
UPDATE - 3/25/2016:

After gathering an extensive amount of player data and gameplay mechanics (special thanks to the Shoot Fighting Guru: Emerson Bostwick), I have decided to rewrite this FAQ from the ground up with many much needed corrections all written in an easier to read format.

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

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While standing:
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Up - Block high attacks
Down - Block low attacks
Left - Move in the left direction
Right - Move in the right direction

Y - Punch
B - Kick

A - Grapple (varies from Wrestler to Wrestler)
A + Forward/Back - Suplex/alternate grapple (varies from Wrestler)
A + Down/Up - Alternate grapples (varies from Wrestler)

L- Dash Back
R- Dash Forward

=====
while opponent is laying on the ground:
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A- Submission hold/ ground attack (varies from Wrestler to Wrestler)

=====
while laying on the ground:
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L or R - move towards the left or right sides of the ring to escape a submission hold

Button mash - escape a submission hold applied by opponent/ attempt to get up when "DOWNED".

=====
Special commands:
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Up/down- Guardbreak (must be timed correctly for each attack)

A - Reversal (must be timed correctly for each attack. Varies fromWrestler to Wrestler)

X + A- Ultra Combo (while in Rage mode)

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*****THE GAMEPLAY*****

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=====
Stamina Bar:
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The purple energy meter above each players's name used to determine the health status and recovery rate of both players.

The more damage either player takes, the slower the recovery rate will be for each player.

The Stamina bar naturally refills by refraining from attacks, grapples, submission holds/being subjected to submission holds or being knocked down.

=====
Submission Bar:
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The blue energy meter below the Stamina Bar. When a submission move is applied to either player, the Submission Meter decreases.

When the Submission Meter is fully depleted, the downed opponent will submit and lose the match. Just like the Stamina Meter, the Submission Meter can also slowly refill by refraining from attacks and avoid applying/being subjected to submission holds.

The more damage a Wrestler takes, the easier it will be for them to submit, even if their Submission Bar is fully refilled.

=====
Rage Mode:
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When either player's Stamina Bar is low on energy

and either player is close to receiving a "down" both players Stamina Bars' will begin flashing repeatedly.

While each Stamina Bar is flashing, both players will enter "Rage Mode" and are then able to use Special Combos, have increased attack power, faster speed, contain an increased number of close ranged combos and are even able to perform amazing Ultra combos.

Rage can be re-activated without limit throughout the duration of each match.

=====
Guard Breaks:
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Technical defensive counters used to interrupt an opponent's attack by timing a low or high block.

If the correct block is timed successfully against the opponent's attack, a guardbreak will then be initiated; stunning the opponent and giving the player who initiated the guardbreak a short opportunity chance to attack the opponent.

=====
Grogginess:
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When either player loses an extensive amount of stamina (usually exceeding a fully depleted Stamina bar) either from a Special move, a custom combo or from an Ultra combo.

Once the character returns to their feet after the Referee calls a "DOWN" (and avoids being counted out), they will then display an altered and slower fighting stance.

While a player is in groggy state, they will be unable to move for a couple seconds; giving the opponent a small window of time to land a free shot or grapple.

=====
Ultra Combos:
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A special super combo allotted to each Wrestler in the game.

The Ultra Combo can only be triggered while in Rage Mode and is only activated when the first hit of the combo successfully connects.

As long as a Wrestler is in Rage Mode, an Ultra Combo can be repeated constantly.

*****THE MODES*****

SPARRING:

The training mode of the game where Players can create and level up a Wrestler of choice by fighting against Computer opponents.

After each victory, experience points are rewarded based on the level of the opponent. The higher the level of the Computer opponent, the higher the amount of experience points are rewarded.

The level of the opponent can be adjusted at will before the start of each match. The experience points system found at the end of each match is as follows:

- 1st row "STAMINA": adjusts the endurance of a Wrestler.
- 2nd row "PUNCH. Pow": adjusts the attack power of a Wrestler.
- 3rd row "PUNCH. LV": adjusts a Wrestler's defense against punches.
- 4th row "KICK. Pow": adjusts the kick power of a Wrestler.
- 5th row "KICK. LV": adjusts a Wrestler's defense against kicks.
- 6th row "SUPLEX. Pow": adjusts the Suplex power of a Wrestler.
- 7th row "SUPLEX. LV": adjusts a Wrestler's defense against Suplexes.
- 8th row "SUBMISSION": adjusts a Wrestler's Submission power and Submission defense level.
- 9th row "SPEED": adjusts a Wrestler's agility in battle.
- 10th row "BONUS": extra experience points rewarded at the end of each match which can be used to customize any of the 9 other experience areas.

For more information on the SPARRING mode experience points system. Visit "THE WRESTLERS" section.

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STORY:

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Take on the entire roster in a Tournament setting to become world champion. STORY mode is also the only mode to feature specific endings for each Wrestler.

Upon first starting this mode, the rules cannot be changed.

=====

VS SINGLE:

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Standard versus match mode. Choose to fight against a computer opponent or fight against a friend. The rules to this mode are fully customizable:

[RULE]

-1st row: Choose the type of match. There are four different match types to choose from. Most of which are customizable using either the left or right buttons on the d pad.

-2nd row: "TIME". decide how long the match will last. This option is available to most of the match types. The standard time is 30 minutes.

-3rd row: "ROUND". choose how many rounds the match will go on for. This option is only available to the third match type.

-4th row: "POINT". Choose how many points each player will have. The standard amount is 15.

-5th row: "GROUND". Choose the Arena each character will fight in. Which are:

- * Standard Blue UWFI Arena.
- * UWFI Red outdoor Arena (used for semi final matches)
- * Golden Gate Bridge Arena (used for the final match in STORY mode)

-6th row: "RING COLOR" pick the colour of the mat in each arena.

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VS DOUBLE:

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Tag Team versus match mode. Choose to fight against a team of computer opponents or fight against a friend's team. The rules to this mode are also customizable:

[RULE]

- 1st row: Choose the type of match. There are 4 different match types to choose from. Most of which are customizable using either the left or right buttons on the d pad.
 - 2nd row: "TIME". decide how long the match will last. This option is available to most of the match types. the standard time is 30 minutes.
 - 3rd row: "ROUND". choose how many rounds the match will go on for. This option is only available to the third match type.
 - 4th row: "POINT". Choose how many points each player will have. The standard amount is 15.
 - 5th row: "GROUND". Choose the Arena each character will fight in. Which are:
 - Standard Blue UWFI Arena.
 - UWFI Red outdoor Arena (used for semi final matches)
 - Golden Gate Bridge Arena (used for the final match in STORY mode)
 - 6th row: "RING COLOR" pick the colour of the mat in each arena.
-

=====
OPTIONS:
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Configure the game's controls, display settings and listen to the game's various BGMS and sound effects.

[RESERVE]:

The character creation and edit mode. The options to this mode are:

"CREATE": Choose a Wrestler to edit and save a space for them in the "RESERVED" section on the character selection screen.

-"SETUP" Edit a created Wrestler's skin and attire colour. It is also possible to change the name of a created Wrestler, too.

-"COPY" Make an exact duplicate of a created character able to be saved in another "RESERVED" space on the character selection screen.

-"INPUT" Enter a Password with the ability to load a pre existing created Wrestler.

-"LOOK" Check out the stats and look of a Wrestler. A password of the created Wrestler's progress is also displayed and recommended to be written down for future reference.

- "DELETE" Delete a created Wrestler of choice.

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*****The RULES*****

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SUPLEX:

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If the "POINT" system is put into place, performing specific types of Suplexes deducts 1 point for every Suplex on either player.

If either player gets suplexed with only 1 point remaining, the Referee will call a "T.K.O," (Technical Knockout) and the suplexed player will lose the match.

=====

DOWN:

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When either player's Stamina meter is fully depleted after being attacked, a "DOWN" will be called by the Referee. The downed player will then have 10 seconds to get back to their feet or they will lose the match under a "K.O."

If the "POINT" system is put into place, 3 points are deducted every time a player goes down. If either player loses all their points, they will lose the match under a "T.K.O."

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BREAK:

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When a Submission hold is applied while either Wrestler is touching the left or right ring ropes, a "BREAK" will be called by the Referee forcing both players to break up the submission hold. A "BREAK" can also be called when either player stalls at the very edge of the left or right sides of the ring while in the defensive mode during an opponent's attacks.

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ESCAPE:

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When either player attempts to escape a submission hold by moving towards the left or right ring ropes. If either player successfully reaches the ring ropes, an "ESCAPE" will be called and the player who escaped the Submission hold will be deducted 1 Point.

If a player escapes a submission hold with only 1 point remaining, they will lose the match by a "T.K.O.".

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K.O.:
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When either player is unable to get up after being knocked down with remaining points/rounds left in the match for a span of 10 seconds, a "K.O." (or knockout) will be called by the Referee and the downed player will lose the match.

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T.K.O.:
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when either player loses all of their points in a point related match, a "T.K.O." (or Technical Knock out) will be called by the Referee ultimately ending the match.

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GIVE UP:
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when either player's Submission Bar is fully depleted in a submission hold, the Referee will call a "GIVE UP" and the downed opponent will lose the match.

=====
TIME UP:
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When the time limit of the match expires, the Referee will call a "TIME UP" which signals the end of the match.

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DRAW:
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A draw game where neither player wins the match after a "TIME UP" is called at the end of a match.

=====
*****THE WRESTLERS*****
=====

In order of appearance on the character selection screen
from left to right.

=====
NOBUHIKO TAKADA
=====

From: JAPAN
Born: 1962.4.12.
Height: 184 cm
Weight: 107 kg
Reversal: Can reverse certain kicks into Ankle Lock

KICK.Pow (399)
KICK.Lv (250)
SUBMISSION (250)
BONUS (250)

=====
Special moves:
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Knee Lift: A (in close range)
Head Kick: Up + B
Backdrop Suplex: Back/Forward + A (in close range)
Belly To Back Suplex: Down + A (in close range)
Jujigatame: A (ground submission hold on opponent's upper torso)

Double Elbow Strike: (in close range) Hold Forward + Y, Y

Jumping Back Spin Kick: Back + B
Double Spin Kick: Back + B, Back + B
Spin Kick Special: Up + X (while in Rage mode)
Triple Kick Special: Back + X (while in Rage mode)
Elbow To Suplex Special: Forward + X (while in Rage mode)

Triple Punch Special: Forward + X (while in Rage mode)
Double Elbow To Suplex Special: Forward + Y, Forward
X (while in Rage mode)

=====
Ultra Combo:
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Press A + X (while in close range and while in Rage mode)

=====
Counter combos:
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Back + Y (X2) Block + B, A
Back + Down + B, Forward + B, B
Forward + Y (x2), Forward + B, A (while in Rage mode)
Up + Y, Forward + Y, Down + B, A (while in Rage mode)

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BIG-NOVA GEIGER

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Real name: Big Van Vader
From: U.S.A.
DOB: 1956.11.18.
Height: 191 cm
Weight: 151 kg
Reversal: Can reverse certain kicks

STAMINA (399)
PUNCH.Pow (250)
BONUS (250)

=====

Special moves:

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Vader Hammer: Forward + Y
Spinning Backfist: Down + Y
Body Block: A
High Angle Belly To Back Suplex: Up + A (in close range)

Belly To Back Suplex: Left + A
Body Crush: Right + A
Release Powerbomb: Down + A

Spinning Backfist Special Up + X (while in Rage Mode)
Body Crush Special: Back + X (while in Rage Mode)
Release Powerbomb Special Forward + X (while in Rage Mode)
Vader Hammers Special: Down + X (while in Rage Mode)

=====

Ultra Combo:

=====

Press A + X (while in close range and while in Rage Mode)

=====

Counter combos:

=====

Up + Y(x2), Up + B, A
Back + B(x2), Back + Y, A
Down + Y, Forward + Y, Forward + B, A
Forward + B, Down + Y, Down + Y, A

=====

GARY BRIANT

=====

Real name: Gary Albright
From: U.S.A.
DOB: 1963.5.19.
Height: 193 cm

Weight: 152 kg

Reversal: Can reverse certain kicks

SUPLEX.Pow (399)

SUPLEX.Lv (399)

BONUS (250)

=====

Special moves:

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Release German Suplex: Down + A (while in close range)

Belly To Belly Suplex: Back/Forward + A (while in close range)

Sidewalk Slam Special: Up + X (while in Rage Mode)

Elevated Slam Special: Back + X (while in Rage Mode)

Release Dragon Suplex Special: Forward + X (while in Rage Mode)

Release German Suplex Special: Down + X (while in Rage Mode)

=====

Ultra Combo:

=====

Press A + X (while in close range and while in Rage Mode)

=====

Counter combos:

=====

Up + Y(x2), Up + B, A

Forward + B, Forward + Y(x2), A

Down + Y, Down + B, Back + Y, Y

Down + B, Up + B, Forward + Y, A

=====

Glitch Combos:

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I when opponent is facing either the left or right ring ropes, perform "Release Dragon Suplex Special" (Forward + X (while in Rage Mode)). Only the first two hits of this special will connect stunning the opponent for follow up attacks.

II when opponent is facing either the left or right ring ropes, perform "Release German Suplex Special" (Down + X (while in Rage Mode)). Only the first two hits of this special will connect stunning the opponent for follow up attacks.

=====

AKITOSHI HISHIDA

=====

Real name: Akira Maeda

From: JAPAN

DOB: 1959.1.23.

Height: 190 cm

Weight: 114 kg

Reversal: Can reverse certain kicks.

STAMINA (250)
KICK.Pow (250)
SUPLEX.Lv (250)
BONUS (250)

=====
Special moves:
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Palm Strike Combo: Y,Y, Up + Y, Y (while in close range)
Elbow: Forward + Y
Head Kick: Up + B
Wheel Kick: Back + B

Release German Suplex: Down + A (while in close range)
Belly To Belly Suplex: Back + A (while in close range)

Palm Flurry: Up + X (while in Rage Mode)
Triple Kick Special: Back + X (while in Rage Mode)
Slam Special: Forward + X (while in Rage Mode)
Wheel Kick Special: Down + X (while in Rage Mode)

=====
Ultra Combo:
=====

Press A + X (while in close range and while in Rage Mode)

=====
Counter combos:
=====

Up + Y(x2), Up + B, A
Forward + B(x2), Forward + Y, A
Forward + Y, Forward + B, Up + B, B
Down + B, Forward + Y, Forward + B, A

=====
MASASHI SAEKI
=====

Real name: Masakatsu Funaki
From: JAPAN
DOB: 1969.3.12
Height: 181 cm
Weight: 100 kg
Reversal: Can reverse certain attacks into a Suplex

PUNCH.Lv (399)
SUPLEX.Lv (250)
BONUS (250)

=====
Special moves:
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Double Palm Strike: Down + Y, Y
Head Kick: Up + B
Rear Naked Choke: A (from opponent's head while grounded)

Knee Lift Special: Up + X (while in Rage Mode)
4 Hit Palm And Kick Rush: Back + X (while in Rage Mode)
Snap Suplex Special: Forward + X (while in Rage Mode)
4 Hit Palm Special: Down + X (while in Rage Mode)

=====
Ultra Combo:
=====

Press A + X (while in close range and while in Rage Mode)

=====
Counter Combos:
=====

Back + Y(x2), Back + B, A
Down + B(x2), Down + Y, A
Up + Y, Forward + B, Forward + Y, A
Forward + Y, Up + Y, Back + B, A

=====
AKITERU TAKAYAGI
=====

Real name: Masaaki Satake
From: JAPAN
DOB: 1964.9.6.
Height: 184 cm
weight: 209 lb (98 kg)
Reversal: Can reverse certain kicks

STAMINA (250)
PUNCH.Pow (250)
KICK.Lv (250)
BONUS (250)

=====
Special moves:
=====

Power Heel: Up + A
Double Kick Thrust: A
Palm Strike To Double Kick Combo: Y,B,B
Chop To Double Palm Strike: Forward + Y, Y,Y

Double Roundhouse Kick: Forward + B, Back + B (while in close range)

Triple Kick Special: Forward + X (While in Rage Mode)
Roundhouse Kick Special: Up + X (while in Rage Mode)
Triple palm strike Special: Down + X (While in Rage Mode)
Knee lift Special: Back + X (While in Rage Mode)

Double Chop To Triple Kick Special: (while in close range)
HOLD Forward + Y, Y, Forward + X (While in Rage Mode)

=====
Ultra Combo:
=====

Press A + X (while in close range and while in Rage Mode)

=====
Counter Combos:
=====

Back + Y(x2), Back + B, A
Down + B(x2), Down + Y, A
Forward + Y, Down + Y, Back + B, A
Up + Y, Up + B, Back + Y, A

=====
Glitch Combos:
=====

- I Perform "Knee Lift Special" (Back + X while in Rage Mode) on an opponent facing the left or right ropes. If the Knee Lift Special connects, the opponent will then be stunned on the edge of the screen allowing the player to continually repeat the first two attacks of the Knee Lift Special multiple times.

=====
MURDER WOLF
=====

Real name: Volk Han
From: RUSSIA
DOB: 1961.4.15.
Height: 189 cm
Weight: 105 kg
Reversal: Can reverse an opponent's Leg submission hold
 attempt while laying on the ground)

SUBMISSION (399)
SPEED (250)
BONUS (250)

=====
Special moves:
=====

4 Hit Palm Strike Combo: (while in close range) Down + Y,Y,Y,Y
Spinning Backfist: Back/Forward + Y
Heel hold grapple: Up + B (while standing)

Spinning Backfist Special: Up + X (while in Rage Mode)
Elbow Smash Special: Back + X (while in Rage Mode)
Crucifix Armbar Special: Foward + X (while in Rage Mode)
Double Backfist Special: Down + X (while in Rage Mode)

=====
Ultra Combo:
=====

Press A + X (while in close range and while in Rage Mode)

=====
Counter Combos:
=====

Forward + Y(x2), Forward + B, A
Back + B(x2), Back + Y, B
Down + Y, Forward + Y, Up + Y, A
Back + Y, Down + Y, Forward + B, A

=====
Glitch Combos:
=====

- I When performing Elbow Smash Special (Back + X (while in Rage mode) against an opponent facing the left or right ring ropes, only the first two hits of Wolf's special will be executed stunning the opponent for follow up attacks, specials or even an Ultra Combo.

=====
MORRIS PISON
=====

Real name: Mike Tyson
From: U.S.A.
DOB: 1970.12.14.
Height: 190 cm
Weight: 95 kg
Reversal: No special reversals

PUNCH.Pow (399)
PUNCH.Lv (250)
BONUS (250)

=====
Special moves:
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3 Punch Combo: Forward + Y,Y,Y (while in close range)

Head Kick: Up + B
Left Hook: A
Spinning Backfist: Back + A
Roundhouse Kick: Up + A
Dodge: Down + A

Rapid 3 Punch Combo: Up + X (while in Rage Mode)
Dodge Special: Forward + X (while in Rage Mode)
Roundhouse Kick Special: Back + X (while in Rage Mode)
Left Hook Special: Down + X (while in Rage Mode)

=====
Ultra Combo:
=====

Press A + X (while in close range and while in Rage Mode)

=====
Counter Combos:
=====

Forward + Y(x2), Forward + B, A
Back + B(x2), Back + Y, A
Up + Y, Forward + B, Up + B, A
Down + Y, Back + Y, Up + B, Y

=====
HIROAKI FUJIKAWA
=====

Real name: Yoshiaki Fujiwara
From: JAPAN
DOB: 1949.4.26.
Height: 185 cm
Weight: 101 kg
Reversal: Can reverse certain punches into a submission hold.

PUNCH.Pow (399)
PUNCH.Lv (250)
BONUS (250)

=====
Special moves:
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Headlock: Up + A (while in close range)
Suplex: Forward + A (while in close range)
Double Headbutt: Back + A (while in close range)
Piledriver: Down + A (while in close range)

8 Hit Gut Thrust Combo: Up + X (while in Rage Mode)
Suplex Special: Forward + X (while in Rage Mode)
Chickenwing Special: Back + X (while in Rage Mode)
Piledriver Special: Down + X (while in Rage Mode)

=====
Ultra Combo:
=====

Press A + X (while in close range and while in Rage Mode)

=====
Counter Combos:
=====

Down + Y(x2), Down + B, A
Down + B(x2), Down + Y, A
Back + Y, Up + Y, Down + B, A

=====
TIGERNEO
=====

Real name: Super Tiger
From: ?????
DOB: ????.??.?
Height: ??? cm
Weight: ??? kg
Reversal: Can reverse certain kicks

KICK.Lv (250)
SPEED (399)
BONUS (250)

=====
Special moves:
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Double Elbow Strike: Forward + Y, Y (while in close range)
Tiger Suplex: Down + A (while in close range)

Jumping Spin Kick: Back + B
Double Jumping Spin Kick: Back + B, Back + B
Fierce Punch: A
Backflip: Up + A

Flip Slam: A (to head of grounded opponent)
Indian Deathlock: A (to feet of downed opponent)

Dropkick Special: Up + X (while in Rage Mode)
Backflip Special: Back + X (while in Rage Mode)
Spin Kick Special: Forward + X (while in Rage Mode)
Suplex Special: Down + X (while in Rage Mode)

=====
Ultra Combo:
=====

Press A + X (while in close range and while in Rage Mode)

=====
Counter Combos:
=====

Back + Y(x2), Back + B, A
Down + B(x2), Down + Y, A
Forward + Y, Up + Y, Down + B, B
Down + B, Up + Y, Forward + Y, A

=====
Glitch Combos:
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Mode) while the opponent is facing the left or right ring ropes.

If landed successfully, the opponent will be stunned after the first two elbow strikes giving the perfect opportunity to follow up with a series of additional "Suplex Special" combos or other various attacks.

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*****SECRETS, TRICKS AND CODES*****

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Unlock Title Match mode:

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To unlock the Title Match mode, play through "Story" mode with any character and become world Champion. Once the game's credits are finished, press "start" to return to the main menu and choose to play through "Story" mode once again. At the character selection screen, choose your new World Champion (the character you used to complete "Story" mode with the first time, now indicated with a championship belt icon next to their portrait).

After "Story" mode's brief intro, a new menu will be unlocked and displayed before each match enabling the ability to change arenas and customize match types.

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Easier Opponents in STORY mode:

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Start Story Mode with a created Wrestler WITHOUT any Championship victories. The created wrestler's level should be at a minimum of level 10 from training in the SPARRING mode. Since the opponent's level starts at level 00 to begin with (and increases with every STORY mode championship victory), this will give your created Wrestler an unfair advantage over the competition.

The higher your created character's level, the greater the advantage is while starting off.

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More difficult opponents in STORY mode:

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With every championship victory your created character wins in STORY mode (which is displayed by a small Championship belt icon next to your created character's name in the STORY

mode character selection screen).

The number of Championship belts you have acquired determines the difficulty of the competition in STORY mode. The championship system works the same way as the level system in SPARRING mode. The more championship belts you acquire, the greater the stats and difficulty each opponent becomes. Level 00 is the default difficulty and increases to 99 Championships (or Level 99 difficulty).

Furthermore, STORY mode's difficulty setting is not interchangeable. Each created Wrestler must reach the 99 championship difficulty individually.

=====
SPARRING mode strategy:
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While levelling up in SPARRING mode, strive to keep your created character's stats evenly balanced. Favoring specific stats (such as PUNCH or KICK Pow) over other stats will create a weakness in your Character's abilities making certain fights more difficult than necessary.

Always remember to change up Opponents often so that the experience your created character gains after each victory is spread out evenly over the different sections of their abilities and use the BONUS experience points you receive in a similar fashion. As the opponents in SPARRING mode continue to get tougher with each level, having balanced stats is one of the greatest strategies.

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*****SPECIAL THANKS*****

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I would personally like to thank:

{Nintendo} for creating the SNES and Super Famicom video game consoles.

{Emerson Bostwick} for figuring out who "Takayagi" was, providing counter combo movesets, additional game mechanics and background information listed for each Wrestler.

{Hudson Soft} for creating Takada Nobuhiko Saikyou

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

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*****CONTACT*****

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