

Fire ProWrestling D (Import) Re-Costuming Guide

by GokuKenshiro

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*Fire ProWrestling Z Re-Costuming Guide*
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Version 1.0
Created by GokuKenshiro (supercrazyninja@aol.com)

Fire ProWrestling D (c) 2001 Spike/VAiLL

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*VERSION HISTORY*
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1.0 (4/8-9/04) - Initial release with some NJPW and WWE.

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SECTION 1: WHAT IS RE-COSTUMING?

No matter how many updates Spike may create, there is always something wrong with some wrestler's costume in FPD. It might be that one of them now shave their head, or there is a duo with the same color clothes. Sometimes, Spike justs likes to color a costume the wrong ways. This FAQ is to help change the colors of those wrestlers so they look close to their real-life counterparts or for a much updated look.

NOTE: In order for me to get the most accurate portrait of the character, I use recent pictures of them in order to get an idea on what to change. This is a short FAQ, so If more explanation on certain topics is needed, please tell me.

SECTION 2: CONTROLS AND MENU

NOTE: If you do not know where Re-Costuming is, first go to EDIT MODE. It is the 6th option, right above the exit option.
OTHER NOTE: If you know how to use Re-Costume, skip this chapter.

Look for your wrestler and choose the costume you want to change.

After choosing the wrestler, you will open up a page identical to the Appearance Menu in Wrestler Edit. Here is where the fun begins:

FOR COLOR:

All those boxes on the top represent certain body parts to color. There are 16 sets. 7 on top, 9 on bottom. Unlike Wrestler Edit, you cannot change any of the boxes individually, they are changed by pre-set colors from Spike. You change the pre-set colors with the L and R triggers.

L: One number ahead
R: One number behind

The number of colors range for each body part and not every color appears with the same number.

You will see the color number in the bottom where it says Pre-Set Color number.

Example:

```
|-----|
|      |      |      |      |      |      |      |      |
|      R: (Red)      |      |      |      |      |      |
|      G: (Green)    |      |      |      |      |      |
|      B: (Blue)     |      |      |      |      |      |
|-----|
| Color Clipboard    |
|      [] Individual Shade |
|      [          ] Color Set |
|-----|
| Pre-Set Color Number |
|      Set: Number    |
|-----|
```

Once you choose the color, press A to confirm.

My set up for the color changes will look like this:

```
-----
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
-----
| 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
-----
```

The numbers inside will correspond to the pre-set number need for the set. If there is a "no" in a box, it means that you don't have to change it

FOR BODY PARTS:

It is the box to the left with all the kanji. For more information on parts, read the FAQ/Movelist made by Icemaster.

STANCE : UNCHANGABLE
SIZE : UNCHANGABLE
HEAD : CHANGABLE - To have the corresponding costume to a face,
hold X while you scroll through the faces.
CHEST : CHANGABLE
WAIST : CHANGABLE
UPPER ARM : CHANGABLE
LOWER ARM : CHANGABLE
WRIST : CHANGABLE
THIGH : CHANGABLE
KNEE : CHANGABLE
ANKLE : CHANGABLE

AN EXAMPLE OF MY SYSTEM:

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=GROUP=

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-NAME

COSTUME TO CHANGE: Which costume to change from the four available

NOTE: A brief explanation on the change of costume

COLORS: The color box

ex:-----

|1|2|3|4|5|6|7|

|8|9|10|11|12|13|14|15|16|

BODY PARTS: Which body parts need a change

SECTION 3: WRESTLERS NEEDING A COLOR CHANGE

I have organised the list by what federation the wrestler is from.

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=NEW JAPAN=

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-SHODAI TIGER MASK (Tiger Mask 1)

COSTUME TO CHANGE: 1st Costume

NOTE: This changes the first costume to the original colors that Sayama wore during his first run in New Japan.

COLORS:

|no|no|no|106|87|13|1|

|8|54|5|5|10|no|no|no|no|

-JYUSHIN "THUNDER" LIGER

COSTUME TO CHANGE: 4th Costume

NOTE: This changes the costume to Liger's normal colors and footwear.
It cannot be totaly perfect as there are a few limitations in FPD
that prevent it. It still looks great though.

COLORS:

| no |2 or 5|no|7|87|4|10|

|3|7|6|7|2|5|no|no|15|

Note that his gloves will be a bit too yellow, so I advise anyone to
decide whether you'd like to keep it that way or to try a white or
light yellow color.

BODY PARTS:

KNEE: Leggers

ANKLE: Leggers

-EL SAMURAI

COSTUME TO CHANGE: Any of the four

NOTE: This color scheme is a close representation of El Samurai's
normal colors

COLORS:

|no|no|1|17|32|30|13|

|8|5|3|12|no|no|no|0|5|

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=FREE=

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-KEVIN NASH

COSTUME TO CHANGE: 4th Costume

NOTE: This is based on his "Big Daddy" gimmick he recently had. Plus,
it looks like the old Diesel costume.

|no|no|37|no|no|no|22|

|no|108|no|no|no|no|no|no|no|

SECTION 4: DIFFERENT HEADS

This section is for characters who need body part changes
and a fresh coat of paint.

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=NEW JAPAN=

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-KEIJI MUTOH (CROSS WIZARD)

COSTUME TO CHANGE: 1st Costume

NOTE: This change is to closely represent the modern Mutoh in AJPW.

STEPS:

1. Load up head No.281's costume.
2. Change the head to No.144 (Goldberg). REMEMBER: Do not load
up Goldberg's costume along with his head. You only need his head.

3. COLORS

|no|no|no|no|no|no|no|

|no|13|no|no|no|no|no|no|no|

=====
=WWE=
=====

-KANE

COSTUME TO CHANGE: 1st Costume

NOTE: Kane is a picky one to change, as there are many heads to choose from.

BODY PARTS:

HEAD: No.228, 188, 191 or 34 (IMO, 191 looks the closest)

CHEST: Normal (BARE)

WAIST: T-Shirt+G Pan

-KURT ANGLE

COSTUME TO CAHNGE:1st or 3rd Costume

NOTE: Angle has also gone bald.

BODY PARTS:

HEAD: No.281

-SCOTT STEINER

COSTUME TO CHANGE: 1st Costume

NOTE: Thi costume is based on his "Big Poppa Pump" gimmick.

BODY PARTS-

THIGH: Jersey

KNEE: Leggers

COLOR:

|no|no|no|no|no|no|no|

|2|no|no|no|no|no|no|no|no|

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=FREE=
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-BILL GOLDBERG

COSTUME TO CHANGE: 1st Costume

NOTE: Its a small change, but it will make Goldberg feel a bit modern.

BODY PART:

THIGH: Trunks (Right after G Pan)

COLORS:

|no|no|no|no|no|13|no|

|no|2|no|no|no|no|no|no|no|

SECTION 5: FUN/NOSTALGIA

Short-lived gimmicks and old costumes can be seen here.

-MISTUHARU MISAWA (NOAH)

COSTUME TO CHANGE: 2nd,3rd, or 4th Costume

NOTE: This changes the costume into Tiger Mask 2, Misawa's earlier persona. This is just for fun and nostalgia.

BODY PART TO CHANGE:

HEAD: 242 (Hold X to get the costume)

-JYUSHIN "THUNDER" LIGER (NJPW)

Lyger has many costumes that are easy to make.

COSTUME TO CHANGE: Any of the 4

NOTE: This is to get the Battle/Heavyweight Liger.

FOR HEAVYWEIGHT LYGER:

BODY PART TO CHANGE - HEAD: 232 (Hold X to get the costume)

FOR BATTLE LYGER:

BODY PARTS-

CHEST: Normal

WAIST: Side Line

UPPER ARM: Normal

LOWER ARM: Normal

WRIST: Glove 1

THIGH: Trunks

KNEE: Brae Legs

ANKLE: Amaresu Shoes

COLOR

|no|no|no|62|24|76|no|

|50|42|5|7|no|10|no|6|no|

COSTUME CHANGE: Any of the four

NOTE: This change is to get the Lyger color when he first fought the Great Muta.

BODY PART TO CHANGE- WRIST: NONE

COLORS:

| no | 28 | no | 88 | 6 | 23 | 77 |

| 3 | 4 | 6 | 7 | 2 | 52 | no | no | 13 |

SECTION 6: SOME IMPORTANT FACTS

1. Only one re-costume per pre-made character. If you want to make another costume, you either have to delete the one you made or make a whole new wrestler.

2. The Re-Costuming is only for pre-made wrestlers in the game.

Edits are fixed in Wrestler Edit mode.

3. You cannot change a color box individually. They must be changed by pre-set color numbers.

4. This FAQ is only for pre-set characters, not new versions of the same one or characters completely made by you.

5. The ReCostume file takes up 21 blocks of memory.

SECTION 7: FAQ

Q: Where can I contact you for suggestions, feedback or errors I saw on your FAQ?

A: I'd preferably would like to be contacted via the GAMEFAQ FPD board. You can also contact me by E-mail, but I get tons of spam, so please write FPD RECOSTUME as header.

Q: Is there an easier way to do this?

A: No

Q: Can you help me create a wrestler?

A: No, as I only help fix costumes. Go to another FAQ writer.

Q. I messed up! What can I do?

A. One of two things:

1. Re-load the Re-Costume file
2. Click on another costume of the wrestler and that will over shadow it.

Q: Some of your wrestlers need different movelists. Will you make them?

A: This just an FAQ to make the characters look updated, I'm not planning to evolve this FAQ into an Edit one.

Q: If you made the first Lyger costume against Muta, can't you make Lyger-Muta?

A: I could, but the waist Kaiser Suit will come up and it will look strange. I'll think about it.

Q: [Insert Wrestler] needs a few more parts/more colors. Where can I get them?

A: Unfortunately, some wrestlers aren't picture perfect due to FPD's limited edit system and colors to choose from. If you really want to go in-dept, get Fire ProWrestling Z. The update can help you obtain a closer-to-perfect character with its new layering system.

Q. Speaking of FPZ, will you make an FAQ for it as well?

A. Probably look forward to it near the summer.

SECTION 8: CLOSING

More to come soon, including an easier interface

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