

*****THE CONTROLS*****

While standing:

- Y - Punch
- B - Kick
- A - Dropkick
- L - Taunt #1 (not every Wrestler has a taunt)
- R - Taunt #2 (not every Wrestler has a taunt)
- Approach opponent - Lockup

While locking up (front grapple):

- Y - Light grapple
- B - Medium grapple
- A - Strong grapple
- X - Irish Whip
- X + Left/Right - Irish Whip to the left or right
- Up/Down/Left/Right + Y + B - Secret grapple
- B - cancel pin attempt

while locking up (back grapple):

- Y - Light grapple
- B - Medium grapple
- A - Strong grapple
- Up/Down/Left/Right + Y + B - Secret grapple
- B - Cancel pin attempt

While opponent attempts a back grapple:

- Y/B/A - Counter grapple

While running:

- Y - Medium running attack
- B - Strong running attack

While opponent is laying on the ground:

- Y - Raise opponent to sitting position

B - Pinfall
B - Cancel pinfall attempt
A - Submission hold

=====
While opponent is sitting:
=====

Y - Raise opponent to standing position
B - Submission hold
A - Stomp/submission hold

=====
Reversal system:
=====

B - while body is flashing (during specific grapples)

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

Up + Left/Right + A - Climb the top left/right turnbuckle
Down + Left/Right + A - climb the bottom left/right turnbuckle

Y - Medium top rope attack
B - Strong top rope attack
A - climb down the turnbuckle

Hold Down + Y/B - Top rope attack to outside the ring

=====
From outside the ring:
=====

Left/Right + B - exit the left/right side of the ring
Down + B - exit from the bottom side of the ring

Left/Right + A/B - tag in tag partner

Up + B - enter the ring from the bottom side
Right + B - enter the ring from the left side
Left + B - enter the ring from the right side

Down + B - exit to ringside from outer ring (bottom)
Left + B - exit to ringside from outer ring (left)
Right + B - exit to ringside from outer ring (right)

Up + Left/Right + A - climb the bottom left/right turnbuckle

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

	VERSUS		
	LEAGUE BATTLE		
	BATTLE ROYALE		

	TUTORIAL		
	MANAGEMENT		
	OPTIONS		

=====

*****VERSUS MODE*****

=====

Screen 1 - Match selection:

	Single match
	Standard 1-on-1 versus match.

	Tag Match
	2-on-2 tag team match.

	Handicap
	Match
	2-on-1 handicap tag team match.

Screen 2 - Match settings:

To adjust the match settings, press the B

	A

	B
	c

	D
	E

```
|      EXIT      |
|_____|
```

```
=====
[A] - Match type:
=====
```

- 1) Standard (default)
- 2) Pinfall disabled
- 3) 2 count pinfall
- 4) Tapout disabled

```
=====
[B] - Time limit:
=====
```

5 - 60 minutes.
The default is 15 minutes and 1 round.

```
=====
[C] - Player input:
=====
```

Determine how many human (1P - 4P) computer
(COM) will be participating in this match.

- 1P
- 2P
- 3P (tag team or handicap matches only - multitag required)
- 4P (tag team match only - multitag required)
- COM

```
=====
[D] - Referee:
=====
```

choose the Referee for this match.

- 1) Blue shirt (default)
- 2) Red shirt

```
=====
[E] - Difficulty:
=====
```

0 (Default) - 7 (Expert)

```
=====
[EXIT]:
=====
```

Confirm changes and proceed to Wrestler selection screen.

```
=====
*****LEAGUE BATTLE*****
=====
```

Compete in an open league tournament where Wrestlers strive to achieve the highest ranking from match to match.

The Wrestler(s) with the highest amount of points by the end of the tournament wins the League Battle and will be crowned the new JWP Champions.

```
|_____|
| NEW GAME | Start a new tournament.
|_____|
```

```
|_____|
| Singles league | 1-on-1 singles tournament.
|_____|
```

```
|_____|
| Tag league | 2-on-2 tag team tournament.
|_____|
```

```
|_____|
| PASSWORD | Load data from a previously saved tournament
| using JWP's built-in password system.
|_____|
```

```
|_____|
| Singles league | Load singles league save file.
|_____|
```

```
|_____|
| Tag league | Load tag league save file.
|_____|
```

Password feature:

to access the password feature in League Battle Mode, press the X button at the League Battle "grid" screen (displayed after the first match) in the singles or tag team division.

```
*****BATTLE ROYALE*****
```

```
5 woman Battle Royale. The last Wrestler standing wins the battle.
```

```
|_____|
|  A  |
|_____|
```

```
|_____| |_____|
|  B  | |  c  |
|_____| |_____|
```

```
|_____| |_____|
|  D  | |  E  |
|_____| |_____|
```

```
|_____|
|  EXIT  |
|_____|
```

```
=====
[A] - Match type:
=====
```

- 1) Standard (default)
- 2) Pinfall disabled
- 3) 2 count pinfall
- 4) Tapout disabled

```
=====
[B] - Time limit:
=====
```

5 - 60 minutes.
The default is 15 minutes and 1 round.

```
=====
[C] - Player input:
=====
```

Determine how many human (MAN) and
computer (CP) will be participating
in the Battle Royale.

MAN - 5 (default)
CP - 0 (default)

```
=====
[D] - Referee:
=====
```

choose the Referee for this match.

- 1) Blue shirt (default)
- 2) Red shirt

```
=====
[E] - Difficulty:
=====
```

0 (Default) - 7 (Expert)

```
=====
```

[EXIT]:

=====

Confirm changes and proceed to Wrestler selection screen.

=====

*****TUTORIAL*****

=====

Learn gameplay basics from the JWP elite.

After one of the following lessons have been selected, the player must then choose from a list of rookie Wrestlers to begin the lesson.

=====

LESSON 1 - Grapples

=====

In the first lesson, Dynamite Kansai instructs the player to perform a series of grapples.

To start, the player must perform light grapples using the Y/ Y + Up/Down/Left/Right buttons.

After performing a handful of light grapples, Dynamite Kansai will then instruct the player to perform medium grapples using the B/B + Up/ Down/ Left/Right buttons.

Successfully pull off a couple of medium grapples and the lesson will end.

=====

LESSON 2 - Irish Whip & Running Counter Grapples

=====

The second lesson features Cutie Suzuki who instructs the player to perform the Irish Whip grapple technique (X button while locking up).

After the player has successfully Irish Whipped Cutie Suzuki a number of times, Cutie Suzuki will then instruct the player to initiate a running counter Grapple after an Irish Whip has been performed by pressing B while Suzuki runs towards the player.

If timed correctly, the player will grapple Cutie Suzuki sending her to the mat. Repeat the running counter grapple a few times to complete the lesson.

=====

LESSON 3 - Grapple Reversal

=====

The third and final lesson where Mayumi Ozaki

teaches the player how to reverse certain grapples.

To start, the player must lock up with Mayumi and allow her to perform a Backdrop on the player.

While Mayumi is performing the Backdrop, the player's body will flash white for a second. If timed correctly, while pressing the B button, the player will reverse Mayumi's Backdrop; flipping behind Mayumi and counter into a back grapple position.

Reverse Mayumi Ozaki's Backdrop and perform a grapple on her a handful of times and the final lesson will be complete.

=====

*****MANAGEMENT*****

=====

Travel throughout Japan to become a JWP superstar in this board game themed competition.

Each player controls a team of four individual wrestlers used to compete in various matches throughout Management mode.

Players take turns playing a game of roulette before each turn to determine the number of moves they are allowed to take.

Pressing the B button stops the roulette wheel from rolling.

Up to four human players can participate in Management mode. The options for Management mode are as followed:

=====

HUMAN PLAYERS - 1 (default)

=====

==

CP - 3 (default)

==

Unfortunately, since my understanding of the Japanese language is quite limited, this section needs expanding.

UNDER CONSTRUCTION

if you'd like to contribute a translation for this section of the game, please visit the contact section of this FAQ.

=====

*****OPTIONS*****

=====

=====

TECHNICAL REVERSAL:

=====

- 1) Auto (default)
- 2) Manual

=====

DISPLAY SETTINGS:

=====

Configure visibility of the game's
grapple reversal system.

- 1) Keep on (default)
- 2) Disable

=====

SOUND TEST

=====

- 00 - Title screen theme
- 01 - Mode selection theme
- 02 - Mayumi Ozaki theme
- 03 - Dynamite Kansai theme
- 04 - Intro theme
- 05 - Management mode theme
- 06 - Tutorial mode theme
- 07 - Cutie Suzuki theme
- 08 - Devil Masami theme
- 09 - Plum Mariko theme
- 10 - Command Bolshoi theme
- 11 - Fusayo Noichi theme
- 12 - Bolshoi Kid theme
- 13 - Sumiyo Toyama theme
- 14 - Hikari Fukuoka theme
- 15 - Candy Okutsu theme
- 16 - Hiromi Yagi & Hiromi Sugo theme

=====

EXIT:

=====

return to mode selection.

=====

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

=====

=====

DYNAMITE KANSAI

=====

Height: 173cm (5 ft, 8 in)

Weight: 80kg (170 lbs)

From: Kyoto, Japan

Special moves:

=====

Seated High Kick - A (while opponent is sitting)

Splash Mountain - A (front grapple)

Sitout Powerbomb - Up/Down + A (front grapple)

Release German Suplex - Left/Right + A (front grapple)

Secret moves:

=====

Release Crucifix Powerbomb - Y + B (front grapple)

Backdrop - Y + B (back grapple)

Splash Mountain - Up/Down + Y + B (front grapple)

Backdrop - Left/Right + Y + B (front grapple)

Lariat - Left/Right + Y + B (back grapple)

=====

DEVIL MASAMI

=====

Height: 168cm (5 ft, 6 in)

Weight: 70kg (154 lbs)

From: Fukuoka, Japan

Special moves:

=====

Military Press Slam - A (front grapple)

Fire Valley - Up + A (front grapple)

Powerbomb - Down/Left/Right + A (front grapple)

Secret moves:

=====

Release Powerbomb - Y + B (front grapple)

Sleeper Hold - Y + B (back grapple)

Double Powerbomb - Up/Down + Y + B (front grapple)

Release Powerbomb - Left/Right + Y + B (front grapple)

Sleeper Hold - Up/Down/Left/Right + Y + B (back grapple)

Note: when performing Masami's Military Press Slam special (A (front grapple)) it is possible to move walk around while the opponent is lifted in the air.

Simply press any of the directional buttons to move Masami around before dropping the opponent.

=====

CUTIE SUZUKI

=====

Height: 155cm (5 ft, 1 in)

Weight: 55kg (121 lbs)

From: Kawaguchi, Japan

Special moves:

=====

Octopus Hold - A (front grapple)

Backdrop - Up + A (front grapple)

Cutie Special - Left/Right + A (front grapple)

Tombstone Piledriver - Down + A (front grapple)

Secret moves:

=====

Dragon Suplex - Y + B (front grapple)

Sleeper Hold - Y + B (back grapple)

Dragon Suplex - Up/Down/Left/Right + Y + B (front grapple)

High Angle Backdrop - Up + Y + B (back grapple)

Release German Suplex - Left/Right + Y + B (back grapple)

Dragon Suplex - Down + Y + B (back grapple)

=====

MAYUMI OZAKI

=====

Height: 155cm 155cm (5 ft, 1 in)

Weight: 54kg (119 lbs)

From: Kawaguchi, Japan

Special moves:

=====

Running Neckbreaker - B (while running)

High Angle Powerbomb - A (front grapple)

Backdrop - Up + A (front grapple)

Kneeling Powerbomb - Down + A (front grapple)

Vertical Suplex - Left/Right + A (front grapple)

Secret moves:

=====

Sitout Powerbomb - Up/Down + Y + B (front grapple)

Tiger Suplex - Left/Right + Y + B (front grapple)

German Suplex - Up + Y + B (back grapple)

Tequila Sunrise - Down + Y + B (back grapple)

Bridging Backdrop Suplex - Left/Right + Y + B (back grapple)

=====

PLUM MARIKO

=====

Height: 158cm (5 ft, 2 in)

Weight: 56kg (123 lbs)

From: Tokyo, Japan

Special moves:

=====

Sleeper Hold - B (while opponent is sitting)

Octopus Hold - A (front grapple)

Heel Hold - Up/Down/Left/Right + A (front grapple)

Secret moves:

=====

German Suplex - Y + B (front grapple)

Fujiwara Armbar - Y + B (back grapple)

German Suplex - Up/Down/Left/Right + Y + B (front grapple)

Release German Suplex - Up/Down + Y + B (back grapple)

Note: the position of Plum's "Heel Hold" special is reflected from the directional input the player chooses.

Example: pressing Left + A (front grapple) will cause Plum to roll the opponent into her Heel Hold special with the opponent facing the left side of the ring.

=====

HIKARI FUKUOKA

=====

Height: 160cm (5 ft, 2 in)

Weight: 65kg (143 lbs)

From: Akita, Japan

Special moves:

=====

Octopus Hold - A (front grapple)

Guruguru Punch - Up/Down/Left/Right + A (front grapple)

Rolling Cradle Pin - A (back grapple)

Secret moves:

=====

German Suplex - Y + B (front grapple)

Rolling Cradle Pin - Y + B (back grapple)

German Suplex - Up/Down/Left/Right + Y + B (front grapple)

German Suplex - Up/Down/Left/Right + Y + B (back grapple)

=====

BOLSHOI KID

=====

Height: 150cm (4 ft, 11 in)

Weight: 50kg (110 kg)

From: Osaka, Japan

Special moves:

=====

Moonsault Press - B (from top ropes)

Dancing Clown Kicks - A (while opponent is sitting)

German Suplex - A (front grapple)

Release German Suplex - Up/Down/Left/Right + A (front grapple)

Release German Suplex - Up/Down/Left/Right + A (back grapple)

Secret moves:

=====

German Suplex - Y + B (front grapple)

Super Release German Suplex - Y + B (back grapple)

Side Suplex - Up/Down/Left/Right + Y + B (front grapple)

Release German Suplex - Up/Down/Left/Right + Y + B (back grapple)

=====

COMMAND BOLSHOI (the alter ego of Bolshoi Kid)

=====

Height: 150cm (4 ft, 11 in)

Weight: 50kg (110 kg)

From: Osaka, Japan

Special moves:

=====

Wheel Kick - B (while running)

Moonsault Press - B (from top ropes)

Side Suplex - A (front grapple)

Release German Suplex - Up/Down/Left/Right + A (front grapple)

Secret moves:

=====

Body Slam - Y + B (front grapple)

Release German Suplex - Y + B (back grapple)

Release German Suplex - Up/Down/Left/Right + Y + B (front grapple)

Side Suplex - Up/Down + Y + B (back grapple)

German Suplex - Left/Right + Y + B (back grapple)

=====

SUMIYO TOYAMA

=====

Height: 160cm (5 ft, 2 in)

Weight: 65kg (143 lbs)

From: ???, Japan

Special moves:

=====

Running Arched Big Boot - B (while running)

Kawazuotoshi - A (front grapple)

Chokeslam - Up/Down/Left/Right + A (front grapple)

Double Arm Hook Pin - Left/Right + A (back grapple)

Secret moves:

=====

Kawazuotoshi - Y + B (front grapple)

Fujiwara Armbar - Y + B (back grapple)

Chokeslam - Up/Down/Left/Right + Y + B (front grapple)

Backdrop - Up/Down + Y + B (back grapple)

Double Arm Hook Pin - Left/Right + Y + B (back grapple)

=====

CANDY OKUTSU

=====

Height: 156cm (5 ft, 1 in)

Weight: 57kg (125 lbs)

From: Hiroshima, Japan

Special moves:

=====

Thrust Kick - A (strike attack)

Backdrop - A (front grapple)

Release German Suplex - Up/Down/Left/Right + A (front grapple)

Secret moves:

=====

Double German Suplex - Y + B (front grapple)

Backdrop - Y + B (back grapple)

Double German Suplex - Up/Down/Left/Right + Y + B (front grapple)

German Suplex - Up/Down + Y + B (back grapple)

Double German Suplex - Left/Right + Y + B (back grapple)

=====

FUSAYO NOUCHI

=====

Height: 158cm (5 ft, 2 in)

Weight: 68kg (149 lbs)

From: Tokyo, Japan

Special moves:

=====

Rollup - B (while opponent is running)

Dropkick - A (strike attack)

Front Headlock - A (front grapple)

German Suplex - A (back grapple)

Atomic PowerSlam - Up/Down/Left/Right + A (front grapple)

German Suplex - Up/Down/Left/Right + A (back grapple)

Secret moves:

=====

Front Headlock - Y + B (front grapple)

German Suplex - Y + B (back grapple)

Atomic Powerslam - Up/Down/Left/Right + Y + B (front grapple)

German Suplex - Up/Down/Left/Right + Y + B (back grapple)

=====

HIROMI YAGI

=====

Height: 152cm (4 ft, 11 in)

Weight: 53kg (116 kg)

From: Fukushima, Japan

Special moves:

=====

Arm Bar - A (at head of downed opponent)
Front Headlock - A (front grapple)
Arm Drag - Up/Down/Left/Right + A (front grapple)

Secret moves:

=====

Front Headlock - Y + B (front grapple)
German Suplex - Y + B (back grapple)
Arm Drag - Up/Down/Left/Right + Y + B (front grapple)
German Suplex - Up/Down/Left/Right + Y + B (back grapple)

=====

HIROMI SUGO

=====

Height: 160cm (5 ft, 2 in)
Weight: 63kg (138 lbs)
From: Yokohama, Japan

Special moves:

=====

Dropkick - A (strike attack)
Vertical Suplex - A (front grapple)
German Suplex - A (back grapple)
Vertical Suplex - Up/Down/Left/Right + A (front grapple)
German Suplex - Up/Down/Left/Right + A (back grapple)

Secret moves:

=====

Vertical Suplex - Y + B (front grapple)
German Suplex - Y + B (front grapple)
Vertical Suplex - Up/Down/Left/Right + Y + B (front grapple)
German Suplex - Up/Down/Left/Right + Y + B (back grapple)

The following Wrestlers are hidden boss characters that can only be unlocked after inputting a specific code at the game's main menu screen.

For more information on how to unlock the two hidden bosses, please view the "Secrets, Tips & Tricks" section of this FAQ.

=====

RED KANSAI

=====

Height: 173cm (5 ft, 8 in)
Weight: 80kg (170 lbs)
From: Kyoto, Japan

Special moves:

Seated High Kick - A (while opponent is sitting)

Lariat - B (while running)

Splash Mountain - Up + A (front grapple)

Running Powerbomb - Down + A (front grapple)

Secret moves:

Crucifix Powerbomb - Y + B (front grapple)

Backdrop - Y + B (back grapple)

Splash Mountain - Up + Y + B (front grapple)

Release Side Suplex - Left/Right + Y + B (front grapple)

Running Powerbomb - Down + Y + B (front grapple)

German Suplex - Up/Down/Left/Right + Y + B (back grapple)

The first boss encountered in League Battle mode is a palette swap of JWP champion Dynamite Kansai.

One of the techniques that differentiates Red Kansai from the regular Dynamite Kansai is Red Kansai's powerful "Running Powerbomb" which, when close to the ring ropes, can throw an opponent right out of the ring!

=====

SUPER HEEL DEVIL MASAMI

=====

Height: 168cm (5 ft, 6 in)

Weight: 70kg (154 lbs)

From: Fukuoka, Japan

Special moves:

Military Press Slam - A (front grapple)

followed by Up/Down/Left/Right to move during grapple)

Double Powerbomb - Down + A (front grapple)

Secret moves:

Military Press Slam - Y + B (front grapple)

Sleeper Hold - Y + B (back grapple)

Reverse Release Powerbomb - Up + Y + B (front grapple)

Double Powerbomb Pin - Down + Y + B (front grapple)

Release Powerbomb - Left/Right + Y + B (front grapple)

Sleeper Hold - Up/Down/Left/Right + Y + B (back grapple)

The second and final boss encountered in League Battle mode is a palette swap of Devil Masami with an undead touch.

Much like Red Kansai, Super Heel Devil Masami is far more powerful than her standard counterpart; especially with her eye catching Military Press Slam which allows Masami to raise her opponent over her head and manually carry her for a few seconds in any direction the player

desires before dropping her opponent to the ground!

=====

*****SECRETS, TIPS & TRICKS*****

=====

=====

Unlock Red Kansai and Super Heel Devil Masami:

=====

At the title screen that says "PRESS START", quickly press: Up, Down, Left, Right, X, B, Y, A.

If done correctly, the title screen will turn purple and the hidden wrestlers Red Kansai and Super Heel Devil Masami will now be selectable in Versus and League modes.

=====

Unlock Title Match Mode:

=====

Defeat all twelve opponents in the singles division or all five teams in the tag division of League Battle mode.

After the final opponent(s) has been defeated and the ending sequence has been displayed, a special password will appear on screen signifying the start of Title Match mode.

=====

Fight Against Red Kansai:

=====

To fight against the hidden boss wrestler "Red Kansai", defeat all challengers in Title Match mode under the singles division.

After the final challenger has been defeated, Red Kansai will appear as a special opponent.

=====

Fight Against Super Heel Devil Masami:

=====

Defeat Red Kansai in Title match mode and the hidden Wrestler Super Heel Devil Masami will appear as the final opponent.

=====

Fight against Red Kansai and Super Heel Devil Masami:

=====

To face the hidden tag team of Red Kansai and Super Heel Devil Masami, defeat all five teams in the tag team division of Title match mode.

After the fifth team has been defeated, a special tag team will appear featuring the two hidden boss characters Red Kansai and Super Heel Devil Masami as the player's final opponents.

=====
Unlock The Regular Ending:
=====

Defeat all opponents in the singles or tag team division of League Battle mode.

After the final opponent(s) have been defeated, the first ending will then be displayed.

=====
Unlock The True Ending:
=====

Defeat Red Kansai and Super Heel Devil Masami in either the singles or tag team division of Title Match mode.

After Kansai and Masami have been defeated, the game's true ending will then be displayed.

=====
Dynamite Kansai Stun Trick:
=====

When playing as the Wrestler "Dynamite Kansai" knock the opponent down with a "High Kick" (A Button - strike attack).

Once successfully connected, the opponent will fall to the ground; raise the opponent to a seated position by pressing the Y button at the head of the downed opponent.

Now that the opponent is stunned in a sitting position, press the A button once again (while standing close to the opponent) to initiate a seated High Kick; which will knock the stunned opponent to the ground once again; repeat this trick and the opponent will remain stunned as their health is easily depleted.

=====
*****CREDITS*****
=====

[JALECO] - for releasing JWP Pro Wrestling - Pure Wrestle Queens.

[Nintendo] - for creating the SNES and SFC game systems.

[giantbomb.com] - for providing Wrestler data.

[PuroGeek] - for remaining a constant inspiration.

[Cagematch.net] - for additional Wrestler data.

[...and you!]

=====

*****CONTACT*****

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Questions, comments & corrections, please email me at:

justin.imprint.m@gmail.com

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