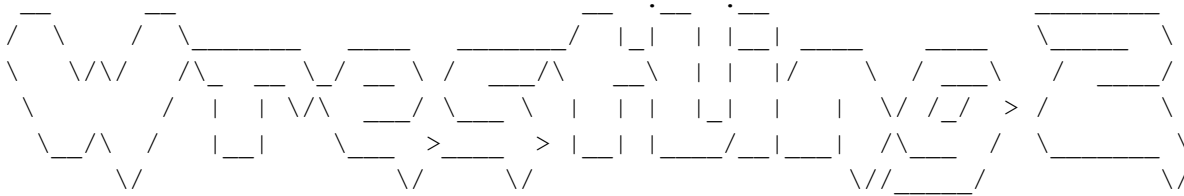
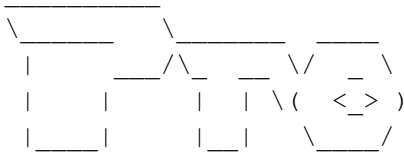
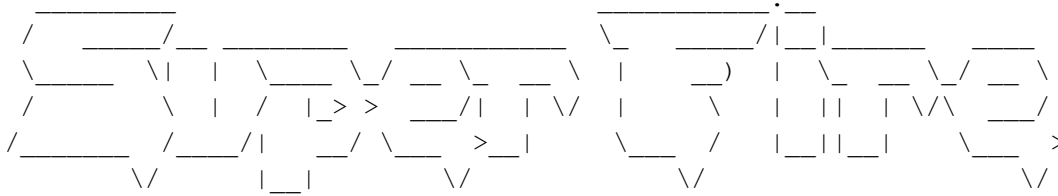


Super Fire Pro Wrestling 2 FAQ/Walkthrough

by Fire_Pro_Fan

Updated on Dec 2, 2015



FAQ Guide by Fire_Pro_Fan

Based on HUMAN Entertainment's crossover success of Super Fire Pro Wrestling, Super Fire ProWrestling 2 was released on the Super Famicom in the winter of 1992.

Featuring a handful of new wrestlers, dozens of new moves, an interesting new match type: Handicap Tornado Tag, and the highly innovative "Critical" system, Super Fire ProWrestling 2 continued to establish Human Entertainment's status as the Super Famicom's premier Pro Wrestling video game creator.

This FAQ covers:

- *All 25 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)

=====

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

=====

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.

Critical:

when a Wrestler becomes seriously injured from an opponent's submission hold.

The critical is a random effect that can only be accessed through a handful of submission holds (all of which have been listed in THE WRESTLERS section) and can be noticed when a special bone cracking sound is heard during a submission hold.

Furthermore, a Wrestler who received a critical can easily be spotted with either their arms to their sides (indicating their arms have been broken) or their movement severely slowed down (indicating their legs have been broken).

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.

****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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*****MODE SELECTION*****

=====

WORLD CHAMPIONSHIP OPEN LEAGUE

EXHIBITION MATCH CONFIG

ELIMINATION MATCH PASS WORD

=====

*****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 |
-----|-----|
Critical*        | 5 points |
-----|-----|
D.Q.*            | 4 points |
-----|-----|
Countout         | 4 points |
-----|-----|
```

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

1) TSUKASA TAGAMI (Akira Taue)

2) KATSUSHI OKITA (Atsushi Onita)

3) TOSHITE KAZAMA (Toshiaki Kawada)

4) SUPER KAISER (Jushin Thunder Liger)

5) THUNDER RYU (Genichiro Tenryu)

6) FIGHTER YAMATO (Tatsumi Fujinami)

7) SHINYA HATAMOTO (Shinya Hashimoto)

8) MASAKATSU HIGAKI (Masakatsu Funaki)

9) MAD TIGER (Tiger Jeet Singh)

10) HURRICANE RIKIMARU (Riki Choshu)

11) TAKASHI FUDAHARA (Yoshiaki Fujiwara)

12) BLADE MUSHA (The Great Muta)

13) MITSUhide HIKAWA (Mitsuharu Misawa)

14) VICTORY MUSASHI (Antonio Inoki)

15) STEEL JAMES (Steve Williams)

16) SMASHER G. GIGAS (Bam Bam Bigelow)

17) MASAHIRO KONO (Masahiro Chono)

18) RICK GRAY (Dick Vrij)

19) KERRY BOGEY (Terry Gordy)

20) TOMMY BOMBER (Jumbo Tsuruta)

21) ABDUL THE DANGER (Abdullah The Butcher)

22) AKIRA SAEHA (Akira Maeda)

23) HITMAN SABER (Big Van Vader)

24) 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 24 wrestlers once again, but, with a noticeably higher difficulty setting.

At the end of the twenty-fourth match match, the player will then face three new hidden boss characters.

25) KEN BUDOH (Keiji Mutoh)

26) DYNAMIC KID (Dynamite Kid)

27) MASK DE PANTHER (Tiger Mask)

After Mask De Panther has been successfully defeated, the game's second ending sequence will then be presented.

After the ending sequence has finished, a third password will then be displayed unlocking a special bonus mode referred to as Handicap Match challenge.

=====
Round 3 - Handicap Tornado Tag Challenge
=====

Super Fire Pro Wrestling 2's last challenge; unlockable only through the singles division of World Championship mode.

Handicap Tornado Tag Challenge mode pits the player up against a series of tag teams controlled bt the computer.

1) SUPER KAISER (Jushin Thunder Liger)
& BLADE MUSHU (The Great Muta)

2) TOSHIKI KAJIWARA (Yoshiaki Fujiwara)
& MASAKATSU HIGAKI (Masakatsu Funaki)

3) VICTORY MUSASHI (Antonio Inoki)
& FIGHTER YAMATO (Tatsumi Fujinami)

4) TOSHIE KAZAMA (Yoshiaki Kawada)
& MITSUhide HIKAWA (Mitsuharu Misawa)

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

6) ABDUL THE DANGER (Abdullah The Butcher)
& MAD TIGER (Tiger Jeet Singh)

7) TOMMY BOMBER (Jumbo Tsuruta)
& TSUKASA TAGAMI (Akira Taue)

8) HITMAN SABER (Big Van Vader)
& SMASHER G. GIGAS (Bam Bam Bigelow)

9) STEEL JAMES (Steve Williams)
& KERRY BOGEY (Terry Gordy)

10) AKIRA SAEHA (Akira Maeda)
& RICK GRAY (Dick Vrij)

11) BLADE MUSHA (The Great Muta)
& KEN BUDOH (Keiji Mutoh)

13) MASK DE PANTHER (Tiger Mask)
& DYNAMIC KID (Dynamite Kid)

After Mask De Panther and Dynamic Kid
have been defeated, the game's true
ending will then be played with cameo
appearances from The Great Muta, Riki
Choshu and Cutie Suzuki.

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

1) SUPER KAISER (Jushin Thunder Liger)
& BLADE MUSHA (The Great Muta)

2) TAKASHI FUDAHARA (Yoshiaki Fujiwara)
& MASAKATSU HIGAKI (Masakatsu Funaki)

3) VICTORY MUSASHI (Antonio Inoki)
& FIGHTER YAMATO (Tatsumi Fujinami)

4) MITSUhide HIKAWA (Mitsuharu Misawa)
& TOSHITE KAZAMA (Toshiaki Kawada)

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

6) ABDUL THE DANGER (Abdullah The Butcher)
& MAD TIGER (Tiger Jeet Singh)

7) TOMMY BOMBER (Jumbo Tsuruta)
& TSUKASA TAGAMI (Akira Taue)

8) HITMAN SABER (Big Van Vader)
& SMASHER G. GIGAS (Bam Bam Bigelow)

9) STEEL JAMES (Steve Williams)
& KERRY BOGEY (Terry Gordy)

10) AKIRA SAEHA (Akira Maeda)
& RICK GRAY (Dick Vrij)

11) MASAHIRO KONO (Masahiro Chono)
& KEN BUDOH (Keiji Mutoh)

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

In the second round, the player must face
all 11 tag teams once again, but, with
a noticeably higher difficulty setting.

At the end of the 11th match, a special

tag team comprised of two hidden boss characters will appear as the final opponents.

12) MASK DE PANTHER (Tiger Mask)
& DYNAMIC KID (Dynamite Kid)

After Mask De Panther and Dynamic Kid have been defeated, the game's second ending sequence will then be presented.

Unlike the singles division, there isn't a third round (Handicap Tornado Tag Challenge) to compete in.

=====
*****EXHIBITION MATCH*****
=====

Upon selecting Exhibition Match from the mode selection menu. 3 options will then be presented:

- 1) Singles: one-on-one standard versus match.
- 2) Tag: two-on-two tag team match.
- 3) Handicap: one-on-two tornado tag team match.

=====
Screen 1) Match options menu:
=====

Each option can be adjusted by pressing either the B button or left/right on the d-pad.

PLAYER: player input. Choose between human or computer controlled players as opponents.

TIME: determine the time limit of the match. By pressing right on the d-pad, the number of rounds for the match can also be adjusted.

*60minutes *1round
*55minutes *3rounds
*50minutes
*45minutes
*40minutes
*35minutes
*30minutes
*25minutes
*20minutes
*15minutes
*10minutes
*5minutes

LUMBERJACK: allow or disable the ability
to exit the ring.

*NO (the default setting; all wrestlers
are able to exit the ring).
*YES (all wrestlers are not able to exit
the ring).

ROPE BREAK: allow or disable rope breaks.

*YES (allow rope breaks)
*NO (disables rope breaks)

COM LEVEL: adjust the computer's difficulty setting.

*EASY (default)
*NORMAL
*HARD
*EXPERT

*****ELIMINATION MATCH*****

5 man elimination styled competition. The first team
of wrestlers that gets defeated loses.

Screen 1) - Match options menu:

Each option can be adjusted by pressing either
the B button or left/right on the d-pad.

PLAYER: player input. Choose between human
or computer controlled players as
opponents.

TIME: determine the time limit of the match.

By pressing right on the d-pad, the number of rounds for the match can also be adjusted.

- *60minutes *1round
- *55minutes *3rounds
- *50minutes
- *45minutes
- *40minutes
- *35minutes
- *30minutes
- *25minutes
- *20minutes
- *15minutes
- *10minutes
- *5minutes

LUMBERJACK: allow or disable the ability to exit the ring.

- *NO (the default setting; all wrestlers are able to exit the ring).
- *YES (all wrestlers are not able to exit the ring).

ROPE BREAK: allow or disable rope breaks.

- *YES (allow rope breaks)
- *NO (disables rope breaks)

COM LEVEL: adjust the computer's difficulty setting.

- *EASY (default)
- *NORMAL
- *HARD
- *EXPERT

=====
Screen 2) - Team selection
=====

By default, there are 8 teams to choose from. The teams are:

Team 1) - New Japan:

-
- *Victory Musashi (Antonio Inoki)
- *Fighter Yamato (Tatsumi Fujinami)
- *Hurricane Rikimaru (Riki Choshu)
- *Shinya Hatamoto (Shinya Hashimoto)

*Masahiro Kono (Masahiro Chono)

Team 2) - All Japan:

- *Tommy Bomber (Jumbo Tsuruta)
- *Tsukasa Tagami (Akira Taue)
- *Mitsuhide Hikawa (Mitsuharu Misawa)
- *Toshite Kazama (Toshiaki Kawada)
- *Star Bison (Stan Hansen)

Team 3) - Western Heavyweights:

- *Axe Duggan (Hulk Hogan)
- *Star Bison (Stan Hansen)
- *Smasher G. Gigas (Bam Bam Bigelow)
- *Kerry Bogey (Terry Gordy)
- *Hitman Saber (Big Van Vader)

Team 4) - Shoot Fighters:

- *Super Kaiser (Jushin Thunder Liger)
- *Mitsuhide Hikawa (Mitsuharu Misawa)
- *Takashi Fudahara (Yoshiaki Fujiwara)
- *Masakatsu Higaki (Masakatsu Funaki)
- *Akira Saeha (Akira Maeda)

Team 5) - Japanese Heavyweights:

- *Victory Musashi
- *Fighter Yamato
- *Hurricane Rikimaru
- *Thunder Ryu
- *Tommy Bomber

Team 6) - Fierce Strikers:

- *Mitsuhide Hikawa
- *Yoshite Kazama
- *Dick Vrij
- *Shinya Hatamoto
- *Masahiro Kono

Team 7) - Hardcore Superstars:

- *Abdul The Danger (Abdullah The Butcher)
- *Mad Tiger (Tiger Jeet Singh)
- *Blade Musha (The Great Muta)
- *Hitman Saber (Big Van Vader)
- *Steel James (Steve Williams)

Team 8) - Puro All-Stars:

- *Super Kaiser (Jushin Thunder Liger)

*Mitsuhide Hikawa (Mitsuharu Misawa)
*Axe Duggan (Hulk Hogan)
*Katsushi Okita (Atsushi Onita)
*Masakatsu Higaki (Masakatsu Funaki)

RAND: automatically creates a team of 5 random
wrestlers.

EDIT: manually create your own team of 5 wrestlers.

After both players have selected their teams,
press the START button to continue.

=====
Screen 3 - Team organization
=====

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 16 wrestlers can compete (8 single
one-on-one matches or 8 tag team matches).

Screen 1) - Match options menu:
=====

Each option can be adjusted by pressing either

the B/Y buttons or Left/Right on the d-pad.

PLAYER 0 : an indication of the number of
players participating in the
Open League match.

PLAYER: determine the number of individual
human controlled wrestlers.

PLAYERS TAG: determine the number of tag
teams controlled by two
human players.

Note: a multitap accessory must be inserted
to allow more than two human controlled
tag teams to participate in Open League mode.

PLAYER TAG: determine the number of tag teams
controlled by human players.

COM: determine the number of individual
computer controlled opponents.

COM TAG: determine the number of tag teams
controlled by the computer.

TIME: determine the time limit of the match.
By pressing right on the d-pad, the
number of rounds for the match can
also be adjusted.

*60minutes *1round
*55minutes *3rounds
*50minutes
*45minutes
*40minutes
*35minutes
*30minutes
*25minutes
*20minutes
*15minutes
*10minutes
*5minutes

LUMBERJACK: allow or disable the ability
to exit the ring.

*NO (the default setting; all wrestlers
are able to exit the ring).
*YES (all wrestlers are not able to exit
the ring).

ROPE BREAK: allow or disable rope breaks.

*YES (allow rope breaks)

*NO (disables rope breaks)

COM LEVEL: adjust the computer's difficulty setting.

*EASY (default)

*NORMAL

*HARD

*EXPERT

=====
Screen 2) - The Open League Grid:
=====

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.

Open League mode also uses Super Fire Prowrestling's password feature allowing players to save and load the progress of the Open League match.

=====
*****CONFIG*****
=====

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
- 04 - Match won
- 05 - Password
- 06 - Game Ending #1 & #3
- 07 - Game Ending #2
- 08 - Theme of Victory Musashi & Fighter Yamato
- 09 - Theme of Thunder Ryu & Katsushi Okita
- 10 - Theme of Abdul The Danger & Mad Tiger
- 11 - Theme of Tommy Bomber & Tsukasa Tagami
- 12 - Theme of Hitman Saber & Smasher G. Gigas
- 13 - Theme of Takashi Fudahara & Masakatsu Higaki
- 14 - Theme of Akira Saeha & Rick Gray
- 15 - Theme of Mitsuhide Hikawa & Yoshite Kazama
- 16 - Theme of Super Kaiser & Blade Musha
- 17 - Theme of Steel James & Kerry Bogey
- 18 - Theme of Axe Duggan & Star Bison

- 19 - Theme of Mask De Panther & Dynamic Kid
- 20 - Theme of Masahiro Kono & Ken Budoh
- 21 - Theme of Hurricane Rikimaru & Shinya Hatamoto

SOUND TEST: listen to the game's various sound effects.

VOICE TEST: listen to the game's various voice clips.

BGM VOLUME: adjust background music volume.

SOUND VOLUME: adjust sound effects volume.

WRESTLER TEST: play a single, one-on-one exhibition match against the computer.

CONTROLLER TEST: check and see if one or more controllers are working. Note: to exit this mode, the game must be reset.

To exit CONFIG mode, press the START button.

=====

*****PASS WORD*****

=====

Super Fire ProWrestling 2'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.

=====

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

=====

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

Real name: Antonio Inoki
Nickname: Battle Legend
Height: 186 cm (6 ft, 1 in)
Weight: 102 kg (225 lbs)
From: Yokohama, Japan
Promotion: NJPW

Special move:
Enzuigiri - A (strike attack)

Secret moves:
Bare Knuckled Punch - Down + Y + B (front grapple)
Sleeper Hold - Right + Y + B (back grapple)

=====
FIGHTER YAMATO
=====

Real name: Tatsumi Fujinami
Nickname: Unyielding Dragon
Height: 184 cm (6 ft)
Weight: 105 kg (231 lbs)
From: Kunisaki, Japan
Promotion: NJPW

Special move:
Dragon Sleeper - A (at head of downed opponent)

Release Belly To Belly Suplex - Up + Y + B (front grapple)
German Suplex - Right + Y + B (back grapple)

=====
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, Gifu Prefecture, Japan
Promotion: NJPW

Special move:
DDT - Left/Right + B (front grapple)

Secret moves:
Palm Thrust - Up + Y + B (front grapple)
German Suplex - Left + 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:
Punch Fury - Right + Y + B (front grapple)
Modified German Suplex - Down + Y + B (back grapple)

=====

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

=====

TSUKASA TAGAMI

=====

Real name: Akira Taue
Nickname: Incomplete Prince
Height: 188 cm (6 ft, 2 in)
Weight: 103 kg (227 lbs)
From: Chichibu, Japan
Promotion: AJPW

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

Secret moves:
Powerbomb - Right + Y + B (front grapple)
Surfboard Stretch - Down + 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

Tiger Driver - Down + B (front grapple)

Secret moves:
Tiger Driver Pin - Up + Y + B (front grapple)
Atomic Drop - Left + Y + B (back grapple)

=====

TOSHITE KAZAMA

=====

Real name: Toshiaki Kawada
Nickname: Burning Warrior
Height: 184 cm (6 ft)
Weight: 100 kg (220 lbs)
From: Tochigi, Japan
Promotion: AJPW

Special move:
DDT - Left/Right + B (front grapple)

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

=====

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:
Head Biting - Up + Y + B (front grapple)
Double Underhook Pin - Left + 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:
Chickenwing Armlock - A (at head of downed opponent)

Secret moves:
Fujiwara Armbar - Left + Y + B (front grapple)
Octopus Hold - Up + Y + B (back grapple)

CRITICAL:
Chickenwing Armlock - A (at head of downed opponent)
Heel Hold - A (at feet of downed opponent)
Fujiwara Armbar - Left + Y + B (front grapple)

=====

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 - Left/Right + B (front grapple)

Secret moves:
Belly To Belly Arm Trap Suplex - Down + Y + B (front grapple)
Dragon Suplex - Right + Y + B (back grapple)

=====
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 + Y + B (front grapple)

Secret moves:
Headbutt - Left + Y + B (front grapple)
Surfboard Stretch - Up + Y + B (back grapple)

=====
RICK GRAY
=====

Real name: Dick Vrij
Nickname: Fighting Cyborg
Height: 193 cm (6 ft, 4 in)
Weight: 115 kg (254 lbs)
From: Amsterdam, Netherlands
Promotion: RINGS

Special move:
Machine Gun Kicks - Down + B (front grapple)

Secret moves:
Headbutt - Right + Y + B (front grapple)
Release Belly To Belly Suplex (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:
Knife Edge Special - Left + Y + B (front grapple)
German Suplex - Up + 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 - Left + Y + B (front grapple)
Sleeper Hold - Up + Y + B (back grapple)

=====

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

=====

KERRY BOGEY

=====

Real name: Terry Gordy
Nickname: Nuclear Man
Height: 196 cm (6 ft, 5 in)
Weight: 120 kg (265 lbs)
From: Badstreet U.S.A., Atlanta, Georgia
Promotion: AJPW

Special move:

Jumping Powerbomb - Down + B (front grapple)

Secret moves:

Short Range Lariat - Right + Y + B (front grapple)
Bridging Backdrop - Down + Y + B (back grapple)

=====

STEEL JAMES

=====

Real name: Steve Williams
Nickname: Ruthless Doctor
Height: 195 cm (6 ft, 5 in)
Weight: 117 kg (258 lbs)
From: Norman, Oklahoma
Promotion: AJPW

Special move:

Oklahoma Stampede - Down + B (front grapple)

Secret moves:

DDT - Down + Y + B (front grapple)
German Suplex - Right + Y + B (back grapple)

=====

KATSUSHI OKITA

=====

Real name: Atsushi Onita
Nickname: Blazing Charisma
Height: 179 cm (5 ft, 10 in)
Weight: 110 kg (243 lbs)
From: Nagasaki, Japan
Promotion: FMW

Special move:

Thunder Fire Powerbomb - A (front grapple)

Secret moves:

Gut Punch Combo - Left + Y + B (front grapple)
German Suplex - Up + Y + B (back grapple)

=====

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

=====
ABDUL THE DANGER
=====

Real name: Abdullah The Butcher
Nickname: The madman from Sudan
Height: 190 cm (6 ft, 3 in)
Weight: 160 kg (353 lbs)
From: The Sudan
Promotion: AJPW

Special move:
Palm Thrust - Down + B (front grapple)

Secret moves:
Vertical Suplex - Right + Y + B (front grapple)
Bridging Backdrop - Down + Y + B (back grapple)

=====
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:
Samoan Drop - Down + Y + B (front grapple)
Surfboard Stretch - Right + Y + B (back grapple)

=====
SMASHER G. GIGAS
=====

Real name: Bam Bam Bigelow
Nickname: Flying Beast
Height: 210 cm (6 ft, 2 in)
Weight: 185 kg (408 lbs)
From: Asbury Park, New Jersey
Promotion: WWF

Special move:
Splash - A (at legs of downed opponent)

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

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

=====

MASAHIRO KONO

=====

Real name: Masahiro Chono

Nickname: Lion King of Fury

Height: 185 cm (6 ft, in)

Weight: 105 kg (231 lbs)

From: Seattle, Washington

Promotion: NJPW

Special move:

S.T.F. - A (at feet of downed opponent)

Secret moves:

Release Belly To Belly Suplex - Down + Y + B (front grapple)

Atomic Drop - Right + Y + B (back grapple)

The following are the three hidden boss characters that can only be playable with a specific series of codes.

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

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KEN BUDOH

=====

Real name: Keiji Mutoh

Nickname: Wind Fencer

Height: 188 cm (6 ft, 2 in)

Weight: 107 kg (236 lbs)

From: Fujiyoshida, Japan

Promotion: NJPW

Special move:

Moonsault - B (from top ropes)

Secret moves:

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

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

=====

DYNAMIC KID

=====

Real name: Dynamite Kid

Nickname: Heavy Bombing Rascal
Height: 178 cm (5 ft, 10 in)
Weight: 105 kg (231 lbs)
From: Manchester, England
Promotion: AJPW

Special move:
Diving Headbutt - B (from top ropes)

Secret moves:
Headbutt - Right + Y + B (front grapple)
Bridging Backdrop - Down + Y + B (back grapple)

=====
MASK DE PANTHER
=====

Real name: Tiger Mask
Nickname: Hero of Dreams
Height: 177 cm (5 ft, 10 in)
Weight: 98 kg (216 lbs)
From: Shimonoseki, Yamaguchi, Japan
Promotion: NJPW
Special move:
Flip Kick - Left/Right + B (front grapple)

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

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

1) Play as the hidden boss characters:

Note: this code only works in "Exhibition Match",
"Elimination Match" and "Open League" modes.

Hold L, R then press B on the following wrestlers
to play as one of the corresponding hidden bosses:

KEN BUDOH (Keiji Mutoh)
- BLADE MUSHA (The Great Muta)
=====

DYNAMIC KID (Dynamite Kid)
- FIGHTER YAMATO (Tatsumi Fujinami)
=====

MASK DE PANTHER (Tiger Mask)

- VICTORY MUSASHI (Antonio Inoki)

=====

2) 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 "PASS WORD" mode (the password displayed after the end of world championship mode will already be typed out) and press START to begin Title Match mode.

3) Unlock Handicap Tornado Tag Challenge mode:

Successfully complete round 2 of World Championship (Title Match mode) in the singles division. After the credits and ending sequence have ended, a password screen will then be displayed providing a code to start Handicap Tornado Tag Challenge mode.

Just like trick #2 on this list, it is possible to start Handicap Tornado Tag Challenge mode immediately by proceeding to the PASS WORD option and pressing the START button on the PASSWORD already written out when PASS WORD mode is selected.

4) Play through Handicap Tornado Challenge ...again:

After Handicap Tornado Challenge's credits have finished, return to mode selection screen without resetting or turning off the console.

On the mode selection screen, select PASS WORD mode. A password will already be typed out allowing the player the ability to play against Mask De Panther and Dynamic Kid in the finals of Handicap Tornado Challenge over and over.

5) Alternate costumes:

Note: this code only works in "Exhibition Match",
"Elimination Match" and "Open League" modes.

At the wrestler selection screen, hold the SELECT
button and press B on any wrestler to unlock their
alternate costumes.

This trick also works for the attires of tag team
partners and opponents, too.

6) Even more alternate costumes:

Note: this code only works in "Exhibition Match",
"Elimination Match" and "Open League" modes.

The wrestlers Super Kaiser (Jushin Thunder Liger)
and Blade Musha (The Great Muta) feature
the following additional attires:

Super Kaiser attires:

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SELECT + B - Black Kaiser

SELECT + Y + B - Green Kaiser

L + B - Green Kaiser

R + B - Purple Kaiser

Blade Musha attires:

=====

SELECT + B - Blue Blade Musha

L + B - Green Blade Musha

R + B - Black Blade Musha

7) Distorted wrestler glitch:

Note: this code only works in "Exhibition Match"
mode under the third option "2 on 1 Handicap match".

Select either Super Kaiser (Jushin Thunder Liger)
or Blade Musha (The Great Muta) and press SELECT +
Y + B when selecting them on the wrestler Selection
screen (this will activate one of Kaiser's or Musha's
alternate attires).

Now, the next step, pick either Musha or Kaiser as
your opponent on the opposing team while once again
pressing SELECT + Y + B on that wrestler to activate
their alternate attire.

If done correctly, the match will start with both
wrestlers' colors distorted creating a very eye
catching and slightly offsetting glitch (Blade
Musha's glitch attires look almost zombie-ish).

8) Unlock the female Referee:

On the Wrestler selection screen hold the L button while selecting your wrestler.

Then, right before the match starts, press R + START and the female referee will appear.

Unfortunately, this timing of this code is VERY difficult to pull off.

9) 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.

10) 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.

*****CREDITS*****

- [NINTENDO] - for creating the Super Famicom.
- [HUMAN] - for creating the Fire Pro Wrestling series.
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- [You] - ...and you!

*****CONTACT*****

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