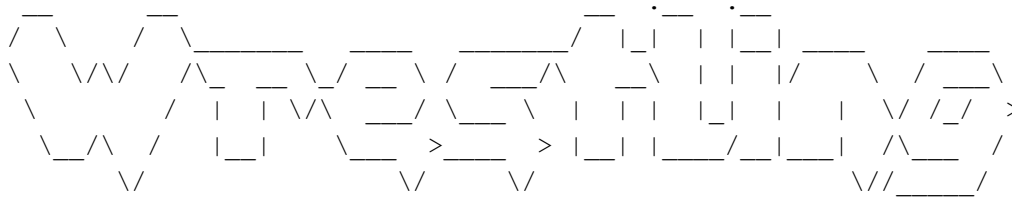
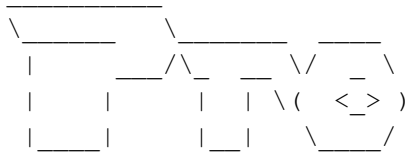
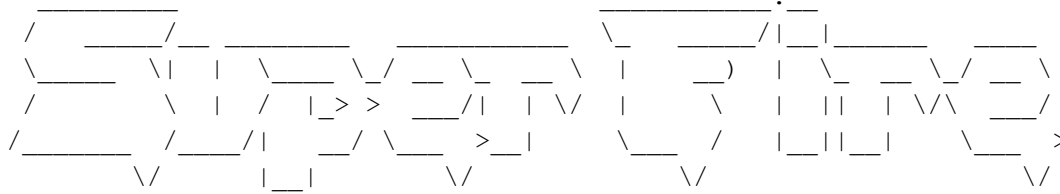


# Super Fire Pro Wrestling (Import) FAQ/Walkthrough

by Fire\_Pro\_Fan

Updated on Dec 2, 2015



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## FAQ Guide by Fire\_Pro\_Fan

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In December of 1991, the Fire Pro Wrestling series; made it's debut on the Super Famicom system.

Better graphics, bigger sprites, more moves and a wrestling engine redesigned to accomidate the Super Famicom's control type; Human Entertainment's flagship wrestling title was met with much anticipation as the series transitioned itself into the 16-bit era of video gaming.

Yet, as is the case with all success stories, Super Fire ProWrestling also had it's fair share of criticism.

One detractor in particular was Japanese Pro Wrestling legend (founder and owner of the ALL-JAPAN PRO WRESTLING promotion) "Giant" Shoehai Baba.

Baba (who also had his own series of wrestling games on the Super Famicom at the time ) wasn't too pleased seeing an unlicensed wrestler based off of his likeness (Giant Shiba) resulting in Human Entertainment being forced to remove the character in future installments.

Despite an offset relationship between ALL-JAPAN and the publicity caused by the incident; the popularity of Human's

Wrestling title only continued to grow as Super Fire ProWrestling sold an estimated 39 million copies as a Japanese exclusive cementing the Fire Pro series' place on the Super Famicom in the process.

This FAQ covers:

- \*All 21 standard wrestlers (plus the 3 hidden bosses).
- \*Every secret and special move revealed.
- \*A complete walkthrough of every mode.
- \*Gameplay mechanics.
- \*Secrets, tips & tricks.

\*\*\*\*\*CONTROLS\*\*\*\*\*

While standing:

- Y - Light strike attack
- B - Medium Strike attack
- A - Strong strike attack
- x - Run
- X + Up/Down/Left/Right - run in a specific direction
- Button Mash - attempt to escape an opponent's submission hold or stomp attack.

\*\*While locking up with opponent:

- Y - Light grapple
- B - Medium grapple/Special move
- A - Strong grapple/Submission Hold
- Y + Up/Down/Left/Right - Irish Whip
- Up/Down/Left/Right + Y/B/A - additional grapple moves.
- Y + B + Up/Down/Left/Right - additional secret moves.

While locking up behind opponent:

- Y - Light grapple
- B - Medium grapple
- A - Strong grapple/ Submission Hold
- Y + B + Up/Down/Left/Right - additional secret moves.

While an opponent attempts to perform a back grapple:

- Y - Reverse

While opponent is laying on the mat.

- Y - Pick up opponent
- B - Pin

A - Submission hold/stomp attack

Outside the ring:

- B - cancel a submission hold on opponent
- B - cancel a pin on opponent
- B - enter the ring

Top rope moves:

- B - climb the turnbuckle
- Down - Climb down the turnbuckle
- Y \_ Medium top rope attack
- B - strong top rope attack

While laying on the ground:

- Button mash - attempt to escape an opponent's pin.
- Button mash - attempt to escape an opponent's submission hold or stomp attack.

While running:

- Y - Light strike
- B - strong strike

While opponent is running towards you:

- Y - Light strike
- B - Strong strike
- B - Medium grapple (varies from wrestler to wrestler)

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\*\*\*\*\*THE GAMEPLAY\*\*\*\*\*

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\*\*Gameplay terms\*\*

Strike attack:

Punches, kicks, dropkicks and other fighting techniques inputted without locking up. Certain wrestlers can also apply strike attacks to a downed opponent.

Stomp attack:

A special type of grapple where a wrestler continuously pummels the opponent.

Stomp attacks, while not having the ability to force an opponent to submit, can be used to inflict damage as well as monitor the health of the opponent on the receiving end of the stomp attack.

It is also interesting to note that stomp attacks can also be performed on downed opponents laying on the mat.

Running attack:

A strike attack inputted while running towards an opponent. Certain wrestlers use running attacks as their finishing moves.

Top rope attack:

High flying attacks that can only be performed after climbing one of the 4 top ropes within the ring.

Lockup:

When both Wrestlers lock arms and attempt to grapple one another.

Front grapple:

A grapple maneuver that can only be applied from the front of either wrestler after a lockup has been initiated.

Back grapple:

A grapple maneuver that can only be applied from the back of either wrestler after a lockup has been initiated.

Submission hold:

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.

Illegal moves:

In standard match settings, illegal moves are banned moves such as head biting, fork stabbing and choking an opponent.

In standard match settings, illegal moves are not permitted and, if caught by the referee, have the potential to result in a disqualification.

#### Grogginess:

When a wrestler receives enough damage from grapples, submissions, strike attacks, etc, the wrestler (when picked up from a downed state) will start to show signs of grogginess.

#### Reversal:

When a medium or strong grapple is applied to a wrestler with a substantial amount of health remaining, the wrestler on the receiving end of the strong or medium grapple will reverse the maneuver resulting in a reversal.

There are many types of reversals which vary from Wrestler to Wrestler and style to style.

#### Blood:

Certain attacks, grapples and submission holds in Super Fire Pro Wrestling III: Easy Type can cause blood to appear on the inflicted wrestler.

Other than a visual side effect of certain moves, blood has no effect on the match.

#### Special move:

A wrestler's signature strike attack, grapple, top rope attack or submission hold performed using standard inputs.

For the most part, a Wrestler's special can be deemed as their finisher (though, this detail varies from wrestler to wrestler).

#### Secret moves:

A wrestler's hidden grapple techniques that require special input combinations to perform.

Each wrestler has two secret moves (one front grapple and one back grapple) and the input for each secret move varies from wrestler to wrestler.

It is also interesting to note that the button inputs for each secret move remains the same no matter which way the wrestler performing the secret move is facing.

Much like the special moves, many of the secret moves are, in fact, a wrestler's finisher.

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**\*\*Locking up\*\***

When two or more wrestlers come into close range, by default, the wrestlers will lock their arms together into a "lockup" position.

When a lockup occurs, both wrestlers will have a small window of time to to perform a grapple on one another.

At what time can I perform a grapple during a lockup?

Simple. When both wrestlers bend their knees.

The first wrestler to input their grapple after both wrestlers knees have bent in a lockup will win the lockup and get to perform their grapple.

If a player button mashes during a lockup, their grapple (especially on higher difficulty settings while facing a computer opponent) will be cancelled.

As mentioned above, SFPW2's engine has a stronger emphasis on timing over button mashing.

Furthermore, button inputs should only be inputted once during a lockup and at the right time.

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**\*\*\*\*\*MATCH RULES\*\*\*\*\***

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**GIVE UP:**

when a wrestler is unable to manually break free from an opponent's submission hold before their stamina runs out, the affected wrestler will tapout resulting in a loss.

**PINFALL:**

When a wrestler is pinned on the mat for the duration of a 3 second count by the referee, the match will end under a PINFALL resulting in the pinned wrestler losing the match.

In special settings, the pin count can also be reduced to just 2 counts or turned off altogether.

A PINFALL can only be attempted inside of the ring. A

pin attempt from outside the ring will not be recognized by the referee.

COUNTOUT:

when either wrestler remains outside of the ring as the referee counts to 20. This is called a COUNTOUT and results in a loss foreither wrestler. If both wrestlers remain outside the ring after the referee has counted to 20,the match will end in a DRAW indicating both wrestlers have lost.

DISQUALIFICATION:

When either wrestler is disqualified from the match by the referee. A wrestler can be disqualified for the following reasons:

\*remaining on a top rope for a 5 count by the referee.

\*Allowing the referee to reach a 5 count while applying an illegal move.

DRAW GAME:

When neither wrestler or Tag Team wins the match due to:

\*both wrestlers/teams receiving a 20 second COUNTOUT from outside the ring.

\*The duration of the match has ended before a PINFALL, GIVE UP, or DISQUALIFICATION resulting in a TIME OUT.

TIME OUT:

when the time limit of the match has ended. When a TIME OUT is reached, the match will end under a DRAW GAME.

BREAK:

When a submission hold, pinfall or illegal tactic is applied next close to the ring ropes under standard match settings, the referee will call a "BREAK" signalling the submission hold or pinfall to be broken up.

Unlike recent Fire Pro games, there is no way to ignore the referee's call for a BREAK.

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\*\*\*\*\*MODE SELECTION\*\*\*\*\*

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WORLD CHAMPIONSHIP

EXHIBITION MATCH

ELIMINATION MATCH

OPEN LEAGUE

TUTORIAL

PASSWORD

OPTION

=====

\*\*\*\*\*WORLD CHAMPIONSHIP\*\*\*\*\*

=====

Go up against the entire roster of Super Fire Prowrestling 2 and become world Champion.

When selecting World Championship from the mode selection screen, a small drop down window will open prompting a selection between two options:

Option A) Singles division - Compete against 24 other	
Wrestlers to become World Champion.	
_____	
Option B) Tag Team division - Compete against 11 other	
Wrestlers to become Tag Team World Champion.	
_____	

=====

World Championship point system:

=====

In World Champion mode, each match successfully completed earns your wrestler or tag team a series of points (referred to as "NOWPOINT").

NOWPOINTS can be tracked before and after each match as well as noting the NOWPOINTS needed to progress



towards the next match.

QUALIFY is the number of points required in order to continue. If the qualifying number of NOWPOINTS is not reached by the end of the match, World Championship mode will end in a game over giving the player the option to retry or quit.

Here is the point list for match finishes:

Pinfall	5 points
Submission	5 points
D.Q.*	4 points
Countout	4 points

=====  
Round 1 - Singles division  
=====

Please note: the exact wrestler order varies from wrestler to wrestler.

1) SUPER KAISER (Jushin Thunder Liger)

-----  
2) MASAKATSU HIGAKI (Masakatsu Funaki)

-----  
3) BLADE MUSHA (The Great Muta)

-----  
4) VICTORY MUSASHI (Antonio Inoki)

-----  
5) PHANTOM GUY (Pegasus Kid)

-----  
6) MAD TIGER (Tiger Jeet Singh)

-----  
7) TAKASHI FUDAHARA (Yoshiaki Fujiwara)

-----  
8) SHINYA HATAMOTO (Shinya Hashimoto)

-----  
9) HURRICANE RIKIMARU (Riki Choshu)  
-----

10) BLOODY ALLEN (Bad News Brown)  
-----

11) THUNDER RYU (Genichiro Tenryu)  
-----

12) MITSUhide HIKAWA (Mitsuharu Misawa)  
-----

13) TOMMY BOMBER (Jumbo Tsuruta)  
-----

14) GREAT SHIBA (Giant Baba)  
-----

15) IRON BLASTER (Road Warrior Animal)  
-----

16) STAR BISON (Stan Hansen)  
-----

17) ASTRO BLASTER (The Ultimate Warrior)  
-----

18) AKIRA SAEHA (Akira Maeda)  
-----

19) HITMAN SABER (Big Van Vader)  
-----

20) AXE DUGGAN (Hulk Hogan)  
-----

After the game's ending sequence, a password screen will appear displaying a code that can be used to start the second round of World Championship mode.

=====  
ROUND 2 - Title Match Defense

=====  
In the second round, the player must face  
all 20 wrestlers once again, but, with  
a noticeably higher difficulty setting.

At the end of the twentieth match,  
the player will then face a secret,  
hidden boss character:

21) RIKIOUZAN (Rikidozan)

-----

After Rikiouzan has been successfully  
defeated, the game's true ending will  
then be presented. Congratulations!

=====  
Round 1 - Tag Team Division  
=====

When first selecting the tag team division of  
World Championship, ten pre-created tag teams  
will be available to choose from. The teams  
are as followed:

1) VICTORY MUSASHI	2) SUPER KAISER	
& GREAT SHIBA	& PHANTOM GUY	
_____		
3) AXE DUGGAN	4) BLOODY ALLEN	
& THUNDER RYU	& MAD TIGER	
_____		
5) HURRICANE RIKIMARU	6) KNIGHT BLASTER	
& SHINYA HATAMOTO	& IRON BLASTER	
_____		
7) TAKASAHY FUDAHARA	8) BLADE MUSHA	
& MASAKATSU HIGAKI	& ASTRO BLASTER	
_____		
9) TOMMY BOMBER	10) TAG EDIT	
& MITSUHARU HIKAWA	(create own team)	
_____		

Please note: the exact wrestler order  
varies from wrestler to wrestler.

1) HURRICANE RIKIMARU (Riki Choshu)  
& SHINYA HATAMOTO (Shinya Hashimoto)

-----

2) SUPER KAISER (Jushin Thunder Liger)  
& PHANTOM GUY (Pegasus Kid)

-----  
3) TAKASHI FUDAHARA (Yoshiaki Fujiwara)  
& MASAKATSU HIGAKI (Masakatsu Funaki)

-----  
4) BLOODY ALLEN (Bad News Brown)  
& MAD TIGER (Tiger Jeet Singh)

-----  
5) BLADE MUSHA (The Great Muta)  
& ASTRO BLASTER (The Ultimate Warrior)

-----  
6) VICTORY MUSASHI (Antonio Inoki)  
& GREAT SHIBA (Giant Baba)

-----  
7) MITSUhide HIKAWA (Mitsuharu Misawa)  
& TOMMY BOMBER (Jumbo Tsuruta)

-----  
8) THUNDER RYU (Genichiro Tenryu)  
& AXE DUGGAN (Hulk Hogan)

=====  
ROUND 2 - Title Match Defense  
=====

In the second round, the player must face all eight tag teams once again, but, with a noticeably higher difficulty setting.

At the end of the eighth match, a special tag team comprised of two hidden boss characters will appear as the final opponents.

-----  
9) STAR BISON (Stan Hansen)  
& B.G. BULL (Bruiser Brody)

-----  
After Star Bison and B.G. Bull have been

defeated, the game's second and true ending sequence will then be presented. Congratulations!

=====

\*\*\*\*\*EXHIBITION MATCH\*\*\*\*\*

=====

Upon selecting Exhibition Match from the mode selection menu. A small window will present the following options:

```
|
| 1) SINGLE: one-on-one standard versus match. |
|
| 2) TAG: two-on-two tag team match. |
|
|_____|
```

The next window will determine the time limit and number of rounds the match will have.

To adjust the time limit and number of rounds press Up/Down/Left/Right on the d-pad. The options are:

```
|
| 1) Time limit. 5 minutes (default) - 60 minutes. |
|
| 2) Number of rounds. 1 round (default) or 3 |
|     rounds (best of 2). |
|
|_____|
```

The third window will ask if the match will be a Lumberjack match (both wrestlers cannot exit the ring).

```
|
| NO) Normal match |
|
| YES) Enable the Lumberjack option |
|
|_____|
```

=====

\*\*\*\*\*ELIMINATION MATCH\*\*\*\*\*

=====

A 5-man elimination style competition.  
Last team standing wins the elimination.

When selecting Elimination Match, a small window will appear asking the following:

```
|  
| 1P VS COM |  
|  
| 1P VS 2P |  
|
```

1P VS COM pits player 1 (1P) against the computer while the second option 1P VS 2P allows the first player (1P) to play against the second player (2P).

By default, there are eight teams to choose from. The teams are:

#### BLOCK 1

##### JAPANESE HEAVYWEIGHTS

- \* THUNDER RYU (Genichiro Tenryu)
- \* TAKASHI FUDAHARA (Yoshiaki Fujiwara)
- \* TOMMY BOMBER (Jumbo Tsuruta)
- \* GREAT SHIBA (Giant Baba)
- \* VICTORY MUSASHI (Antonio Inoki)

VS

##### WESTERN ALL-STARS:

- \* STAR BISON (Stan Hansen)
- \* PHANTOM GUY (Pegasus Kid)
- \* ASTRO BLASTER (The Ultimate Warrior)
- \* HITMAN SABER (Big Van Vader)
- \* AXE DUGGAN (Hulk Hogan)

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#### BLOCK 2

##### NEW JAPAN ALL-STARS

- \* HURRICANE RIKIMARU (Riki Choshu)
- \* SUPER KAISER (Jushin Thunder Liger)
- \* SHINYA HATAMOTO (Shinya Hashimoto)
- \* HITMAN SABER (Big Van Vader)
- \* VICTORY MUSASHI (Antonio Inoki)

VS

##### OLIVE JAPAN ALL-STARS

- \* IRON BLASTER (Road Warrior Animal)
  - \* MITSUhide HIKAWA (Mitsuharu Misawa)
  - \* TOMMY BOMBER (Jumbo Tsuruta)
  - \* STAR BISON (Stan Hansen)
  - \* GREAT SHIBA (Giant Baba)
- 

BLOCK 3

VIEW JAPAN LEGENDS

- 
- \* AKIRA SAEHA (Akira Maeda)
  - \* TOMMY BOMBER (JUMBO TSURUTA)
  - \* THUNDER RYU (Genichiro Tenryu)
  - \* AXE DUGGAN (Hulk Hogan)
  - \* VICTORY MUSASHI (Antonio Inoki)

VS

WWC LEGENDS

- 
- \* BLADE MUSHA (The Great Muta)
  - \* ASTRO BLASTER (The Ultimate Warrior)
  - \* BLOODY ALLEN (Bad News Brown)
  - \* HITMAN SABER (Big Van Vader)
  - \* MAD TIGER (Tiger Jeet Singh)

---

BLOCK 4

STRIKE FIGHTERS

- 
- \* SUPER KAISER (Jushin Thunder Liger)
  - \* MITSUhide HIKAWA (Mitsuharu Misawa)
  - \* MASAKATSU HIGAKI (Masakatsu Funaki)
  - \* AKIRA SAEHA (Akira Maeda)
  - \* TAKASHI FUDAHARA (Yoshiaki Fujiwara)

VS

WESTERN HEAVYWEIGHTS

- 
- \* HITMAN SABER (Big Van Vader)
  - \* KNIGHT BLASTER (Road Warrior Hawk)
  - \* IRON BLASTER (Road Warrior Animal)
  - \* STAR BISON (Stan Hansen)
  - \* AXE DUGGAN (Hulk Hogan)
- 

EDIT

Select this option to customize your own 5-man elimination team.

---

After both players have selected their teams or have assembled their own customized team from the Wrestler selection screen, a new screen will then be displayed depicting the wrestlers on both 5 man teams.

To re-arrange the order of the wrestlers on your team, press the B button on the wrestler you wish to move then press Left/Right on the d-pad to re-arrange the wrestler's order followed by the B button once again to confirm your changes.

It is not possible to adjust the order of an opponent's team.

=====  
\*\*\*\*\*OPEN LEAGUE\*\*\*\*\*  
=====

Round-robin competition where each wrestler competes to achieve the highest ranking from match points.

Up to sixteen wrestlers can compete (eight single one-on-one matches or eight tag team matches) in an Open League competition.

When selecting Open League mode from the mode selection screen, the following menu will be presented:

```
|_____|  
|     |  
| PLAYER 0 |  
|     |  
| COM 0   |  
|_____|
```

The PLAYER option determines the number of human controlled players while the COM option determines the number of computer controlled players.

To adjust the number of each option, simply press Left/Right or Up/Down on the d-pad.

After all wrestlers have been selected for the Open League match, a grid will appear.



The grid works as a layout for the open league where the player can choose their opponent, watch other player's wrestlers fight and monitor each player's current score.

Just like World Championship mode, Open League mode impliments a point system to keep score of match results:

Pinfall	5 points
Submission	5 points
D.Q.*	4 points
Countout	4 points

Open League mode also uses Super Fire ProWrestling's Password feature allowing players to save and load their progress within Open League.

```
=====
*****TUTORIAL*****
=====
```

Super Fire ProWrestling's built in training mode designed to teach newcomers to the series the basics of Fire Pro's Wrestling engine.

In this single player mode, the player (Hurricane Rikimaru - Riki Choshu) is instructed by the hidden boss character Ittetsu Wakamoto (Kotetsu Yamamoto) in the same fashion many real life Japanese wrestlers were trained as they progressed through the New Japan Dojo.

Tutorial mode is split up into 5 individual levels each representing a different training exercise connected to Super Fire ProWrestling's wrestling engine.

Below is a breakdown of each level:

LEVEL 1  
-----

The player is instructed to initiate a lockup against Ittetsu and throw him out of the ring.

After Ittetsu is thrown out of the ring, he will then instruct the player to

initiate a lockup and attempt to perform medium grapples using B + Left/Right/Up/ or Down buttons on the d-pad.

Successfully grapple Ittetsu a number of times using medium grapples and the lesson will be completed.

#### LEVEL 2

-----

The player is instructed to perform strike attacks against Ittetsu using the Y, B and A buttons.

After knocking Ittetsu down enough times, Ittetsu will then proceed to attempt to fight back.

After Ittetsu is knocked down a handful of times once more, the lesson will be completed.

#### LEVEL 3

-----

The player is instructed to perform an irish whip (Up/Down/Left/Right + Y - front grapple) followed by pressing the Y or B buttons while Ittetsu is running towards the player during the irish whip.

After a few successful Irish Whips + a strike attack using the Y or B button, the player will then be instructed to perform an Irish Whip against Ittetsu proceeded by a running attack (Y or B while running).

After performing a couple running attacks towards an Irish Whipped Ittetsu, the lesson will be completed.

#### LEVEL 4

-----

The player is instructed to grapples from behind Ittetsu (also referred to as back grapples).

Since Ittetsu will be starting at perfect health for this lesson, the player must first weaken Ittetsu while using front grapples until Ittetsu is groggy enough to be approached from behind to perform a back grapple.

The back grapple inputs are: Y/B, or Left/Right/Up/Down + Y/B (while grappling from behind Ittetsu).

After Ittetsu has received several back grapples, the lesson will be completed.

LEVEL 5  
-----

The player is instructed to successfully defeat Ittetsu by a 3 count pinfall.

After Ittetsu has been defeated, the lesson will be completed.

=====

\*\*\*\*\*PASSWORD\*\*\*\*\*

=====

Super Fire ProWrestling's password system where players can type in passwords acquired through World Championship and Open League modes.

[ ]: erase a letter.

|>: move forward a letter.

<|: move back a letter.

E  
N : confirm password.  
D

You can also press the START button to confirm a password.

=====

\*\*\*\*\*OPTION\*\*\*\*\*

=====

COM LEVEL: adjust the computer's difficulty level.  
1 (default - Easy) - 4 (Expert)

1P CONTROL: disable or enable autoplay functionality for player 1.

2P CONTROL: disable or enable autoplay functionality for player 2.

MUSIC TEST:

listen to the game's various music tracks.

Tracklist:

- 00 - Title Screen Theme
- 01 - Wrestler Selection
- 02 - Game Over/ Match Lost
- 03 - Versus Screen / Match Won
- 04 - Password
- 05 - Game Ending #2
- 06 - Game Ending #1
- 07 - Game Ending #1 (part 2)
- 08 - Theme of Victory Musashi & Great Shiba
- 09 - Theme of Axe Duggan & Thunder Ryu
- 10 - Theme of Mad Tiger & Bloody Allen
- 11 - Theme of Iron Blaster & Knight Blaster
- 12 - Theme of Ittetsu Wakamoto
- 13 - Theme of Hurricane Rikimaru & Shinya Hatamoto
- 14 - Theme of Star Bison & B.G. Bull
- 15 - Theme of Rikiouzan
- 16 - Theme of Takasahi Fudahara & Masakatsu Higaki
- 17 - Theme of Akira Saeha
- 18 - Theme of Hitman Saber
- 19 - Theme of Astro Blaster & Blade Musha
- 20 - Theme of Tommy Bomber & Mitsuhide Hikawa
- 21 - Theme of Phantom Guy & Super Kaiser

SOUND VOLUME: adjust sound effects volume.

MUSIC VOLUME: adjust background music volume.

EXIT: return to the mode selection screen.

=====

\*\*\*\*\*THE WRESTLERS\*\*\*\*\*

=====

=====  
VICTORY MUSASHI  
=====

Real name: Antonio Inoki  
Nickname: Battle Legend  
Height: 186 cm (6 ft, 1 in)  
Weight: 105 kg (231 lbs)  
From: Yokohama, Japan  
Promotion: NJPW

Special move:  
Enzuigiri - A (strike attack)

Secret moves:  
DDT - Down + Y + B (front grapple)

Sleeper Hold - Right + Y + B (back grapple)

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=====  
GREAT SHIBA  
=====

Real name: Giant Baba  
Nickname: The Giant of the East  
Height: 210 cm (6 ft, 11 in)  
Weight: 135 kg (298 lbs)  
From: Sanjo, Japan  
Promotion: AJPW

Special move:  
Coconut Crush - Down + B (front grapple)

Secret moves:  
DDT - Left + Y + B (front grapple)  
Backdrop - Up + Y + B (back grapple)

---

=====  
THUNDER RYU  
=====

Real name: Genichiro Tenryu  
Nickname: Thunder Soldier  
Height: 185 cm (6 ft, 1 in)  
Weight: 105 kg (231 lbs)  
From: Katsuyama, Japan  
Promotion: WAR

Special move:  
Powerbomb - Down + B (front grapple)

Secret moves:  
Judo Toss - Up + Y + B (front grapple)  
German Suplex - Left + Y + B (back grapple)

---

=====  
AXE DUGGAN  
=====

Real name: Hulk Hogan  
Nickname: Invincible Superman  
Height: 201 cm (6 ft, 7 in)  
Weight: 145 kg (320 lbs)  
From: Venice Beach, California  
Promotion: WWF

Special move:  
Axe Bomber - B (while running)

Secret moves:  
Powerslam - Up + Y + B (front grapple)

Sleeper Hold - Left + Y + B (back grapple)

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=====

HURRICANE RIKIMARU

=====

Real name: Riki Choshu  
Nickname: Last Patriot  
Height: 185 cm (6 ft, 1 in)  
Weight: 110 kg (243 lbs)  
From: Seoul, South Korea  
Promotion: NJPW

Special move: Scorpion Deathlock - A (at feet of downed opponent)

Secret moves:

Standing Armbreaker - Right + Y + B (front grapple)  
Octopus Hold - Down + Y + B (back grapple)

---

=====

SHINYA HATAMOTO

=====

Real name: Shinya Hashimoto  
Nickname: Fighting Demon  
Height: 187 cm (6 ft, 2 in)  
Weight: 135 kg (298 lbs)  
From: Toki, Japan  
Promotion: NJPW

Special move:

DDT - Left/Right + B (front grapple)

Secret moves:

Palm Thrust - Left + Y + B (front grapple)  
German Suplex - Up + Y + B (back grapple)

---

=====

TAKASHI FUDAHARA

=====

Real name: Yoshiaki Fujiwara  
Nickname: Submission Master  
Height: 186 cm (6 ft, 1 in)  
Weight: 104 kg (229 lbs)  
From: Iwate Prefecture, Japan  
Promotion: UWF

Special move:

Heel Hold - A (at feet of downed opponent)

Secret moves:

Release Belly To Belly Suplex - Left + Y + B (front grapple)  
Octopus Hold - Up + Y + B (back grapple)

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=====  
MASAKATSU HIGAKI  
=====

Real name: Masakatsu Funaki  
Nickname: Young Fight Leader  
Height: 182 cm (6 ft)  
weight: 100 kg (220 lbs)  
From: Hirosaki, Japan  
Promotion: HWP

Special move:  
Punch Fury - Y (front grapple)

Secret moves:  
Standing Armbreaker - Down + Y + B (front grapple)  
Octopus Hold - Right + Y + B (back grapple)

---

=====  
MITSUhide HIKAWA  
=====

Real name: Mitsuharu Misawa  
Nickname: Hyper Elbow  
Height: 185 cm (6 ft, 1 in)  
Weight: 110 kg (243 lbs)  
From: Hiroshima, Japan  
Promotion: AJPW

Special move:  
Tiger Driver - Down + B (front grapple)

Secret moves:  
Bare Knuckle Punch - Up + Y + B (front grapple)  
Atomic Drop - Left + Y + B (back grapple)

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=====  
TOMMY BOMBER  
=====

Real name: Jumbo Tsuruta  
Nickname: Powerful Bomb  
Height: 193 cm (6 ft, 4 in)  
Weight: 113 kg (249 lbs)  
From: Makioka, Japan  
Promotion: AJPW

Special move:  
Backdrop - B (back grapple)

Secret moves:

Strangle - Right + Y + B (front grapple)  
Double Underhook Pin - Down + Y + B (back grapple)

---

=====  
SUPER KAISER  
=====

Real name: Jushin Thunder Liger  
Nickname: Emperor of Time  
Height: 175 cm (5 ft, 9 in)  
Weight: 95 kg (209 lbs)  
From: Hiroshima, Japan  
Promotion: NJPW

Special move:  
Shooting Star Press - B (from top ropes)

Secret moves:  
Release Belly To Belly Suplex - Right + Y + B (front grapple)  
Double Underhook Pin - Down + Y + B (back grapple)

---

=====  
PHANTOM GUY  
=====

Real name: Pegasus Kid  
Nickname: Masked Superstar  
Height: 180 cm (5 ft, 11 in)  
Weight: 103 kg (227 lbs)  
From: Montreal, Quebec  
Promotion: NJPW

Special move:  
Moonsault - B (from top ropes)

secret moves:  
Judo Toss - Left + Y + B (front grapple)  
Atomic Drop - Up + Y + B (back grapple)

---

=====  
BLOODY ALLEN  
=====

Real name: Bad News Brown  
Nickname: Black Star  
Height: 192 cm (6 ft, 4 in)  
weight: 120 kg (265 lbs)  
From: Harlem, New York  
Promotion: NJPW

Special move:  
Fork Stabbing - Down + B (front grapple)

Secret moves:



Strangle - Down + Y + B (front grapple)

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

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=====

MAD TIGER

=====

Real name: Tiger Jeet Singh

Nickname: Bloodthirsty Tiger

Height: 190 cm (6 ft, 3 in)

Weight: 118 kg (260 lbs)

From: Punjab, India

Promotion: FMW

Special move:

Strangle - A (at head of downed opponent)

Secret moves:

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

Bridging Backdrop - Left + Y + B (back grapple)

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=====

KNIGHT BLASTER

=====

Real name: Road Warrior Hawk

Nickname: Dark Invader

Height: 190 cm (6 ft, 3 in)

Weight: 120 kg (265 lbs)

From: Chicago, Illinois

Promotion: WWF

Special move:

Flying Clothesline - B (while running)

Secret moves:

Judo Toss - Right + Y + B (front grapple)

Sleeper Hold - Down + Y + B (back grapple)

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=====

IRON BLASTER

=====

Real name: Road Warrior Animal

Nickname: Messenger of the Devil

Height: 203 cm (6 ft, 8 in)

Weight: 152 kg (335 lbs)

From: Chicago, Illinois

Promotion: WWF

Special move:

Powerslam - Down + B (front grapple)

Secret moves:

Ganso Bomb - Down + Y + B (front grapple)

Sleeper Hold - Right + Y + B (back grapple)

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=====  
BLADE MUSHA  
=====

Real name: The Great Muta

Nickname: Bewitching Ninja

Height: 188 cm (6 ft, 2 in)

Weight: 107 kg (236 lbs)

From: The Pearl Of The Orient, Japan

Promotion: NJPW

Special move:

Moonsault - B (from top ropes)

Secret moves:

Palm Thrust - Left + Y + B (front grapple)

Double Underhook Pin - Up + Y + B (back grapple)

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=====  
ASTRO BLASTER  
=====

Real name: The Ultimate Warrior

Nickname: Muscles of steel

Height: 190 cm (6 ft, 3 in)

weight: 130 kg (287 lbs)

From: Parts Unknown

Promotion: WWF

Special move:

Gorilla Press Slam - Y (front grapple)

Secret moves:

Knee Lift - Down + Y + B (front grapple)

Surfboard Stretch - Right + Y + B (back grapple)

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=====  
AKIRA SAEHA  
=====

Real name: Akira Maeda

Nickname: World Fighting King

Height: 192 cm (6 ft, 4 in)

Weight: 110 kg (243 lbs)

From: Osaka Prefecture, Japan

Promotion: RINGS

Special move:

Capture Suplex - Down + B (front grapple)

Secret moves:

Headbutt - Up + Y + B (front grapple)

Surfboard Stretch - Left + Y + B (back grapple)

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=====  
HITMAN SABER  
=====

Real name: Big Van Vader

Nickname: Devil's Assassin

Height: 205 cm (6 ft, 9 in)

Weight: 172 kg (379 lbs)

From: The Rocky Mountains

Promotion: UWF

Special move:

Body Check - Y (while running)

Secret moves:

Gorilla Press Slam - Right + Y + B (front grapple)

Surfboard Stretch - Down + Y + B (back grapple)

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=====  
STAR BISON  
=====

Real name: Stan Hansen

Nickname: Fierce Bull of the Ring

Height: 200 cm (6 ft, 7 in)

Weight: 150 kg (331 lbs)

From: Borger, Texas

Promotion: AJPW

Special move:

Western Lariat - B (while running)

Secret moves:

Short Range Lariat - Right + Y + B (front grapple)

Sleeper Hold - Down + Y + B (back grapple)

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The following are the three hidden boss characters that can only be playable with a specific button input on the mode selection menu.

For more information, please see the "Secrets, Tips and Tricks" section of this FAQ.

=====  
B.G. BULL

=====

Real name: Bruiser Brody  
Nickname: Philosophical Beast  
Height: 201 cm (6 ft, 7 in)  
Weight: 145 kg (320 lbs)  
From: Santa Fe, New Mexico  
Promotion: AJPW

Special move:  
Leg Drop B (from top ropes)

Secret moves:  
DDT - Left + Y + B (front grapple)  
Surfboard Stretch -

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=====

ITTETSU WAKAMOTO

=====

Real name: Kotetsu Yamamoto  
Nickname: Demon of Hard Training  
Height: 170 cm (5 ft, 7 in)  
Weight: 105 kg (231 lbs)  
From: Yokohama, Japan

Special move:  
Piledriver - Down + B (front grapple)

Secret moves:  
Tiger Driver - Down + Y + B (front grapple)  
Tiger Suplex - Right + Y + B (back grapple)

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=====

RIKIOUZAN

=====

Real name: Rikidozan  
Nickname: Creator of the Mat World  
Height: 185 cm (6 ft, 1 in)  
Weight: 114 kg (251 lbs)  
From: Nagasaki, Japan  
Promotion: JWA

Special move:  
Knife Edge Combo - Down + B (front grapple)

Secret moves:  
Palm Thrust - Up + Y + B (front grapple)  
German Suplex - Left + Y + B (back grapple)

=====

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

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1) Play as the hidden boss characters  
in World Championship mode:

-----  
At the mode selection screen, hover  
the cursor over Elimination Match mode  
(the third option) and hold the L button  
while pressing A, B or START.

A small window will then appear prompting  
to choose between 1P VS COM or 1P VS 2P.  
Press the Y button (while still holding  
the L button) to exit the window and  
return to the mode selection screen.

The cursor should now be hovered over  
World Championship mode. Press A, B  
or Start to continue.

If done correctly, the three hidden  
boss characters will now appear on  
the wrestler selection screen for  
World Championship mode.

2) Play as the hidden boss characters  
in Exhibition Match, Open League and  
Elimination Match modes:

-----  
Hover the cursor over Exhibition Match,  
Open League or Elimination Match mode.  
While holding the L button on any of  
these modes, press A, B or START.

If done correctly, the three hidden  
boss characters will now appear on  
the wrestler selection screen for  
Exhibition Match, Open League or  
Elimination Match modes.

3) Unlock Title Match mode:

-----  
Successfully complete World Championship  
mode in either the singles or tag team  
division. After the game's ending sequence,  
a password screen will then appear presenting  
a code to start the second round of World  
Championship known as the Title Match mode.

It is also interesting to note that if the  
system remains on after the main menu appears  
once again, it is possible to start Title Match

mode immediately without typing out the password given by simply going to "PASSWORD" mode (the password displayed after the end of world championship mode will already be typed out) and press START to begin Title Match mode.

#### 4) Unlock the different Referees:

-----  
Using the Password system located on the mode selection screen, input the following:

CHACHA - Chagaminmaru Referee.

WOMAN - Female Referee.

#### 5) Ending sequence mixup:

-----  
When playing through World Championship (1st round), naturally, the player encounters Mad Tiger (Tiger Jeet Singh) during the 1st ending.

To change Mad Tiger for another wrestler, complete World Championship with the following characters:

\*Mad Tiger - Blade Musha (The Great Muta)

\*Blade Musha

& Mad Tiger - Bloody Allen

#### 6) The Collision glitch:

-----  
When facing a computer opponent in a tag team or handicap match, continue damaging your opponent's health until they start to move towards the corner of the ring to tag their partner in.

The next step is to follow your opponent towards the corner of the ring and simply run towards them BEFORE they get a chance to make the tag to their partner.

If done correctly, both wrestlers (your wrestler and the computer's wrestler) will collide with one another; sending both

wrestlers falling to the mat.

By continuously repeating the above process, your opponent will continue to take damage until they have no health remaining (and they won't defend themselves in the process). But, be careful. By colliding with your opponent, your wrestler will also take damage as well.

7) The running strategy:

-----

An easy way to avoid locking up with tough computer opponents is to constantly perform running attacks against them.

Simply start running in any direction and the computer opponent will stand in place for the duration of the running attack.

Even if your running attack doesn't connect (yet still causes a collision) the computer opponent will still take damage. The downside to this however, you will take damage as well. So, use this trick with caution.

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\*\*\*\*\*CREDITS\*\*\*\*\*

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- [NINTENDO] - for creating the Super Famicom.
- [HUMAN] - for creating the Fire Pro Wrestling series.
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- {Patorjk.com} - For providing the ascii text template used to create the header of this FAQ.
- [You] - ...and you!

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\*\*\*\*\*CONTACT\*\*\*\*\*  
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