



Now, on with the FAQ!

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\*\*\*\*\*THE CONTROLS\*\*\*\*\*

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-While standing:

Y: Punch/ Light Strike  
X: Powerful Strike  
B: Kick/ Medium Strike  
A: Block  
A + Back: Back Dash  
A + Forward: Forward Dash  
Forward, Forward/ Back, Back: Run  
L + R: Charge

While near a turnbuckle:

Up + Back/ Up + Forward: Climb the top left or right turnbuckles  
Down + Back/ Down + Forward: Climb the bottom left or right turnbuckles

{note: not every Wrestler can climb the turnbuckle}

While on the turnbuckle:

Down: Climb down from a turnbuckle  
B: Medium Turnbuckle Strike  
A: Medium Turnbuckle Strike  
X: Powerful Turnbuckle Strike  
Y: Powerful Turnbuckle Strike

Grapples:

Grapples are done by simply walking up to an opponent

B: Light grapple  
X: Powerful Grapple  
Up/Down/Back/Forward + B/X: additional grapples

-while opponent is laying on the ground:

Y: Pin  
B: Stomp/Submission Hold  
A: Submission Hold  
X: Pick Up Opponent

-While running:

Y: Light Strike  
B: Medium Strike  
X: Powerful Strike  
Back: Stop running

-while on the ground:

Button mash: escape a submission hold applied by opponent/ attempt to escape a Pinfall/ attempt to get up

-Miscellaneous controls:

Forward/Back/Down: Exit ring (while standing next to ropes on one of the three sides after being thrown/ striking opponent out of the ring)

Back/Forward/Up: Enter ring from outside

R: Pick up Roger's Weapon and discard it.

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\*\*\*\*\*THE GAMEPLAY\*\*\*\*\*

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-Stamina:

Energy each Wrestler has throughout the match. Stamina can be depleted by a successful series of strike or grapples moves. When a Wrestler is low on stamina, they will start to walk slower and appear in a groggy like state (yet still able to move) making it easier to knock them down. Stamina can be replenished by avoiding an opponent's strikes and grapples for a set amount of time.

-Special Moves/Finishing Moves:

A Wrestler's special finishing maneuver that can be executed in a match under certain conditions or requirements. For more info on a specific Wrestler's Special/Finishing moves, check out "THE WRESTLERS" section of this FAQ.

-Charge Effect:

When a Wrestler Powers up with an extra burst of energy, their body will begin to radiate with a yellow glow for a short period of time increasing their attack and grapple power tremendously. The Charge Effect is also initiated remotely when either Wrestler is low on health and close to being defeated.

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\*\*\*\*\*THE RULES\*\*\*\*\*

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-Pinfalls:

When either Wrestler attempts to perform a pin on a downed opponent. A Wrestler can attempt to escape a pinfall if: they have enough health remaining, are pinned near the ropes/turbuckles (which results in a rope break) or a team member breaks up the pinfall.

-K.O.:

When either Wrestler sustains enough damage from strike and grapples in specific matches, they will be K.O.ed or Knocked Out where they will be unable to continue fighting and ultimately lose the match.

-T.K.O.:

When a Wrestler loses all of their points in a point related match, they will lose the match by a Technical Knockout or "T.K.O.".

-GIVE UP:

When a submission hold is applied to either Wrestler containing little to no health remaining in their lifebar. If the submission hold is applied while either Wrestler is touching the Ropes or turnbuckles, the submission will be broken up with a rope break.

-ROPE BREAK:

When either Wrestler is pinned or put into a submission hold near the ring's ropes or turnbuckle, the submission or pin will be broken up resulting in a rope break.

-Escape:

When a Wrestler who is put into a submission hold crawls towards one of the ring ropes to break free is referred to as an "Escape" and results in the Wrestler who had just escaped the submission hold losing a point. If the Wrestler runs out of points after escaping a submission hold, they will lose the match under the condition of a T.K.O.

-Time Up:

During a match, if the time limit is reached, the match will result in a "Count out" or draw game where both Wrestlers lose the match regardless of how much health either Wrestler has remaining.

-Draw:

Where both Wrestlers lose the match after being counted out outside of the ring or by not finishing a match before the time limit expires. It is also possible for both Wrestlers to be thrown out of the ring resulting in a draw from a double ring out.

Ring out:

When a Wrestler is thrown out or threw a specific type ring, they will automatically lose the match to a Ring out.

-Count out:

When either Wrestler remains outside the ring for a 20 count, the match the match will end with a "Ring out" resulting in an automatic loss for the Wrestler remaining outside the ring. If both Wrestlers remain outside the ring for a 10 count, the match will end as a "DRAW" where neither Wrestler wins the match under the condition of a "Double Ring out".

Disqualification:

When an illegal move is used to the count of 5 seconds by the Referee, the Wrestler who used the illegal move will be disqualified and automatically lose the match.

-Down:

When a player is knocked down after receiving a considerable amount of damage in a point system related match, the Referee will call a Down. During a Down, the Wrestler who was knocked down has up to 9 seconds to return to their feet. If the Wrestler is knocked down for a total of 10 seconds, the Wrestler will lose the match under a K.O..

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

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-CAREER MODE: Create a Wrestler and compete in various tournaments and leagues to become World Champion. See the "CAREER MODE" section for more information on this mode.

-TOURNAMENT: Standard Tournament mode. Up to 8 players can compete to become the Tournament champion. Last Wrestler remaining wins.

-PLAYERS: Choose how many human players will compete in the tournament.

-CP PLAYERS: Choose how many computer players will compete in the tournament.

-SURVIVAL: Elimination match mode. Two teams face off against each other. The team that gets eliminated first, loses the Survival match.

-3-MAN TEAMS (2P): The 1st player controls a 3 man team against the 2nd player's 3 man team.

-5-MAN TEAMS (2P): The 1st player controls a 5 man team against the 2nd player's 5 man team.

-3-MAN TEAMS (1P): The 1st player controls a 3 man team against a 3 man team controlled by a computer opponent.

-5-MAN TEAMS (1P): The 1st player controls a 5 man team against a 5 man team controlled by a computer opponent.

-VERSUS: The standard exhibition/versus mode.

-1P VS 2P: The first player versus second player in a 1 on 1 singles match.

-1P VS CP: The first player versus a computer opponent in a 1 on 1 singles match.

-LEAGUE: Up to 8 players can compete in a league styled tournament. The Wrestler with the most amount of victories wins.

-PLAYERS: Choose how many human players will compete in the tournament.

-CP PLAYERS: Choose how many computer players will compete in the tournament.

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\*\*\*\*\*THE CHARACTER SELECTION SCREEN AND OPTIONS MODE\*\*\*\*\*

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After selecting your Wrestler(s) and opponent(s), the following 6 options will be available in every mode (with minor exceptions to CAREER MODE which will be discussed later):

-CONTINUE: Start the match.

-LOCATION: Choose the Arena you wish to fight in.

-MAIN MENU: Return to the title screen.

-SELECT: If you are unhappy with the Wrestler(s) or opponent(s) you have chosen, select this option to re-select your Wrestler(s) and opponent(s).

-OPTIONS: Configure match settings with the following options:

-1P POWER: Adjust the 1st player's attack power.

-CP POWER: Adjust the computer opponent's attack power.

-LIVE CROWD: Enable or disable the cheers of the audience.

-SOUND: configure the sound of Hybrid Wrestler to be either

Stereo (STER) or Mono (MONO).

MATCH RULES: Adjust the rules for this particular match.

The MATCH RULES are:

- FALL: The standard Wrestling match setting.
  - FALLS: Choose between 1 or 3 falls to win the match.
  - TIME LIMIT: Choose the the time limit of the match.
  - LUMBERJACK: Enable or disable the ability to exit the ring.
  - RING COUNT: choose the time limit allowed outside of the ring.
  
- POINT: A 10 minute 5 point match that can either be won by K.O. or a T.K.O. (deduction of all 5 points).
  
- ROUND: Traditional shoot styled match setting
  - ROUNDS: Choose the number of rounds for this fight.
  - ROUND LENGTH: Choose the time limit of each round.
  - DOWNS ALLOWED: Choose how many times either wrestler can get knocked down.
  - ESCAPES ALLOWED: Choose how many times a Wrestler can escape a Submission hold by using an "Escape".
  
- FEUD: Standard brawl. Match ends when either Wrestler is knocked out.
  
  
- RELOAD: Just like the SELECT option, RELOAD allows you to pick your Wrestler(s) and opponent(s) all over again.

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\*\*\*\*\*THE WRESTLERS\*\*\*\*\*  
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In order of appearance on the character selection screen.

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1. MASAKATSU FUNAKI  
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Real name: Masakatsu Funaki  
Birthdate: 2/13/1969  
Height: 183cm (6 ft)  
Weight: 95 kg (209 lbs)  
From: Japan

[Special Moves]:

Abise Kick: B

Rapid Palm Combo: Tap Y repeatedly

Rapid Palm Walk: Tap Y + L repeatedly while holding Up/Down/Left or Right

Head Kick: Forward + X

Wristlock Suplex: Forward + B (while in close range)

Shoulder Throw: Forward + Y (grapple while opponent is groggy)

Armbar: B (while opponent is laying on ground)

'The King of Pancrase' and Hybrid Wrestler mainman is an all rounded fighter with powerful kicks, a very fast palm strike, crushing suplexes and tons of grapple techniques. His submission holds are lethal and; if applied constantly, can spell the end of any opponent in a matter of seconds. An ideal choice for newcomers to Hybrid Wrestler.

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2. REX SPENCER  
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Real name: Dick Vrij  
Birthdate: 04/02/1965  
Height: 186cm (6 ft, 1 in)  
Weight: 110kg (242 lbs)  
From: Holland

[Special Moves]:

Head Kick: Forward + X

Spinning Backfist: B

Running Rising Knee: X (while running)

Rising Knee: X (while Forward Dashing)

Axe Kick: Down + B (while in close range)

Low Kick: B (while opponent is laying on ground)

Knee Lifts: A (while opponent is laying on ground)

Kick Rush Special: Hold Back for few seconds then press Forward + X

Spencer contains an impressive amount of Kicks and Knee attacks. His "Low Kick" and "knee Lifts" work great at attacking opponents while they are laying on the ground and his signature "Kick Rush Special" is the strongest combo in the game!

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3. RONNIE JAMES SILVER  
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Real name: Ric Flair  
Birthdate: 01/23/1950  
Height: 185cm (6 ft, 1 in)  
Weight: 111kg (244 lbs)  
From: America

[Special Moves]:

Dropkick: B

Eye Rake: Forward + Y (while in close range)

Underhook Suplex: Forward + Y (while grappling groggy opponent)

Piledriver: Forward + B (while grappling groggy opponent)

Taunt: B + L

'The Nature Boy' is a very sneaky Wrestler who will resort to heel tactics to overcome his opponents. One such tactic is the "Eye Rake" grapple which can instantly stun opponents allowing Silver to get a free shot!

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4. LA MISTERIO

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Real name: Mil Mascaras  
Birthdate: DOB UNKNOWN  
Height: 173cm (5 ft, 8 in)  
Weight: 87kg (191 lbs)  
From: Mexico

[Special Moves]:

Dropkick to Spin kick: B, B (while in close range)

Running DDT: B (while running)

Running Neckbreaker: X (while running)

Flip Kick: B (while Front Dashing)

Tombstone Piledriver: Forward + B (while grappling groggy opponent)

Lucha Dive: B + L (while near the left or right ring ropes)

Flying Cross Chop: A (after Lucha Dive has been inputted)

Missile dropkick: X (after Lucha Dive has been inputted)

Somersault senton/plancha: Y (after Lucha Dive has been inputted)

Flying crossbody: B (after Lucha Dive has been inputted)

The High Flying Luchador is an agile Wrestler that relies on speedy attacks and risky maneuvers to defeat his opponents. Use his "Running DDT" and "Running Neckbreaker" to catch opponents off guard and keep them on their feet!

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5. STEVE ANDERSON

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Real name: Greg "The Hammer" Valentine

Birthdate: 12/03/1958  
Height: 201cm (6 ft, 7 in)  
Weight: 140kg (308 lbs)  
From: America

[Special Moves]:

Lariat: B (while running)

Stalling Lift: Forward + X (while in close range)

Powerbomb: Forward + B (while grappling groggy opponent)

DDT: Forward + X (while grappling groggy opponent)

Short Lariat: X (while grappling groggy opponent)

A grappling powerhouse that combines crushing slams with devastating Lariat variations. Use his "Stalling Lift" to toss around your opponents with ease!

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6. LEO LORENZO

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Real name: Dynamite Kid  
Birthdate: 06/10/1967  
Height: 188cm (6 ft, 2 in)  
Weight: 108kg (238 lbs)  
From: Spain

[Special Moves]:

Body Press: B (while running)

Powerbomb: Forward + X (while grappling groggy opponent)

Spin Kick: X (while in close range)

Running Shoulder Block: X: (while running)

Northern Lights Suplex Pin: Y (while grappling groggy opponent)

Springboard Elbow: B + L (while running)

Another speedy Wrestler that knows how to throw a punch. His "Northern Lights Suplex Pin" not only dishes out a decent amount of damage, it also counts for a pinfall, too!

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7. IVAN PETROV

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Real name: Volk Han  
Birthdate: 03/16/1961  
Height: 190cm (6 ft, 2 in)  
Weight: 104kg (229 lbs)  
From: Russia

[Special Moves]:

Palm Flurry: Tap Y

Spinning Backfist: B

Rolling Armbar: Y (while running)

Chickenwing Facelock: B (while opponent is on ground)

Ankle Lock: A (while opponent is laying on ground)

'The Man of a million holds' is a submission mastermind. His "Rolling Armbar" is a great way to catch opponents off guard and wear down their health into submission!

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8. ROGER THE RUDENESS

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Real name: The Original Sheik

Birthdate: 02/21/1944

Height: 190cm (6 ft, 2 in)

Weight: 120kg (264 lbs)

From: Saudia Arabia

[Special Moves]:

Iron Claw: A (while opponent is laying on ground)

Eye Rake: Forward + Y (while in close range)

Head Bite: Forward + Y (while grappling groggy opponent)

[WEAPON moves exclusive to Roger]:

Pull out Weapont: L

Withdraw Weapon: L (while the weapon is in Roger's hand)

Pick up Weapon: R (while the weapon is on the ground)

Weapon Strike: B

Powerful Weapon Strike: X

Block: A

Hilt Strikes: Forward + B/ Forward + X  
(while grappling groggy opponent)

An underhanded and sinister opponent that loves breaking the rules by strangling the life out of his opponents, biting into their flesh and by striking them with the use of his patented foreign object.

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9. MUGAPEEPEE THE VOODOO

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Real name: Papa Shango  
Birthdate: 06/06/1961.  
Height: 205cm (6 ft, 9 in)  
Weight: 160kg (352 lbs)  
From: Kenya

[Special moves]:

Dropkick to Hip Attack : B, B (when Dropkick connects)

Swing Toss: Forward + B (while grappling groggy opponent)

Nerve Hold: B (while grappling a groggy opponent)

Leg Swing: A (while opponent is laying on ground)

Voodoo Explosion: B + L

The bizarre and unpredictable Mugapepe is a Super Heavy Weight Wrestler with a few tricks up his sleeve. Summon Pepe's "VOODO Explosion" to engulf the ring in a series of mini explosions and dominate your opponent by tossing them around the ring with Pepe's powerful "Leg Swing"!

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10. MOBY DICK COUGAR

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Real name: Big Van Vader  
Birthdate: 8/16/1956  
Height: 190cm (6 ft, 3 in)  
Weight: 150kg (330 lbs)  
From: Canada

[Special Moves]:

Lariat: B (while running)

Power Punch - Hold B (for few seconds then release)

High Angle Powerbomb: B (while grappling groggy opponent)

Neck Hanging Tree: X (while grappling groggy opponent)

Piledriver: Forward + B (while grappling groggy opponent)

Running Powerslam - Hold B (while grappling groggy opponent)

Stalling Lift: Forward + X (while in close range)

Perhaps the most strongest grappler in the entire game. 'The Mastodon's strongest asset is his ability to pulverize an opponent with his highly damaging throws. With his powerful "Piledriver", "High Angle Powerbomb" or amazing "Running Powerslam",

Cougar is a truly monstrous grapple machine! Not to mention, Cougar can also toss around enemies easily with his "Stalling Lift" maneuver!

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\*\*\*\*\*THE ARENAS\*\*\*\*\*

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-RING:

The default arena and typical Wrestling ring. All the standard rules of a Wrestling match are applied in this ring.

-SCAFFOLD:

The Scaffold is a Steel Cage Ring overlooking a Canyon. The key to victory in this Arena is to send your opponent through the breakable ring mat. Each time a Wrestler is knocked down or slammed down onto the ring mat, the mat itself begins to crack, eventually creating huge holes ideal to send a Wrestler through.

-STREET:

An brawling space where the object of the match is to either knock out or make your opponent submit to a submission hold. Beware of an impatient onlooker who will interrupt the match and attempt to smash an empty beer bottle over either Wrestler's head. It is possible to attack the onlooker, too...

-Upon selecting this Arena, you will be asked if you would like to have the Arena enclosed with "BARRICADES" or not. Selecting Y (yes) to BARRICADES allows

-DESERT:

A similar setup to the rING Arena yet with a twist. This makeshift Wrestling Ring is more sturdy and ideal for knocking an opponent out cold...

-BALCONY:

A brawling space surrounded by bottomless pits on the left, right and bottom parts of the ring. The object of this match is to ring out your opponent into one of these pits just be careful that you don't get knocked in as well!

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\*\*\*\*\*CAREER MODE\*\*\*\*\*

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The main options for CAREER MODE are:

-LOAD CAREER: Load a pre-existing file that you have saved while playing through Career mode.

-Upon choosing this option, you will then be asked to select a file that you have saved in Career mode.

-ENTER PASSWORD: Enter a Password obtained through Career mode to load your progress in Password form.

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-NEW CAREER: Begin a new season in Career Mode.

-ERASE CAREER: Erase a Created Wrestler Save file that you have made.

\*\*\*\*STARTING A NEW CAREER\*\*\*\*

-Upon choosing this option, you will then be asked to enter the name for the Wrestler partaking in this new career.

FLAG -The next screen will determine the nationality and skin colour of your Wrestler based on the 10 flags available to choose from.

APPEARANCE -The next screen will allow you to set up how your Wrestler looks. These are the following options for this screen:

-HD: Choose the head of your Wrestler from the 15 presets available.

-SUIT: Choose your Wrestler's Wrestling attire. The 3 subsections to this option are:

-TR: adjust the Trunks

TG: adjust the Tights and

HR: adjust the Wrestler's headgear.

-After setting up your Wrestler's attire, you will then be asked to confirm with a "CORRECT?". The first option is yes.

FIGHT STYLE -The next screen determines your Wrestler's fighting style. The following options for this screen are:

-SNEAKY: This style focuses on evasion and technique.

-SHOOTER: This style uses submission and martial arts.

-FIGHTER: This style uses martial arts techniques.

-POWER: This style uses brute force to overwhelm opponents.

-LUCHADOR: This style uses high flying and quick attacks.

-RIOT: This style uses brawling tactics to win at any cost.

-ORTHODOX: This style draws from both martial arts and grappling.

CHARACTER PROFILE -The profile and statistic page to your created Wrestler. Labelled in green font ,these are the following options for the profile page:

-SKILLS: Adjust your Wrestler's stats. Skill points are rewarded and decreased in some situations after each match .The older your Created Wrestler becomes in CAREER Mode, the more difficult it will be to maintain passable stats prompting you to bring your Wrestler into retirement. The skills are:

STAMINA: A Wrestler's energy in the match.

AGILITY: Wrestler attack speed.

SUBMIT: adjusts Submission power.

DODGE: Adjusts how well your Wrestler can dodge attacks.

FLEXIBLE: Adjusts the usage of a Wrestler's limbs.

SPEED: How fast the Wrestler is generally.

RECOVER: Recovery rate after being hit.

CHARISMA: Determines how favorable a Wrestler is.

S. ARM: How well the Wrestler can handle arm submissions.

S. BACK: How well the Wrestler can handle submission holds to their back.

S. LEG: How well the Wrestler can handle leg submission holds.

E. ARM: Adjust arm defense power.

E. BACK: Adjust back defense power.

E. LEG: Adjust leg defense power.

E. HEAD: Adjust head defense power.

WISE: Adjusts how well your created wrestler will remember their moves.

-OUTFIT: Change your Wrestler's in game attire by pressing up or down. This will have no effect on your created Wrestler's stats.

-MOVES: Adjust the moveset of your Wrestler.

-COLORS: Adjust the colour of your Wrestler's attire. This will have no effect on your created Wrestler's stats.

-END: Go on to the next page.

CAREER MENU

The next screen is all about making Career decisions for your Created Wrestler. These are the options for this page:

- CIRCUIT: Challenge the entire roster of standard characters to become the circuit Champ. The options for this mode are:
  - CONTINUE: Start the fight.
  - OPTIONS: Adjust the following match settings:
    - 1P POWER: Adjust the 1st player's attack power.
    - CP POWER: Adjust the computer opponent's attack power.
    - LIVE CROWD: Enable or disable the cheers of the audience.
    - SOUND: configure the sound of Hybrid Wrestler to be either Stereo (STER) or Mono (MONO).
    - SELECT: Change between the 3 Wrestling promotions.
    - CAREER MENU: Return to the Career menu page.
  
- CHALLENGE: Compete in 3 different Wrestling promotions to become the Heavyweight Champion of the world. The choices for CHALLENGE mode are:
  - CONTINUE: Start the fight.
  - OPTIONS: Adjust the following match settings:
    - 1P POWER: Adjust the 1st player's attack power.
    - CP POWER: Adjust the computer opponent's attack power.
    - LIVE CROWD: Enable or disable the cheers of the audience.
    - SOUND: configure the sound of Hybrid Wrestler to be either Stereo (STER) or Mono (MONO).
  
  - CONTROLS: Decide whether your Wrestler will be controlled by a Computer (COM) player or not.
  - SELECT: Change between the 3 Wrestling promotions.
  - CAREER MENU: Return to the Career menu page.
  
- RECORD: Saves your progress instantly.
  
- PASSWORD: Input a Password you have obtained in career mode.
  
- RETIREMENT: Retire your Created Wrestler.
  
- EDITOR: Edit your Wrestler's attire and stats

back on the character profile page.

- POWER UP: Adjust the special moves of your Wrestler
- MAIN MENU: Return to the main menu.
- LINEAGE: If your wife gave birth to a son that went on to become a wrestler in CAREER MODE, it will be recorded here in a family tree chart.
- CHAMPIONS: View how many created Wrestlers have become World Champion in CAREER MODE.
- MARRIAGE: Select and marry a spouse in this mode. After so many bouts, your wife will bear a child which can go on to become a champion in Career mode, too!

For more information on CAREER MODE, visit the SECRETS, TIPS, AND TRICKS section as well as the FREQUENTLY ASKED QUESTIONS section.

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

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-Unlock the default ending:

Defeat all 10 Wrestlers in the "CIRCUI" portion of CAREER MODE to see the original, default ending for Hybrid Wrestler.

-Unlock the true ending:

To view the game's true ending, successfully defeat the TWF, ECW and AWF champions in the Career mode "CHALLENGE" section.

-Created Character Templates:

Using the HD (Head Selection) template in CAREER MODE, it is possible to create a few more famous characters. These are the templates I discovered:

- Head 6: Tiger Mask/ Super Tiger Mask
- Head 7: Rick Steiner
- Head 13: Willie "Bear Killer" Williams
- Head 14: Surfer Sting
- Head 15: Scott Norton/Gary Albright

-Unlock more marriage options in CAREER mode:

Playing through CAREER MODE with multiple Wrestlers under different nationalities and training your offspring to wrestle in their own Career paths will unlock additional marriage choices in CAREER MODE.

-Title Match strategy:

While playing through the CHALLENGE option of CAREER MODE, become Champion in one of the three Wrestling Promotions. After becoming Champion, it is possible to challenge a Champion for their title in one of the two other promotions without the need to rise through either of the two promotion's ranks.

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

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Q: Are there any secret characters to unlock?

A: No, but you can create your own Created Wrestlers to play as and raise sons to start their own Careers as Wrestlers.

Q: What's up with the 11 extra empty spaces on the character selection screen? Are they hidden characters?

A: No. These spaces are reserved for Created Wrestlers made in CAREER MODE which can be loaded and played with. You can make up to 11 Created Wrestlers.

Q: What's the point of getting married in Career mode?

A: There are two main reasons to get married in Career mode. The first is to have a son for "LINEAGE" and the second is to add incentive to extend the shelf life of Hybrid Wrestler by allowing the player to unlock and marry more women.

Q: When can I use my son?

A: When he turns 18 as you play through Career mode. You will be notified after a match if you would like to train him. If you choose YES, your son will now have a new save file created in CAREER MODE where he can be loaded to play through his own Career just like his father. Plus, he'll have the same attire and inherit the finisher of his father automatically.

Q: What does the title of this game mean?

A: First of all, Funaki Masakatsu (or Masakatsu Funaki to the rest of the world) was the only official Wrestler likeness tied into the Hybrid Wrestler game. Many Wrestling fanatics consider Funaki to be one of the greatest Shoot Fighters of all time and is celebrated as

one of Japan's most prolific Wrestlers to date. So, a Japanese Wrestling game based off of Funaki's likeness is more than understandable.

The next two words in the title "Hybrid Wrestler" represent the name of the game itself. Much like Akira Maeda's Astral Bout series or Nobuhiko Takada's Pro Wrestling title.

Now, the most trickiest of the full game title comes from the final two words. The words "Tougi" and "Denshou" roughly translate to Party and Legend. So, if we put all the words in the title we get Masakatsu Funaki Hybrid Wrestler: Legend Party (a possible reference to the fact that the game may take itself lightly as a "party game" in contrast to the more serious entries from Nobuhiko Takada or the Astral Bout series.

Q: Is there an English patch to this game?

A: Yes, with a little looking around the web, you should be able to find an english translation of Hybrid Wrestler.

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\*\*\*\*\*SPECIAL THANKS\*\*\*\*\*

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I would personally like to thank:

{Nintendo} for creating the Super Nintendo and Super Famicom systems.

{Technos} for developing this stand out gem, the Double Dragon series and the iconic WWF WRESTLEFEST Arcade game.

{Human Entertainment} for introducing me to the exciting world of Puroresu video games and creating the finest wrestling game series possible ...the Fire Pro Wrestling series.

{GameFAQS} for creating and continuing to host the greatest FAQ website of all time.

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And ...{you}! Thank you for reading my FAQ!

Questions, comments, or corrections email me at:  
justin-seven@hotmail.com

Feel free to use any part of this FAQ at will.

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