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*****CONTROLS*****

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While standing:

Y - Light strike attack

B - Medium Strike attack

A - Strong strike attack

x - Run

X + Up/Down/Left/Right - run in a specific direction

Button Mash - attempt to escape an opponent's submission

hold or stomp attack.

**While locking up with opponent:

Y - Light grapple

B - Medium grapple

A - Strong grapple

X - Irish whip

X + Up/Down/Left/Right - Irish Whip 2

Up/Down/Left/Right + Y/B/A - additional grapple moves.

Y + B + Up/Down/Left/Right - additional secret moves.

While locking up behind opponent:

Y - Light grapple

B - Medium grapple

A - Strong grapple

Y + B + Up/Down/Left/Right - additional secret moves.

While an opponent attempts to perform a back grapple:

Y - Reverse

While opponent is laying on the mat.

Y - Pick up opponent

B - Pin

A - Submission hold/stomp attack

Outside the ring:

B - cancel a submission hold on opponent

B - cancel a pin on opponent

B - enter the ring

Top rope moves:

B - climb the turnbuckle

Down - Climb down the turnbuckle

Y - Medium top rope attack

B - strong top rope attack

While laying on the ground:

Button mash - attempt to escape an opponent's pin.

Button mash - attempt to escape an opponent's submission hold or stomp attack.

While running:

Y - Light strike

B - strong strike

While opponent is running towards you:

Y - Light strike

B - Strong strike

B - Medium grapple (varies from wrestler to wrestler)

*****GAMEPLAY TERMS*****

Lockup:

When both Wrestlers lock arms and attempt to grapple one another. Lockups are crucial to perform front and grapple attacks.

Front grapple:

A grapple maneuver that can only be applied from the front of either wrestler after a lockup has been initiated.

Back grapple:

A grapple maneuver that can only be applied from the back of either wrestler after a lockup has been initiated.

Running attack:

A strike attack inputted while running towards an opponent. Certain wrestlers use running attacks as their finishing moves.

Top rope attack:

High flying attacks that can only be performed after climbing one of the 4 top ropes within the ring.

Strike attack:

Punches, kicks, dropkicks and other fighting techniques inputted without locking up. Certain wrestlers can also apply strike attacks to a downed opponent.

Submission hold:

Grapple techniques that requires button mashing to escape. The amount of damage inflicted in a Submission hold depends on how quickly either Wrestler escapes from the submission.

Illegal moves:

In standard match settings, illegal moves are banned moves such as head biting, fork stabbing and choking

an opponent.

In standard match settings, illegal moves are not permitted and, if caught by the referee, have the potential to result in a disqualification.

Reversal:

When a medium or strong grapple is applied to a wrestler with a substantial amount of health remaining, the wrestler on the receiving end of the strong or medium grapple will reverse the maneuver resulting in a reversal.

There are many types of reversals which vary from Wrestler to Wrestler and style to style.

Special move:

A wrestler's signature strike attack, grapple, top rope attack or submission hold performed using standard inputs.

For the most part, a Wrestler's special can be deemed as their finisher (though, this detail varies from wrestler to wrestler).

Secret moves:

A wrestler's hidden grapple techniques that require special input combinations to perform.

Each wrestler has two secret moves (one front grapple and one back grapple) and the input for each secret move varies from wrestler to wrestler.

It is also interesting to note that the button inputs for each secret move remains the same no matter which way the wrestler performing the secret move is facing.

Much like the special moves, many of the secret moves are, in fact, a wrestler's finisher.

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*****RULES*****
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GIVE UP:

when a wrestler is unable to manually break free from an opponent's submission hold before their stamina runs out, the affected wrestler will tapout

resulting in a loss.

PINFALL:

When a wrestler is pinned on the mat for the duration of a 3 second count by the referee, the match will end under a PINFALL resulting in the pinned wrestler losing the match.

In special settings, the pin count can also be reduced to just 2 counts or turned off altogether.

A PINFALL can only be attempted inside of the ring. A pin attempt from outside the ring will not be recognized by the referee.

COUNTOUT:

when either wrestler remains outside of the ring as the referee counts to 20. This is called a COUNTOUT and results in a loss for either wrestler. If both wrestlers remain outside the ring after the referee has counted to 20, the match will end in a DRAW indicating both wrestlers have lost.

DISQUALIFICATION:

When either wrestler is disqualified from the match by the referee. A wrestler can be disqualified for the following reasons:

*remaining on a top rope for a 5 count by the referee.

*Allowing the referee to reach a 5 count while applying an illegal move.

DRAW GAME:

When neither wrestler or Tag Team wins the match due to:

*both wrestlers/teams receiving a 20 second COUNTOUT from outside the ring.

*The duration of the match has ended before a PINFALL, GIVE UP, or DISQUALIFICATION resulting in a TIME OUT.

TIME OUT:

when the time limit of the match has ended. When a TIME OUT is reached, the match will end under a DRAW GAME.

BREAK:

When a submission hold, pinfall or illegal tactic is applied next close to the ring ropes under standard match settings, the referee will call a "BREAK" signalling the submission hold or pinfall to be broken up.

Unlike recent Fire Pro games, there is no way to ignore the referee's call for a BREAK.

=====
*****MAIN MENU*****
=====

The match menu screen is split up into 6 different illustrations. The modes are:

[A] [B] [C] [D] [E] [F]

[A]Exhibition Match:

The standard verus and exhibition mode.

[B]Open League:

Round Robin competition. 8 wrestlers compete against each other and the wrestler with the most victories wins.

[C]Tournament:

8 wrestlers compete in a regular tournament. The last surviving wrestler or wrestling team wins.

[D]Elimination:

5 woman elimination styled match. The last surviving wrestler or wrestling team wins.

[E]Battle Royale:

4 wrestlers wrestle against each other in the ring at the same time. Last wrestler standing wins.

[F]Options:

Configure various settings outside of match rules.

[A]Exhibition Match Menu:

Screen 1: Player input

[A] [B]

[A]: Select one or more human players.
Ideal for co-op matches.

Options: 1P VS 2P (versus match)
1P VS COM (versus match)
COM VS COM (versus match)

1P 1P VS 2P 2P (tag match)
1P 1P VS 2P 3P (tag match)
1P 2P VS 3P 3P (tag match)
1P 2P VS 3P 4P (tag match)
1P 2P VS COM COM (tag match)
1P 1P VS COM COM (tag match)
COM COM VS COM COM (tag match)

1P VS 2P 2P (handicap match)
1P 1P VS 2P (handicap match)
1P VS 2P 3P (handicap match)
1P 2P VS 3P (handicap match)
1P VS COM COM (handicap match)
1P 1P VS COM (handicap match)
1P 2P VS COM (handicap match)
COM VS COM COM (handicap match)
COM COM VS COM (handicap match)

[B]: Team up with computer controlled team mates.
Ideal for single player matches.

Options: 1P VS COM (versus match)

1P 1P VS COM (tag match)
1P 2P VS COM COM (tag match)

1P VS COM COM (handicap match)
1P 1P VS COM (handicap match)

Screen 2: Wrestler selection screen.

Choose from a roster of Joshi wrestlers. It is possible to select duplicates of the same Wrestler.

Screen 3: Match menu screen.

Various match settings that can be adjusted by pressing the "Y" button on one of the corresponding illustrations:

```
[ A ]Lumberjack      [ D ]Time Limit
-----            -----
[ B ]Tag Settings   [ E ]Timing
-----            -----
[ C ]Match Conditions [ F ]Difficulty
-----            -----
```

[A]Lumberjack:

Adjust whether the wrestlers in the match can exit the ring. Off is the default setting.

[B]Tag Settings:

Adjust interference in tag team or handicap matches.

[C]Match Conditions:

Select the specific conditions to win the match such as a 2 count pinfall or submission only requirements.

[D]Time Limit:

Adjust the time limit and number of rounds for the match.

[E]Timing:

Adjust the timing conditions for lockups.

[F] Difficulty:

Adjusts the difficulty of the COM (computer controlled opponents). The default difficulty level is set to 1.

[B]Open League Menu:

Screen 1: Player input

[A] [B]

[A]:

Start an open league competition in the singles division.

[B]:

Start an open league competition in the tag team division.

Screen 2: Number of players.

Players can be selected by pressing up or down
on the d- pad for either columb A or B.

Up to 8 single players or tag teams can compete
in Open League mode.

[A] [B]

[A]:

Select the number of human controlled players.

[B]:

Select the number of computer controlled players.

[C]Tournament Menu:

Screen 1: Player input

[A] [B]

[A]:

Start a tournament in the singles division.

[B]:

Start a tournament in the tag team division.

Screen 2: Number of players.

Players can be selected by pressing up or down
on the d- pad for either columb A or B.

Up to 8 single players or tag teams can compete

in Open League mode.

[A] [B]

[A]:

Select the number of human controlled players.

[B]:

Select the number of computer controlled players.

[D]Elimination Match Menu:

Screen 1: Player input

[A] [B]

Unlike the previous methods of selecting players in the other modes in All Star Dream Slam, player selection can be performed by pressing either up or down on the d-pad.

Options: 1P VS COM
1P VS 2P
COM VS COM

Screen 2 & 3: Team selection:

[TEAM 1]	[TEAM 4]
1. Bat Yoshinaga	1. Debbie Malenko
2. Mima Shimoda	2. Sakie Hasegawa
3. Etsuka	3. Minami Suzuka
4. Bull Nakano	4. Yumiko Hotta
5. Akira Hokuto	5. Shinobu Kandori

[TEAM 2]	[TEAM 5]
1. kaoru Itou	1. Jaguar Yokota
2. Infernal Kaoru	2. Mayumi Ozaki
3. Sakie Hasegawa	3. Megumi Kudo
4. Kyoko Inoue	4. Devil Masami
5. Aja Kong	5. Dynamite Kansai

[TEAM 3]	[EDIT]
1. Chaparita Asari	Customize a 5 wrestler

2. Mariko Yoshida team of your choosing.
3. Takako Inoue
4. Toshiyo Yamada

[E]Battle Royale Menu:

By pressing up or down on the d-pad, human players can be added or subtracted to the Battle Royale.

Options: 1P VS COM VS COM VS COM
 1P VS 2P VS COM VS COM
 1P VS 2P VS 3P VS COM
 1P VS 2P VS 3P VS 4P
 COM VS COM VS COM VS COM

[F]Options Menu:

[A] []
 [A2]
 []
[B] [B2] []

[BGM] [NUMBER]

[C] [C2]

[OK!]

[A]Ring Color:

Adjusts the color of the ring by pressing left or right on the d-pad.

[A2]Ring Color (diagram):

Shows a ring preview of the ring color adjusted with option [A].

[BGM]Background music:

Listen to the various music tracks and theme songs.

[NUMBER]Track selection:

Select the music track or theme to listen to.

[C]Password:

Input passwords here.

[C2]Password 2 (diagram):

Use this feature to input passwords using the direction buttons on the d-pad.

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

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In order of appearance from the wrestler selection screen:

=====

BULL NAKANO

=====

Height: 170 cm (5 ft, 6 in)

Weight: 90 kg (198 lbs)

From: Kawaguchi, Japan

Promotion: AJW

Special move:

Moonsault Body Press - B (from top ropes)

Secret moves:

Backdrop - Right + Y + B (front grapple)

Inverted DDT - Down + Y + B (back grapple)

=====

AJA KONG

=====

Height: 165 cm (5 ft, 4 in)

Weight: 108 kg (238 lbs)

From: Parts unknown

Promotion: AJW

Special move:

Package Piledriver - Down + A (front grapple)

Secret moves:

Uraken - Left + Y + B (front grapple)

Headbutt - Up + Y + B (back grapple)

=====

AKIRA HOKUTO

=====

Height: 170 cm (5 ft, 6 in)

Weight: 63 kg (138 lbs)

From: Yoshikawa, Japan

Promotion: AJW

Special move:

Dangerous Queen Bomb - Down + Y + B (front grapple)

Secret moves:

Backdrop - Right + Y + B (front grapple)

Spinning Backdrop - Down + Y + B (back grapple)

=====

KYOKO INOUE

=====

Height: 166 cm (5 ft, 5 in)

Weight: 75 kg (165 lbs)

From: Yamagata, Japan

Promotion: AJW

Special move:

Niagra Driver - Down + A (front grapple)

Secret moves:

Powerbomb - Down + Y + B (front grapple)

Release Belly To Back Suplex - Right + Y + B (back grapple)

=====

YUMIKO HOTTA

=====

Height: 168 cm (5 ft, 6 in)

Weight: 75 kg (165 lbs)

From: Kobe, Japan

Promotion: AJW

Special move:

Sitout Powerbomb - Down + A (front grapple)

Secret moves:

Jumping Piledriver - Down + Y + B (front grapple)

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

=====

TAKAKO INOUE

=====

Height: 166 cm (5 ft, 5 in)

Weight: 65 kg (143 lbs)

From: Toridi-Shin, Japan

Promotion: AJW

Special move:

Elevated Backdrop - Left/Right + A (back grapple)

Secret moves:

Uppercut Special - Right + Y + B (front grapple)

Backdrop - Down + Y + B (back grapple)

=====

TOSHIYO YAMADA

=====

Height: 168 cm (5 ft, 6 in)

Weight: 65 kg (143 lbs)

From: Saitama, Japan

Promotion: AJW

Special move:

Inverted Double Underhook Suplex - Down + A (front grapple)

Secret moves:

Knee Rush - Up + Y + B (front grapple)

German Suplex - Left + Y + B (back grapple)

=====

MANAMI TOYOTA

=====

Height: 168 cm (5 ft, 6 in)

Weight: 65 kg (143 lbs)

From: Masuda, Japan

Promotion: AJW

Special move:

Japanese Ocean Cyclone Suplex - Left/Right + A (back grapple)

Secret moves:

Backdrop - Down + Y + B (front grapple)

Tiger Suplex - Right + Y + B (back grapple)

=====

MINAMI SUZUKA

=====

Height: 173 cm (5 ft, 8 in)

Weight: 65 kg (143 lbs)

From: ???, Japan

Promotion: AJW

Special move:

High Angle Powerbomb - Down + A (front grapple)

Secret moves:

Backdrop - Left + Y + B (front grapple)

Tiger Suplex - Up + Y + B (back grapple)

=====

BAT YOSHINAGA

=====

Height: 162 cm (5 ft, 3 in)

Weight: 75 kg (165 lbs)

From: Parts unknown

Promotion: AJW

Special move:

Koppu Kick - A (strike attack)

Secret moves:

Powerbomb - Right + Y + B (front grapple)

Sleeper Hold - Down + Y + B (back grapple)

=====

SAKIE HASEGAWA

=====

Height: 170 cm (5 ft, 6 in)

Weight: 68 kg (149 lbs)

From: Tochigi, Japan

Promotion: AJW

Special move:

Double Underhook Suplex Special - Left/Right + A (front grapple)

Secret moves:

Bridging Belly To Back Suplex - Up + Y + B (front grapple)

Backdrop - Left + Y + B (back grapple)

=====

DEBBIE MALENKO

=====

Height: 168 cm (5 ft, 6 in)

Weight: 65 kg (143 lbs)

From: Orlando, Florida

Promotion: AJW

Special move:

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

Secret moves:

Belly To Belly Suplex - Right + Y + B (front grapple)

Sleeper Hold - Down + Y + B (back grapple)

=====
MARIKO YOSHIDA
=====

Height: 164 cm (5 ft, 4 in)
Weight: 65 kg (143 lbs)
From: Mukaishima, Japan
Promotion: AJW

Special move:
Flying Crossbody - B (while running)

Secret moves:
Armlock Rollup - Down + Y + B (front grapple)
Sleeper Hold - Right + Y + B (back grapple)

=====
KAORU ITO
=====

Height: 162 cm (5 ft, 3 in)
Weight: 63 kg (138 lbs)
From: Kyoto, Japan
Promotion: AJW

Special move:
Stomp - A (at head of downed opponent)

Secret moves:
Monkey Flip - Up + Y + B (front grapple)
Bridging Backdrop - Left + Y + B (back grapple)

=====
ETSUKO MITA
=====

Height: 173 cm (5 ft, 8 in)
Weight: 78 kg (171 lbs)
From: Tokyo, Japan
Promotion: AJW

Special move:
Death Valley Driver - Down + A (front grapple)

Secret moves:
Backdrop - Left + Y + B (front grapple)
Bridging Backdrop - Down + Y + B (back grapple)

=====
MIMA SHIMODA

=====

Height: 167 cm (5 ft, 5 in)

Weight: 63 kg (138 lbs)

From: Tokyo, Japan

Promotion: AJW

Special move:

Death Lake Driver - Left/Right + A (back grapple)

Secret moves:

Piledriver - Down + Y + B (front grapple)

German Suplex - Right + Y + B (back grapple)

=====

INFERNAL KAORU

=====

Height: 164 cm (5 ft, 4 in)

Weight: 65 kg (143 lbs)

From: Parts Unknown

Promotion: AJW

Special move:

Moonsault Body Press - B (from top ropes)

Secret moves:

Backdrop - Up + Y + B (front grapple)

Double Underhook Pin - Left + Y + B (back grapple)

=====

CHAPARITA ASARI

=====

Height: 152 cm (4 ft, 11 in)

Weight: 52 kg (114 lbs)

From: Tokyo, Japan

Promotion: AJW

Special move:

Sky Twister Press - B (from top ropes)

Secret moves:

Flip Kick - Left + Y + B (front grapple)

Backdrop - Up + Y + B (back grapple)

MYSTERIOUS WRESTLERS

In order of appearance according to color:

=====

RED (R) JOSHI

=====

Real name: Mayumi Ozaki
Height: 152 cm (4 ft, 11 in)
Weight: 48 kg (105 lbs)
From: Kawaguchi, Japan
Promotion: JWP

Special move:

Full Nelson Belly To Back Suplex - Left/Right + A (back grapple)

Secret moves:

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

=====

WHITE (W) JOSHI

=====

Real name: Jaguar Yokota
Height: 153 cm (5 ft, 8 in)
Weight: 53 kg (116 lbs)
From: Tokyo, Japan
Promotion: AJW

Special move:

Fisherman Suplex - Left/Right + A (front grapple)

Secret moves:

Heavy Body Slam - Down + Y + B (front grapple)
Release Belly To Back Suplex - Right + Y + B (back grapple)

=====

BLACK (B) JOSHI

=====

Real name: Devil Masami
Height: 170 cm (5 ft, 6 in)
Weight: 74 kg (163 lbs)
From: Kitakyushu, Japan
Promotion: AJW

Special move:

High Angle Powerbomb - Down + A (front grapple)

Secret moves:

Release High Angle Powerbomb - Right + Y + B (front grapple)
Atomic Drop - Down + Y + B (back grapple)

=====

GREEN (G) JOSHI

=====

Real name: Dynamite Kansai
Height: 173 cm (5 ft, 8 in)

Weight: 80 kg (176 lbs)
From: Kyoto, Japan
Promotion: WPW

Special move:
Splash Mountain - Down + A (front grapple)

Secret moves:
Splash Mountain II - Up + Y + B (front grapple)
German Suplex - Left + Y + B (back grapple)

=====
YELLOW (Y) JOSHI
=====

Real name: Shinobu Kandori
Height: 172 cm (5 ft, 7 in)
Weight: 66 kg (145 lbs)
From: Yokohama, Japan
Promotion: LLPW

Special move:
Sleeper Special - A (at head of downed opponent)

Secret moves:
Sitout Powerbomb - Down + Y + B (front grapple)
Sleeper Hold - Right + Y + B (back grapple)

=====
PINK (P) JOSHI
=====

Real name: Megumi Kudo
Height: 162 cm (5 ft, 3 in)
Weight: 62 kg (137 lbs)
From: Saitama, Japan
Promotion: FMW

Special move:
Ganso Bomb - Down + A (front grapple)

Secret moves:
Release Belly To Belly Suplex - Up + Y + B (front grapple)
Sleeper Hold - Left + Y + B (back grapple)

*****FREQUENTLY ASKED QUESTIONS*****

Q) If this is an officially licensed game why are there a few characters with fake names (also coated by different colors)?

A) Although, Human was given permission to create a wrestling game based on the All-Japan Women's Pro Wrestling promotion, not every wrestler was still under legal contract with AJW at the time.

To counteract this, Human created fake aliases and mysterious wrestler portraits (a practice commonly used in Japanese wrestling games) to avoid paying additional licensing fees to the additional wrestlers and their respective promotions.

Q) Is there an english patch for this game?

A) No. Though, there is an english patch available for Super Fire Pro Wrestling Queens Special.

=====

*****CREDITS*****

=====

[Human]: for the Fire Pro Wrestling series of video games.

[Nintendo]: for providing a home to the 16 bit Super Fire Pro games.

[PuroGeek]: for inspiring me to write my very first FAQ and remaining a constant inspiration in the process.

[Suicidal Dragon]: for their thorough wrestling knowledge and informative top 10 videos.

[grospixels.com]: for providing background information on Dream Slam's roster.

[Pro Wrestling wiki]: for additional help.

and ...[you]: thank you for reading.

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