=====

Rear Naked Choke - A (back grapple)

=====  
Secret moves:  
=====

Rolling Cross Leg Lock - Up + Y + B (front grapple)  
Sleeper Hold - Left + Y + B (back grapple)  
Sleeper Hold - Y + B (at head of downed opponent - face down)

=====  
CRITICAL:  
=====

Standing Sleeper Hold - Left + Y + B (back grapple)  
Sleeper Hold - Y + B (at head of downed opponent - face down)

=====  
CRITICAL (GRUESOME FIGHTING mode only):

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Standing Armbar - Up + A (front grapple)  
Rolling Cross Leg Lock - Left/Right + A (front grapple)  
Rolling Cross Leg Lock - Up + Y + B (front grapple)  
  
Armbar - B (at head of downed opponent)  
Cross Leg Lock - B (at feet of downed opponent)  
Foot Lock - A (at feet of downed opponent - face up)  
Reverse Heel Hold - A (at feet of downed opponent - face down)

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=====  
RICK GRAY  
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Real name: Dick Vrij  
Nickname: Fighting Cyborg  
Birthdate: 1965.5.2  
Height: 187cm (6 ft, 2 in)  
Weight: 111kg (244 lbs)  
Nation: HOLLAND

Special move:  
Spinfist Special - Down + A (front grapple)

Secret moves:  
High Kick - Y + B (strike attack)  
Power Punch - Right + Y + B (front grapple)  
High Kick - Down + Y + B (back grapple)

CRITICAL:  
Triple Knee Rush - A (front grapple)  
High Kick Special - Up + A (front grapple)  
Backfist Special - Down + A (front grapple)  
Knee Rush - Left/Right + A (front grapple)  
Power Punch - Right + Y + B (front grapple)  
High Kick - Down + Y + B (back grapple)

CRITICAL (GRUESOME FIGHTING mode only)  
Arm Bar - B (at head of downed opponent)  
Heel Hold - B (at feet of downed opponent)  
Leg Lock - A (at feet of downed opponent)

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NOBUHISA SANADA

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Real name: Nobuhiko Takada  
Nickname: War Daredevil  
Birthdate: 1962.4.12  
Height: 184cm (6 ft)  
Weight: 105kg (231 lbs)  
Nation: JAPAN

Special move:

Armbar - A (at the head of downed opponent - face down)

Secret moves:

Savate Kick - Y + B (strike attack)  
Punch Combo - Left + Y + B (front grapple)  
German Suplex - Up + Y + B (back grapple)

CRITICAL:

Rising Knee - Left/Right + A (front grapple)  
High Kick Special - Down + A (front grapple)

CRITICAL (GRUESOME FIGHTING mode only)

Triple Knee Rush - A (front grapple)  
Rising Knee Special - Up + A (front grapple)  
Side Suplex - Left/Right + A (back grapple)

Arm Lock - B (at head of downed opponent)  
Heel Hold - B (at feet of downed opponent)  
Armbar - A (at head of downed opponent)  
Cross Leg Lock - A (at feet of downed opponent - face up)  
Ankle Lock - A (at feet of downed opponent - face down)

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KAZUKI YAMAMOTO

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Real name: Kazuo Yamazaki  
Nickname: Feverish Striker  
Birthdate: 1962.8.15  
Height: 188cm (6 ft, 2 in)  
Weight: 103kg (227 lbs)  
Nation: JAPAN

Special move:

German Suplex - Left/Right + A (front grapple)

Secret moves:

Axe Kick - Y + B (strike attack)  
Knee Rush - Down + Y + B (front grapple)  
Reverse Knee Rush - Right + Y + B (back grapple)

CRITICAL:

Wheel Kick - B (back grapple)  
Machine Gun Kick Special - Down + A (front grapple)

Knee Rush - Down + Y + B (front grapple)

CRITICAL (GRUESOME FIGHTING mode only)

Arm Lock - B (at head of downed opponent)

Cross Leg Lock - B (at head of downed opponent - face up)

Leg Lock - A (at feet of downed opponent - face up)

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TAKASHI MINEMURA

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Real name: Kiyoshi Tamura

Birthdate: 1969.12.17

Height: 180cm (5 ft, 11 in)

Weight: 93kg (205 lbs)

Nation: JAPAN

Special move:

Rolling Cross Leg Lock - Left/Right + A (front grapple)

Secret moves:

Head Kick - Y + B (strike attack)

Snap Suplex - Up + Y + B (front grapple)

Rear Naked Choke - Left + Y + B (back grapple)

CRITICAL (GRUESOME FIGHTING mode only)

Triple Knee Rush - A (front grapple)

Falling Arm Bar - Up + A (front grapple)

Rolling Cross Leg Lock - Left/Right + A (front grapple)

Cross Face Chicken Wing - A (back grapple)

Armbar - B (at head of downed opponent)

Arm Lock - A (at head of downed opponent - face up)

Leg Lock - B (at feet of downed opponent)

Heel Hold - A (at feet of downed opponent - face up)

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THE SAVER

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Real name: Big Van Vader

Nickname: Devil's Assassin

Birthdate: 1956.2.8

Height: 190cm (6 ft, 3 in)

Weight: 170kg (374 lbs)

Nation: U.S.A.



Special move:

Powerbomb - Down + A (front grapple)

Secret moves:

Vader Sault - Y + B (from top ropes)

Power Punch - Right + Y + B (front grapple)

Backdrop - Down + Y + B (back grapple)

CRITICAL:

Powerbomb - Down + A (front grapple)

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G.O. BRIGHT

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Real name: Gary Albright

Nickname: Suplex Monster

Birthdate: 1963.5.18

Height: 192cm (6 ft, 4 in)

Weight: 160kg (352 lbs)

Nation: U.S.A.

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Special move:

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

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Secret moves:

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Takedown - Y + B (strike attack)

Double Underhook Suplex - Left + Y + B (front grapple)

Snap Dragon Suplex - Up + Y + B (back grapple)

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CRITICAL:

=====

Snap Release Belly To Belly Suplex + Up + A (front grapple)

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

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CRITICAL (GRUESOME FIGHTING mode only):

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Leg Lock - B (at feet of downed opponent - face up)

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MAKOTO HIGAKI

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Real name: Masakatsu Funaki  
Nickname: Young Fight Leader  
Birthdate: 1969.3.13  
Height: 182cm (5 ft, 11 in)  
Weight: 95kg (209 lbs)  
Nation: JAPAN

Special move:

Heel Hold - A (at feet of downed opponent - face up)

Secret moves:

High Kick - Y + B (strike attack)  
Double Arm Hook Belly To Belly Suplex - Down + Y + B (front grapple)  
Chickenwing Armlock - Right + Y + B (back grapple)

CRITICAL (GRUESOME FIGHTING mode only)

Triple Knee Rush - A (front grapple)  
Falling Armbar - Up + A (front grapple)  
Palm Special - Left/Right + A (front grapple)  
Double Knee Special - Down + A (front grapple)  
Chickenwing Armlock - Right + Y + B (back grapple)

Armbar - B (at head of downed opponent)  
Arm Lock - A (at head of downed opponent - face up)  
Side Leg Lock - B (at feet of downed opponent)  
Heel Hold - A (at feet of downed opponent - face up)  
Reverse Heel Hold - A  
(at feet of downed opponent - face down)

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MITSURU MUTSUKI

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Real name: Minoru Suzuki  
Nickname: Razor Fighter  
Birthdate: 1968.6.17  
Height: 178cm (5 ft, 10 in)  
Weight: 86kg (189 lbs)  
Nation: JAPAN

Special move:

Inverted Figure Four Leglock - A  
(at head of downed opponent - face up)

Secret moves:

High Kick - Y + B (strike attack)  
Falling Armbar - Up + Y + B (front grapple)  
Heel Stomp - Left + Y + B (back grapple)

CRITICAL (GRUESOME FIGHTING mode only)  
Leg Lock - B (at feet of downed opponent - face up)  
Armbar - B (at head of downed opponent - face up)  
Heel Hold - A (at feet of downed opponent - face up)  
Reverse Heel Hold - A  
(at feet of downed opponent - face down)  
Falling Armbar - Up + Y + B (front grapple)

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=====  
WIN HARLOCK  
=====

Real name: Ken Shamrock  
Nickname: Shooting Hercules  
Birthdate: 1964.2.11  
Height: 183cm (6 ft)  
Weight: 95kg (209 lbs)  
Nation: U.S.A.

Special move:  
Rear Naked Choke - Left/Right + A (front grapple)

Secret moves:  
High Kick - Y + B (strike attack)  
Bridging Belly To Belly Suplex - Right + Y + B  
(front grapple)  
German Suplex - Down + Y + B (back grapple)

CRITICAL (GRUESOME FIGHTING mode only)  
Triple Knee Rush - A (front grapple)  
Snap Suplex - Up + A (front grapple)  
Release Dragon Suplex - Left/Right + A (back grapple)

Armbar - B (at head of downed opponent)  
Leg Lock - B (at feet of downed opponent)  
Heel Hold - A (at feet of downed opponent - face up)  
Reverse Heel Hold - A  
(at feet of downed opponent - face down)

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\* \*  
\* BOSS LOTTEN \*  
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Real name: Bas Rutten  
Birthdate: 1966.8.8  
Height: 185cm (6 ft, 1 in)  
Weight: 89kg (196 lbs)  
Nation: HOLLAND

=====  
Special move:  
=====

Palm Strike - A (strike attack)

=====  
Secret moves:  
=====

High Kick - Y + B (strike attack)  
Rising Knee - Right + Y + B (front grapple)  
High Kick - Up + Y + B (back grapple)

=====  
CRITICAL:  
=====

Palm Strike - A (strike attack)  
Knee Rush - A (front grapple)  
High Kick Special - Up + A (front grapple)  
Rising Knee - Left + Y + B (front grapple)  
High Kick - Up + Y + B (back grapple)

=====  
CRITICAL (GRUESOME FIGHTING mode only):  
=====

Arm Bar - B (at head of downed opponent - face up)  
Leg Lock - B (at feet of downed opponent)  
Heel Hold - A (at feet of downed opponent - face up)  
Reverse Heel Hold - A (at feet of downed opponent - face down)

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\* SYOHJI ANDOH \*  
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Real name: Yoji Anjoh  
Birthdate: 1967.3.28  
Height: 180cm (5 ft, 11 in)  
Weight: 100kg (220 lbs)  
Nation: JAPAN

=====  
Special move:  
=====

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

=====  
Secret moves:  
=====

Front Headlock - Right + Y + B (front grapple)  
Rear Naked Choke - Down + Y + B (back grapple)

=====  
CRITICAL (GRUESOME FIGHTING mode only):  
=====

Triple Knee Rush - A (front grapple)  
Standing Armlock - Up + A (front grapple)  
Rolling Cross Leg Lock - Left/Right + A (front grapple)

Arm Bar - B (at head of downed opponent)  
Cross Leg Lock - A (at feet of downed opponent - face up)  
Leg Lock - B (at feet of downed opponent - face down)  
Fujiwara Arm Bar - A (at head of downed opponent - face down)  
Ankle Lock - A (at feet of downed opponent - face down)

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\* YOUKOU MINATO \*

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Real name: Yuko Miyato  
Birthdate: 1963.6.4  
Height: 177cm (5 ft, 8 in)  
Weight: 103 kg (227 lbs)  
Nation: JAPAN

=====

Special move:

=====

Sobat Kick - A (strike attack)

Secret moves:

Grounded Armlock - Y + B (at head of downed opponent - face up)  
Fujiwara Armbar - Left + Y + B (front grapple)  
Rear Naked Choke - Up + Y + B (back grapple)

=====

CRITICAL (GRUESOME FIGHTING mode only):

=====

Triple Knee Rush - A (front grapple)  
Falling Arm Bar - Up + A (front grapple)  
Roundhouse Special - Down + A (front grapple)  
Rolling Cross Leg Lock - Left/Right + A (front grapple)  
Fujiwara Armbar - Left + Y + B (front grapple)  
Heel Stomp - B (back grapple)

Cross Leg Lock - B (at feet of downed opponent)  
Arm Bar - A (at head of downed opponent - face up)  
Leg Lock - A (at feet of downed opponent - face up)  
Grounded Armlock - Y + B (at head of downed opponent - face up)

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|                   HIDE - HIDDEN WRESTLERS                   |

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| |  
| The hidden Pro Wrestler promotion featuring |  
| numerous legendary wrestlers that left a |  
| significant impact on Puroresu culture. |  
| |  
| This promotion can only be accessed after |  
| successfully completing CHAMPION ROad. |

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MASCARA CONDOR  
=====

Real name: Mil Mascaras  
Nickname: Great Masked Emperor  
Birthdate: UNKNOWN  
Height: UNKNOWN  
Weight: UNKNOWN  
Nation: UNKNOWN

=====  
Special move:  
=====

Body Splash: A/B (from top ropes)

=====  
Secret Moves:  
=====

Thesz Press - Y + B (while running towards opponent)  
Roll Up - Left + Y + B (front grapple)  
Standing Surfboard - Down + Y + B (back grapple)

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GRAN MARIPOSA  
=====

Real name: Gran Hamada  
Birthdate: UNKNOWN  
Height: UNKNOWN  
Weight: UNKNOWN  
Nation: UNKNOWN

=====  
Special move:  
=====

Frankensteiner - Up + A (front grapple)

=====  
Secret moves:  
=====

Enzuigiri - Y + B (strike attack)  
Headbutt - Left + Y + B (front grapple)  
Double Underhook Pin - Up + Y + B (back grapple)

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DYNAMIC KID  
=====

Real name: Dynamite Kid  
Nickname: Heavy Bombing Rascal  
Birthdate: UNKNOWN  
Height: UNKNOWN  
Weight: UNKNOWN  
Nation: UNKNOWN

=====  
Special move:  
=====

Diving Headbutt - Y/B (from top ropes)

=====  
Secret moves:  
=====

Lariat - Y + B (strike attack)  
Headbutt - Down + Y + B (front grapple)  
Backdrop - Right + Y + B (back grapple)

=====  
CRITICAL (GRUESOME FIGHTING mode only):  
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Tombstone Piledriver - Down + A (front grapple)

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MIGHTYBOY SMITH  
=====

Real name: Davey Boy Smith  
Birthdate: UNKNOWN  
Height: UNKNOWN  
Weight: UNKNOWN  
Nation: UNKNOWN

=====  
Special move:  
=====

Running Powerslam - Left/Right + A (front grapple)

=====  
Secret moves:  
=====

Lariat - Y + B (strike attack)  
Powerslam - Up + Y + B (front grapple)  
Backdrop - Left + Y + B (back grapple)

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=====  
MASK DE PANTHER  
=====

Real name: Tiger Mask  
Nickname: Hero of Dreams  
Birthdate: UNKNOWN  
Height: UNKNOWN  
Weight: UNKNOWN  
Nation: UNKNOWN

=====  
Special move:  
=====

Tiger Suplex - Left/right + A (back grapple)

=====  
Secret moves:  
=====

Sobat Kick - Y + B (strike attack)  
Rollup - Right + Y + B (front grapple)

=====  
CRITICAL (GRUESOME FIGHTING mode only):  
=====

Snap Suplex - Up + A (front grapple)  
Tombstone Piledriver - Down + A (front grapple)  
Sobat Kick Special - Left/Right + A (front grapple)

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=====  
GREAT PANTHER  
=====

Real name: Super Tiger  
Birthdate: UNKNOWN  
Height: UNKNOWN  
Weight: UNKNOWN  
Nation: UNKNOWN

=====  
Special move:  
=====



Chicken Wing Face Lock - A  
(at head of downed opponent - face up)

=====  
Secret moves:  
=====

Sobat Kick - Y + B (strike attack)  
Roundhouse Special - Left + Y + B (front grapple)  
Knee Rush - Up + Y + B (back grapple)

=====  
CRITICAL:  
=====

Arm Lock - B (at head of downed opponent - face up)

=====  
CRITICAL (GRUESOME FIGHTING mode only):  
=====

Chicken Wing Facelock - A (back grapple)

Chicken Wing Face Lock - A  
(at head of downed opponent - face up)  
Cross Leg Lock - B (at feet of downed opponent)  
Leg Lock - A (at feet of downed opponent - face up)

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NEVERLAND ROSH  
=====

Real name: Roland Bock  
Birthdate: UNKNOWN  
Height: UNKNOWN  
Weight: UNKNOWN  
Nation: UNKNOWN

=====  
Special move:  
=====

Release Double Underhook Suplex - Left/Right+ A  
(front grapple)

=====  
Secret moves:  
=====

Sleeper Hold - Y + B (while running towards opponent)  
Release Belly To Belly Suplex - Down + Y + B (front grapple)  
Release German Suplex - Right + Y + B (back grapple)

=====  
CRITICAL:  
=====

Release Double Underhook Suplex - Left/Right+ A  
(front grapple)

Release Belly To Belly Suplex - Down + Y + B  
(front grapple)  
Release German Suplex - Right + Y + B (back grapple)

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BIG THE GREAT BULL

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Real name: Bruiser Brody  
Nickname: Philosophical Beast  
Birthdate: UNKNOWN  
Height: UNKNOWN  
Weight: UNKNOWN  
Nation: UNKNOWN

=====

Special move:

=====

King Kong Knee Drop - B (from top ropes)

=====

Secret moves:

=====

King Kong Knee Drop - Y + B  
(at head of downed opponent - face up)  
Running Powerslam - Up + Y + B (front grapple)  
Atomic Drop - Left + Y + B (back grapple)

=====

CRITICAL (GRUESOME FIGHTING mode only):

=====

Jumping Piledriver - Down + A (front grapple)

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Note: When performing Big The Great Bull's secret	
move "Running Powerslam" near the turnbuckle, ring	
ropes or outside the ring, the Running Powerslam	
will alternate into a standard Powerslam.	

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VICTORY MUSASHI

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Real name: Antonio Inoki

Nickname: Battle Legend  
Birthdate: UNKNOWN  
Height: UNKNOWN  
Weight: UNKNOWN  
Nation: UNKNOWN

=====  
Special move:  
=====

Enzuigiri - A (strike attack)

=====  
Secret moves:  
=====

Koppu Kick - Y + B (strike attack)  
Fierce Punch: Right + Y + B (front grapple)  
German Suplex - Down + Y + B (back grapple)

=====  
CRITICAL (GRUESOME FIGHTING mode only):  
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Armbar - A (at head of downed opponent - face up)  
Fujiwara Armbar A (at head of downed opponent - face down)  
Leg Lock - A (at feet of downed opponent - face up)

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GIANT SHIBA  
=====

Real name: Giant Baba  
Birthdate: UNKNOWN  
Height: UNKNOWN  
Weight: UNKNOWN  
Nation: UNKNOWN

=====  
Special move:  
=====

Big Boot - B (while opponent is running)

=====  
Secret moves:  
=====

DDT - Left + Y + B (front grapple)  
Cobra Clutch Backbreaker - Up + Y + B (back grapple)

=====  
CRITICAL (GRUESOME FIGHTING mode only):  
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Jumping Piledriver - Down + A (front grapple)  
Armbar - A (at head of downed opponent - face up)

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BLITZ VON ELRIC  
=====

Real name: Fritz Von Erich  
Birthdate: UNKNOWN  
Height: UNKNOWN  
Weight: UNKNOWN  
Nation: UNKNOWN

=====  
Special move:  
=====

Iron Claw - A (at head of downed opponent - face up)

=====  
Secret moves:  
=====

Iron Claw - Y + B (while opponent is running)  
Tornado Spin - Down + Y + B (front grapple)  
Backdrop - Right + Y + B (back grapple)

=====  
CRITICAL (GRUESOME FIGHTING mode only):  
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Tombstone Piledriver - Down + A (front grapple)

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RIKIOHZAN  
=====

Real name: Rikidozan  
Nickname: Creator of the Mat World  
Birthdate: UNKNOWN  
Height: UNKNOWN  
Weight: UNKNOWN  
Nation: UNKNOWN

=====  
Special move:  
=====

Karate Chop - Down + A (front grapple)

=====  
Secret moves:  
=====

Mounted Punches - Y + B

(at head of downed opponent - face up)  
Chokeslam - Up + Y + B (front grapple)  
Headbutt - Left + Y + B (back grapple)

=====

CRITICAL:

=====

Karate Chop - Down + A (front grapple)

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CRITICAL (GRUESOME FIGHTING mode only):

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Chokeslam - Up + Y + B (front grapple)

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R.J. PHEIZ

=====

Real name: Lou Thesz  
Nickname: Undefeated Iron Man  
Birthdate: UNKNOWN  
Height: UNKNOWN  
Weight: UNKNOWN  
Nation: UNKNOWN

=====

Special move:

=====

Backdrop - Left/Right + A (back grapple)

=====

Secret moves:

=====

Grounded Armlock - Y + B  
(at head of downed opponent - face up)  
Octopus Stretch - Right + Y + B (front grapple)  
Bridging Backdrop - Down + Y + B (back grapple)

=====

CRITICAL:

=====

Brainbuster - Up + A (front grapple)  
Ganso Bomb - Down + A (front grapple)  
Backdrop - Left/Right + A (back grapple)

=====

CRITICAL (GRUESOME FIGHTING mode only):

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Grounded Armlock - Y + B  
(at head of downed opponent - face up)

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KARLOS CRAUSER

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Real name: Karl Gotch  
Nickname: Ultimate God of Fighting Arts  
Birthdate: UNKNOWN  
Height: UNKNOWN  
Weight: UNKNOWN  
Nation: UNKNOWN

=====

Special move:

=====

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

=====

Secret moves:

=====

Bow And Arrow Hold - Y + B  
(at feet of downed opponent - face down)  
Headlock To Ankle Lock combo - Left + Y + B  
(front grapple)  
Octopus Hold - Up + Y + B (back grapple)

=====

CRITICAL:

=====

Standing Chickenwing Facelock - B (back grapple)  
Leg Lock - A (at legs of downed opponent - face up)  
Reverse Heel Hold - A (at legs of downed opponent - face down)  
Chickenwing Facelock - A (at head of downed opponent - face up)

=====

CRITICAL (GRUESOME FIGHTING mode only):

=====

Tiger Chancery - Up + A (front grapple)  
Piledriver - Down + A (front grapple)

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JUSTY ROSES

=====

Real name: Dusty Rhodes  
Birthdate: UNKNOWN  
Height: UNKNOWN  
Weight: UNKNOWN  
Nation: UNKNOWN

=====

Special move:

=====

Diving Bionic Elbow - B (from top ropes)

=====

Secret moves:

=====

Running Leg Drop - Y + B (at head of downed opponent - face up)

Inverted Atomic Drop - Down + Y + B (front grapple)

Elbow Strike - Right + Y + B (back grapple)

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CRITICAL (GRUESOME FIGHTING mode only):

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Jumping Piledriver - Down + A (front grapple)

Bare Knuckle Punch Special - Left/Right + A (front grapple)

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DICK MARVELIC

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Real name: Dick Murdoch

Birthdate: UNKNOWN

Height: UNKNOWN

Weight: UNKNOWN

Nation: UNKNOWN

=====

Special move:

=====

Brainbuster - Up + A (front grapple)

=====

Secret moves:

=====

Running Bulldog - Up + Y + B (front grapple)

Standing Surfboard Stretch - Left + Y + B (back grapple)

=====

CRITICAL (GRUESOME FIGHTING mode only):

=====

Brainbuster - Up + A (front grapple)

Jumping Piledriver - Down + A (front grapple)

Fujiwara Armbar - A (at head of downed opponent - face down)

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HURRY TEXAN JR.

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Real name: Dory Funk Jr.

Nickname: Great America

Birthdate: UNKNOWN

Height: UNKNOWN

Weight: UNKNOWN

Nation: UNKNOWN

=====

Special move:

=====

Spinning Toe Hold - A (at feet of downed opponent - face up)

=====

Secret moves:

=====

Roll Up - Right + Y + B (front grapple)

Sleeper Hold - Down + Y + B (back grapple)

Indian Deathlock - Y + B (at feet of downed opponent - face down)

=====

CRITICAL (GRUESOME FIGHTING mode only):

=====

Bare Knuckle Punch Special - Up + A (front grapple)

Tombstone Piledriver - Down + A (front grapple)

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KERRY TEXAN

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Real name: Terry Funk

Nickname: Wild Bronco

Birthdate: UNKNOWN

Height: UNKNOWN

Weight: UNKNOWN

Nation: UNKNOWN

=====

Special move:

=====

Spinning Toe Hold - A (at feet of downed opponent - face up)

=====

Secret moves:

=====

Moonsault - Y + B (from top ropes)

Tornado Spin - Left + Y + B (front grapple)

German Suplex - Up + Y + B (back grapple)

=====



CRITICAL (GRUESOME FIGHTING mode only):

=====

Jumping Piledriver - Down + A (front grapple)

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IRON BLASTER

=====

Real name: Road Warrior Animal

Nickname: Messenger of the Devil

Birthdate: UNKNOWN

Height: UNKNOWN

Weight: UNKNOWN

Nation: UNKNOWN

=====

Special move:

=====

Powerslam - B (while opponent is running)

=====

Secret moves:

=====

Flying Clothesline - Y + B (while running)

Running Powerslam - Down + Y + B (front grapple)

Atomic Toss - Right + Y + B (back grapple)

=====

CRITICAL (GRUESOME FIGHTING mode only):

=====

Release Powerbomb - Down + A (front grapple)

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MAD TIGER

=====

Real name: Tiger Jeet Singh

Nickname: Bloodthirsty Tiger

Birthdate: UNKNOWN

Height: UNKNOWN

Weight: UNKNOWN

Nation: UNKNOWN

=====

Special move:

=====  
Cobra Claw - A (at head of downed opponent - face up)

=====  
Secret moves:

=====  
Figure Four Necklock - Y + B (at head of downed opponent - face up)  
Argentine Backbreaker - Up + Y + B (front grapple)  
Power Punch - Right + Y + B (back grapple)

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=====  
ABDOLL THE DANGER  
=====

Real name: Abdullah The Butcher  
Birthdate: UNKNOWN  
Height: UNKNOWN  
Weight: UNKNOWN  
Nation: UNKNOWN

=====  
Special move:  
=====

Fork Stab - Left/Right + A (front grapple)

=====  
Secret moves:  
=====

Sudanese Meat Clever - Y + B (at head of a downed opponent - face up)  
Head Bite - Right + Y + B (front grapple)  
Headbutt - Down + Y + B (back grapple)

=====  
CRITICAL (GRUESOME FIGHTING mode only):  
=====

Jumping Piledriver - Down + A (front grapple)

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=====  
DICK SLENDER  
=====

Real name: Ric Flair  
Birthdate: UNKNOWN  
Height: UNKNOWN  
Weight: UNKNOWN  
Nation: UNKNOWN

=====  
Special move:  
=====

Figure Four Leglock - A (at feet of downed opponent- face up)

=====  
Secret moves:  
=====

Crotch Stomp - Y + B (at feet of downed opponent - face up)  
Delayed Vertical Suplex - Left + Y + B (front grapple)  
Backdrop - Up + Y + B (back grapple)

=====  
CRITICAL (GRUESOME FIGHTING mode only):  
=====

Sitout Tombstone Piledriver - Down + A (front grapple)

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=====  
ITTETSU WAKAMOTO  
=====

Real name: Kotetsu Yamamoto  
Nickname: Demon of Hard Training  
Birthdate: UNKNOWN  
Height: UNKNOWN  
Weight: UNKNOWN  
Nation: UNKNOWN

Special move:  
Diving Headbutt - B (from top ropes)

Secret moves:  
Missile Dropkick - Y + B (from top ropes)  
Headbutt - Down + Y + B (front grapple)  
German Suplex - Right + Y + B (back grapple)

=====  
CRITICAL (GRUESOME FIGHTING mode only):  
=====

Jumping Piledriver - Down + A (front grapple)

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KAKU - HIDDEN SHOOT FIGHTERS
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| The hidden Shoot fighter promotion featuring |  
| legendary fighters from various mixed martial |  
| arts promotions such as K-1 and UFC. |

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| This promotion can only be accessed after |  
| successfully completing CHAMPION ROAD. |  
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=====  
VOICE STACY  
=====

Nickname: Bari Toudo Of  
Real name: Royce Gracie  
Birthdate: 1966.12.12  
Height: 185cm (6 ft, 1 in)  
Weight: 80kg (176 lbs)  
Nation: BRAZIL

=====  
Special move:  
=====

Rear Naked Choke - Left/Right + A (at head of downed opponent - face down)

=====  
Secret moves:  
=====

Arm Grab Flip - Down + Y + B (front grapple)  
Heel Stomp - Right + Y + B (back grapple)  
Elbow Hold - Y + B (at head of downed opponent - face up)

=====  
CRITICAL:  
=====

Rear Naked Choke - Left/Right + A (front grapple)

=====  
CRITICAL (GRUESOME FIGHTING mode only):  
=====

Falling Arm Bar - Up + A (front grapple)  
Heel Stomp - Right + Y + B (back grapple)

Arm Bar - B (at head of downed opponent)  
Leg Lock - B (at feet of downed opponent)  
Heel Hold - A (at feet of downed opponent - face up)  
Sleeper Hold - A (at head of downed opponent - face down)  
Reverse Heel Hold - A (at feet of downed opponent - face down)

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MASAYUKI SADAKE

=====

Real name: Masaaki Satake

Birthdate: 1956.8.17

Height: 185cm (6 ft, 1 in)

Weight: 94kg (207 lbs)

Nation: JAPAN

=====

Special move:

=====

Fire Punch - Left/Right + A (front grapple)

=====

Secret moves:

=====

Roundhouse Kick - Y + B (strike attack)

Open Hand Fury - Up + Y + B (front grapple)

Heel Stomp - Left + Y + B (back grapple)

=====

CRITICAL:

=====

Roundhouse Kick - Y + B (strike attack)

Knee Rush - A (front grapple)

Fire Punch - Left/Right + A (front grapple)

Rising Knee - Up + A (front grapple)

Twin Elbow Rush - Down + A (front grapple)

Open Hand Fury - Up + Y + B (front grapple)

=====

CRITICAL (GRUESOME FIGHTING mode only):

=====

Heel Stomp - Left + Y + B (back grapple)

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ANDRE FAG

=====

Real name: Andy Hug

Birthdate: 1964.9.7

Height: 180cm (5 ft, 11 in)

Weight: 95kg (209 lbs)

Nation: SWITZERLAND

=====

Special move:

=====

Axe Kick - A (strike attack)

=====

Secret moves:

=====

Roundhouse Kick - Y + B (strike attack)  
Roundhouse Special - Right + Y + B (front grapple)  
Heel Stomp - Down + Y + B (back grapple)

=====  
CRITICAL:  
=====

Roundhouse Kick - Y + B (strike attack)  
Axe Kick - A (strike attack)

Wheel Kick - B (back grapple)  
Knee Rush - A (front grapple)  
Sobat Special - Left/Right + A (front grapple)  
High Kick Special - Up + A (front grapple)  
Roundhouse Special - Right + Y + B (front grapple)  
High Kick - Left/Right + A (back grapple)

=====  
CRITICAL (GRUESOME FIGHTING mode only):  
=====

Heel Stomp - Down + Y + B (back grapple)

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=====  
HORNET GOHST  
=====

Nickname: Black Magick  
Real name: Ernesto Hoost  
Birthdate: 1965.7.11  
Height: 190cm (6 ft, 3 in)  
Weight: 88kg (194 lbs)  
Nation: HOLLAND

=====  
Special move:  
=====

High Kick Special - Down + A (front grapple)

=====  
Secret moves:  
=====

Delayed Punch - Y + B (while opponent is running)  
Texas Jabs - Left + Y + B (front grapple)  
Elbow Strike - Up + Y + B (back grapple)

=====  
CRITICAL:  
=====

Knee Rush - A (front grapple)  
Uppercut Special - Up + A (front grapple)  
Knee Rush Special - Left/Right + A (front grapple)  
High Kick Special - Down + A (front grapple)  
High Kick - Left/Right + A (back grapple)

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=====  
GENERAL BOLDOR  
=====

Real name: Gerard Gordeau  
Birthdate: 1959.3.30  
Height: 198cm (6 ft, 6 in)  
weight: 100kg (220lbs)  
Nation: HOLLAND

=====  
Special move:  
=====

Stomp Special - Down + A (front grapple)

=====  
Secret moves:  
=====

Mounted Punches - Y + B (at head of downed opponent - face up)  
Eye Rake - Down + Y + B (front grapple)  
Shoot Knee Rush - Right + Y + B (back grapple)

=====  
CRITICAL:  
=====

Power Punch - Up + A (front grapple)  
High Kick Special - Left/Right + A (front grapple)  
Stomp Special - Down + A (front grapple)

=====  
CRITICAL (GRUESOME FIGHTING mode only):  
=====

High Kick - Left/Right + A (back grapple)

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=====  
THOMAS SMIT  
=====

Real name: Maurice Smith  
Birthdate: 1961.12.13  
Height: 180cm (5 ft, 11 in)  
Weight: 100kg (220 lbs)  
Nation: U.S.A.

=====

Special move:

=====

Roundhouse Kick Special - Down + A (front grapple)

=====

Secret moves:

=====

Power Punch - Up + Y + B (front grapple)

Kiyokushin Punch - Left + Y + B (back grapple)

=====

CRITICAL:

=====

Knee Rush - A (front grapple)

Uppercut Special - Up + A (front grapple)

Roundhouse Kick Special - Down + A (front grapple)

High Kick Special - Left/Right + A (front grapple)

Power Punch - Up + Y + B (front grapple)

=====

CRITICAL (GRUESOME FIGHTING mode only):

=====

Leg Lock - A (at feet of downed opponent - face up)

=====

\*\*\*\*\*SECRETS, TIPS, & TRICKS\*\*\*\*\*

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=====

Unlock all hidden characters and the "'Gruesome Fighting'" mode:

=====

To unlock all the hidden legends and the "Gruesome Fighting" mode, successfully complete "Champion Road" mode.

=====

Unlock the hidden "EDIT" mode moves and 160 skill points:

=====

Reach at least S5 rank (150 - 160 wins) under the FIGHT RECORDS option.

It should also be noted that every few ranks unlock a certain number of skill points and hidden moves that can be used in Super Fire Pro-Wrestling Special's "EDIT" mode on the player's Create-A-Wrestlers.

=====

FIGHT RECORDS rank list:

=====



[Rank] [Wins]

E	0 - 29 wins	S31	421 - 431 wins
D	30 - 59 Wins	S32	432 - 441 wins
C	60 - 89 wins	S33	442 - 452 wins
B	90 - 119 wins	S34	453 - 462 wins
A	120 - 149 wins	S35	463 - 472 wins
S5	150 - 160 wins	S36	473 - 483 wins
S6	161 - 170 wins	S37	484 - 493 wins
S7	171 - 181 wins	S38	494 - 504 wins
S8	182 - 191 wins	S39	505 - 517 wins
S9	192 - 201 wins	S40	518 - 530 wins
S10	202 - 211 wins	S41	531 - 543 wins
S11	212 - 223 wins	S42	544 - 556 wins
S12	224 - 234 wins	S43	557 - 569 wins
S13	235 - 244 wins	S44	570 - 582 wins
S14	245 - 253 wins	S45	583 - 595 wins
S15	254 - 264 wins	S46	596 - 608 wins
S16	265 - 275 wins	S47	609 - 621 wins
S17	276 - 285 wins	S48	622 - 634 wins
S18	286 - 296 wins	S49	635 - 647 wins
S19	297 - 306 wins	S50	648 - 660 wins
S20	307 - 316 wins	S51	661 - 673 wins
S21	317 - 327 wins	S52	674 - 686 wins
S22	328 - 337 wins	S53	687 - 699 wins
S23	338 - 348 wins	S54	700 - 712 wins
S24	349 - 359 wins	S55	713 - 725 wins
S25	360 - 368 wins	S56	726 - 738 wins
S26	369 - 379 wins	S57	739 - 751 wins
S27	380 - 389 wins	S58	752 - 764 wins
S28	390 - 400 wins	S59	765 - 777 wins

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S29   401 - 410 wins	S60   778 - 790 wins
----- ----- -----	----- ----- -----
S30   411 - 420 wins	S61   791 - 803 wins
_____	_____

=====  
 Compete in the Legends Tournament:  
 =====

To fight against the hidden Wrestlers in the Legends Tournament, start a new game in "Tournament" mode under default settings with one hundred and twenty Wrestlers competing in total. Then, using any Wrestler of choice, successfully win the first seven tournaments.

Upon completion of the seventh tournament, a special Legends Tournament will begin featuring a cast of legendary and hidden Wrestlers as your opponents.

=====  
 "NO DATA" Glitch:  
 =====

In Edit mode while using a created wrestler, go to Page 5/8 of the Move Input section. Under the category "Left/Right + A Buttons" select the move "Snap Release German Suplex (8/28)".

When performing this move during a match, a small black box will appear on-screen with the message:

```

  _____
  | "ON  |
  |ATAD"|
  |_____|
  
```

which, when read backwards reads "NO DATA" a programming glitch.

This glitch also works for the following move "Release German Suplex" (12/59) under the "Up + Y + B" Back grapple section (page 5/8).

=====  
 Announcer reactions:  
 =====

Joking - Miss a dropkick, specific running attack or move from the top ropes.

Singing - Successfully land a Dropkick on the opponent.

Shock - Perform a Wrestler's "Secret" move.

Cheer - Perform a Wresther's special move/finishing move or kick out of a pinfall with a 2.5 - 2.9 pinfall count.

Exhaustion - Allow the match to go on for a lengthy amount of time.

Irritation - Irish whip the opponent into the guard rail in front of the ring announcers.

=====  
Defeat Dick Slender easily in CHAMPION ROAD:  
=====

Dick Slender's greatest weakness is Morio Smith's assortment of highly damaging kicks. Try this trick:

While Slender is walking towards you, stun him with a few mid kicks (B Button) consecutively. When one of the mid kicks connects, Slender will stop in his tracks and remain stunned for about a second; allowing you to hit him over and over again until he falls to the ground.

If you're looking for an even more effective combo that takes less effort to pull off : follow up the Morio's mid kicks (B button) with a powerful "High Kick" (A Button) to knock Slender to the floor instantly.

When Slender is laying on the ground, quickly walk over to him and pick him up (Y Button at Slender's feet), if done correctly, Slender will be brought back to his feet and momentarily dazed. Use this opportunity to hit Slender again with the High Kick to dish out one extra free blow.

Repeat this trick to reduce Slender's health to zero in under a minute.

=====  
\*\*\*\*\*CREDITS\*\*\*\*\*  
=====

[HUMAN] for creating the Fire Pro-Wrestling series.

[NINTENDO]: for providing a home to the 16 bit Fire Pro games.

[PuroGeek]: for remaining a constant inspiration.

[Emile J. Morales]: for providing their invaluable assistance in finishing the EDIT mode section.

[RedCircles]: for additional translation assistance.

[Kagura & The Fire Prowrestling Archives]: for writing the original translation guide for the Edit mode.

[giantbomb.com & hitikiriizoh]: for additional Champion Road coverage.

[arcade-history.com]: for providing additional codes and strategies.

[PatorJK]: for providing the template used to create the header of this FAQ.

\*\*\*Fire pro character names and data taken from the official Super Fire Pro-Wrestling Special strategy guide (1995 edition)\*\*\*

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\*\*\*\*\*CONTACT\*\*\*\*\*

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Questions, comments or corrections, please email me at:

justin.imprint.m@gmail.com

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