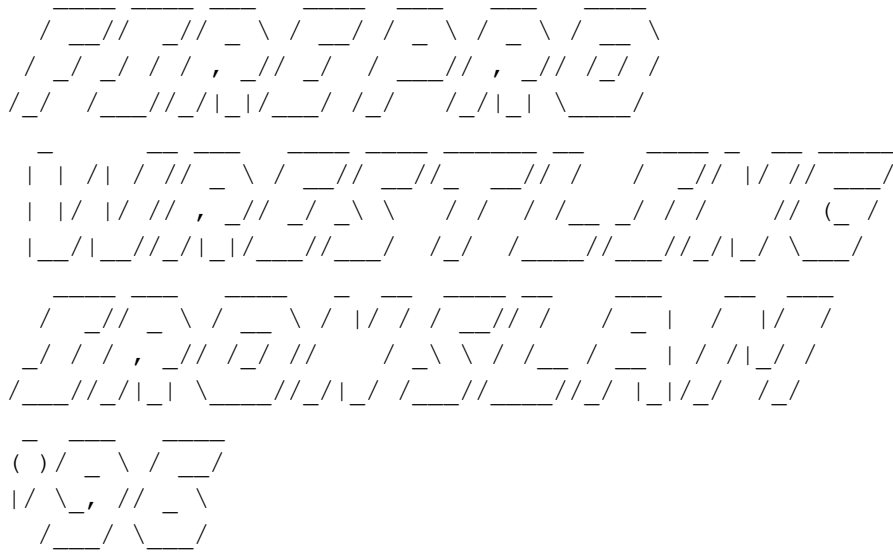


Fire ProWrestling Iron Slam '96 FAQ/Walkthrough

by Fire_Pro_Fan

Updated on Mar 17, 2016



=====
FAQ by: Fire_Pro_Fan
=====

The year was 1996, Human Entertainment had just released the iconic Fire Pro Wrestling X on the Super Famicom, the rise of the 32 bit era was well underway, and Human was secretly working on a follow up to Fire Pro Wrestling X.

Then, right out of the blue, Human Entertainment set their sights for the Sony Playstation by converting their well known 2D Wrestling Franchise into a fully rendered, 3-Dimensional Wrestling game. The end result was Fire Pro Wrestling Iron Slam '96.

Although the game featured 3-Dimensional models, an improved soundtrack, a fully rendered CG intro and Human's well known Fire Pro Wrestling engine, Iron Slam '96 compensated on many other key factors that made the Fire Pro Wrestling series what it was.

Gone was the fluid movement of the character sprites in exchange for sluggish, jerky animations at a slowed down pace, ugly, blocky graphics with statue-esque expressions painted on every Wrestler, the annoying repetition of the crowd's chants repeated uninfinitely and most of all, Fire Pro's storied traditional of an extensive 100+ roster was diminished to only 12 Wrestlers in total.

Looking back, it's easy to see why Fire Pro Wrestling Iron Slam '96 is infamously known as the Black Sheep of the Fire Pro Wrestling series. Almost every aspect and key factor that made the Fire Pro Wrestling

series a Cult Classic was stripped away as Human left forth into the 32 bit era.

Yet, even with Iron Slam's flaws, Iron Slam is still a decent Wrestling title given the time it was released and the tried & true Fire Pro Wrestling engine that the Fire Pro series is known and loved for. But, most importantly, Iron Slam '96 served as the perfect catalyst to inspire Human Entertainment to return to doing what they do best: creating 2D Wrestling games.

=====
UPDATE - 3/14/2016:
=====

After posting the original Iron Slam FAQ a few years ago, I have decided to rework this FAQ from the ground up with many long overdue revisions and corrections.

I would also like to thank DakotaK from Fire Pro Arena for helping me uncover Minoru Suzuki's actual Fire Pro name.

This FAQ covers:

- * all twelve wrestlers' secret and special moves
- * all character endings revealed
- * a walktrhough of every mode
- * secrets, tips & tricks
- * critical submission holds and knockout techniques
- * various game glitches
- * frequently asked questions

=====
*****THE CONTROLS*****
=====

=====
While standing:
=====

Light strike - Square
Medium Strike - X
Strong strike - Circle
Run - Triangle

Taunt - L1
Block - R1

Climb the turnbuckle - Up/Down/Left/Right + X

Enter the ring from outside - Up/Down/Left/Right + X

=====
While locking Up:

=====
Light grapple - Square
Medium grapple - X
Strong grapple - Circle
Irish Whip - Triangle
Finisher - Square + X

Cancel pin attempt - X

=====
While locking up (back grapple):
=====

Light grapple - Square
Medium Grapple - X
Strong Grapple - Circle
Square + X - Finisher

=====
While opponent attempts a back grapple:
=====

Reverse - Square/X/Circle

=====
while opponent is laying on the ground:
=====

Pick Up opponent - Square
Pin/Pick up - X (varies from wrestler to wrestler)
Stomp/Submission hold - Circle

=====
While running:
=====

Light running attack - Square
Medium running attack - Triangle
Escape opponent's Irish Whip - Button Mash
Stop running - Up/Down/Left/Right

=====
From the top ropes:
=====

Top rope attack - X
Strong top rope attack - Circle
Down - Climb down tur

{note: not every Wrestler is able to climb the turnbuckle.}

=====
While on the ground:
=====

Escape submission hold/pinfall attempt - Button mash

=====
While struggling:

=====
Grapple attempt - Button mash

=====
*****THE MODES*****
=====

=====
CIRCUIT MODE:
=====

Compete against the entire roster to become the Iron Slam
World Champion.

=====
EXHIBITION MODE:
=====

The standard versus mode of the game.

=====
BELT HISTORY:
=====

Load and save Championship belt data acquired through
Circuit mode.

=====
BGM:
=====

Enable the background music ON or OFF.

=====
*****CIRCUIT MODE*****
=====

Compete against the entire roster to become the Iron Slam
World Champion.

There are eleven matches in total (nine standard opponents
plus two hidden boss characters).

POINT SYSTEM:

To encourage clean finishes, the outcome of each match is
graded by a Fire Pro point system:

| K.O. - 5 points |

Give up - 5 Points	
Pinfall - 5 points	
Ringout - 4 points	
D.Q. (from opponent) - 4 points	

QUALIFY: the minimum number of points needed to proceed.

TOTAL: the current number of points already acquired.

If the player receives less points than necessary to qualify to the next round, the player will be forced to restart the match until the number of qualifying points is reached.

CHAMPIONSHIP BELTS:

After Victory Musashi has been defeated, a menu screen will appear with a Championship belt icon.

By pressing Up/Down/Left or Right, the player can input their name or choose a name for the Championship belt (a memory card is required to save and load Circuit Mode data).

Pressing the START button will provide, by default, the name of the fictional promotion each character represents.

Each character has their own unique belt that can only be unlocked by completing Circuit Mode with each specific character.

Once a character has completed Circuit Mode, their designated Championship belt will remain unlocked until the file storing the belt is deleted. Playing through Circuit Mode again with the same character will simply result in viewing the character's ending.

=====

*****EXHIBITION MODE*****

=====

The standard versus mode of the game with customizable options.

CONFIGURATION:

```
=====
Player Input:      * 1P VS COM (default)
=====
                  * 1P VS 2P
                  * COM VS COM

=====

Pinfall:          * Enable pinfalls (default)
=====
                  * Disable pinfalls

=====

Time limit:       * 60 minutes, 1 round (default)
=====
                  * 45 minutes, 1 round
                  * 30 minutes, 1 round
                  * 15 minutes, 1 round
                  * No time limit, 1 round
                  * 60 minutes, 3 rounds
                  * 45 minutes, 3 rounds
                  * 30 minutes, 3 rounds
                  * 15 minutes, 3 rounds
                  * No time limit, 1 round

=====

Win Icon:         * 0 (default)
=====
                  * X

=====

Win Icon (2P):    * X (default)
=====
                  * 0

=====

Ring Count:       * 20 seconds (default)
=====
                  * 10 seconds
                  * No time limit

=====

Submission:       * Win by submission (default)
=====
                  * Submission victory disabled

=====

Difficulty:       * 1 - Easy (default)
=====
                  * 2 - Normal
                  * 3 - Hard
                  * 4 - Expert
```

TITLE MATCH:

After both characters have been selected, the game will present the player the option to select a Championship belt for a title match bout.

Pressing circle will open a window displaying a list of the player's Championship belts (a Memory Card and Iron Slam save file is required). Pressing X will not load

a save file and continue as a regular Exhibition match.

Hover over the desired Championship belt and press X.
Another window will appear asking the player to confirm:

* Yes? * No?

A second Memory Card is required for Player 2 to load their Iron Slam save file to participate in a title match.

After a Championship belt has been selected, press Circle twice to exit and return back to the main menu to confirm.

=====

*****BELT HISTORY*****

=====

Belt History works primarily as Iron Slam's built-in load and save feature for Championship belts acquired through Circuit Mode.

When a player successfully completes Circuit Mode with any of the twelve playable characters, a Championship belt is unlocked and then displayed in Belt History Mode.

A memory card is required to save and load Circuit Mode data.

LOAD DATA:

when first selecting Belt History mode, a window will appear asking the following:

* Load data: Circle

* Do not load data: X - this will open a blank save file.

It should be noted that even after resetting, Iron Slam requires data to be loaded through Belt History to access a player's save data.

=====

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

=====

In order of appearance on the character selection screen.

=====
NOBUHISA SANADA
=====

Real name: Nobuhiko Takada

=====
Special Moves:
=====

Head Kick: Circle (strike attack)

Arm Bar: Circle (at head of grounded opponent)

=====
Secret moves:
=====

Rising Knee - Triangle + Circle (strike attack)

Spin Kick Special - Square + X (front grapple)

Release Dragon Suplex - Square + X (back grapple)

=====
CRITICAL:
=====

Head Kick - Circle (strike attack)

=====
Ending:
=====

An exhausted Sanada stands in the ring as his opponent: Victory
Musashi reaches for the ring ropes.

Also exhausted, Musashi rises to his feet while still holding
on to the ring ropes only to collapse once again.

Sanada celebrates his championship victory with a series of
punches and kicks.

=====
RED KAISER
=====

Real name: Jushin "Thunder" Liger

=====
Special Moves:
=====

Koppu Kick - Circle (strike attack)

Strike Flurry - Square (front grapple)

Liger Bomb - Down + Circle (front grapple)

=====

Secret moves:

=====

Palm Thrust - Triangle + Circle (strike attack)

Rollup - Triangle + Circle (strike attack - behind opponent)

Special Koppu Kick - Square + X (front grapple)

Release German Suplex - Square + X (back grapple)

=====

Ending:

=====

Clutching his injured arm, Kyoku Red Kaiser watches from across the ring as Victory Musashi rises to his feet.

Musashi faints as Kaiser raises his hands in the air.

The new Iron Slam champion has been crowned.

=====

THE DOLPHIN

=====

Real name: Super Delfin

=====

Special Moves:

=====

Vertical Suplex - Up + Circle (front grapple)

Northern Lights Bomb - Down + Circle (front grapple)

=====

Secret moves:

=====

Spiral DDT - Triangle + Circle (strike attack)

Rollup - Triangle + Circle (strike attack - behind opponent)

Kneeling Powerbomb Hold - Square + X (front grapple)

Delfin Special II - Square + X (back grapple)

=====

Ending:

=====

With his arms folded, Dolphin waits for Victory Musashi to rise to his feet.

Musashi faints as Dolphin performs a backflip in celebration.

=====

STAR BISON

=====

Real name: Stan Hansen

=====

Special Moves:

=====

The Western Lariat - X (while running)

Elbow: Circle (at legs of grounded opponent)

Release Powerbomb: Down + Circle (front grapple)

=====

Secret moves:

=====

The Western Lariat - Triangle + Circle (strike attack)

Running Neckbreaker - Triangle + Circle (strike attack - behind opponent)

Short Range Lariat - Square + X (front grapple)

Short Range Lariat - Square + X (back grapple)

=====

Ending:

=====

The Iron Slam Champion Victory Musashi falls to the ground and is rendered unconscious from the fight.

Star Bison looks left then right before raising his fist to the air as he is crowned the new Iron Slam Champion.

=====

AXE DOGAN

=====

Real name: Hulk Hogan

=====

Special Moves:

=====

Ax Bomber: X (While running)

Piledriver - Down + Circle (front grapple)

=====
Secret moves:
=====

Axe Bomber - Triangle + Circle (strike attack)

Double Axe Handle - Triangle + Circle (strike attack - behind opponent)

Bare Knuckled Punch: Square + X (front grapple)

Surfboard Stretch - Triangle + Circle (back grapple)

=====
Ending:
=====

Ready to continue, Duggan watches as Victory Musashi collapses to the canvas.

Dogan then flexes his muscles to the crowd as he is declared the new Iron Slam Champion.

=====
BLADE MUSHA
=====

Real name: The Great Muta

=====
Special Moves:
=====

Moonsault - X (from top ropes)

Head Bite - Circle (front grapple)

=====
Secret moves:
=====

Elbow Strike - Triangle + Circle (strike attack)

Bulldog - Triangle + Circle (strike attack - behind opponent)

Vertical Suplex - Square + X (front grapple)

Dragon Suplex - Square + X (back grapple)

=====
Ending:
=====

Blade clutches his abdomen in pain as Victory Musashi collapses.

As Musashi is rendered unconscious, Blade stands up straight followed with a closeup displaying an evil smirk on Blade's face.

=====
MITSUhide HIKAWA

=====
Real name: Mitsuharu Misawa

=====
Special Moves:
=====

Stepover Sleeper Hold - Circle (at head of downed opponent)

Tiger Driver - Down + Circle (front grapple)

=====
Secret moves:
=====

Elbow Strike - Triangle + Circle (strike attack)

Elbow Strike - Triangle + Circle (strike attack - behind opponent)

Tiger Driver '91 - Square + X (front grapple)

Straitjacket German Suplex - Square + X (back grapple)

=====
Ending:
=====

Clutching his elbow pad, Mitsuhide watches as Victory Musashi falls to the floor.

Victorious: Mitsuhide sifts his hand through his hair and looks up as he is declared the new Iron Champ.

=====
JOH KAJIWARA

=====
Real name: Yoshiaki Fujiwara

=====
Special Moves:
=====

Fujiwara Armbar - X (while opponent is running)

Chickenwing Arm Lock - Circle (at head of downed opponent - on back)

Piledriver - Down + Circle (front grapple)

=====
Secret move:
=====

Headbutt - Triangle + Circle (strike attack)

Takedown - Triangle + Circle (strike attack - behind opponent)

Turn-around - Square + X (front grapple)

Sleeper Hold - Square + X (back grapple)

=====
CRITICAL:
=====

Chickenwing Arm Lock - Circle (at head of downed opponent - on back)

Leg Lock - Circle (at feet of downed opponent - on back)

=====
Ending:
=====

Propped up against a turnbuckle, Joh watches as
Victory Musashi falls to the ground.

With Joh's last bit of strength, he raises his
fist in the air as he is declared the new Iron Slam
Champion.

=====
THE SABER
=====

Real name: Big Van Vader

=====
Special Moves:
=====

Vadersault - X (from top ropes)

Spinning Backfist - Circle (strike attack)

Release Powerbomb - Down + Circle (front grapple)

=====
Secret moves:
=====

Lariat - Triangle + Circle (strike attack)

Double Axe Handle - Triangle + Circle (strike attack - behind opponent)

Gut Punch - Square + X (front grapple)

Release German Suplex - Square + X (back grapple)

=====
Ending:
=====

As the final opponent Victory Musashi falls to the floor,
Saber celebrates with a dance and a double fist pump.

=====
AKIRA SAEHA
=====

Real name: Akira Maeda

=====
Special Moves:
=====

High Kick Special - Up + Circle (front grapple)

Capture Suplex - Left/Right + Circle (front grapple)

Wheel Kick - Circle (strike attack)

=====
Secret moves:
=====

Takedown - Triangle + Circle (strike attack)

Headbutt - Square + X (front grapple)

Leg Trip - Square + X (back grapple)

=====
CRITICAL:
=====

Wheel Kick - Circle (strike attack)

=====
Ending:
=====

Akira kneels down; exhausted from the fight as Victory
Musashi reaches for the ring ropes.

Musashi collapses and Saeha kneels down once again in a
victory pose.

The following two wrestlers are hidden boss characters.

To unlock the hidden boss characters, please visit the
"secrets, Tips & Tricks" section of this FAQ.

=====

MINORU RANDORI

=====

Real name: Minoru Suzuki

=====

Special Moves:

=====

Leg Lock - Circle (at feet of downed opponent - on back)

=====

Secret moves:

=====

Takedown - Triangle + Circle (strike attack)

Northern Lights Bomb - Square + X (front grapple)

Elevator Suplex - Square + X (back grapple)

=====

VICTORY MUSASHI

=====

Real name: Antonio Inoki

=====

Special Moves:

=====

Enzuigiri - Circle (strike attack)

Ganso Bomb - Down + Circle (front grapple)

Indian Deathlock - Circle (at feet of downed opponent - on back)

=====

Secret moves:

=====

Snap Suplex - Triangle + Circle (strike attack)

Bare Knuckled Punch - Square + X (front grapple)

Double Underhook Pin - Square + X (back grapple)

=====
CRITICAL:
=====

Enzuigiri - Circle (strike attack)

=====

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

=====

=====
Championship Belts:
=====

PWH Belt - Beat Circuit Mode with Nobuhisa Sanada

NWGPJr. Belt - Beat Circuit Mode with Red Kaiser

CNLL Belt - Beat Circuit Mode with The Dolphin

TEXAS Belt - Beat Circuit Mode with Star Bison

WWWF - Beat Circuit Mode with Axe Dogan

NWGP Belt - Beat Circuit Mode with Blade Musha

OJPW Belt - Beat Circuit Mode with Mitsuhide Hikawa

IW Belt - Beat Circuit Mode with Takashi Kajiwara

WCWA - Beat Circuit Mode with The Saber

GONGS Belt - Beat Circuit Mode with Akira Saeha

LCPW Belt - Beat Circuit Mode with Minoru Randori

NWWF Belt - Beat Circuit Mode with Victory Musashi

=====
Fight Against Minoru Randori:
=====

Defeat all nine standard opponents in Circuit mode.

After the ninth opponent has been defeated, the next opponent will be the hidden boss character "Minoru Mitsuki".

=====
Fight against Victory Musashi:
=====

Defeat Minoru Mitsuki in Circuit Mode.

After Minoru Mitsuki has been defeated, the hidden boss character "Victory Musashi" will then appear as the final opponent.

=====
Unlock Minoru MRandori and Victory Musashi:
=====

To unlock the two Hidden Boss characters, complete "Circuit Mode" with all ten standard characters.

Then, after the ending credits have finished, on the main menu screen, select the "BELT HISTORY" mode. Then, when prompted, press the Circle button to enter and view the ten championship belts acquired through Circuit Mode.

Press Circle once again to exit "Belt History" mode and return to the main menu screen.

If done correctly, the two hidden boss characters Minoru Mitsuki and Victory Musashi will now be selectable by scrolling to the far left or right of the character selection screen.

=====
Circuit Mode Rivals:
=====

The following is a list of each character's rival faced in match nine of Circuit mode:

Nobuhisa Sanada - Akira Saeha

Red Kaiser - Super Dolphin

The Dolphin - Red Kaiser

Star Bison - Mitsuhide Hikawa

Axe Dogan - Akira Saeha

Mitsuhide Hikawa - Blade Musha

Blade Musha - Takashi Kajiwara

Joh Kajiwara - Akira Saeha

The Saber - Nobuhisa Sanada

Akira Saeha - Mitsuhide Hikawa

Additionally, the following is a list of the hidden boss character's rivals faced in match eleven of Circuit mode:

Miniru Randori - Takashi Kajiwara

Victory Musashi - Akira Saeha

=====
Infinite Dropkick Glitch:
=====

While using a character that contains a Dropkick in their movelist, perform a Dropkick (circle button - strike attack) on an opponent.

If connected successfully, the opponent will fall to the ground allowing the player to pick the opponent up (square button at head or feet of downed opponent).

As soon as the opponent is raised to their feet, they will stand dazed and unable to move for a few seconds; use this opportunity to perform another Dropkick on the opponent to knock them down once again.

Repeat this glitch over and over for an easy victory.

=====
The Saber & Star Bison Glitch 1:
=====

Using Joh Kajiwara, fight against either The Saber or Star Bison and attack the opponent using Kajiwara's Mid Kick (Circle button - strike attack).

If Kajiwara's attack connects successfully, The Saber and Star Bison will turn around in the opposite direction of the player for a few seconds; displaying a very weird glitch.

=====
The Saber & Star Bison Glitch 2:
=====

While using the hidden boss character Victory Musashi, fight against Hitman Saber or Star Bison and perform Musashi's Slap attack (Y button - strike attack).

If Musashi's attack connects successfully Hitman Saber and Star Bison will turn around in the opposite direction of the player for a few seconds; displaying a very weird glitch.

=====
Blade Musha Moonsault Glitch 1:
=====

while using Blade Musha against a Computer opponent, climb any one of the four turnbuckles and wait for the opponent to walk over and stand in front of the turnbuckle Blade Musha is perched upon.

When the opponent is standing in front of the turnbuckle,

perform Blade Musha's Moonsault Body Press (B button - from top ropes) on to the opponent.

Without fail, the computer opponent will always fall for this trick giving Blade Musha a great advantage in fights.

=====
Blade Musha Moonsault Glitch 2:
=====

When playing as Blade Musha, inflict a decent amount of damage on to an opponent and perform Musha's Piledriver (Down + Circle - front grapple) while standing close to a turnbuckle.

After performing Musha's Piledriver, the opponent will lay on their stomach for a few seconds allowing Blade Musha to climb the closest turnbuckle and perform his Moonsault Body Press (B button from top ropes).

Since the Moonsault Body Press works as a special pin, Musha will be unable to pin the opponent (since they are already laying on their stomach) yet, the damage of the Moonsault is still inflicted.

When the Moonsault Body Press connects, the opponent will remain on the ground allowing Blade Musha the perfect opportunity to climb the turnbuckle and perform the Moonsault over and over for an easy victory.

=====

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

=====

Q: Do the two hidden bosses have endings?

A: No. The game's credits just play.

Q: In the intro sequence, I can see a character that roughly resembles Volk Han. Is Volk a hidden character?

A: Volk is not a hidden or selectable character in Iron Slam. The model that appears in the intro sequence, in my opinion, is Dynamite Kid based on his classic attire that he fought with in Japan.

Q: When I try to load a save file from memory card 2, my game freezes. What happened?

A: Player 2 can only access their save file from Memory card 2.

=====
*****SPECIAL THANKS*****
=====

{Sony} for creating the Playstation.

{HUMAN} for creating the Fire Pro Wrestling series.

[Pator JK] for providing the header template for this FAQ.

{TheSuicidalDragon} for their informative "Top 10" video series on Youtube.

[DakotaK] for uncovering Minoru Suzuki's Fire Pro name.

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

And ...{you}!

=====
*****CONTACT*****
=====

Questions, comments, or corrections email me at:

justin.imprint.memory@gmail.com