

Fire Prowrestling G (Import) Translation Guide

by IceMaster

Updated to v3.1c on Feb 11, 2001

FIRE PROWRESTLING G by Human Entertainment for the SONY PLAYSTATION
Released on June 24, 1999 in Japan.

Fire Prowrestling G
ENGLISH SCREEN TRANSLATIONS
Copyright © 2001 Fire Pro Club. All Rights Reserved.
v3.1c
By "IceMaster" Frank James Chan
Originally Compiled By Mike Sweetser
Based on a format designed by The Mysterious Kagura

The latest revision of this document can always be found at
Fire Pro Wrestling Club
<http://www.fighting-spirit.com/fireprod/club>

Last Updated 02/11/2000 11:26:50

This file may be posted on Web sites or be distributed in any other electronic medium so long as proper credit is given and the original source of the file is acknowledged. It cannot be sold without prior consent from the author.

*CONTENTS

- I. Mode Select Screen
 - II. One Night Match
 - III. One Night Tournament
 - IV. Open League
 - V. Elimination Match (5 on 5)
 - VI. Battle Royal
 - VII. Death Match
 - VIII. Gruesome Fighting
 - IX. Fighting Road
 - X. Edit Ranking
 - XI. Edit Mode
 - XII. Wrestler Edit (EDIT Submode)
 - XIII. Organization Edit (EDIT Submode)
 - XIV. Rename (EDIT Submode)
 - XV. Organization Change (EDIT Submode)
 - XVI. Dojo
 - XVII. Title Match
 - XVIII. Option
 - XIX. Memory Card
 - XX. Other Information
 - XXI. Credits
-

I. -M O D E S E L E C T S C R E E N

ONE NIGHT MATCH	FIGHTING ROAD
ONE NIGHT TOURNAMENT	EDIT RANKING
OPEN LEAGUE	EDIT MODE
ELIMINATION MATCH	DOJO
BATTLE ROYAL	TITLE MATCH
DEATH MATCH	OPTION
GRUESOME FIGHTING	MEMORY CARD

[Description of Highlighted Mode]

Title Match will only appear after you've completed Fighting Road once.

II. -O N E N I G H T M A T C H

-Configuration

Blue Corner <CP, 1P, CP+CP, 1P+CP/1P+1P, 1P+2P>

Red Corner <CP, 1P, CP+CP, 1P+CP/1P+1P, 1P+2P>

Match Type 3 Count, 2 Count, Only Fall (Pin), Only Give Up

Match Limit 5 min. - No Time Limit

Match Fall 1 Fall - 3 Falls

Ring VIEW JAPAN (New Japan) - RANDOM

Match Location Nihon Butoukan, HUMAN DOME, Yurakuen Hall,
Murakawa Gym, RANDOM

COM Level 1(easiest) - 10(hardest)

Game Speed 100% - 800%

COM Skip - (not implemented in this mode)

(Set to ON, this option causes CP vs CP matches to be highlighted instead of being shown in full)

Referee Panther Tottori (VIEW JAPAN), Joe Hiroshi (OLIVE JAPAN)
Mr. Mizunaka (UWH/SHOOTING), Bat Watanabe (Independent)

Rope Check OFF, ON
(Pins and submission holds are broken if you are touching the ropes)

Lumberjack OFF, ON
(As soon as a wrestler is thrown out of the ring or manually exits,
he will automatically re-enter)

Tornado Battle OFF, ON
(In tag matches, all Participants are allowed in the ring at once)

Cut Play OFF, ON
(In tag matches, allows partner interference when in danger)

DQ Count OFF, ON
(If set to ON, referee will count up to 5 for an illegal act that he

sees, if you don't stop, you will be disqualified)

Outside Count OFF, ON

(If set to ON, referee will count up to 20 when a wrestler is outside)

BG Music Ring-Side - RANDOM

(Choose from the available in-game background music, four extras are unlocked once you complete Edit Ranking)

- Done -

-Wrestler Select

Use Left/Right to choose an organization, its logo is displayed on the upper right corner above the wrestler's profile. Use Up/Down and press O once to choose a wrestler. Arrows will appear on either side of his stance animation, use Left/Right to choose from one of his four available costumes (Edit Wrestlers can only have one but is treated like he has four costumes that look identical.) Now press O again to confirm, or use X to cancel and choose another wrestler.

III. -O N E N I G H T T O U R N A M E N T

-Initial Screen

LOAD

NEW GAME

Back to Mode Select

***NEW GAME

-Name Entry

[Tournament Name]

Hiragana

Katakana

Kanji

Alphabet (USE FOR ENGLISH)

Symbols (choose characters/letters here)

End

You may enter a name for your tournament or stay with the default name (which is "One Night Tournament").

*Controls

L1 Back field

R2 Forward field

[] Backspace

O Choose

X Back to left column (character set selection)

-Configuration

Battle type Single, Tag, Mixed

Match Type 3 Count, 2 Count, Only Fall, Only Give Up

Match Limit 5 min. - No Time Limit

Match Fall 1 Fall

Ring VIEW JAPAN - RANDOM

Match Location Nihon Butoukan, HUMAN DOME, Yurakuen Hall,
Murakawa Gym, RANDOM

COM Level 1 - 10

Game Speed 100% - 800%

COM Skip OFF, ON

Referee Panther Tottori (VIEW JAPAN), Joe Hiroshi (OLIVE JAPAN)
Mr. Mizunaka (UWH/SHOOTING), Bat Watanabe (Independent)

Rope Check OFF, ON

Lumberjack OFF, ON

Tornado Battle OFF, ON (for use in tag matches only)

Cut Play OFF, ON (for use in tag matches only)

DQ Count OFF, ON

Outside Count OFF (No Ringouts allowed in this mode)

BG Music Ring-Side - RANDOM

- Done -

-Wrestler Entry

Use left/right for CP/1P/END. If you choose CP or 1P, the Wrestler Select will show up for you to choose a wrestler for the CP or 1P to control. Choose end when you've entered all the participants that you wish to be in this tournament (minimum of 4 participants in this mode).

It will ask you if you're sure you want to proceed, choose the first one to continue or the second option to cancel and continue choosing your participants.

-Tournament Brackets

Pressing X on this screen will bring up the following menu:

MATCH
AUTO
SAVE
EXIT

(NOTE: Choosing the 2nd option on the above mentioned menu will Enable Auto Mode to let the tournament run automatically)

IV. -O P E N L E A G U E

-Initial Screen

LOAD

NEW GAME

Back to Mode Select

***NEW GAME

-Name Entry

[Name of Tournament]

Hiragana

Katakana

Kanji

Alphabet (USE FOR ENGLISH)

Symbols (choose characters/letters here)

End

Enter a name for your League (round robin tournament) or stay with the default name ("Open League").

*Controls

L1 Back field

R2 Forward field

[] Backspace

O Choose

X Back to left column (character set selection)

-Configuration

Battle type Single, Tag, Mixed

Match Type 3 Count, 2 Count, Only Fall, Only Give Up

Match Limit 5 min. - No Time Limit

Match Fall 1 Fall

Ring VIEW JAPAN - RANDOM

Match Location Nihon Butoukan, HUMAN DOME, Yurakuen Hall,
Murakawa Gym, RANDOM

COM Level 1 - 10

Game Speed 100% - 800%

COM Skip OFF, ON

Referee Panther Tottori (VIEW JAPAN), Joe Hiroshi (OLIVE JAPAN)
Mr. Mizunaka (SHOOT), Bat Watanabe (Independent)

Rope Check OFF, ON

Lumberjack OFF, ON
Tornado Battle OFF, ON (for use in tag matches only)
Cut Play OFF, ON (for use in tag matches only)
DQ Count OFF, ON
Outside Count OFF, ON
BG Music Ring-Side - RANDOM

- Done -

-Wrestler Entry

Use left/right for CP/1P/END. If you choose CP or 1P, the Wrestler Select will show up for you to choose a wrestler for the CP or 1P to control. Choose end when you've entered all the participants that you wish to be in this tournament (minimum of 4 participants in this mode).

It will ask you if you're sure you want to proceed, choose the first one to continue or the second option to cancel and continue choosing your participants.

-League Chart

Pressing X on this screen will bring up the following menu:

Match
Ranking
Auto
Save
End

(NOTE: Choosing the 3rd option on the above mentioned menu will Enable Auto Mode to let the tournament run automatically)

V. -E L I M I N A T I O N M A T C H (5 vs 5)

This mode allows 2 teams of 5 wrestlers to battle one another in competitive elimination singles matches.

-Initial Screen

Match
Team EDIT
Return to Mode Select

***MATCH

-Configuration

Blue Corner <CP, 1P, etc.>

Red Corner <CP, 1P, etc.>

Match Type 3 Count, 2 Count, Only Fall, Only Give Up

Match Limit 5 min. - No Time Limit

Match Fall 1 Fall only

Ring VIEW JAPAN - RANDOM

Match Location Nihon Butoukan, HUMAN DOME, Yurakuen Hall,
Murakawa Gym, RANDOM

COM Level 1 - 10

Game Speed 100% - 800%

COM Skip - (not implemented in this mode)

Referee Panther Tottori (VIEW JAPAN), Joe Hiroshi (OLIVE JAPAN)
Mr. Mizunaka (SHOOT), Bat Watanabe (Independent)

Rope Check OFF, ON

Lumberjack OFF, ON

Tornado Battle - (not implemented in this mode)

Cut Play - (not implemented in this mode)

DQ Count OFF, ON

Outside Count OFF, ON

BG Music Ring-Side - RANDOM

- Done -

-Following Screen

Choose teams (press start at the next screen for a random
suggestion)

Marathon (after a team member is eliminated, another member of
his team will take his place and battle until the
opposing team's member is defeated; this cycle
continues until all members of the opposing team are
eliminated.)

Rank (team captain vs team captain, and so on, only)

Random (completely random match ups)

VI. -B A T T L E R O Y A L

-Configuration

Battle type - (not implemented in this mode)

Match Type 3 Count, 2 Count, Only Fall, Only Give Up

Match Limit 5 min. - No Time Limit

Match Fall 1 Fall

Ring VIEW JAPAN - RANDOM

Match Location Nihon Butoukan, HUMAN DOME, Yurakuen Hall,
Murakawa Gym, RANDOM

COM Level 1 - 10

Game Speed 100% - 800%

COM Skip - (Not implemented in this mode)

Referee Panther Tottori (VIEW JAPAN), Joe Hiroshi (OLIVE JAPAN)
Mr. Mizunaka (UWH/SHOOTING), Bat Watanabe (Independent)

Rope Check OFF, ON

Lumberjack OFF, ON

Tornado Battle - (not implemented in this mode)

Cut Play - (not implemented in this mode)

DQ Count OFF, ON

Outside Count OFF, ON

BG Music Ring-Side - RANDOM

- Done -

-Battle Royal Submenu

1. Normal (wrestlers can be eliminated by all normal circumstances depending on the "Match Type" chosen in the Match Configuration screen)
2. Endless (If a wrestler is eliminated, he may continue fighting until the ends of the match. Eliminated wrestlers are darkened to make it easier for the remaining participants to identify who else is still legal in the ring)
3. Over-The-Rope (getting thrown out of the ring also eliminates you; keep in mind that this feature was never intended to be interpreted as an "Over-The-Top-Rope" elimination style Battle Royal, and you can also be eliminated by exiting the ring through free will)
4. Back to mode select

-Wrestler Select

For each of the four participants, press O on the box once to choose who controls him (CP, a player, or Empty -- Empty allows you to have battle royals with less than 4 participants). Use O again to make your selection and choose wrestlers as normal. Once you're finished,

press Start to bring up the following menu:
Start Match
Cancel (continue the selection process)
Return to mode select

VII. -D E A T H M A T C H

-Initial Screen

One Night Match
Tournament
Back to mode select

-Configuration

Blue Corner CP, 1P, 2P

Red Corner CP, 1P, 2P

Match Type 3 Count, 2 Count, Only Fall, Only Give Up

Explosion Time 1 min. - No Time Limit
(Time until the explosion, you can continue fighting afterwards)

Time Limit 1 min. - No Time Limit
(Time limit of the match)

Match Fall 1 Fall only

Ring Electrified Exploding Steel Cage Death Match Ring only

Match Location Kawajima Stadium only

COM Level 1 - 10

Game Speed 100% - 800%

COM Skip - (not implemented in this mode)

Referee Panther Tottori (VIEW JAPAN), Joe Hiroshi (OLIVE JAPAN)
Mr. Mizunaka (UWH/SHOOTING), Bat Watanabe (Independent)

Rope Check - (not implemented in this mode)

Lumberjack - (not implemented in this mode)

Tornado Battle - (not implemented in this mode)

Cut Play - (not implemented in this mode)

DQ Count - (not implemented in this mode)

Outside Count - (not implemented in this mode)

BG Music Ring-Side - RANDOM

- Done -

-Wrestler Select

Use Left/Right to choose an organization, its logo is displayed on the upper right corner above the wrestler's profile. Use Up/Down and press O once to choose a wrestler. Arrows will appear on either side of his stance animation, use Left/Right to choose from one of his four available costumes (Edit Wrestlers can only have one but is treated like he has four costumes that look identical.) Now press O again to confirm, or use X to cancel and choose another wrestler.

VIII. -G R U E S O M E F I G H T I N G

This mode allows you to have submission-style shoot fights in the octagon.

-Initial Screen

One Night Match
Tournament
Back to Mode Select

-Configuration

Blue Corner CP, 1P, 2P
Red Corner CP, 1P, 2P
Match Type Only Give Up
Match Limit 5 min. - No Time Limit
Match Fall 1 Fall only
Ring Octagon only
Match Location Bayside Coliseum only
COM Level 1 - 10
Game Speed 100% - 800%
COM Skip - (not implemented in this mode)
Referee Panther Tottori (VIEW JAPAN), Joe Hiroshi (OLIVE JAPAN)
Mr. Mizunaka (UWH/SHOOTING), Bat Watanabe (Independent)
Rope Check - (not implemented in this mode)
Lumberjack - (not implemented in this mode)
Tornado Battle - (not implemented in this mode)
Cut Play - (not implemented in this mode)
DQ Count - (not implemented in this mode)
Outside Count - (not implemented in this mode)
BG Music Ring-Side - RANDOM

-Fighter Select

Use Left/Right to choose an organization, its logo is displayed on the upper right corner above the wrestler's profile. Use Up/Down and press O once to choose a wrestler. Arrows will appear on either side of his stance animation, use Left/Right to choose from one of his four available costumes (Edit Wrestlers can only have one but is treated like he has four costumes that look identical.) Now press O again to confirm, or use X to cancel and choose another wrestler.

IX. -F I G H T I N G R O A D

-Initial Screen

LOAD GAME
NEW GAME
Back to Mode Select

***NEW GAME

-Name Entry

[Nickname] [Short name] [Long Name]
[Replacer- Toggle long/short name order] [Separator between short/long name]

Hiragana
Katakana
Kanji
Alphabet (USE FOR ENGLISH)
Symbols (choose characters/letters here)

End

[Current Nickname and Short/Long Name Displayed]

*Controls

L1 Back field
R2 Forward field
[] Backspace
O Choose
X Back to left column (character set selection)

-Statistics Screen

Class (Weight Class):

1-Heavy Class
2-Junior Heavy Class

Year of Birth 1900 - 1999

Month of Birth 1 - 12

Background:

- 1- Amateur
- 2- Judo
- 3- Karate
- 4- Gymnastics
- 5- Sumo
- 6- Weightlifting
- 7- Delinquent
- 8- None

-Wrestler Edit Screen

	Wrestler Make (Appearance)
	Skill Edit (Character Profile)
[WRESTLER PIC]	Parameter Edit (Attributes)
	Skill Equipment (Moves)

See Edit Mode section for details on these options.

X. -E D I T R A N K I N G

-Initial Screen

LOAD GAME
NEW GAME
Back to Mode Select

***NEW GAME

-Name Entry

[Nickname] [Short name] [Long Name]
[Replacer- Toggle long/short name order] [Separator between short/long name]

Hiragana

Katakana

Kanji

Alphabet (USE FOR ENGLISH)

Symbols (choose characters/letters here)

End

[Current Nickname and Short/Long Name Displayed]

*Controls

L1 Back field
R2 Forward field
[] Backspace
O Choose
X Back to left column (character set selection)

-Edit Ranking Ladder

The following menu is shown at the bottom-left of the screen:

Do Match
Edit Wrestler
Save to Memory
Write to Memory Card
Back to Mode Select

XI. -E D I T M O D E

-Edit Mode Submenu
 Wrestler EDIT
 Organization EDIT
 Rename
 Organization Change
 Back to Mode Select

The Edit Mode is separated into four separate submodes, Wrestler EDIT (Make up to 77 edit wrestlers per memory card), Organization EDIT (Make up to 5 edit organizations per memory card), Rename (allows you to rename the game's default organizations and wrestlers to their real names), and Organization Change (change the promotion affiliation of all the wrestlers in the game).

XII. -W R E S T L E R E D I T

-Initial Screen

	Select Model Wrestler
	Name Entry
	Wrestler Make (Appearance)
	Skill Edit (Character Profile)
WRESTLER PIC	Parameter Edit (Attributes)
	Skill Equipment (Moves)
(Wrestler Name)	CPU Logic (Brain of CP)
	Data Protection (Load/Save/Delete)
	End (Exit this mode)

***SELECT MODEL WRESTLER

Use this to choose one of the wrestlers in the game by default (this also includes any hiddens that you may have unlocked through Fighting Road). His name, appearance, statistical information in Skill Edit, moves, and CPU Logic will be loaded (anything in Skill Edit that uses points -- Critical, Special Skill, Body Part strengths, etc. -- as well as the Parameter Edit, however, will not be loaded so you will have to fill them in yourself after loading a model).

This is useful for making updated versions of wrestlers who are already in the game by default. It can also be used to replace a wrestler, refer to Organization Change for the method used to hide a default so that he will not show up at all during wrestler selections.

-Wrestler Select

Use Left/Right to choose an organization, its logo is displayed on the upper right corner above the wrestler's profile. Use Up/Down and press O once to choose a wrestler. Arrows will appear on either side of his

stance animation, use Left/Right to choose from one of his four available costumes (Edit Wrestlers can only have one but is treated like he has four costumes that look identical.) Now press O again to confirm, or use X to cancel and choose another wrestler.

***NAME ENTRY

[Nickname] [Short name] [Long Name]
[Replacer- Toggle long/short name order] [Separator between short/long name]

Hiragana

Katakana

Kanji

Alphabet (USE FOR ENGLISH)

Symbols (choose characters/letters here)

End

[Current Nickname and Short/Long Name Displayed]

*Controls

L1 Back field
R2 Forward field
[] Backspace
O Choose
X Back to left column (character set selection)

***Wrestler Make

Everything in this screen affects ONLY the wrestler's outward appearance. His stance and size will NOT affect his actual fighting style, strength, etc. Refer to Skill Edit for Fighting Style, Speed, etc.

Stance:

1-Strong
2-Technic
3-Amaresu (Amateur Wrestling)
4-Power
5-Lucha
6-Shooting
7-Mysterious
8-Koppou
9-Ko-budou (Old-Budo)

Size:

1-S
2-M
3-L

Face:

(Hold X to scroll through these without changing any other Make settings)

0-Tatsumi Fujinami
1-Shin'ya Hashimoto
2-Kensuke Sasaki
3-Kazuo Yamazaki
4-Junji Hirata
5-Osamu Kido

6-Takayuki Iizuka
7-Satoshi Kojima
8-Manabu Nakanishi
9-Osamu Nishimura
10-Yuji Nagata
11-Tadao Yasuda
12-Antonio Inoki
13-Riki Chosyu
14-Animal Hamaguchi
15-Jyushin Lyger
16-El Samurai
17-Koji Kanemoto
18-Shinjiro Ohtani
19-Kendo Ka Shin (Tokimitsu Ishizawa)
20-Tatsuhiko Takiawa
21-Tiger Mask (Original/Tiger King; Saturo Sayama)
22-Dynamite Kid
23-Davey Boy Smith
24-Black Tiger (Original; Marc Rocco)
25-Norio Honaga
26-Kusetu Yamamoto
27-Masahiro Chono
28-Keiji Mutoh (The Great Muta without Facepaint)
29-Hiroyoshi Tenzan
30-Hiro Saito
31-nWo Sting
32-Big Titan (Razor Ramon II)
33-Shiro Koshinaka
34-Kengo Kimura
35-Tatsutoshi Goto
36-Michiyoshi Ohara
37-Kuniaki Kobayashi
38-Akitoshi Saito
39-Akira Nogami
40-Mitsuharu Misawa
41-Kenta Kobashi
42-Toshiaki Kawada
43-Akira Taue
44-Jun Akiyama
45-Hiroshi Hase
46-Takao Omori
47-Tamon Honda
48-Jun Izimuda
49-Yoshihiro Takayama
50-Masahiro Kakihara
51-Stan Hansen
52-Johnny Ace
53-Gary Albright
54-Wolf Hawkfield
55-Johnny Smith
56-Maunakea Mossman
57-Headhunter A
58-Headhunter B
59-Giant Baba
60-Jumbo Tsuruta
61-Dory Funk Jr.
62-Bruiser Brody
63-Abdullah The Butcher
64-Yoshinari Ogawa
65-Masanobu Fuchi

66-Tsuyoshi Kikuchi
67-Tigermask (2nd Generation; Mitsuharu Misawa)
68-Hayabusa
69-Masato Tanaka
70-Hisakatsu Ohya
71-Hiromichi Fuyuki
72-Koji Nakagawa
73-Mr.Gannosuke
74-Jado
75-W*ING Kanemura
76-Atsushi Onita
77-Gladiator (Mike Awesome)
78-Mitsuhiro Matsunaga
79-Shoji Nakamaki
80-Tarzan Goto
81-Ryuma Go
82-Shunji Takano
83-Mr.Pogo
84-Tiger Jeet Singh
85-The Great Kabuki
86-Koji Kitao
87-Gedo
88-Ricky Fuji
89-Masao Orihara
90-Genichiro Tenryu
91-Nobutaka Araya
92-The Great Sasuke
93-Spel Delfin
94-Jinsei Shinzaki (Hakushi)
95-Gran Hamada
96-Gran Naniwa
97-Tigermask (4th Generation)
98-Naohiro Hoshikawa
99-Masato Yakushiji
100-Goldberg
101-Hollywood Hulk Hogan
102-Randy Savage
103-Sting
104-The Great Muta (Keiji Muto with facepaint)
105-Rick Steiner
106-Scott Steiner
107-Scott Norton
108-Bret Hart
109-Kevin Nash (Diesel)
110-Ric Flair
111-Chris Benoit (Wild Pegasus)
112-Black Tiger II (Eddy Guerrero)
113-Ultimo Dragon
114-Chris Jericho
115-Rey Misterio Jr
116-Kaz Hayashi
117-Steve Austin
118-The Undertaker
119-Road Warrior Hawk
120-Road Warrior Animal
121-Shawn Michaels
122-Vader
123-Ken Shamrock
124-Dan Severn
125-Goldust (Dustin Rhodes)

126-Steve Williams
127-Terry Gordy
128-Mankind (Mick Foley masked)
129-The Patriot
130-Doug Furnas
131-Terry Funk
132-Bam Bam Bigelow
133-Andre The Giant
134-TAKA Michinoku
135-Dick Togo
136-Men's Teioh
137-Shoichi Funaki
138-Phil LaFon (Danny Kroffat)
139-Rob Van Dam
140-Sabu
141-Yoshihisa Yamamoto
142-Tsuyoshi Kohsaka
143-Kiyoshi Tamura
144-Blitzarde Taniel
145-Volk Han
146-Dick Vrij
147-Hans Nyman
148-Kenichi Yamamoto
149-Akira Maeda
150-Yoshiaki Fujiwara
151-Yuki Ishikawa
152-Daisuke Ikeda
153-Alexander Otsuka
154-Masakatsu Funaki
155-Minoru Suzuki
156-Manabu Yamada
157-Bas Rutten
158-El Hijo Del Santo
159-Konnan
160-Negro Casas
161-Psicosis
162-Dr.Wagner Jr.
163-Dos Caras
164-Mil Mascaras
165-Nobuhiko Takada
166-Yoji Anjoh
167-Naoki Sano
168-Mitsuya Nagai
169-Rickson Gracie
170-Gerald Gordeau
171-Maurice Smith
172-Masaaki Satake
173-Naoya Ogawa
174-Don Frye
175-Roland Bock
176-Rikidozan
177-Karl Gotch
178-Lou Thesz
179-Super Tiger (Old UWF 1984-95, Satoru Sayama)
180-Tetsuhiro Kuroda
181-Takeshi Ono
182-Diamond Dallas Page
183-The Rock (Rocky Maivia)
184-Mike Burton (Bart Gunn)
185-Kane (Glenn Jacobs; Isaac Yankem masked)

186-Paul Wight (The Giant)
187-Mike Bernardo
188-Ernesto Hoost
189-Andy Hug
190-Peter Aerts
191-Aleksandr Karelin
192-Enson Inoue
193-Rumena Saito
194-Super Strong Machine (Junji Hirata)
195-Damian 666
196-Rusher Kimura
197-Masa Saito
198-Umanosuke Ueda
199-Rick Rude
200-Ted DiBiase
201-Yokozuna
202-Chris Dolman
203-Dusty Rhodes
204-Kendo Nagasaki
205-Jason the Terrible
206-Tatsuo Nakano
207-Haruka Eigen
208-Tony Halme
209-Dean Malenko
210-Leatherface (Tim Patterson)
211-Royce Gracie
212-Warrior (Ultimate Warrior)
213-The Great Zebra (Shunji Takano)
214-Kouki Kitahara
215-The Great Nita (Atsushi Onita)
216-Giant Machine
217-Giant Kimala (The Ugandan Giant Kamala)
218-Spel Delfin (Mobile Suit Gundam)
219-Jyushin Lyger (original outfit)
220-Jyushin Lyger (Fire Lyger)
221-Freddy Kreuger
222-The Great Wazma (Charles Scaggs; 2Cold Scorpio masked)
223-Tigermask (3rd Generation; Koji Kanemoto)
224-Scott Hall (Razor Ramon)
225-Dick Murdoch
226-Shiryu (Kaz Hayashi masked)
227-Keiji Mutoh (Old Version)
228-Tokimitsu Ishizawa
229-Osamu Nishumura (Old outfit)
230-El Samurai (Old mask)
231-Kurasawa (Manabu Nakanishi)
232-Big Titan (Razor Ramon II with facepaint)
233-Tatsutoshi Goto (Old version; shaved head)
234-Akira Nogami (Old costume)
235-Akira Taue (Old; different hair)
236-Takao Omori (Old; different hair)
237-Tamon Honda (Old; longer hair)
238-Yoshihiro Takayama
239-Masahiro Kakihara (different hair)
240-Johnny Ace (Old outfit)
241-Yoshinari Ogawa (Old; different hair)
242-Mr.Gannosuke (Old outfit)
243-Gedo (without beard)
244-GEKKOH (Translates to Moonlight; Masao Orihara)
245-The Great Sasuke (Old)

246-Sting (Old facepaint)
247-Scott Steiner (Old)
248-Scott Norton (Old; with hair)
249-Konnan El Barbaro (Old)
250-Shiryu (Kaz Hayashi, white costume)
251-Road Warrior Hawk (Old)
252-Road Warrior Animal (Old)
253-Wayne Shamrock (Old; Ken Shamrock)
254-Cactus Jack (Mike Foley unmasked)
255-SATO (Dick Togo)
256-Kenichi Yamamoto (Old; different hair)
257-Yoshihisa Yamamoto (Old)
258-Mitsuya Nagai (Old; different hair)
259-Tommy Dreamer
260-Kazushi Sakuraba
261-Yone Genjin
262-Harley Race
263-The Destroyer
264-Power Warrior (Kensuke Sasaki)
265-?
266-Yuji Yasuraoka
267-The Sandman (Hardcore Hak)
268-Bad News Allen
269-Goldust (with wig)
270-Darkside Hayabusa (Hayabusa at the "Welcome to the Darkside" PPV)
271-Yoshiaki Yatsu
272-Bob Backlund
273-?
274-?
275-Minoru Tanaka
276-The Great Kojika
277-Sasuke The Great (Masao Orihara)
278-Akira Nogami (Heisen Ishingun outfit)
279-Atsushi Onita (Old)
280-Hiroshi Hase (Old; long hair)
281-Maunakea Mossman (Old)
282-Kenichi Yamamoto (Old #2; different hair)
283-Jyushin Lyger (VS Heavyweight Costume)
284-Willie Williams
(All below are hidden until Edit Ranking has been completed)
285-Real Kuma (Grizzly Bear)
286-Pretty Kuma (Teddy Bear)
287-Sumo
288-Shinobu Kandori
289-Manami Toyota
290-Kyoko Inoue
291-Panda Bear
292-Tanuki
293-Real Kappa
294-Pretty Kappa
295-Anime Girl A
296-Anime Girl B (Lum from Ursei Yatsura)
297-Anime Girl C
298-Anime Girl D

Chest: <Use 0 to change the size>,

1-Normal

2-Body Paint

3-Amareu 1 (Amateur Wrestling)

4-Amareu 2 (Amateur Wrestling)

- 5-One Shoulder (Singlet)
 - 6-Plain T-Shirt
 - 7-Ele with T Shirt (Thermal T-Shirt)
 - 8-Kaiser Suit (Choshin Super Kaiser/Jyushin Thunder Lyger Suit)
 - 9-Ninja Dogi
 - 10-Karate Gi
 - 11-Fire Suit
 - 12-Azteca Suit (Azteca Dragon/Ultimo Dragon chestplate)
- (All below are hidden until Edit Ranking has been completed)
- 13-Kuma (Bear)
 - 14-?
 - 15-Female One Piece 1
 - 16-Female One Piece 2
 - 17-Female One Piece 3
 - 18-Female Backless 1
 - 19-Female Backless 2
 - 20-Female T-Shirt
 - 21-Female T-Shirt 2
 - 22-Female Bikini
 - 23-Panda
 - 24-Tanuki
 - 25-Kappa

Waist: <Use 0 to change the size>,

- 1-Short Tights
 - 2-Belt with Tights 1
 - 3-Belt with Tights 2
 - 4-Flag
 - 5-One Point (Decoration on back of tights)
 - 6-Shima Stripes
 - 7-Side Line
 - 8-Panther Tights (Mask De Panther/Tigermask style tights)
 - 9-Body Paint
 - 10-Amaresu 1 (Amateur Wrestling)
 - 11-Amaresu 2 (Amateur Wrestling)
 - 12-Belt with Amaresu
 - 13-One Shoulder
 - 14-Kaiser Suit (Choshin Super Kaiser/Jyushin Thunder Lyger outfit)
 - 15-Ninja Dogi
 - 16-Karate Gi
 - 17-Fire Suit
 - 18-T-Shirt+G Pan (T-Shirt tucked into Jeans)
 - 19-Bare+G Pan (Jeans with no T Shirt)
 - 20-Shirt+Shima Tights
 - 21-Shirt+Plain Tights
 - 22-Trunks
 - 23-Maoshi (Sumo Sash)
 - 24-Jersey
- (All below are hidden until Edit Ranking has been completed)
- 25-Kuma (Bear)
 - 26-Bikini Top + Short Tights
 - 27-Bikini Top + Trunks
 - 28-Female One Piece 1
 - 29-Female One Piece 2
 - 30-Female One Piece 3
 - 31-Female T-shirt+G Pan (T-shirt tucked into Jeans)
 - 32-Female Bloomer
 - 33-Female Bikini
 - 34-Panda
 - 35-Tanuki

36-Kappa

Upper Arm: <Use 0 to change the size>

- 1-Normal
- 2-Arm Band
- 3-Supporter
- 4-HAN So-de (Shoulder of T-Shirt)
- 5-Fire Suit
- 6-Bolo So-de (Shouder Cutoffs)
- 7-NAGA So-de (Elbow length of T-Shirt)
- 8-Kaiser Suit
- 9-Ninja Dogi
- 10-Shoulder Pat
- 11-Tattoo
- (All below are hidden until Edit Ranking has been completed)
- 12-Kuma (Bear)
- 13-?
- 14-? + Supporter
- 15-Female Normal
- 16-Female Supporter
- 17-Female NAGA So-de
- 18-Female Low Sleeves
- 19-Female HAN So-de (Shoulder of T-Shirt)
- 20-Female HAN So-de 2 (Shoulder of T-Shirt)
- 21-Panda

Lower Arm: <Use 0 to change the size>,

- 1-Normal
- 2-Wristband Small
- 3-Wristband Large
- 4-Supporter 1
- 5-Supporter 2
- 6-NAGA So-de (Sleeves of Shirt)
- 7-Kaiser Suit
- 8-Ninja Dogi
- (All below are hidden until Edit Ranking has been completed)
- 9-Kuma (Bear)
- 10-?
- 11-? + Wristband Small
- 12-? + Supporter 1
- 13-? + Supporter 2
- 14-Female Normal
- 15-Female Wristband Small
- 16-Female Wristband Large
- 17-Female Supporter 1
- 18-Female Supporter 2
- 19-Female NAGA So-de
- 20-Panda

Wrist:

- 1-Barehanded
- 2-Glove (Kenpo Gloves)
- 3-Finger Taping
- 4-Boxing Glove
- (All below are hidden until Edit Ranking has been completed)
- 5-Female ? (Fingerless Gloves)
- 6-Panda
- 7-? (Anime)
- 8-? (Anime)

Thigh: <Use 0 to change the size>,

- 1-Normal
 - 2-Knee Supporter
 - 3-Long Tights 1
 - 4-Long Tights 2
 - 5-Long Tights 3
 - 6-Kaiser Tights
 - 7-Line Tights
 - 8-Fire Tights
 - 9-Arrow Tights
 - 10-Panther Tights (Mask De Panther/Tigermask style tights)
 - 11-Shima Stripes Tights
 - 12-Thunder Tights
 - 13-Hikawa Tights (Mitsuhide Hikawa/Mitsuharu Misawa style tights)
 - 14-Kazama Tights (Toshiie Kazama/Toshiaki Kawada style tights)
 - 15-Spats (Biker Shorts)
 - 16-Short Spats 1 (Short Biker Shorts)
 - 17-Short Spats 2
 - 18-Karate Gi
 - 19-G Pan (Jeans)
 - 20-Trunks
 - 21-Jersey
- (All below are hidden until Edit Ranking has been completed)
- 22-Kuma (Bear)
 - 23-?
 - 24-? + Knee Supporter
 - 25-? + Trunks
 - 26-Female Normal
 - 27-Female Spats
 - 28-Female Short Spats 1
 - 29-Female Short Spats 2
 - 30-Female Knee Supporter
 - 31-Female Long Tights 1
 - 32-Female Long Tights 2
 - 33-Female Long Tights 3
 - 34-Female Line Tights
 - 35-Female G Pan (Jeans)
 - 36-Panda

Knee:

- 1-Bare Legs
- 2-Bare Legs+Knee Pat
- 3-Normal Shoes
- 4-Short Shoes
- 5-Knee+Shoes 1
- 6-Knee+Shoes 2
- 7-Knee+Shoes 3
- 8-Knee+Shoes 4
- 9-Long Tights
- 10-Long Tights+Shoes
- 11-Mexican Tights 1
- 12-Mexican Tights 2
- 13-Karate Gi
- 14-Pantaron (Long Pants)
- 15-G Pan (Jeans)
- 16-G Pan+Western Boots (Jeans+Cowboy Boots)
- 17-G Pan+Knee Pat (Jeans+Kneepads)
- 18-Ninja Dogi 1
- 19-Ninja Dogi 2
- 20-Shima Stripes

- 21-Shima Stripes+Knee Pat
- 22-Leggings (Shinpad)
- 23-Amaresu Shoes (Amateur Wrestling Shoes)
- 24-Amaresu Shoes+Knee (Amateur Wrestling Shoes+Kneepads)
- 25-Western Boots (Cowboy Boots)
- 26-Leg Warmer
- 27-Jersey
- (All below are hidden until Edit Ranking has been completed)
- 28-Kuma (Bear)
- 29-?
- 30-? + Amaresu Shoes
- 31-Female Bare Legs
- 32-Female Bare Legs+Knee Pat
- 33-Female Normal Shoes
- 34-Female Knee+Shoes 1
- 35-Female Knee+Shoes 2
- 36-Female Knee+Shoes 3
- 37-Female Knee+Shoes 4
- 38-Female Long Tights+Shoes
- 39-Female G Pan
- 40-Female G Pan+Knee Pat
- 41-Female Leggers
- 42-Female Amaresu Shoes
- 43-Female Amaresu Shoes + Knee Pat
- 44-Female ?
- 45-Female Long Tights
- 46-Female Knee Pat + ?
- 47-Panda

Ankle:

- 1-Bare Feet
- 2-Ankle Taping
- 3-Shoes 1
- 4-Shoes 2
- 5-Shoes 3
- 6-Shoes 4
- 7-Shoes 5
- 8-Panther Shoes
- 9-Kung Fu Shoes
- 10-Amaresu Shoes (Amateur Wrestling Shoes)
- 11-Leggings (Shinpad)
- 12-Arabian Boots (Pointed Toe)
- 13-Western Boots (Cowboy Boots)
- 14-Socks
- (All below are hidden until Edit Ranking has been completed)
- 15-Kuma (Bear)
- 16-Panda
- 17-? (Anime)

Red : --
 Green: -- ["Clipboard"]
 Blue : --

[Adjustable Color Pallette]

The colors of each part is controlled by sets of 3 color boxes. Hold TRIANGLE and press Up or Down to scroll through the pre-set colors. Use L1 to copy a single box and R1 to paste it to another location. Use L2 to copy a whole set of 3 boxes, and R2 to paste them to another

location.

***SKILL EDIT

Belonging to Group (Wrestling Promotion):

- 1-VIEW JAPAN (New Japan)
- 2-OLIVE JAPAN (All Japan)
- 3-IW New Generation (FMW)
- 4-R.Y.U (WAR)
- 5-Yukiguni Puroresu (Michinoku Pro)
- 6-WWC Puroresu (WCW)
- 7-WFW Puroresu (WWF)
- 8-Gongs (RINGS)
- 9-Kajiwara Gumi (Fujiwara)
- 10.Fighting Expedition 'Battlation' (BattlArts)
- 11-High Class (Pancrase)
- 12-THREE A (AAA)
- 13-Kakutouka (Shoot Fighters)
- 14-FREE (Freelance)
- 15-LEGEND (Legends of Wrestling)

Class (Weight Class):

- 1-Heavy Class
- 2-Junior Heavy Class
- 3-Free Class

Height 150cm - 220cm

Body Weight 50kg - 250kg

Year of Birth 1900 - 1999

Month of Birth 1 - 12

Day of Birth 1 - 31

Birthplace Land:

- 1-Parts Unknown
- 2-Japan
- 3-America
- 4-Canada
- 5-Dutch
- 6-Mexico
- 7-England
- 8-France
- 9-Brazil
- 10-Russia
- 11-Puerto Rico
- 12-India
- 13-Sudan
- 14-Jordon
- 15-Cuba
- 16-Finland
- 17-Croatia Republic
- 18-Holland
- 19-Italy
- 20-Spain
- 21-Switzerland
- 22-China

- 23-South Korea
- 24-North Korea
- 25-Mongolia
- 26-Thailand
- 27-Australia
- 28-New Zealand
- 29-Bulgaria
- 30-Botswana
- 31-Republic of South Africa
- 32-Tonga

Fight Style:

- 1-Orthodox (Typical Professional Wrestler)
- 2-Technician (Good at technical skills; small package, etc.)
- 3-Wrestling (Amateur Wrestler)
- 4-Ground (Good at ground attacks, tackling, etc.)
- 5-Power (Powerful; good at Power Bombs, Side Busters, Samoan Drops, etc.)
- 6-American (Typical American Wrestler; Incorporates Power, Heel, and more)
- 7-Junior (Modern Junior Heavyweight)
- 8-Luchadore (Lucha Libre-style wrestler)
- 9-Heel (Rough style/Rulebreaker; crowd boos his taunts and poses)
- 10-Mysterious (Unorthodox Technical style, "Oriental", e.g; Great Muta)
- 11-Shooter (Shooting style wrestler, UWF style)
- 12-Fighter (Kickboxer, Karate-do)
- 13-Grappler (Judoka, Jitsuoka, No holds barred style)
- 14-Panther ("Mask De Panther"/Tigermask mix of MartialArts+Lucha)
- 15-Giant (Giant wrestler, immovable; ie. Andre and Baba)
- 16-Vicious (Old Strong Style, e.g; Antonio Inoki aggressive fighting style)

Return Skill (Defensive Skill):

- 1-Orthodox
- 2-Technician
- 3-Power
- 4-Junior
- 5-Luchadore
- 6-Heel
- 7-Mysterious
- 8-All-Round (Combination of Junior and Technician)
- 9-Shooter
- 10-Fighter
- 11-Grappler
- 12-Giant
- 13-Vicious

Critical:

- 1- +0 Points Finisher
(Only the move marked as the Finisher can "CRITICAL!")
- 2- +20 Points Suplex
(Back Drops, Front Suplexes, etc. can "CRITICAL!")
- 3- +20 Points Power
(Power Bombs, Back Breaker Slams, etc. can "CRITICAL!")
- 4- +25 Points Technical
(Hurricane Rana, Dragon Screw, etc. can "CRITICAL!")
- 5- +30 Points Striking
(Strikes such as Kicks, Punches, Knee Kicks "CRITICAL!")
- 6- +30 Points Submission
(Any submission or stretch hold can break joints)

Special Skill:

- 1- +0 Points None

2- +15 Points Stardom

(Involved with crowd support and repeats popular moves.)

Requirement: Do Performance/Taunt (L1 or L2) when your remaining power is at 0 (completely fatigued).

Effect: +10% Offensive Power.

3- +15 Points Quick Return

(Player may stand right up even after a major attack.)

Requirement: Remaining power is at 5% to 20% and Spiritual Strength is above 60%.

Effect: You will stay on the ground 1/8 of the time you normally would.

4- +15 Points One Hit Reversal

(Repeated reversals result in greater damage each time.)

Requirement: Remaining power is below 10% and Spiritual Strength is above 30%.

Effect: The rate of Criticals is doubled.

5- +15 Points Start Dash

(Able to end the match earlier than normal.)

Requirement: Remaining power is above 70%.

Effect: The offensive power of Advantage (Special) Moves are increased.

6- +15 Points Guts

(Will not give up easily.)

Requirement: Remaining power is 0%.

Effect: Will only receive 1/2 the Spiritual damage normally taken when then opponent uses a submission hold.

7- +15 Points Strike Back

(Rejuvenates strength when opponent shows signs of fatigue.)

Requirement: Remaining power is below 5%.

Effect: The offensive power of all moves are increased.

8- +15 Points One Hit Finisher

(Extremely effective finisher.)

Requirement: When you use Finisher the first or second time in a match.

Effect: The offensive power of your Finisher is increased by 150%.

9- +15 Points Blood

(Bleeding increases spirit.)

Requirement: You are shedding blood.

Effect: The offensive power of all moves are increased by 5%.

Recovery Power:

1- +0 Points Slow

2- +10 Points Medium

3- +20 Points Fast

Recovery Power (Bloodshed -- When Bleeding):

1- +0 Points Slow

2- +5 Points Medium

3- +10 Points Fast

Respiratory Mood/Breathing:

1- +0 Points Below

2- +10 Points Medium

3- +20 Points Above

Respiratory Mood/Breathing (Bloodshed -- When Bleeding):

1- +0 Points Below

- 2- +5 Points Medium
- 3- +10 Points Above

Spiritual Strength/Awareness:

- 1- +0 Points Poor
- 2- +10 Points Medium
- 3- +20 Points Strong

Spiritual Strength/Awareness (Bloodshed -- When Bleeding):

- 1- +0 Points Poor
- 2- +5 Points Medium
- 3- +10 Points Strong

Neck Endurance Time (Stamina):

- 1- +0 Points Low
- 2- +2 Points Medium
- 3- +5 Points High

Arm Endurance Time (Stamina):

- 1- +0 Points Low
- 2- +2 Points Medium
- 3- +5 Points High

Waist Endurance Time (Stamina):

- 1- +0 Points Low
- 2- +2 Points Medium
- 3- +5 Points High

Foot Endurance Time (Stamina):

- 1- +0 Points Low
- 2- +2 Points Medium
- 3- +5 Points High

Movement Speed (Speed of the Wrestler):

- 1- +0 Points Slow
- 2- +2 Points Medium Slow
- 3- +6 Points Medium
- 4- +14 Points Medium Fast
- 5- +24 Points Fast

Ascent and Descent Speed (Speed Climbing the Ringpost):

- 1- +0 Points Slow
- 2- +2 Points Medium Slow
- 3- +4 Points Medium
- 4- +6 Points Medium Fast
- 5- +8 Points Fast

Ascend/I run and Ascend (Ability to climb top turnbuckle):

- 1- +0 Points I cannot ascend (All climbing ability disabled)
- 2- +4 Points I can ascend (Normal climbing ability enabled)
- 3- +12 Points I can ascend while I run (Normal climbing ability enabled plus the ability to climb by Running toward the corner and holding the [] or X button)

Outside Return Count 0 - 20

(How long your wrestler will stay outside the ring to fight when he is controlled by the CP)

Touchwork (How long before he will tag his partner in during a tag match when he's controlled by the CP; based on the amount of damage he takes):

- 1-Slow
- 2-Medium
- 3-Fast

Theme Music Piece: (Press 0 to preview the music)

- Assault
- Before-dark
- Chase-away
- Confinement
- Conquest
- Count-down
- Critical
- Escape
- Geisha
- Hazard-lamp
- Heroism
- Kill-You
- Mysterious
- Nice-Body
- Onuta
- Overcrowded
- Pathos
- Reflection
- Shabu-shabu
- Skyscraper
- Syndrome
- Tornado
- Vibration
- Villain
- King's-Road
- Night-mare

NOTE: Nihon-jin = Japanese, Gaijin = Foreigner.

Voice 1/Voice 2 Kind:

(Voice Category; Press 0 to preview)

- 1-Nihon-jin 1
- 2-Nihon-jin 2
- 3-Nihon-jin 3
- 4-Nihon-jin 4
- 5-Gaijin 1
- 6-Gaijin 2
- 7-Gaijin 3
- 8-Animal (Unlocked by completing Edit Ranking)
- 9-Female 1 (Unlocked by completing Edit Ranking)
- 10-Female 2 (Unlocked by completing Edit Ranking)

Voice 1/Voice 2 Selection:

(Voice Sample; Press 0 to preview)

- 1-4: 0-171 (Nihon-jin)
- 5-7: 0-79 (Gaijin)
- 8: 0-23 (Animal)
- 9-10: 0-46 (Female)

[POINT TALLY(Tells you what the next attribute will cost you in points)]

[xxx/160-280]

***PARAMETER EDIT

Controls: D-PAD used to move between categories. Choose the box in the middle to return to the Wrestler Edit menu. O button to add points, X button to subtract points.

ATTACK	DEFENSE
Punch	Punch
Kick	Kick
Suplex	Suplex
Submission	Submission
Stretch	Stretch
Power	Flying
Instant-P	Crush
Arm Power	Versus Lariat
Technic	Technic
Rough	Rough

- 1-PUNCH, Attack or defend against Hand strikes, punches.
- 2-KICK, Attack or defend against Kicks, Knee Kicks.
- 3-SUPLEX, Attack or defend against Throws.
- 4-SUBMISSION, Attack or defend against submission holds.
- 5-STRETCH, Attack or defend against pulling submissions.
- 6-POWER, Attack horsepower.
- 7-INSTANT-P, Instant Power-Short burst of power.
- 8-ARM POWER, Attack power of the arm.
- 9-FLYING, Defend against jumping or flying attacks.
- 10-CRUSH, Defend against attacks where opponent's full body weight is used.
- 11-VS. LARIAT, Defend against Lariat or Clothesline attacks.
- 12-TECHNIC, Attack or defend against technical moves, small package, etc.
- 13-ROUGH, Attack or defend against illegal weapons or head butts.

***MOVE EDIT

-Upper Lefthand Corner of the Screen:

Primary Attack Strength: () <-- Number is based on the settings in parameter edit that you set.
() <-- Specifies which offensive part of your parameter settings is used (ie. Punch, Kick, Suplex, Submission, Technic, etc.)

Secondary Attack Strength: () <-- Number is based on the settings in parameter edit that you set.
() <-- Specifies which offensive part of your parameter settings is used (ie. Punch, Kick, Suplex, Submission, Technic, etc.)

(_____): [LETTER] <-- Specifies how adaptable the wrestler's Fight Style (set in Skill Edit) is to the move, on a scale from A to E.
A = The most suitable. ie. If the fight style is Power and you choose Moonsault Press, the letter given would be "E".

-Lower Half of the Screen

[Voice][Status] [Move Catagory(Default Column)] [MOVE SELECTION]

-Controls

- [] Status Column: Set move as FINISHER (one move only).
Voice Column: Assign VOICE 1 (as many moves as you like).
- O Default Column: Replace the move currently chosen for this catagory.
Move Selection: Choose the highlighted Move for this Catagory.
Status Column: Set Move as a SPECIALTY (up to 4 moves).
Voice Column: Assign VOICE 2 (as many moves as you like).
- X Move Selection: Cancel (revert to default move chosen).
Status Column: Remove FINISHER or SPECIALTY status.
Voice Column: Remove Voice Assignment.
- /\ Preview Move (You can use this on the default, status, or voice column to view the move that's currently chosen for that catagory, or in the move selection column to the right to preview a move before you choose it. If you have assigned a voice to the move, the voice will also play during the preview of the move's animation.)

-Move Catagories

-End-

Standing []
Standing X
Standing O
Standing []+X
Running []
Running X
Counter []
Counter X
Running to Corner O
Running to Out of Bounds O
Rope Slingshot to Out of Bounds O
Apron to Slingshot Inside O
Post []
Post X
Post O
Post []+X
Grappling []
Grappling [] Up
Grappling [] Left Right
Grappling [] Down
Grappling X
Grappling X Up
Grappling X Left Right
Grappling X Down
Grappling O
Grappling O Up
Grappling O Left Right
Grappling O Down
Grappling []+X
Back []
Back X
Back O
Back O Up Down
Back O Left Right

Back []+X
Back Defensive []
Back Defensive X
Opponent Downed, Face Up, Head X
Opponent Downed, Face Up, Legs X
Opponent Downed, Face Down, Head X
Opponent Downed, Face Down, Legs X
Opponent Downed, Face Up, Head O
Opponent Downed, Face Up, Legs O
Opponent Downed, Face Down, Head O
Opponent Downed, Face Down, Legs O
Opponent Downed, Running O
Corner Grappling O Up
Corner Grappling O Toward
Corner Grappling O Down
Performance L1
Performance L2
Front Two Platon
Front Three Platon
Back Two Platon
Back Three Platon
Corner Two Platon
Corner Three Platon

-End-

-Finisher Name

Once you exit the Moves screen, if you have assigned a new Finisher or have changed the finisher from the default (or loaded) one, you will be allowed to give a name to the move now marked as the wrestler's Finisher.

[Name of Finisher]

Hiragana

Katakana

Kanji

Alphabet (USE FOR ENGLISH)

Symbols (choose characters/letters here)

End

***CPU LOGIC

The CPU Logic determines how likely the wrestler is to perform certain things in particular situations by percentages when he is controlled by the CP. This is what makes a wrestler much more realistic if done correctly.

-Controls

O Select Category/Subcategory
X Exit Category/Subcategory
Start Back to the Wrestler Edit Menu
Left/Right Decrease/Increase Percentage

-CPU Logic Categories

Standing

Small Damage

Large Damage

<>Grapple

<>Stand Back

<>Circle the Opponent
<>[] Button Attack
<>X Button Attack
<>O Button Attack
<>[]+X Buttons Attack

Front Grapple

Small Damage

Medium Damage

Large Damage

<>[] Button Move
<>[]+up Move
<>[]+left/right Move
<>[]+down Move
<>X Button Move
<>X+up Move
<>X+left/right Move
<>X+down Move
<>O Button Move
<>O+up Move
<>O+left/right Move
<>O+down Move
<>[]+X Move
<>/\ Button Move(Hammer Throw)
<>R1 Button Move(Front Headlock)

Back Grapple

Small Damage

Large Damage

<>[] Button Move
<>X Button Move
<>O Button Move
<>O+up/down Move
<>O+left/right Move
<>[]+X Move
<>/\ Move(Hammer Throw)

Opponent is Thrown to Ropes

Small Damage

Large Damage

<>Running [] Move
<>Running X Move
<>[] Button Counter
<>X Button Counter
<>R2 Button Counter(Dodge)

Opponent is Dazed in Corner

Small Damage

Large Damage

<>Perform Running O Button Move
<>O+up Corner Grapple Move
<>O+left/right Corner Grapple Move
<>O+down Corner Grapple Move

Opponent is Down Near Corner

Large Damage

Near Death

<>Attack Normally
<>[] Post Move
<>X Post Move

<>O Post Move
<>[]+X Post Move

Opponent is Down in Center or Ring(Away from Corner)

Large Damage

Near Death

<>Attack Normally

<>Perform Running O+down Move

Opponent is Down, Face Up

Small Damage

Large Damage

Near Death

<>Pick Up

<>Roll Over

<>Near Head X Button Move

<>Near Legs X Button Move

<>Near Head O Button Move

<>Near Legs O Button Move

Opponent is Down, Face Down

Small Damage

Large Damage

Near Death

<>Pick Up

<>Roll Over

<>Near Head X Button Move

<>Near Legs X Button Move

<>Near Head O Button Move

<>Near Legs O Button Move

Opponent is Standing Dazed Near Corner

Large Damage

Near Death

<>Attack Normally

<>[] Button Post Move

<>X Button Post Move

<>O Button Post Move

<>[]+X Post Move

<>Perform Apron Move(O button+towards ring)

Opponent is Standing Dazed Near Center of Ring(Away from Corner)

Large Damage

Near Death

<>Attack Normally

<>Running [] Button Move

<>Running X Button Move

Opponent is Standing Dazed

Small Damage

Large Damage

Near Death

<>Grapple Opponent from Behind

<>O Button Attack

<>[]+X Attack

Opponent Grapples from Behind

--

<>[] Button Counter

<>X Button Counter

Opponent is Outside the Ring

--

<>Go out after him
<>Attack with Standing Move(Plancha, etc.)
<>Attack with Running Towards Outside Move
<>Wait for Them to Return

Performance (When your wrestler will perform his Taunts/Appeals)

Opponent Standing Dazed
Opponent Down
Opponent Outside of the Ring
On the Top Turnbuckle
<>L1 Performance
<>L2 Performance
<>Do Not Perform

Personality Traits

Everytime I am Particular (Entertainment)
The first entry is particular about the development of the match. When the percentage is high, the wrestler is clumsy. For example, his body slams are more likely to cause an opponent to fall out of the ring. When it is low, he's reliable.

Serious Time (Discretion)
When the percentage is higher, the wrestler's tactics are purely for the purpose of winning. For example, he will often drag an opponent to the middle of the ring when they're down near the ropes so as to avoid a rope break. When it's low, his tactics are more aimed at entertaining than winning.

Flexibility
This percentage sets his adaptability to the opponent's style.

Cooperation
Used for Tag Matches, when this percentage is set higher, it's more likely for him to pull off Double Team moves and work with his partner.

<>High
<>Low

***DATA PROTECTION (Load/Save/Delete Wrestlers)

Exit
Load (77 Slots displayed here)
Save
Delete

XIII. -O R G A N I Z A T I O N E D I T (EDIT Submode)

-Initial Screen

	Name Entry
LOGO PIC	Logo Editor (Paint Program)
(Org Name)	Data Protection (Load/Save)
	Back to Edit Menu

***NAME ENTRY

[Abbreviation (ie. AJPW)]
[Long Name (ie. All Japan)]

Hiragana
Katakana
Kanji
Alphabet (USE FOR ENGLISH)
Symbols (choose characters/letters here)

End

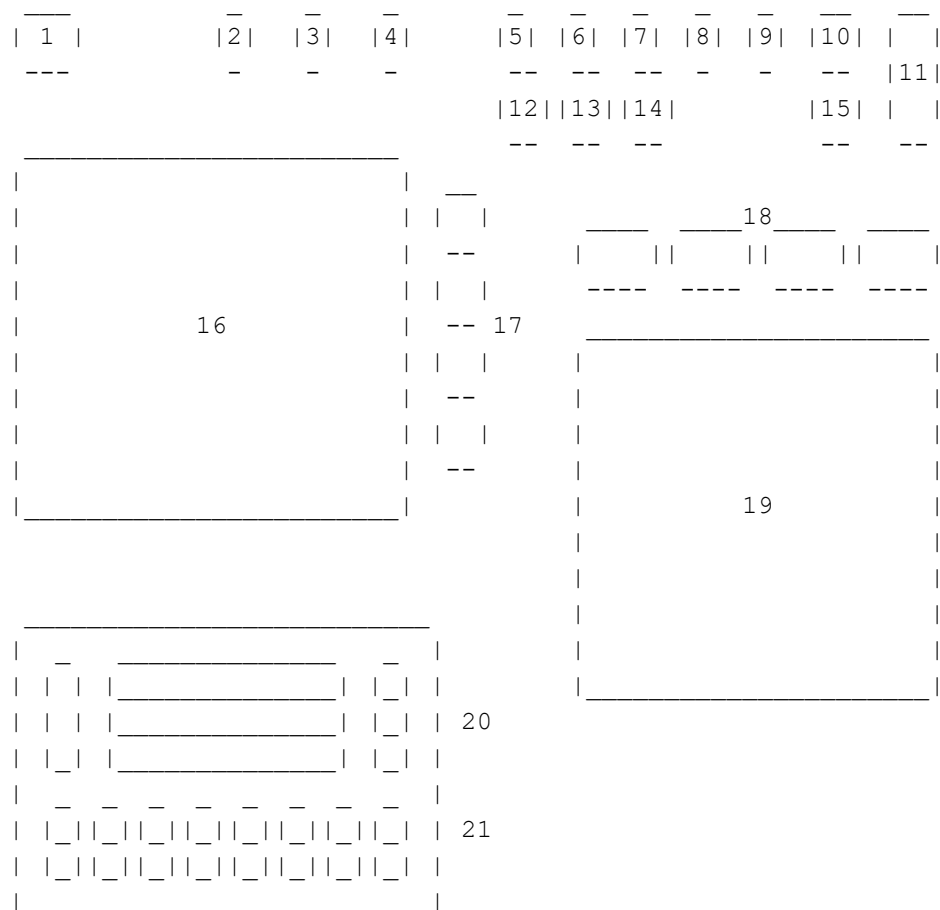
*Controls

L1 Back field
R2 Forward field
[] Backspace
O Choose
X Back to left column (character set selection)

***LOGO EDITOR

Use your directional pad to control the mouse arrow, the O button acts as your "left mouse button" to click on items.

Note: The illustration below is not to scale.



The logo itself is 96 pixels (width) by 96 pixels (height). It has four layers that you can draw on or modify, similar to the layers in Photoshop.

Layer 1 is on top, with Layer 4 at the bottom. Anything on the higher layers will overlap the lower layers.

1. Return to the logo edit menu.
2. Erase the entire logo.
3. Undo the last action.
4. Load a pre-made Edit Logo Template which you can then modify.
5. Pen Tool - Draws points on the logo.
6. Line Tool - Draws lines on the logo.
7. Box Tool - Draws outlined boxes on the logo.
8. Filled Box Tool - Draws filled boxes on the logo (solid boxes in the color selected on the palette)
9. Fill Tool - Fills in an enclosed section of the layer with the selected color selected on the palette.
10. Text Tool - Draws text on the logo. (Where you click the pointer determines the location of the upper-lefthand corner of the text)
11. Cursor Speed - Adjusts the speed of the cursor.
12. Flip Vertical - Flips the logo vertically.
13. Flip Horizontal - Flips the logo horizontally.
14. Regional Copy - Allows you to copy a section of the logo to another portion of the logo. Select a portion of the logo as if you were drawing a box over it, then click on wherever you want the upper-left corner of the selected portion to be pasted.
15. Zoom - Magnifies the drawing window. Magnifications are 1x (96x96), 1.5x (64x64), 3x (32x32) and 6x (16x16).
16. Logo Window - This window displays the entire logo. Move the red box around by dragging it to change the view of the Drawing Window.
17. Layer View Buttons - These four buttons select which layers are shown in the Logo Window. When a button is depressed, its layer is not shown.
18. Active Layer Buttons - Selects which layer is active in the drawing window (the layer you'll be able to draw on and modify).
19. Drawing Window - This is the main window where you can draw on and and make other modifications to the logo.
20. RGB Adjust - Adjusts the red, green and blue (RGB) values of the selected color on the palette. Similar to the Wrestler Edit submode's color bars.
21. The Palette - Click on one of the 16 colors to select it, change the color using the RGB Adjust above.

***DATA PROTECTION (Load/Save Organizations)

```
Exit
Load          (5 Slots displayed here)
Save
```

XIV. -R E N A M E (EDIT Submode)

This submode allows you to rename all of the game's default wrestlers and organizations to their real names. The column on the left lists all of the organizations while the column on the right lists the wrestlers in the org that's currently highlighted. Use left/right to go between the two lists and press O to rename that Wrestler or Organization.

***ORGANIZATION NAME ENTRY

[Abbreviation (ie. AJPW)]
[Long Name (ie. All Japan)]

Hiragana
Katakana
Kanji
Alphabet (USE FOR ENGLISH)
Symbols (choose characters/letters here)

End

*Controls

L1 Back field
R2 Forward field
[] Backspace
O Choose
X Back to left column (character set selection)

***WRESTLER NAME ENTRY

[Nickname] [Short name] [Long Name]
[Replacer- Toggle long/short name order] [Separator between short/long name]

Hiragana
Katakana
Kanji
Alphabet (USE FOR ENGLISH)
Symbols (choose characters/letters here)

End

[Current Nickname and Short/Long Name Displayed]

*Controls

L1 Back field
R2 Forward field
[] Backspace
O Choose
X Back to left column (character set selection)

Once you're finished renaming, press the X button and it will ask you if you're sure you want to proceed with the renaming you have just finished or cancel and continue renaming. Choose the first option (proceed) and you will return to the Edit Mode menu.

XV. -O R G A N I Z A T I O N C H A N G E (EDIT Submode)

-done-
[All wrestlers in the
game (not edits) listed [Org Affiliation]
vertically]
-done-

Press O on a wrestler to change his affiliation in the box on the right.

All 15 default organizations, plus any that you may have saved in the Organization Edit mode (refer to the Organization EDIT Submode) will be listed.

To "delete" a wrestler (one that you may have replaced with a more updated version using Wrestler Edit), choose his name in this mode, press O on him, and scroll to the bottom of the organizations list to the right and you will find the option to HIDE the wrestler. Choose this and he will no longer show up at all in the wrestler selection screen.

XVI.-D O J O

This mode allows beginners to familiarize themselves with the controls of the game and the ways to perform different moves.

1st. Perform 3 grappling [] button moves

2nd. Perform 3 grappling X button moves

3rd. Perform 3 grappling O button moves

4th. Connect with 3 Hammer Throw Counters
/\ button then [] or X

5th. Connect with 3 Running Moves
/\ button then [] or X

6th. Connect with 3 Corner Attacks
Hammer Throw him into the corner and perform your running O attack.

7th. Perform 3 corner grapples
Hammer Throw him into the corner and walk up to grapple, then hit O+up, O+left/right, or O+down.

8th. Perform 3 moves on the downed opponent
Knock him down and do any of your X or O moves.

9th. Perform 3 turnbuckle moves on the downed opponent

10th. Perform 3 turnbuckle moves on opponent standing dazed

-Controls

Select Brings up the Help
Start Brings up the following menu (In English Text):
CONTINUE
END

XVII. -T I T L E M A T C H

When this mode is first unlocked, default title holders are assigned.

-Initial Screen

Title Match
View Championship History
Title Surrender (Erases Data)
Back to Mode Select

***Title Match

-Initial Screen

HWA Heavyweight Unified Singles Championship
HWA Heavyweight Unified Tag Championship
HWA Junior Heavyweight Unified Singles Championship
HWA Junior Heavyweight Unified Tag Championship
Back to Mode Select

-Configuration

Challenger <CP, 1P, CP+CP, 1P+CP/1P+1P, 1P+2P>
Champion <CP, 1P, CP+CP, 1P+CP/1P+1P, 1P+2P>
Match Type 3 Count, 2 Count, Only Fall (Pin), Only Give Up
Match Limit 5 min. - No Time Limit
Match Fall 1 Fall - 3 Falls
Ring VIEW JAPAN (New Japan) - RANDOM
Match Location Nihon Butoukan, HUMAN DOME, Yurakuen Hall,
Murakawa Gym, RANDOM
COM Level 1(easiest) - 10(hardest)
Game Speed 100% - 800%
COM Skip - (not implemented in this mode)
Referee Panther Tottori (VIEW JAPAN), Joe Hiroshi (OLIVE JAPAN)
Mr. Mizunaka (UWH/SHOOTING), Bat Watanabe (Independent)
Rope Check OFF, ON
Lumberjack OFF, ON
Tornado Battle OFF, ON
Cut Play OFF, ON
DQ Count OFF, ON
Outside Count OFF, ON
BG Music Ring-Side - RANDOM

- Done -

-Wrestler Select

Use Left/Right to choose an organization, its logo is displayed on the upper right corner above the wrestler's profile. Use Up/Down and press O once to choose a wrestler. Arrows will appear on either side of his stance animation, use Left/Right to choose from one of his four

available costumes (Edit Wrestlers can only have one but is treated like he has four costumes that look identical.) Now press O again to confirm, or use X to cancel and choose another wrestler.

***View Championship History

-Choose Championship to View its History

HWA Heavyweight Unified Singles Championship
HWA Heavyweight Unified Tag Championship
HWA Junior Heavyweight Unified Singles Championship
HWA Junior Heavyweight Unified Tag Championship
Back to Title Match Menu

-Championship History Scrolls On-Screen

<Name of Championship>

<Champion No.>

<Champion(s)>

Player Initials	???
Date of Title Victory	YY.MM.DD
Number of times defended	# Times

***Title Surrender (Erases Data)

-Choose a championship to erase its data and surrender the title

HWA Heavyweight Unified Singles Championship
HWA Heavyweight Unified Tag Championship
HWA Junior Heavyweight Unified Singles Championship
HWA Junior Heavyweight Unified Tag Championship
Back to Title Match Menu

It will ask you to confirm (1st option for Ok, 2nd for Cancel).

XVIII. -O P T I O N S

Camera Wide Angle Zoom	ON(Default)/OFF
Sound	Stereo(Default)/Mono
Match Background Music	OFF/Soft/Medium(Default)/Loud
Wrestler Entrance Theme	OFF/Soft/Medium(Default)/Loud
Vibrate	ON(Defeault)/OFF
Possible Fighting Road Scenarios	##.##%
Fighting Road People Encountered	##.##%

Pressing O on this option allows you to view the anime portraits of anyone that you may have met in Fighting Road. Use Left/Right to choose a name and press O to view his portrait. Use X to exit.

View Credits (Unlocked if you have completed Fighting Road Once, use the

X button to exit from the credits)

-Back to Mode Select-

XIX. -M E M O R Y C A R D

IMPORTANT!

Always remember to SAVE in this menu before you turn off your PlayStation to write the current data to the memory card in Slot 1, or everything you've "saved" will be lost. When you choose the "Save" option in modes such as Fighting Road and Wrestler Edit, you've only saved the data to the PlayStation's RAM, nothing has been written to a memory card.

You will also need to load your data everytime you play. Make a habit of using the Memory Card mode and it should save you a lot of trouble.

1- Load (Read From Memory Card Slot 1)

Load the 10 blocks of FPG data from the memory card currently inserted in Slot 1.

2- Save (Write To Memory Card Slot 1)

Save the 10 blocks of FPG data currently stored in RAM from the "saves" made in game modes such as Edit and Fighting Road, onto the memory card currently inserted in Slot 1.

3- Import Wrestler (Read Wrestler Data on Memory Card Slot 2)

Loads any FPG Data found in the memory card currently inserted in Slot 2, and allows you to choose the edit wrestlers on that card that you would like imported onto the memory card currently inserted in Slot 1. Be sure to use Save above after you have finished choosing wrestlers.

4- Pocketstation Mini-Game Download

Download the FPG Mini-Game onto your PocketStation unit.

5- Pocketstation Wrestler Download

Download edit wrestlers from the PlayStation memory to the PocketStation unit.

6- Pocketstation Wrestler Upload

Upload edit wrestlers from the PocketStation unit to the PlayStation memory.

7- Return to Main Menu

XX. -O T H E R I N F O R M A T I O N

***Other Identifications

-Locations

HUMAN DOME = Tokyo Dome

Nihon Butoukan = Nihon Budokan

Yurakuen Hall = Korakuen Hall

Murakawa Gym = Fictional

Kawajima Stadium = Kawasaki Stadium

Bayside Coliseum = Fictional

-Referees

Panther Tottori = Tiger Hattori (New Japan Pro Wrestling)

Joe Hiroshi = Joe Higuchi (All Japan Pro Wrestling)

Mr.Mitzunaka = Mr.Soranaka (Old UWF)

Bat Watanabe = Ted Tanabe (Michinoku Pro)

***Using the Fight Records Feature

Fight Records

(up to 6 entries)

Return View Create Delete

Press the O Button to go to the fight record screen during any match configuration screen (doesn't apply to all modes) where the following options are at the top:

Blue Corner CP, 1P, 2P...

Red Corner CP, 1P, 2P...

Now choose the record you want to save your match record to and press the O Button again.

***Alternate Referee Outfit Color

At the VS Screen, press and hold any direction on the D-Pad. The referee will be wearing an alternate color (which direction you held doesn't affect this at all).

***Removing PAUSE Text

When the game is paused, you can remove the "PAUSE" text by holding R1+L1 and pressing the SELECT button. This can really be useful if you would like to take screenshots of the game without "PAUSE" appearing on the bottom. You can press SELECT again while still holding R1+L1 to toggle the clock display, and again to make the "PAUSE" text reappear. After you have done this and have unpaused, you will not have to do it again if you pause again for the rest of the match.

***Staying Down on the Mat

If for whatever reason, you would like to stay down when you're knocked to the ground, simply hold the X button. If you're in the process of getting up to your feet, holding X will also keep you in a squatting position for a limited amount of time.

***Releasing a Pin, Submission, or Illegal Hold Manually

If you'd like to release a pin or submission hold to continue punishing your opponent, or if you're performing an illegal act on a fatigued opponent and risk actually keeping it on past a 4 count (if the 5-count DQ is on), press the X button to release the pin or hold.

***Tips for kicking out of pins and escaping submission holds

The easiest way to kick out of a pin attempt is to simply hold the X button. Similarly, to escape a submission hold, simply press the D-Pad in different directions rapidly. Rapidly tapping all the buttons and directions to try to kick out or escape submission is pointless and actually decreases your chances of kicking out or escaping the hold.

***Fast Scrolling

Some of the menus in Fire Pro G are huge (ie. the Organization Change mode wrestler list) and you may find yourself taking more time than necessary just scrolling to the bottom or top of a list. You can speed up the scrolling by holding R2 while you press Up or Down on the D-PAD.

***High-Flying Maneuvers on Dazed Opponents

The easiest way to pull off high-flying maneuvers such as a springboard huracan rana to the inside is to manipulate the dazing of your opponent. When your opponent is relatively weakened (ie. you've spent a reasonable amount of time wearing him down by gradually using stronger moves), using a move such as a Body Slam (which is very often assigned to a wrestler as his []+Up front grapple move) immediately followed by picking him up (press [] at the head of a downed opponent) will leave him standing dazed. Also, some moves such as the Huracan Rana off the Top Turnbuckle (a common corner-grapple move for juniors and luchadores) almost guarantee a dazed opponent if he's been worn down.

XXI. -C R E D I T S

Originally compiled for FPG by Mike Sweetser, re-organized, updated, and corrected by The IceMaster with Sweetser's consent. Based on original work for "Fire Prowrestling S: 6Men Scramble" by The Mysterious Kagura.

Thanks To:

Satoshi Kurio (original preliminary FPG translations, Special Skills translations)
ProfRev777 (CPU Logic translations, Dojo Mode info)
Dave Baker (Edit body name help)
ZenWrath (Edit body name help)
Chase Martin (Edit body name help)
Forrest Rutherford (Edit body name help)
WillieA84 (Edit body name help)
The Mysterious Kagura (6MS translations, which these translations were based upon, edit body name help)
Mike Evangelista (Memory Card info)
SirFozzie (Edit body name help)
Rottrathon (Edit Mode help)
Mike Sweetser (Logo Edit Screen help)
Ray Duffy (Edit faces corrections)

