

Jikkyou Power Pro Wrestling '96 (Import) FAQ/Move List

by The Archon

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Jikkyou Power Pro Wrestling '96: Max Voltage FAQ Version 1.0

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If you see my guide posted on another website, please tell me. I worked hard on this and I have no desire to be ripped off. Those of us who write these do it for free, on our own spare time, and the finished product is the only reward we get. Thank you.

GUIDE HISTORY

January 7, 2004 - Began work on the guide. Wrote pretty much everything except the list of moves and the credits.

January 8, 2004 - Did the giant list of moves and the credits, polished up the guide a bit, and submitted it to gamefaqs.com. This is considered version 1.0 of the guide, and unless I'm asked by someone to update something I'll consider it finished.

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1 - Introduction

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Jikkyou Power Pro Wrestling '96: Max Voltage is a wrestling game originally available for the Super Famicom system, and was never released into the North American market. It offers a good variety of fictional (though mostly based

off actual Japanese puroresu stars, if you watch that you'll pick out who many of these people really are) wrestlers and a good selection of game modes, as well as a good career mode. You can have singles, tag, or six man tag matches, as well as "shoot-style" or "deathmatch" style matches if you like. It's also one of the first games to feature an announcer, and he's actually very good especially for a SNES game.

Unlike most wrestling games I saw it had no FAQ posted so I took it upon myself to write this guide, where I will try and cover what I thought necessary. Basically I'm considering version 1.0 the finished version, unless I am e-mailed by someone asking me to add something. If that should happen, then revisions will be made as needed. This is also the first FAQ I've ever done, and I hope you find it up to standard. This is not a total "how do I slaughter the game" FAQ, more of just me going through and translating the menus for those who are lost, especially in the buying moves area where the list is very huge. I hope you find it useful.

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2 - Controls

=====

In the menus:

Use the pad to move around to the different selections.

Use the B button to confirm your selections.

In matches (all controls assume you are using the default setup):

Basics:

Pad moves your wrestler around.

X = Grapple

Y = punches/arm strikes, once in a grapple performs weak grapple moves

B = kicks/leg strikes, once in a grapple performs medium grapple moves

A = Strong striking move, once in a grapple performs strong grapple moves

R = Run, in grapple use to Irish whip opponents to the ropes. While you are running you can press Y B or A to do various moves.

L + pad towards your tag partner = Tag your partner in tag matches. You must be close to them.

Start = pause/unpause game

Select = taunt during a match

When opponent is on the ground:

L = Pin a downed opponent lying on his back. (There's no pinning in REAL'S)

B = perform submission moves (Boston crab, camel clutch ect.)

Y = perform ground strikes (elbow drop, stomp ect.)

X = at his legs, will grab the wrestler and you can drag the downed man to another part of the ring. At the head, you'll pick him back up to his feet.

Tap L and R repeatedly = kick out of pins, also, use while in submission moves to escape. You can also hold down a direction on the pad while trying to escape from submission moves and your wrestler will move towards the ropes. If he gets to the ropes the hold is broken automatically (if rope breaks are turned on). Also this is how you get up if downed in a "REALS" fight.

Other Controls:

Climb to the top rope: Tap either up or down (depending which post) twice to climb. If you're jumping at a man in the ring HOLD THE PAD IN THE OPPOSITE DIRECTION YOU JUST TAPPED TWICE (if you tapped up twice to climb one of the posts at the top of the ring hold down, if your at the bottom of the ring hold up). Press B Y or X to do moves. I make this warning because otherwise a lot of wrestlers will by default try to jump out to the floor even if there's nobody there. B is seemingly the standard button the game assigns moves that

you'd use on a downed person in the ring to (top rope elbow drops ect.) and A gets the stronger things like moonsaults usually.

Getting in and out of the ring:

Tap twice against the ropes to climb either in or out. To get to the apron, but not all the way to the floor (or all the way back in) tap only once, though that takes a bit of practice to get the exact timing right.

Planchas and slingshot moves:

Some wrestlers have either a plancha variant (from in the ring out to the floor) or a slingshot move (from the apron into the ring, which is why you'd want to be able to stand on the apron). Simply walk over to the ropes and keep holding the direction you want to jump, then press Y. If you have a move of that type you'll do it, but not all wrestlers have these moves. Note that you should ABSOLUTELY NOT try these in deathmatches, as you'll electrocute your wrestler if you try! Though you can still do top rope moves in deathmatches.

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3 - Special Wrestler Conditions
=====

During matches you might see the wrestlers get into special conditions.

Bleeding:

Fairly obvious when it happens, your wrestler will appear to be bleeding quite badly. It serves little purpose other than graphically, except that sometimes when you become bleeding you also become dizzy.

Dizzy:

Sometimes when you first are bloodied, you also can get dizzy. While dizzy you lose a great deal of control over moving your wrestler - holding right won't necessarily move your wrestler to the right. He might start going to the right, then up or left or down suddenly. The effect wears off after about 1 minute, and there's nothing to show you it's happening graphically though it will be very obvious. You can still grapple and strike normally while dizzy, but it's very tough to get into proper position, and if you are dizzied on the floor there's a good chance of getting counted out.

Stunned:

Will occur after some big striking moves, as well as a few grapple moves like a DDT as well. When stunned a wrestler will seem to have the proverbial "little birdies" flying around his head, and if you stand him up he will be unable to move. The big advantage is that if you grapple a stunned person they will not be able to counter any move you do no matter how strong. So if you can get a quick stun, you can then try and hit one of your strong grappling moves early for big damage when normally that move would be countered. Also, while a wrestler is stunned is pretty much the only time you can get in your rear grapple moves (German suplex, dragon suplex ect.), which you perform the same as a regular grapple but from behind - hence you need them to stand still which they only do while stunned.

In the "REALS" matches in this game, a stun in how you earn a knockdown and will trigger the referee 10 count. If the wrestler doesn't rise by the count of 10 he loses by KO. You cannot do anything while this count is happening, you simply stand in the neutral corner and must wait to see if the wrestler gets up or not.

Note that hitting them in ANY WAY will clear the stun, so don't waste it by

hitting a basic punch when you could be hitting a dragon suplex!

Burned:

Just like bleeding except you blacken instead of redden. "Throwing Fire" is a move in the game, and if you get hit there's a chance you become burned. Burned is virtually the same as bleeding, except it seems to have a much higher percentage of becoming dizzy. It should be noted throwing fire also damages your character, and throwing it multiple times will wear you out very quickly so be careful if you choose to have it.

Mist:

A special move some wrestlers have is spitting mist. It doesn't do much damage, but it can be used to quickly score a stun if it works - it stuns people in a hurry. Note that this won't win you a REAL'S match since it stuns them but leaves them on their feet, and to get a knockdown they have to be knocked over and stunned at the same time.

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4 - The Menus and Game Modes
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Below is a list of all the menus and the options available to you within.

The main screen:

Versus - A single exhibition match
Tournament - 16 man elimination tournament
League - A 10 person round robin league
Max Voltage - The career mode that's the heart of the game. Full details in the "max voltage" section.
Option - the option menu

First, the option menu:

Level (1,2,3,4) - the difficulty level
Text (1,2,3,4) - speed at which text will scroll
Channels - stereo or mono
Voice - turn announcer on or off. Leave him on. ;-)
The settings below allow you to change the controls if you wish, I never do as the default setup is fine.
Last option at the bottom is "back", which saves your changes and goes back to the main screen.

In either the versus, tournament, or league screens:

The next screen you come to gives you three choices at the top of the screen, and the "back" option at the bottom to return you to the main screen if you wish. The three choices are regular style matches, REAL'S "shoot style", or deathmatch.

After you choose your kind of match, you come to the match setup screen. In tournament and league, these rules will apply to all matches in the league.

Your choices:

Type - in regular matches, you can select 1-on-1, tag team, or 6-man tag. In REAL'S and deathmatches it must be 1-on-1. You'll then choose how many human players - Man vs. CPU, CPU vs. CPU or Man vs. Man.

Time limit - none, 15, 20, 45, or 60 minute time limit.

Mat type - Plain, SJPW, REAL'S, BOM, or WWC. SJPW is the default for regular matches, REAL'S is the default for REAL'S matches, and BOM is the only choice for deathmatches.

Options - Count outs to be 10 count, 20 count or no count out, default is 20. Lumberjack on or off, default is off for everything but REAL'S. If it's on, you cannot stay outside of the ring, your character automatically re-enters the ring. Rope breaks on or off, default is always on. With rope breaks on you cannot be pinned in the ropes, and you can escape submission moves by getting to the ropes.

Teams - select the wrestlers for the match.

Go - start the match/tournament.

Back - move back a menu.

After any match you'll come to a screen where the reporter asks the winner a question and he will answer. It makes no difference at all which question you choose. After that you'll be returned to the main screen if it was just a Versus match, or back to the tournament or league screens if that was your chosen mode.

In the league and tournament modes:

When matches not involving a human player are up, you'll be presented with pictures of the wrestlers, the question "skip?" and three choices. OK, skip the match. No, watch the CPU vs. CPU match, back, return to the tournament screen. Also in league mode you can move freely around the board and have matches in any order you wish while in tournaments the matches are in a set order.

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5 - The Different Groups

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Here's the groups and what makes them different:

Super Japan Pro Wrestling

In the career mode you'll start here every time. They are your standard style Japanese company - singles, tag and 6-man matches. These are the standard type of matches we're all familiar with that you can win by pin, submission, or count out. In the career mode Shiina also starts here before leaving to form the REAL'S Group. Nakage is their top star in the career mode.

REAL'S

In career mode, Shiina leaves SJPW to start this group, which is more martial arts based. Matches are all one-on-one. There is no pinning, and you win by either making your opponent submit, by knocking them out, or by running them out of points. Allow me to explain the points system. If you are downed, the 10 count starts and you take a "down" point. If you get 5 down points, you lose. If you're put in a submission hold and take a rope break that counts as an "escape" point. If you get 3 "escape" points, that equals one down. The score during this style of match is constantly displayed at the top of the screen.

BOM

The hardcore, deathmatch company. They do have standard style matches like SJPW, but then they also have their crazy deathmatches. In a deathmatch, the ropes are electrified, and there are explosives put outside the ring. By the way I highly recommend you turn off count outs if you are going to play a deathmatch in exhibition mode, as it's much more fun that way. After all where's the fun in blowing up your friends if you can only do it to the count of 20? Bandou is their top star.

WWC

The "World Wrestling Council" is the North American based show, and in the career mode you'll be sent here by SJPW for six months early in your career to gain some international experience (if you win the "Young Lion Cup"). Matches are just like SJPW, either standard one-on-one, tag, or 6-man. Their top star is a huge, blond, balding, American who uses a leg drop as his finisher, called Sparkster. Heh.

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6 - Career (Max Voltage) Mode
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When you first click on the Max Voltage option from the main screen, you'll be brought to the load screen where you can either continue your saved game, or start a new one. Note that once you complete the game you can choose your created person in exhibition modes now! I don't know how many different wrestlers the game will save at one time.

The load/new game menu:

The first three options are the three different slots where you can save a game. To load one of those files just press B on it, and to start a new game press B over any of the empty slots. The option after those is the delete feature. Click on it, click on any of your saved files, then you'll be asked if you want to delete, yes or no. The last option is to go back to the main menu.

When you start a new game you'll first be asked to fill in your name. There is no option for English characters so if you don't speak Japanese just pick anything you think looks cool. I find that ironic, because even in the Japanese version of the game all the characters names are in English except yours, go figure. On the bottom of the screen you have 3 options per row, 2 rows. The first two move you between your first and last name (if you decide to do one less than 4 characters long), the third option on that line confirms your name is done. The bottom three options take you through the various Japanese writing to choose from.

The next screen asks you to set your birthday by month and day (you always start in the game as an 18 year old). Personally I just always go with my real birthday since it doesn't really matter.

Next you are asked to pick your "sport background", and this does have some effect on your initial moveset. It won't make an overwhelming difference no matter what, since eventually you're going to buy moves to replace virtually anything in your initial moveset anyway. The choices are:

WR - wrestling
JD - judo
SM - sumo
BK - basketball (what the hell?)
KT - karate
MT - Muay Thai
SW - ???
GY - ???
BD - bodybuilding
NO - none

Now you come to the main screen of the career mode, and this is also where you will come to if you loaded a game. I'll run through all the different menus and what they do.

The option in big red characters just left of your initial cursor position

advances to the next thing you have to do, usually either training or a match. Don't press it until you've done other things (mainly buying moves).

The option your cursor starts on is your bio. It's not really required to ever see it, but it's there.

Beneath that is your match history, it keeps a win/loss record of all your matches. At first you'll just be training and there will be nothing in it. Kind of neat later on to go back and see all those wins though. ;-)

The third option is the news section. Sometimes there's a news item to read, and you can always click on the two green buttons to see the events being held this month, and who has the titles in all the active companies right now. The last option takes you back to the main screen. Again, it's not really ever required to be here but it won't do you any harm either.

Option 4 is very important. This shows all the different companies, and later it lets you switch companies if you want to (after you've come back to SJPW from your tour of WWC I believe). To get the "best" ending you'll need all 4 title belts, and you will need to switch groups to do it. The very bottom button takes you back to the main screen of career mode. Note you don't HAVE to change groups to beat the game, it simply affects what ending you get depending on how many of the title belts you end up with.

Option 5 is the most important, this is where you get your moves. Here's how it works: when you wrestle you get points for performing moves. If you do striking moves you get striking points, grappling moves give you grappling points, and submission moves give you submission points. You then spend these points to get new moves. My advice is to rack up 50 points in grappling quick and get the pinning powerbomb. This is because after the first few times in training (where you do quick 2 minute sessions just to build up points) they put you in a 10 minute match against Sparrow. You have to beat him to get into SJPW. That move is cheap and can make it a lot easier, either that or the DDT. As to the movelist, it is in the next section where I'll run over all the different moves and what they are. Click on the first button, scroll up and down through the moves, press B to buy the move. Press left and right to switch from striking, to grappling, to submission. Moves you have gain a red symbol next to them.

The second option here is the one that lets you assign the moves you've bought to your buttons. Don't buy a move and forget to assign it! All these menus work the same way. You click on whatever move is highlighted and it calls up a list of your available moves. You can then choose which move to assign that button. There are a total of 11 pages of moves which you move between by pressing left and right. When you are done press A to return to the main page for option 5.

Here's what's on the 11 pages

1: Y button strikes

Standing - near/far

Opponent kneeling - near/far

Opponent on ropes

Vs. running

2: B button strikes

Standing - near/far

Opponent - kneeling near/far

Opponent on ropes

Vs. running

3: Ground moves

Opponent on back strikes - by head/by legs
Opponent on belly strikes - by head/by legs
Opponent on back submissions - by head/by legs
Opponent on belly submissions - by head/by legs

4: A button strikes

Regular strike
Vs. Running

5: Running moves

Y button - normal/diagonal/opponent on mat
B button - normal/diagonal/opponent on mat
A button - normal/diagonal

6: On post (On the top rope)

Y button moves - to the floor
B button moves - first to the floor, second into the ring
A button moves - first to the floor, second into the ring

7: Front grapple, weak moves (Y button)

8: Front grapple, medium moves (B button)

9: Front grapple, strong moves (A button)

10: Rear grapple moves

Y - always a submission move
B - medium strength move
A - strong move

11: Other stuff

First option is your plancha/slingshot move
Second option is suicide dives (hard to pull off)
Third option is what your counter to being rear grappled will be
Fourth option is your taunt

The last button on Option 5's main page (below the chart that shows how many points you have to spend in each section) takes you back to the main career mode screen.

Option 6 is the costume change section. It's not available until after you beat Sparrow in your 10 minute training match, then you can choose what kind of look you want.

Option 7 is your eating habits. Set it to heavy until you are around 115-120 kg, which will be a long time, then to normal until it drops lower again - try and keep somewhere around 115. The options are light, normal, heavy, and return to the main career page.

Option 8 (the red one at the very bottom) is the option menu again. Don't worry about saving, the game auto-saves.

When you do push the big red one at the top to move on after buying moves, you'll often be asked to train in the WSL system. That's weights, stretch, run. Keep it balanced at 4/4/4, or 5/3/4 and you should come out good. Then the first button beneath the WSR chart moves you on. Even 6/3/3 works pretty well, especially if you're building a power wrestler. Then you go into matches. Remember you gain points to buy new moves based off what you do. So if you need more grappling points, hit a bunch of bodyslams and snapmares to

build up points. Eventually you can buy better stuff.

The first two matches you do will be 2-minute time limit sparring sessions that you use to build up points. Then you get the 10-minute time limit match against Sparrow. After that, if you win, you will debut for Super Japan. If you lose, the game is over and you can start again. If you draw it depends on how well the game thinks you've done. Once you're into Super Japan a lot of what happens depends on your win/loss record.

Also, on the main screen of career mode, pay attention to that bouncing happy face in the upper right corner. It's an indicator of your health. Don't worry if it's yellow and still smiling or if it's bouncing up and down and happy. But if it's lower than that, instead of training when you get to the WSR screen, take the second option of the three buttons and rest. It does you no good to go into a match if you're all tired and can be pinned in 1 minute.

=====
7 - List of Moves Available for Purchase in Career Mode
=====

I'm guessing a good chunk of why people need an FAQ is right here. So I'll list all the moves as they appear in the English ROM version (I have both that and the Japanese game itself), and also a better explanation of some (since some of the translations are short abbreviations that tell you NOTHING). I honestly haven't bought EVERY move in the game (there's more than you'd ever need), so if there's something you're totally unsure about what it is, here's the solution to your trouble. Save your game. Buy the move you're unsure about. ASSIGN IT TO A BUTTON (we all forget to do it now and again). Try it out in a match and see what it is. If it's something you definitely don't want, just reset the game. Certainly I'm able to give explanations on enough of the moves that between those and the moves that are obvious you should be able to build a great wrestler just off that.

STRIKING MOVES

(Note that there are some strikes, like the elbow smash and the medium kick which can be assigned as both a basic strike move and a grapple move. Even the grapple version still counts towards your striking score. Also some moves like the discus elbow are actually exclusive grapple moves, even if they are listed as a strike, and yes those score as strikes too. Moves labeled "running", "top rope" or "ground" can obviously only be assigned in those areas.)

10 points

Back elbow - running move

THK chop - Overhead chop

KNF edge - Ric Flair's big weapon, the knife edge chop

Ovphch

RHP

2X stomp

20 points

Elbw Pnch - basic elbow smash

K. Sink - running kneelift, which is called a "Kitchen Sink" in Japan

Leg Drop

AB ST

Fist Drop

Discus Elbow - grappling, spinning elbow smash

30 points

Stab - hit the opponent in the neck with your fingers

LBLW

Groin Stomp - ground move

Knlft

Headbutt

40 points

Jumping Knee - running move

Lkick - low kick

Midkick - medium kick

PT

DSCBCHP - spinning back chop

Mongolian chp - grappling, Mongolian chop

Body attack - running move (I think)

Hip attack - running move

50 points

Hkick - high kick

Sentn - senton splash, ground move

Thrst K

SB

Ezgr - enzugiri

KNKA K

FlyK - jumping spin kick

60 points

Shlkck

Diving Headbutt

Faceslap

Roll Savate

Plancha

70 points

CW Elbow - cartwheel elbow, running move

Jsphlk

Aprn dropkick - dropkick from the apron into the ring, slingshot move

Missile Dart - it's either a running move or a plancha but I've forgotten

Aprn headbutt - diving headbutt from the apron into the ring, slingshot move

Scplnc

80 points

Run hbutt - running headbutt

Lgsw - leg sweep, grapple move

Mist

Tope conhilo - plancha move

Fly lariat - running move

90 points

Aprnline - clothesline from the apron into the ring, slingshot move

Snstflip - sunset flip, slingshot move

Abise

100 points

Ax kick

Fire - remember it damages you as well to use it

Mslt press - moonsault, top rope move

120 points

Apron moonsault

Moonsault double stomp - top rope move

150 points

Smrslt drop - top rope move

Shooting star press - top rope move

200 points

Ax Bomber - finisher strength clothesline, running move

300 points

Sasuke Special - suicide dive

Stardust press - top rope move

GRAPPLING MOVES

(I will try my best to label all the rear grapple moves as such.)

10 points

Tackle

Rlgsw

JDF

20 points

Sidewalk Slam

Back Drop - vs. running move

Backslide - rear grapple move

30 points

Judo Throw

Brain Bstr - basic vertical suplex

Shoulder buster

Gutwrench suplex

Side backbreaker

Belly to belly suplex

40 points

2X arm suplex - a double underhook suplex, or a "western suplex"

Arm drag

50 points

DDT

RCS

Jawbreaker

Dragon Screw

Backdrop - rear grapple move

Powerbomb - pinning move

60 points

German Suplex - rear grapple pinning move

Titlawhirl backbreaker - vs. running move

Overhead suplex

Spinebuster - vs. running move

Tombstone piledriver

70 points

Small package

Takedown slam

Underhook suplex - pinning move

Powerslam - pinning move, vs. running

80 points

Release Powerbomb

Chokeslam

Hurricanrana

90 points

Northern Lights Suplex - pinning move

100 points

Press Slam

Bridging Backdrop - rear grapple pinning move

Fisherman Suplex - pinning move

Full Nelson Slam - rear move

Tndr Whsky

Frankensteiner - vs. running move

120 points

Northern Lights Bomb

German Suplex Whip - rear move

Jumping Powerbomb - pinning move

130 points

GW Powerbomb

150 points

SSD

Hlarm Sd

Slider Piledriver

Thunder Fire Powerbomb

Brainbuster DDT

200 points

Cap Shoulder

Giant Swing - ground, on back, by legs move

Tiger Suplex - rear grapple pinning move

Dragon Suplex - rear grapple pinning move

Fisherman Buster

230 points

Doctor Bomb

250

Tiger Driver

300 points

Black Tiger Bomb

SUBMISSION MOVES

{These moves could either be on the ground, from a grapple, or from a rear grapple. I will do what I can to show which are which, but again even I have never used all of the moves so some I just don't know.)

10 points

Armcltch - opponent on back, head move

Hammer Lock - grapple move

Leg Clutch - opponent on back, leg move

20 points

Sleeper - rear grapple submission

40 points

Front Facelock - grapple move

Kneebar - opponent on back, leg move

50 points

Double Wristlock - opponent on back - head move

CHK

Ankle Lock - opponent on stomach, leg move

60 points

Facelock - opponent on back, head move

Side Arm Bar - opponent on stomach, head move (there are very few choices here, I think this one and the default camel clutch might be the only two choices)

70 points

Bridging Chin Lock - opponent on stomach, leg move

CVLF

80 points

Deathlock

Chickenwing - opponent on back, head move

90 points

Legbar - opponent on back, leg move

Bearhug - grapple move

Canadian Backbreaker - grapple move

100 points

Claw - grapple move

Abdominal Stretch - grapple move

Shoulder Lock

Figure Four Leglock - opponent on back, leg move

Argentine Backbreaker - rear grapple submission

120 points

Heel Hold - opponent on back, leg move

130 points

Double Chickenwing - opponent on back, head move (W.A.R. Special)

Dragon Sleeper - opponent on back, head move

150 points

STF - leg move, opponent can be EITHER on back or stomach

Stranglehold Gamma - opponent on back, head move

Scorpion Deathlock - opponent on back, leg move

200 points

Stretch Plum - rear grapple submission

ATL

300 points

Cyclone Clutch - opponent on back, head move

=====
8 - Credits (for those who deserve it)
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Myself, The Archon, for doing what no other did and constructing this guide.
Geoffrey Hughes, to whom I'm forever in debt not just for introducing me to
this game (among so many others) but for introducing me to puroresu, and thus
changing my life forever.
Konami, for making this great game.

Gamefaqs.com for giving me somewhere to host this, and somewhere for us all to find the answers we need.

Virginia, for being herself.

Zach Arnold for doing what he does.

Giant Baba (may his soul rest in peace) for founding the King's Road.

Everyone at the puroresupower.com forum. Even Jack Halewood. ;-)

That's it, go play!

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