

=====
Y,B,A - Running attack

=====
While grappling:

=====
Down/Up - Get into grapple stance
Y - weak throw
B - Medium throw
A - Strong throw
X + Left/Right - Irish Whip
R - Finisher

=====
While opponent is on the ground:

=====
Y - Pin opponent
B - Pick up opponent
A - Stomp/Submission hold

=====
Miscellaneous:
=====
Button mash - escape pinfalls and submissions

=====

*****GAMEPLAY*****

=====

=====
Throwing your opponent:
=====
In order to perform a throw, approach the player
and press up or down on the d-pad after both
players have locked up.

If done correctly, both players will then bend
their knees allowing throws inputs to be per-
formed. The player who inputs their throw command
the quickest during this sequence will win the
grapple.

=====
Energy Bar (MAX Bar):
=====
Certain throws and running attacks will drain
a portion of a player's energy bar each time
the move is used.

Furthermore, certain attacks will not work
unless a player has enough energy to work
with.

Medium throws and running attacks using the B button, for example, require a player's energy bar to have at least 10 percent (yellow bar) worth of energy to be able to perform certain attacks.

=====
Finishers:
=====

Finishers are performed by pressing R during a lockup.

In order to perform a player's finisher, the player's energy bar must be red in color and nearly full.

Each finisher is represented by a mini cut-scene that is shown after the finisher has been initiated during the match.

If a player tries to perform their finisher during a lockup without enough energy, the opponent will automatically perform their finisher instead (just as long as they have enough energy themselves) as a penalty.

It is also possible to dodge a player's finisher during the cut-scene animation.

=====
Player portraits:
=====

The amount of health a player has remaining during a match is represented by their character portrait.

Each player has three portraits:

- 1) Normal (100% health - default)
- 2) Tired (30 - 70% health remaining)
- 3) Exhausted (0 - 20% health remaining)

=====
Play by play commentary:
=====

During a match, when a player performs specific moves, a small window of text will appear stating the move name in Japanese Katakana, Kanji and Hiragana.

=====

*****MODES*****

=====

* 1P MODE

- Scenario
- Group Battle

* Vs MODE

- Single Match
- Group Battle

* OPTION MODE

=====

*****1P MODE*****

=====

=====

Scenario:

=====

Take on the entire roster of Wrestlers to become World Champion.

Each match is presented with a pre-fight promo/cut-scene featuring the five opponents the player will face (and two hidden boss characters on the higher difficulty settings).

There are five regular matches in total with up to three rounds (best of 3) a piece.

If a player loses two consecutive rounds in a match against the computer, the game is over.

Each character has their own endings at the end of Scenario mode.

=====

Group Battle:

=====

Elimination style team battle mode where each player selects a team of three Wrestlers to fight with in a series of 1-on-1 singles matches.

The player's remaining energy and health is carried over to the next round.

The first player to have all three of their
Wrestlers defeated loses the group battle.

=====

*****VS MODE*****

=====

=====
Single match:
=====

Standard versus match against player 2.

=====
Group Battle:
=====

Elimination style team battle mode where each
player selects a team of three Wrestlers
to fight with in a series of 1-on-1 singles
matches.

The player's remaining energy and health
is carried over to the next round.

The first player to have all three of their
Wrestlers defeated loses the group battle.

=====

*****OPTION MODE*****

=====

Difficulty Easy
 - Normal (default)
 Hard

BGM 00 - n/a
 01 - Kumamoto Castle Stage Theme
 02 - Prison Stage Theme
 03 - Under Construction Stage Theme
 04 - Savannah's Prairie Stage Theme
 05 - Colosseum Stage Theme
 06 - Snow Mountains Stage Theme
 07 - Match Results Theme

- 08 - n/a
- 09 - Character Select Theme
- 0A - Muscle Shock Finisher Theme
- 0B - Aztec Drop Finisher Theme
- 0C - Muscle Inferno Finisher Theme
- 0D - Muscle Revenger Finisher Theme
- 0E - Napalm Stretch Finisher Theme
- 0F - Perfect Muscle Revenger Finisher Theme
- 10 - Main Menu Theme
- 11 - Opening Theme
- 12 - Ending Theme
- 13 - Scenario Mode Next Match Theme
- 14 - Credits Theme

SE

Sound Type - Stereo (default)
 - Mono

EXIT

=====

*****CHARACTER SELECT*****

=====

| | | |
|------------|----------|---------|
| KINNIKUMAN | BIG BODY | SOLDIER |
|------------|----------|---------|

| | | |
|----------|-------|---------|
| MARIPOSA | ZEBRA | PHOENIX |
|----------|-------|---------|

| |
|------------|
| KINNIKUMAN |
|------------|

Height: 185cm
 Weight: 95kg
 Ring: Kumamoto Castle
 Finishing Hold: Muscle Spark

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

Dropkick - Y
Mid Kick - B
Knife Edge Chop - A

=====
while running:
=====

Clothesline - B
Running Knee Strike - A

=====
While opponent is laying on ground:
=====

Elbow drop - A (at head)
Romero Special - A (at feet)

=====
While grappling:
=====

Atomic Drop - Y
Elbow Strike - Up + Y
Surfboard Stretch - Down + Y
Backdrop - Left/Right + Y

Brain Buster - B
Body Slam - Up + B
Thunder Fire Powerbomb - Down + B
D.D.T. - Left/Right + B

Cobra Twist - A
Sleeper Hold - Up + A
Iron Claw - Down + A
Bear Hug - Left/Right + A

Muscle Shock - R (finisher)

|
| BIG BODY |
|

Height: 245cm
Weight: 215kg
Ring: Prison
Finishing Hold: Muscle Revenger

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

High Kick - Y
Mid Kick - B
Punch - A

=====
while running:
=====

Flying Shoulder Block - B

Flying Crossbody - A

=====
While opponent is laying on ground:
=====

Stomp - A (at head)
Camel Clutch - A (at feet)

=====
While grappling:
=====

Atomic Drop - Y
Knee Lift - Up + Y
Surfboard Stretch - Down + Y
Backdrop - Left/Right + Y

Capture Suplex - B
Power Slam - Up + B
Thunder Fire Powerbomb - Down + B
Face Crusher - Left/Right + B

Octopus Hold - A
Front Facelock - Up + A
Neck Hanging Tree - Down + A
Bear Hug - Left/Right + A

Muscle Revenger - R (finisher)

| _____ |
| SOLDIER |
| _____ |

Height: 197cm
Weight: 102kg
Ring: Colosseum
Finishing Hold: Napalm Stretch

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

Enzuigiri - Y
Mid Kick - B
Knife Edge Chop - A

=====
while running:
=====

Flying Cross Chop - B
Running Neck Breaker - A

=====
While opponent is laying on ground:
=====

Elbow Drop - A (at head)
Ankle Hold - A (at feet)

=====
While grappling:
=====

Atomic Drop - Y
Elbow Smash - Up + Y
Surfboard Stretch - Down + Y
Release Dragon Suplex - Left/Right + Y

Belly To Belly Suplex - B
Body Slam - Up + B
Piledriver - Down + B
Face Crusher - Left/Right + B

Octopus Hold - A
Front Facelock - Up + A
Iron Claw - Down + A
Standing Arm Breaker - Left/Right + A

Napalm Stretch - R (Finisher)

|
| MARIPOSA |
|

Height: 185cm
Weight: 100kg
Ring: Snow Mountains
Finishing Hold: Aztec Drop

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

Sobat - Y
Mid Kick - B
Texas Jabs - A

=====
while running:
=====

Y - Disabled
B - Flying Cross Chop
A - Wheel Kick

=====
While opponent is laying on ground:
=====

Stomp - A (at head)
Boston Crab - A (at feet)

=====
While grappling:
=====

Atomic Drop - Y
Elbow Smash - Up + Y
Surfboard Stretch - Down + Y
Release German Suplex - Left/Right + Y

Double Arm Suplex - B
Body Slam - Up + B
Piledriver - Down + B
Headbutt - Left/Right + B

Cobra Twist - A
Sleeper Hold - Up + A
Stomach Claw - Down + A
Standing Arm Breaker - Left/Right + A

Aztec Drop - R (Finisher)

```
|_____|  
|  ZEBRA  |  
|_____|
```

Height: 220cm
Weight: 154kg
Ring: Savanna's Prairie
Finishing Hold: Muscle Inferno

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

Dropkick - Y
Low Kick - B
Punch - A

=====
while running:
=====

Y - Disabled
B - Flying Shoulder Block
A - Running Knee Strike

=====
While opponent is laying on ground:
=====

Diving Headbutt - A (at head)
Camel Clutch - A (at feet)

=====
While grappling:
=====

Atomic Drop - Y
Elbow - Up + Y
Surfboard Stretch - Down + Y
Release German Suplex - Left/Right + Y

Double Arm Suplex - B
Body Slam - Up + B
Piledriver - Down + B
Headbutt - Left/Right + B

Cobra Twist - A

Front Facelock - Up + A
Neck Hanging Tree - Down + A
Standing Arm Breaker - Left/Right + A

Muscle Inferno - R (Finisher)

| |
| PHOENIX |
| |

Height: 190cm
Weight: 114kg
Ring: Building Under Construction
Finishing Hold: Perfect Muscle Revenger

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

Koppu Kick - Y
Mid Kick - B
Knife Edge Chop - A

=====
while running:
=====

Y - Disabled
B - Flying Shoulder Block
A - Wheel Kick

=====
While opponent is laying on ground:
=====

Stomp - A (at head)
Boston Crab - A (at feet)

=====
While grappling:
=====

Atomic Drop - Y
Knee Lift - Up + Y
Surfboard Stretch - Down + Y
Tiger Suplex - Left/Right + Y

Front Neck Chancery - B
Power Slam - Up + B
Piledriver - Down + B
D.D.T - Left/Right + B

Octopus Hold - A
Sleeper Hold - Up + A
Stomach Claw - Down + A
Bear Hug - Left/Right + A

Perfect Muscle Revenger - R (Finisher)

The following characters are hidden bosses that can only be selected after inputting a cheat code.

For more information on how to unlock these hidden boss characters, please see the "Secrets, Tips & Tricks" section of this FAQ.

```
_____
|       |
| GREAT |
|       |
|_____|
```

Height: 190cm/???

Weight: 95kg/???

Ring: Prison

Finishing Hold: Muscle Shock

=====

While standing:

=====

Dropkick - Y

Mid Kick - B

Knife Edge Chop - A

=====

while running:

=====

Clothesline - B

Running Knee Strike - A

=====

While opponent is laying on ground:

=====

Elbow drop - A (at head)

Romero Special - A (at feet)

=====

While grappling:

=====

Atomic Drop - Y

Elbow Strike - Up + Y

Surfboard Stretch - Down + Y

Backdrop - Left/Right + Y

Brain Buster - B

Body Slam - Up + B

Thunder Fire Powerbomb - Down + B

D.D.T. - Left/Right + B

Cobra Twist - A

Sleeper Hold - Up + A

Iron Claw - Down + A

Bear Hug - Left/Right + A

Muscle Shock - R (finisher)

|
| TERRY MAN |
|

Height: 190cm/???

Weight: 95kg/???

Ring: Building Under Construction

Finishing Hold: Caff Branding

=====

While standing:

=====

Koppu Kick - Y

Mid Kick - B

Texas Jabs - A

=====

while running:

=====

Flying Shoulder Block - B

Flying Crossbody - A

=====

While opponent is laying on ground:

=====

Elbow drop - A (at head)

Boston Crab - A (at feet)

=====

While grappling:

=====

Atomic Drop - Y

Elbow Strike - Up + Y

Surfboard Stretch - Down + Y

Release German Suplex - Left/Right+ Y

Brain Buster - B

Body Slam - Up + B

Piledriver - Down + B

D.D.T. - Left/Right + B

Octopus Hold - A

Sleeper Hold - Up + A

Iron Claw - Down + A

Bear Hug - Left/Right + A

Caff Branding - R (finisher)

*****STAGE SELECT*****

| | | |
|--------------------|-------------------|-----------|
| | | |
| Kumamoto Castle | Snow Mountains | Colosseum |
| | | |

| | | |
|-----------------------|--------|------------------------|
| | | |
| Savannah's Prairie | Prison | Building Under Con. |
| | | |

=====
Kumamoto Castle:
=====

Normal ring.

=====
Snow Mountains:
=====

sliding floor makes it harder
to run during a match.

=====
Colosseum:
=====

touching the ropes will inflict
damage. Running attacks disabled.

=====
Savannah's prairie:
=====

Bouncing from the ropes while running
has been decreased in distance.

=====
Prison:
=====

Normal ring.

=====
Building Under Construction:
=====

Throws against the concrete floor
inflict twice as much damage.

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

Unlock the Secret Options Menu:

After selecting 1P or 2P modes, hold
L + R + SELECT and press START.

If done correctly, the following
options menus will be presented:

| | |
|---------------|------------------|
| 1P MODE: | 2P MODE: |
| Credits | 1P HP Gauge |
| HP Gauge | 1P Special Gauge |
| Special Gauge | 2P HP Gauge |
| | 2P Special Gauge |
| EXIT | EXIT |

A player can increase their HP and
Special Gauges by pressing A or
decreasing the Gauges by pressing
B.

By selecting Exit, a new character
select screen will be shown featuring
the two hidden boss characters:

[KINNIKUMAN] [BIG BODY] [SOLDIER] [MARIPOSA]

[ZEBRA] [PHOENIX] [TERRYMAN] [GREAT]

Fight against Kinnikuman Great:

Defeat all five standard opponents in 1P
Scenario mode on the Normal or Hard
difficulty settings.

After the fifth opponent has been defeated,
the first hidden boss character Kinnikuman
Great will appear as the next opponent.

Fight against Terryman:

Defeat Kinnikuman Great in 1P Scenario mode

on Normal or Hard difficulty. After Great has been defeated, Terryman will appear as the second and final hidden boss character.

=====
Beating Scenario mode:
=====

On Easy difficulty, the following message will be shown:

"CONGRATULATIONS!!
TRY NEXT NORMAL MODE

On Normal/Hard difficulty:

"CONGRATULATIONS!!
YOU ARE KING OF KINGS
THANK YOU"

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

[PuroGeek] - for inspiring me to write my own FAQs.

[Pator Jk] - for providing the template for the header of this FAQ.

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

Questions, comments or corrections? Please feel free to email me at:

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