

Shin Nippon Pro Wrestling: Chou Senshi in Tokyo Dome (Import) FAQ/Walkthrough

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*SHIN * NIPPON * PRO * WRESTLING*
*CHOU * SENSHI * IN * TOKYO * DOME*
*FANTASIC * STORY*
*FAQ * GUIDE*

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Version 2.00

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*****INTRODUCTION*****

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Back in 1993, on behalf of the New Japan Pro Wrestling Promotion, the Varie Corporation released "Shin Nippon Chou Senshi In Tokyo Dome Fantastic Story" exclusively for the Super Famicom game system. Chou Senshi was the first of 3 Shin Nippon games commonly dubbed as "the Shin Nippon Trilogy" and, as it stands today remains the least favorable of the 3 games due to the game's choppy and sluggish animations (largely caused by the game's exceptional graphics for it's time).

Yet, even with Chou Senshi's glaring flaws, it is still a major cut above the vast majority of Wrestling games released overseas in the European and North American markets with a diverse roster of Wrestlers, Signature moves, and even unique Wrestler themes that play throughout the duration of each match.

Now, on with the FAQ!

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

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-While standing:

Back: Guard

B: Light Strike/ Kick

A: Medium Strike/ Punch

Y: Dropkick/ Powerful Strike

X: Grapple (while in close range)

Forward, Forward / Back, Back : Run in either the left or right directions

Up + Back/ Up + Forward: climb the left or right turnbuckles (not every Wrestler can climb the turnbuckle)

-While grappling:

X: Irish Whip

A: Light Grapple

B: Medium Grapple

Y: Strong Grapple

Directional buttons + A, B or Y: additional Grapple Attacks

-While grappling behind opponent:

A: Light grapple

B: Medium Grapple

Y: Strong Grapple

Directional buttons + A or B: additional Grapple Attacks

-while opponent is laying on the ground:

X: Pick up opponent

B: Stomp

A: Medium Stomp/Leg Drop (varies between wrestlers)

Y: Powerful Stomp

L/R: Pin

-While running:

Back: Stop running
A: Light Strike
B/Y: Powerful Strike

While opponent is running towards you:

Y: Powerful Strike

-While on the turnbuckle:

A/B/Y: Turnbuckle Strike

-while on the ground:

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

-Miscellaneous controls:

Back + X/ Forward + X: Tag in partner (only in Tag matches)
X + Forward/ X + Back: Exit ring (while standing next to ropes on either side of the ring after being thrown/ striking opponent out of the ring)
X + Back/ X + Forward: Enter ring from outside

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

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-Lockups:

When both Wrestlers lock arms and attempt to grapple. To initiate a Lockup, simply walk up to your opponent and press the X button. A Lockup animation will then begin.

-Grapples:

During the "Lockup" animation, both Wrestlers will join hands and bend their knees back and forth. During this animation, a small window of time will be initiated where the first Wrestler to successfully input their command the fastest will win the Lockup and be able to perform their inputted attack. Note: when in a Lockup, only input your attack ONCE. Button mashing during the Lockup will result in losing the Lockup and allow your opponent to input their grapple much more easily.

-Submission holds:

Grapple techniques that requires button mashing to escape. The amount of damage inflicted in a Submission hold depends on how quickly either Wrestler escapes from the submission.

-Turnbuckle attacks:

Strike attacks initiated after climbing either the top left or top right turnbuckles.

-Strike attacks:

Punches, kicks and dropkicks available to each Wrestler.

-Stomp attacks:

Strike attacks performed on a grounded opponent. Strike attacks cannot be reversed or blocked as long as either Wrestler is laying on the ground.

-Guarding:

A defensive technique used to withstand an opponent's strike attacks while standing.

-Lifebar:

A yellow energy bar located under both Wrestler's names. Both Wrestler's Lifebars can be refilled by avoiding grappling or attacking or also by tagging in a team member in a tag team setting.

-POWER:

A green energy bar located under both Wrestler's Lifebars. Every strike, submission, and grapple raises a Wrestler's POWER. When the POWER bar turns red, a Wrestler's Finishing move can then be executed. A Wrestler will lose POWER as soon as their Finishing move is initiated (whether landed or not) struck/grappled by the opponent or while attempting to escape an opponent's Pinfall. Just like the Lifebar, both player's POWER bars can constantly be refilled.

-Special Moves/Finishing Moves:

A Wrestler's special finishing maneuver that can be executed after their POWER Bar is glowing red, Finishing moves can also be countered during a lockup. With the refilling of a Wrestler's POWER Bar , it is possible to initiate a Player's finisher over and over again.

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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 and POWER remaining, are pinned near the ropes/turbuckles (which results in a "ROPE BREAK") or a team member breaks up the pinfall. A Pinfall can only be successful when an opponent's Life and POWER Bars have little to no energy left.

-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" called by the Referee.

-ROPE BREAK:

When either Wrestler is pinned or put into a submission hold near the ring's ropes or turnbuckle. The Referee will then instruct the pinfall or submission to be broken up resulting in a "BREAK".

-TIME UP:

During a match, if the time limit is reached, the match will result in a "TIME UP" or draw game where both Wrestlers lose the match regardless of how much health either Wrestler has remaining. The time limit can be adjusted or simply turned off in the Options mode.

-DRAW GAME:

Where both Wrestlers lose the match after being counted out outside of the ring.

-COUNT (variation A):

When either Wrestler climbs the turnbuckle and stays there for an extended period of time, the Referee will start calling "COUNT 1, COUNT 2, etc". If either Wrestler stays on the turnbuckle to "COUNT 5" the Referee will call a "TOP ROPE OUT", disqualifying the Wrestler.

-TOP ROPE OUT:

when either Wrestler reaches a "COUNT 5" while standing on the Turnbuckle. When a Wrestler reaches "COUNT 5" they are automatically disqualified and ultimately lose the match.

-COUNT (variation B):

When either Wrestler is outside the ring for an extended period of time,

the Referee will start calling "COUNT 1, COUNT 2," etc. If a Wrestler remains outside the ring while the Referee calls a "COUNT 20" the Referee will then call a "RING OUT" resulting in an instant loss.

-RING OUT:

When either Wrestler remains outside the ring for a "COUNT 20", the Referee will call a "RING OUT" resulting in an automatic loss for the Wrestler remaining outside the ring. If both Wrestlers remain outside the ring for a "COUNT 20", the match will end as a "DRAW GAME" where neither Wrestler wins the match.

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

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-GAME START

G1 CLIMAX: The Tournament mode of the game. Face 9 other opponents to become the G1 Climax champion. This is the only mode with character specific endings.

-V.S. BATTLE: The standard versus mode in the game which offers the following options:

-SINGLE MATCH: a 1 on 1 versus match.

- 1P VS COM: The first player versus a Computer based opponent.

- 1P VS 2P: The first player versus the second player.

-TAG MATCH: a 2 on 2 tag team match.

- 1P VS 2P: The first player controls a tag team versus a 2nd player who controls their own tag team.

- 1-2P VS COM: The first and second player in a CO-OP tag team against a team of two computer controlled opponents.

- 1-2P VS 3-4P: The first and second player in a CO-OP tag team against a CO-OP tag team controlled by the third and fourth player (with the use of the (multitap only)).

-OPTION MODE: Configure the game's difficulty and match settings. The options are:

-GAME LEVEL: How difficult the COM opponents are.

-CONTINUE: How many chances you are given to retry G1 CLIMAX mode after losing a match.

-ROUND: How many rounds each match lasts.

-TIME: The time limit to a match.

-SOUND: Turn the sound effects of the game on or off.

-SHADOW: Toggle the visibility of a Wrestler's shadow on or off.

-REFEREE: Toggle the inclusion of a Referee to participate in a match or not.

-EXIT: return back to the main menu screen.

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

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

1. Jushin "Thunder" Liger

Height: 5 ft 7 (1.70 m)

Weight: 207 lb (94 kg)

Born: November 30, 1964

From: Hiroshima, Japan

Special Moves: Shooting Star Press: Y (from the turnbuckle)

Liger Bomb : Y (while grappling opponent)

2. Hiroshi Hase

Height: 6 ft 0 (1.83 m)

Weight: 231 (105 kg)

Born: May 5, 1961

From: Oyabe, Toyama, Japan

Special Moves: Northern Lights Suplex: Y (while grappling opponent)

Inverted STF: Y (while opponent is laying on the ground)

3. Great Muta

Height: 6 ft 2 (1.88 m)

Weight: 237 lb (108 kg)

Born: December 23, 1962

From: Fujiyoshida, Yamanashi, Japan

Special Moves: Moonsault Body Pres: Y (From the turnbuckle)

Poison Mist: Y (while in close range)

4. Riki Choshu

Height: 6 ft 0 (1.84 m)

Weight: 255 lb (115 kg)

Born: December 3, 1951

From: Seoul, South Korea

Special Moves: Scorpion Deathlock: Y (while opponent is laying on
the ground)

Powerbomb: Y (while grappling opponent)

5. Big Van Vader (also known as "Super Vader")

Height: 6 ft 4 (1.95 m)

Weight: 408 lb (185 kg)

Born: May 14, 1955

From: Lynwood, California, U.S.A.

Special Moves: Vader Arrack: Y (while running)

Torture Rack: Y (while grappling opponent)

6. Scott "Flash" Norton

Height: 6 ft 2 (1.90 m)

Weight: 360 lb (160 kg)

Born: June 15, 1961

From: Minneapolis, Minnesota, U.S.A.

Special Moves: Power Slam: Y (after performing an Irish Whip)

Torture Rack: Y (while grappling opponent)

7. Tony Halme (also known as "Ludvig Borga")

Height: 6 ft 5 (1.98 m)

Weight: 320 lb (145 kg)

Born: January 6, 1963

From: Helsinki, Finland

Special Moves: Flying Shoulder Attack: Y (while grappling opponent)

Uppercut: Y (while opponent is groggy and while in close range)

8. Tatsumi "The Dragon" Fujinami

Height: 6 ft 1 (1.85 m)

Weight: 238 lb (108 kg)

Born: December 28, 1953

From: Kunisaki, Japan

Special Moves: Dragon Sleeper Hold: Y (while opponent is laying on the ground)

Release German Suplex: Y (while grappling behind a groggy opponent)

9. Shinya Hashimoto

Height: 6 ft 0 (1.83 m)

Weight: 298 lb (135 kg)

Born: July 3, 1965

From: Toki, Japan

Special Moves: Low Kick: Y (while in close range)

Release Powerbomb Y (while grappling opponent)

10. Masahiro Chono

Height: 6 ft 2 (1.88 m)

Weight 238 lb (108 kg)

Born: September 17, 1963

From: Seattle, Washington, U.S.A.

Special Moves: S.T.F.: Y (while opponent is laying on the ground)

Release Powerbomb: Y (while grappling opponent)

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

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Q: Are there any secret characters that can be unlocked in the game?

A: No. Like most Wrestling games of the time, every character is already unlocked and ready to fight with.

Q: Are there any unlockables in the game?

A: No.

Q: Are there any specific button combination codes to unlock stuff in the game?

A: None that I know of at the moment. But, if you do know something that I don't, feel free to send me an email with the codes and how to activate them!

Q: What does the game's title "Shin Nippon Chou Senshi In Tokyo Dome Fantastic Story" mean?

A: Shin Nippon translates to "New Japan", the Wrestling Promotion this particular game is based off of. The term "Chou Senshi" roughly translates to "Ultra Soldier". "Tokyo Dome" is the infamous Arena where New Japan has hosted many of it's most prominent matches so, all in all the title of this game roughly translates to: "New Japan Ultra Soldiers In Tokyo Dome Fantastic Story"...whew!

Q: Can you translate a piece of Japanese text for me in the game? Is there a translated english version of this game?

A: Sadly, I cannot and, no. I don't think there is a translated version of this game.

Q: Why does the words "BLUE" or "RED WON" whenever I win or lose a match?

A: Blue indicates the colour representing player 1 and Red indicates the colour representing player 2. If you happen to use a Multitap or choose to play against a human opponent in a Tag styled match, there will be 4 colours representing 4 different Wrestlers (RED, BLUE, GREEN, and YELLOW.) Personally, I would have preferred "(insert Wrestler's name) wins" or "you win" each time a match is finished.

Q: Why did you write a FAQ for this game?

A: I was amazed that only the second (Battlefield In Tokyo Dome) and the third (Battle 7) Shin Nippon games in the Shin Nippon Super Famicom trilogy contained FAQ's, so, I took it upon myself to create this FAQ and complete the set.

Q: I can't pin my opponent even after I drained all the energy from his Lifebar. What's going on?

A: In order to successfully pin or make an opponent submit, both their Lifebar and POWER bar must contain little to no energy left. The weaker your opponent's POWER and Lifebars...the greater the chances of getting a pinfall or submission.

Q: I can see the Wrestler "El Samurai" watching the match at ringside. Can I unlock him?

A: Sadly not. But, he is available to play as in "Shin Nippon Battlefield" and "Battle 7".

Q: Why is Scott Norton's special called "POWER SLUM".

A: This is a unintentional typo that is meant to read "POWER SLAM".

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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.

{Varie Corporation},for releasing Shin Nippon series of Wrestling games.

{New Japan Pro Wrestling} for providing some of the greatest Puroresu matches in the history of Pro Wrestling as well as allowing the Shin Nippon series to exist.

{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.

{TheSuicidalDragon} for their informative "Top 10" video series on Youtube.

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

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

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

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