

Super Fire ProWrestling 3 Final Bout FAQ/Walkthrough

by Fire_Pro_Fan

Updated on Feb 19, 2016

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FAQ by: Fire_Pro_Fan

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Following the ongoing success of the first two Super Fire Pro Wrestling games, SUPER FIRE PRO WRESTLING III: FINAL BOUT was released in Japan in the Winter of 1993.

Boasting a roster of 64 wrestlers, exciting new modes and a immensely refined wrestling engine, Super Fire Pro Wrestling III: Final Bout was everything a sequel should be; but, the most exciting inclusion to the game was Final Bout's built in create a wrestler mode simply called "EDIT".

Edit mode; an innovative, state of the art,

feature offered players, for the first time ever, the chance to create their own wrestlers directly from scratch.

From top to bottom, every aspect of a player's created wrestler could be adjusted. Moves, specials, appearance, taunts, stats and even the way the created wrestler would react when controlled by the computer. No detail was overlooked in the process; giving players complete control of their creations.

For 1993, Super Fire Pro Wrestling III: Final Bout truly was the greatest wrestling game available; serving as the bonafide benchmark and gold standard for future wrestling games to come.

This FAQ covers:

- * all 64 Wrestlers.
- * Every hidden move, special and critical.
- * Secrets and unlockables.
- * Gameplay mechanics.
- * A walkthrough of every game mode.
- * Frequently asked questions

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UPDATE: 2/19/2016:
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After purchasing the official Final Bout Strategy guide recently, I have decided to update this FAQ with the correct character information & spelling of each character's Fire Pro name.

=====
*****THE MODE SELECTION MENU*****
=====

Here is a layout of the mode selection screen

```
*ONE NIGHT DREAM MATCH      * _____  
*WORLD CHAMPIONSHIP          * _____  
*OPEN LEAGUE                  * _____  
  
*TOURNAMENT  
  
*ELIMINATION MATCH           *EDIT  
  
*BATTLE ROYALE                *OPTION
```

*TITLE MATCH

*LOAD

Note: the three unused spaces to the right of the mode selection menu are used as drop down windows for One Night Dream Match and World Championship modes.

The sixth option, Title Match mode can only be accessed after successfully completing world Championship mode.

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*****ONE NIGHT DREAM MATCH*****

=====

The standard exhibition and versus mode.

Upon selecting ONE NIGHT DREAM MATCH, the following 3 options will then be presented:

- Option A - Singles match
- Option B - Tag match
- Option C - 2 on 1 handicap match

Option B PLAYER specific settings:

1P & 1P VS CP & CP - Player 1 controls two wrestlers versus two computer controlled opponents.

1P & 1P VS 2P & 2P - Player 1 controls a tag team of two wrestlers versus a tag team controlled by Player 2.

1P & 2P VS CP & CP - Player 1 and Player 2 control a team of wrestlers versus a tag team controlled by the computer.

1P & 1P VS 2P & 3P - Player 1 controls a tag team against a tag team controlled by Player 2 and Player 3.

1P & 2P VS 3P & 3P - Player 1 and Player 2 controls a tag team against a tag team controlled by Player 3.

1P & 2P VS 3P & 4P - Player 1 and player controls a tag team against a tag team controlled by Player 3 and Player 4

CP & CP VS CP & CP - A tag team of two computer players versus a tag team of two other computer players.

The fifth option under MATCH setting

Option C PLAYER specific settings:

1P VS CP & CP - Player 1 versus a tag team of computer controlled opponents.

1P & 1P VS CP - Player 1 controls a tag team against a computer controlled opponent.

1P VS 2P & 2P - Player 1 versus a tag team controlled by Player 2.

1P & 1P VS 2P - Player 1 controls a tag team against player 2.

1P & 2P VS CP - Player 1 and Player 2 controls a tag team against a computer controlled opponent.

1P VS 2P & 3P - Player 1 versus a tag team controlled by Player 2 and Player 3.

1P & 2P VS 3P - Player 1 and Player 2 controls a tag team against Player 3.

CP VS CP & CP - 1 computer controlled player versus a tag team of 2 computer controlled opponents.

CP & CP VS CP - A tag team of two computer controlled players versus one computer controlled opponent.

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*****WORLD CHAMPIONSHIP*****

=====

Compete against the entire roster of wrestlers in EASY TYPE and strive to become the world champion.

Option A - Singles championship.

Option B - Tag Team championship.

Option B PLAYER specifics:

1P & 1P VS CP & CP - Player 1 controls a tag team against a series of tag teams controlled by two computer opponents.

1P & 2P VS CP & CP - Player 1 and Player 2 control a team of wrestlers versus a series of tag teams controlled by the computer.

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

*Critical - the player can only successfully complete the match under this condition if the computer opponent is put into a submission hold without the referee issuing a BREAK and after being affected by a CRITICAL.

*D.Q. - the player can only successfully complete the match under this condition if the computer controlled opponent is disqualified while using an illegal tactic against the player.

****Password system****

To save your progress in World Championship mode, a password option is accessible before each match with the following text: "PUSH SELECT TO PASSWORD".

Upon pushing select, the following "PASSWORD" menu Screen will be presented:

[----]

[BACK UP]

[EXIT] [FILE 1]

[SAVE] [---- --]

[END] [FILE 2]

 [---- --]

The first option beneath the "PASSWORD" title is the password provided for the specific match; intended to be written down.

EXIT:

Return to the pre-match screen.

SAVE:

Save current progress directly to the cartridge. Progress can be saved by highlighting either FILE 1 or FILE 2.

When saving over a pre-existing file, the following options will be presented:

[SAVE]
[NO]
[YES]

Selecting YES will overwrite the pre-existing save file while NO will cancel the SAVE option.

END:

Exit WORLD CHAMPIONSHIP mode and return to the main menu. If selected, the following options will appear:

[END]
[NO]
[YES]

Select YES to exit or NO to resume. Any data not saved before exiting will be lost.

FILE 1:

The first save file in WORLD CHAMPIONSHIP mode,

[---- --]:

The match count and wrestler selected with each save file

World Champion battles

Singles division:

- 01: ITTETSU WAKAMOTO (Kotetsu Yamamoto)

- 02: KIYOSHI AKECHI (Tsuyoshi Kikuchi)

- 03: BLADE HAYATE (The Great Sasuke)

- 04: EL KAMIKAZE (El Samurai)

- 05: PIRAS NO.2 (Barry Gaspar)

- 06: MASKARA EAGLE (Dos Caras)

- 07: PIRATES NO.1 (Billy Gaspar)

- 08: PHANTOM GUY (Pegasus Kid)

- 09: MAD TIGER (Tiger Jeet Singh)

- 10: MASKARA CONDOL (Mil Mascaras)

- 11: ASTEKA DRAGON (Ultimo Dragon)

- 12: KATSUSHI OKITA (onita Atsushi)

- 13: ZOMBI MASA (Masa Saito)

- 14: ASTRO BLASTER (The Ultimate Warrior)

- 15: BLOODY ALLEN (Bad News Brown)

- 16: SUPER "THE GOD" KAIZER (Jushin Thunder Liger)

- 17: MITSURU MUTSUKI (Minoru Suzuki)

- 18: KAZUKI YAMAMOTO (Kazuo Yamazaki)

- 19: STORM KENSUKE (Kensuke Sasaki)

- 20: MISTER K. (Koji Kitao)

- 21: KILLER BLASTER (Power Warrior)

- 22: KEIJI TOGASHI (Kenta Kobashi)

- 23: JYO KAJIWARA (Yoshiaki Fujiwara)

- 24: HIROSHI DATE (Hiroshi Hase)

- 25: SHINYA HATAMOTO (Shinya Hashimoto)

- 26: BIG STAMINA (Rick Steiner)

- 27: AKIRA YAGAMI (Akira Taue)

- 28: RICK GRAY (Dick Vrij)

- 29: VICTORY MUSASHI (Antonio Inoki)

30: SMALL STAMINA (Scott Steiner)

31: MAKOTO HIGAKI (Masakatsu Funaki)

32: THE SPIKE (Sting)

33: SMASHER GAN GAN GIGAS (Bam Bam Bigelow)

34: KEN BUDOU (Keiji Mutoh)

35: WIN HARLOCK (Ken Shamrock)

36: STILL JAMES (Steve Williams)

37: FIGHTER YAMAMOTO (Tatsumi Fujinami)

38: KERRY BOGIE (Terry Gordy)

39: MASAHIRO KOUNO (Mashario Chono)

40: TOSHIIE KAZAMA (Toshiaki Kawada)

41: HURRICANE RIKIMARU (Riki Choshu)

42: FLASH BARTON (Scott Norton)

43: NIGHT BLASTER (Road Warrior Hawk)

44: WOLF VAN (Volk Han)

45: IRON BLASTER (Road Warrior Animal)

46: BLADE MUSHA (The Great Muta)

47: NOBUHISA SANADA (Takada Nobuhiko)

48: THUNDER RYU (Genichiro Tenryu)

49: G.O. BLIGHT (Gary Albright)

50: HITMAN SAVER (Big Van Vader)

51: MITSUhide HIKAWA (Mitsuharu Misawa)

52: TOMMY BOMBER (Jumbo Tsuruta)

53: AX DOGAN (Hulk Hogan)

54: STAR BISON (Stan Hansen)

55: AKIRA SAEBA (Akira Maeda)

56: BIG THE GREAT BULL (Bruiser Brody)

After beating BIG THE GREAT BULL, the player will be treated to an ending sequence featuring their selected wrestler.

However, the quest to become World Champion isn't over yet.

A picture of the championship belt the player just won is shown followed by the option to defend that title against the following legends...

TITLE MATCH

SINGLES DIVISION:

57: KERRY TEXAN (Terry Funk)

58: HARRY TEXAN Jr. (Dory Funk Jr.)

59: DYANMIC KID (Dynamite Kid)

60: MASK DE PANCER (Tiger Mask)

61: THE ILLMINATOR (The Destroyer)

62: RIKIOUZAN (Rikidozan)

63: R.J. PHEIZ (Lou Thesz)

64: CARLOS KLAUZER (Karl Gotch)

WORLD CHAMPIONSHIP

TAG TEAM DIVISION:

1: BLADE HAYATE (The Great Sasuke) &
EL KAMIKAZE (El Samurai)

2: PIRATES NO.1 (Billy Gaspar) &
PIRATES NO.2 (Barry Gaspar)

3: KIYOSHI AKITOSHI (Tsuyoshi Kikuchi) &
KEIJI TOGASHI (Kenta Kobashi)

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

5: MASKARA EAGLE (Dos Caras) &
MASKARA CONDOL (Mil Mascaras)

6: KATSUSHI OKITA (Onita Atsushi) &
MISTER K. (Koji Kitao)

7: PHANTOM GUY (Pegasus Kid) &
SUPER "THE GOD" KAIZER (Jushin Thunder Liger)

8: STORM KENSUKE (Kensuke Sasaki) &
HIROSHI DATE (Hiroshi Hase)

9: MITSURU MUTSUKI (Minoru Suzuki) &

MAKOTO HIGAKI (Masakatsu Funaki)

10: ASTEKA DRAGON (Ultimo Dragon) &
THUNDER RYU (Genichiro Tenryu)

11: SHINYA HATAMOTO (Shinya Hashimoto) &
FLASH BARTON (Scott Norton)

12: ZOMBI MASA (Masa Saito) &
HURRICANE RIKIMARU (Riki Choshu)

13: KAZUKI YAMAMOTO (kazuo Yamazaki) &
NOBUHISA SANADA (Takada Nobuhiko)

14: MASAHIRO KOUNO (Masahiro Chono) &
KEN BUDOU (Keiji Mutoh)

15: WIN HARLOCK (Ken Shamrock) &
G.O. BLIGHT (Gary Albright)

16: KILLER WARRIOR (Power Warrior) &
NIGHT WARRIOR (Road Warrior Hawk)

17: AKIRA YAGAMI (Akira Taue) &
TOMMY BOMBER (Jumbo Tsuruta)

18: FIGHTER YAMATO (Tatsumi Fujinami) &
VICTORY MUSASHI (Antonio Inoki)

19: THE SPIKE (Sting) &
BLADE MUSHA (The Great Muta)

20: ASTRO BLASTER (The Ultimate Warrior) &
AX DOGAN (Hulk Hogan)

21: RICK GRAY (Dick Vrij) &
WOLF VAN (Volk Han)

22: SMASHER GAN GAN GIGAS (Bam Bam Bigelow) &
HITMAN SAVER (Big Van Vader)

23: STILL JAMES (Steve Williams) &
KERRY BOGIE (Terry Gordy)

24: TOSHIIE KAZAMA (Toshiaki Kawada) &
MITSUhide HIKAWA (Mitsuharu Misawa)

25: SMALL STAMINA (Rick Steiner) &
BIG STAMINA (Scott Steiner)

26: JYO KAJIWARA (Yoshiaki Fujiwara) &
AKIRA SAEBA (Akira Maeda)

27: NIGHT BLASTER (Road Warrior Hawk) &
IRON BLASTER (Road Warrior Animal)

After defeating KNIGHT BLASTER and IRON BLASTER,
the players are treated to an ending sequence
featuring both of their wrestlers.

However, the quest to become Tag Team Champions isn't over yet.

A picture of the championship belt the players just won is shown followed by the option to defend that title against the following legends...

TITLE MATCH

TAG TEAM DIVISION:

1: HARRY TEXAN Jr. (Dorry Funk) &
KERRY TEXAN (Terry Funk)

2: MASK DE PANCER (Tiger Mask)
DYNAMIC KID (Dynamite Kid)

3: RIKIOUZAN (Rikidozan) &
THE ILLMINATOR (The Destroyer)

4: CARLOS KLAUZER (Karl Gotch) &
R.J. PHEIZ (Lou Thesz)

After defeating CARLOS KLAUZER in either the singles or tag team divisions, Final Bout's true ending is then shown.

Congratulations! You are the world champion and the greatest wrestling legend of all time!

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

Compete against seven other wrestlers/wrestler teams in a round robin, open league style competition.

This section of the CONFIGURATION menu was designed specifically for TOURNAMENT and OPEN LEAGUE modes:

CONFIGURATION				
1P	0	CP		0
_____	__	_____	__	__
1P TAG	0	CP TAG		0
_____	__	_____	__	__
2P TAG	0	TOTAL		0
_____	__	_____	__	__

Configuration legend:

1P:
selects how many wrestlers Player 1 will control.

1P TAG:
selects how many tag teams Player 1 will control.

2P TAG:
choose how many tag teamss Player 2 will control.

CP:
choose the number of wrestlers controlled by the computer.

CP TAG:
choose the number of tag teams controlled by the computer.

TOTAL:
The current number of singles and tag teams participating in the tournament (note: 8 tag teams or singles wrestlers are needed to begin a tournament in LEAGUE mode).

****Match selection:****

Another unique feature in LEAGUE mode is the ability to choose the order of each fight in the OPEN LEAGUE tournament.

Simply move the cursor over up, down, left or right over OPEN LEAGUE mode's grid to select the desired match.

****LEAGUE mode points**:**

In a similar fashion to WORLD CHAMPIONSHIP, LEAGUE mode also incorporates a points system.

Here is the point list for match finishes:

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

*Critical - the player can only successfully complete the match under this condition if

the computer opponent is put into a submission hold without the referee issuing a BREAK and after being affected by a CRITICAL.

*D.Q. - the player can only successfully complete the match under this condition if the computer controlled opponent is disqualified while using an illegal tactic against the player.

The wrestler/wrestler team with the most points by the end of the eighth match wins the OPEN LEAGUE tournament.

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*****ELIMINATION*****

=====

5 man survival mode consisting of 5 separate matches where both players utilize a team of 5 Wrestlers in an elimination style setting. The team with the most surviving members at the end of the 5th match wins.

Additional rules:

If a DRAW GAME or TIME OUT has been reached, both wrestlers will be disqualified; forcing both teams to start the next match with their next selected wrestlers.

If both teams reach a DRAW GAME 5 consecutive times, the ELIMINATION match will also end with a DRAW GAME

It is possible to select clones or copies of your favorite Wrestlers in ELIMINATION mode.

The selectable ELIMINATION teams are as followed:

01) VIEW JAPAN (Classic)

-
- * VICTORY MUSASHI (Antonio Inoki)
 - * FIGHTER YAMATO (Tatsumi Fujinami)
 - * ZOMBI MASA (Masa Saito)
 - * HURRICANE RIKIMARU (Riki Choshu)
 - * ITTETSU WAKAMOTO (Kotesu Yamamoto)
-

02) VIEW JAPAN (Next Generation)

-
- * SHINYA HATAMOTO (Shinya Hashmito)
 - * MASAHIRO KOUNO (Masahiro Chono)
 - * KEN BUDOU (Keiji Mutoh)
 - * HIROSHI DATE (Hiroshi Hase)

* STORM KENSUKE (Kensuke Sasaki)

03) OLIVE JAPAN (Classic)

* TOMMY BOMBER (Jumbo Tsuruta)
* THUNDER RYU (Genichiro Tenryu)
* MASKARA CONDOL (Mil Mascaras)
* MASKARA EAGLE (Dos Caras)
* KATSUSHI OKITA (Onita Atsushi)

04) OLIVE JAPAN (Next Generation)

* MITSUhide HIKAWA (Mitsuharu Misawa)
* TOSHIIE KAZAMA (Toshiaki Kawada)
* AKIRA YAGAMI (Akira Taue)
* KEIJI TOGASHI (Kenta Kobashi)
* KIYOSHI AKECHI (Tsuyoshi Kikuchi)

05) SHOOT FIGHTERS (RINGS)

* AKIRA SAEBA (Akira Maeda)
* RICK GRAY (Dick Vrij)
* WOLF VAN (Volk Han)
* MAKOTO HIGAKI (Masakatsu Funaki)
* MITSURU MUTSUKI (Minoru Suzuki)

06) SHOOT FIGHTERS (Heavyweight)

* NOBUHISA SANADA (Takada Nobuhiko)
* KAZUKI YAMAMOTO (kazuo Yamazaki)
* G.O. BLIGHT (Gary Albright)
* HITMAN SAVER (Big Van Vader)
* MISTER K. (Koji Kitao)

07) WESTERN SUPERSTARS (Heavyweight)

* AX DOGAN (Hulk Hogan)
* BIG STAMINA (Rick Steiner)
* SMALL STAMINA (Scott Steiner)
* FLASH BARTON (Scott Norton)
* SMASH GAN GAN GIGAS (Bam Bam Bigelow)

08) OLIVE JAPAN (Gaijin)

* STAR BISON (Stan Hansen)
* BIG THE GREAT BULL (Bruiser Brody)
* TERRY BOGIE (Terry Gordy)
* STILL JAMES (Steve Williams)
* MASKARA CONDOR (Mil Mascaras)

09) LUCHADORS

* SUPER "THE GOD" KAIZER (Jushin Thunder Liger)

- * PHANTOM GUY (Pegasus Kid)
 - * ASTEKA DRAGON (Ultimo Dragon)
 - * EL KAMIKAZE (El Samurai)
 - * BLADE HAYATE (The Great Sasuke)
-

10 SHOOT FIGHTERS (Japanese)

- * AKIRA SAEBA (Akira Maeda)
 - * JYO KAJIWARA (Yoshiaki Fujiwara)
 - * NOBUHISA SANADA (Takada Nobuhiko)
 - * KAZUKI YAMAMOTO (kazuo Yamazaki)
 - * MAKOTO HIGAKI (Masakatsu Funaki)
-

11 SHOOT FIGHTERS (Gaijin)

- * RICK GRAY (Dick Vrij)
 - * WOLF VAN (Volk Han)
 - * HITMAN SAVER (Big Van Vader)
 - * G.O. BLIGHT (Gary Albright)
 - * WIN HARLOCK (Ken Shamrock)
-

12) MASKED SUPERSTARS

- * NIGHT BLASTER (Road Warrior Hawk)
 - * IRON BLASTER (Road Warrior Animal)
 - * KILLER BLASTER (Power Warrior)
 - * ASTRO BLASTER (The Ultimate Warrior)
 - * THE SPIKE (Sting)
-

13) HARDCORE SUPERSTARS (Gaijin)

- * MAD TIGER (Tiger Jeet Singh)
 - * BLOODY ALLEN (Bad News Brown)
 - * BLADE MUSHA (The Great Muta)
 - * PIRATES NO. 1 (Billy Gaspar)
 - * PIRATES NO. 2 (Barry Gaspar)
-

14) HARDCORE SUPERSTARS (Japanese)

- * THUNDER RYU (Genichiro Tenryu)
 - * KATSUSHI OKITA (Atsushi Onita)
 - * MAD TIGER (Tiger Jeet Singh)
 - * BLADE HAYATE (The Great Sasuke)
 - * MISTER K. (Koji Kitao)
-

15) RANDOM

Create a team of 5 randomly selected wrestlers.
This option can also be used to select a computer
opponent's team.

16) EDIT

Manually build your own team of 5 wrestlers.

This option can also be used to select a computer opponent's team.

=====

*****TOURNAMENT*****

=====

Compete against a series of human or computer controlled opponents in a tournament setting. Last surviving wrestler or tag team wins.

This section of the CONFIGURATION menu was designed specifically for TOURNAMENT and LEAGUE modes:

CONFIGURATION				
1P	0	CP		0
_____	__	_____	__	_____
1P TAG	0	CP TAG		0
_____	__	_____	__	_____
2P TAG	0	TOTAL		0
_____	__	_____	__	_____

1P:
selects how many wrestlers Player 1 will control.

1P TAG:
selects how many tag teams Player 1 will control.

2P TAG:
choose how many tag teams Player 2 will control.

CP:
choose the number of wrestlers controlled by the computer.

CP TAG:
choose the number of tag teams controlled by the computer.

TOTAL:
The current number of singles and tag teams participating in the tournament (note: 8 tag teams or singles wrestlers are needed to begin a tournament in TOURNAMENT mode).

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*****BATTLE ROYALE*****

=====

In BATTLE ROYALE mode, four wrestlers fight against each other in the ring at the same time. Last Wrestler standing

wins.

Up to four human controlled opponents can compete in Battle Royale mode.

Tag team options are not available in BATTLE ROYALE MODE.

1P VS 2P VS 3P VS 4P: four human controlled players face of.

1P VS 2P VS 3P VS CP: Player 1, 2 and 3 face each other along with a computer controlled opponent.

1P VS 2P VS CP VS CP: Player 1 versus Player 2 with two computer two additional computer controlled opponents.

1P VS CP VS CP VS CP: Player 1 competes with three other computer controlled opponents.

CP VS CP VS CP VS CP: Four computer players face off against one another.

=====

*****TITLE MATCH*****

=====

TITLE MATCH Options Menu:

FILE 1		FILE 1
FILE 2		FILE 2
[]		[]

EXIT

The left column represents save files stored in the singles division of WORLD CHAMPIONSHIP mode; whereas the right column represents save files stored in the tag team division.

Up to two save separate save files (FILE 1 & FILE 2) can be stored for each division.

The third row indicates the match count per save file.

EXIT:

Return to the MODE SELECT screen.

=====
*****EDIT*****
=====

Upon selecting EDIT mode, the following options will be presented.

[APPEARANCE]
[STATS]
[MOVES]
[CPU LOGIC]
[LOAD]
[SAVE]
[DELETE]
[EXIT]

APPEARANCE:

Adjusts the look of your created wrestler.
This option also serves as the section to input a name for your created wrestler.

STATS:

Adjusts the in-game stats of your created wrestler.

MOVES:

Select the strikes, grapples, submission holds and other various techniques your created wrestler will use.

CPU LOGIC:

Configure how your created wrestler will act when controlled by the computer.

LOAD:

Loads your saved created wrestler(s).

SAVE:

Save your created wrestler.

DELETE:

Delete an already saved created wrestler.

EXIT:

Return to the mode selection screen.

WRESTLER TYPE options menu

When selecting the APPEARANCE option, the following menu will appear:

[WRESTLER TEMPLATE]

[BODY COLOR]

[OPTION A] [OPTION B] [OPTION C] [OPTION D]

[NAME]

[OPTION D]

[OPTION E]

[OPTION F]

WRESTLER TEMPLATE:

Select a template for your create a wrestler using one of the 56 standard wrestlers.

The order of wrestler templates are as followed:

Template 1) VICTORY MUSASHI (Antonio Inoki)

=====

Template 2) FIGHTER YAMATO (Tatsumi Fujinami)

=====

Template 3) HURRICANE RIKIMARU (Riki Choshu)

=====

Template 4) ZOMBI MASA (Masa Saito)

=====

Template 5) HIROSHI DATE (Hiroshi Hase)

=====

Template 6) STORM KENSUKE (Kensuki Sasaki)

=====

Template 7) KEN BUDOU (Keiji Mutoh)

=====

Template 8) MASAHIRO KOUNO (Masahiro Chono)

=====

Template 9) SHINYA HATAMOTO (Shinya Hashimoto)

=====

Template 10) FLASH BARTON (Scott Norton)

=====

Template 11) SUPER "THE GOD" KAIZER
(Jushin Thunder Lyger)

=====
Template 12) PHANTOM GUY (Pegasus Kid)
=====

Template 13) EL KAMIKAZE (El Samurai)
=====

Template 14) BLADE HAYATE (The Great Sasuke)
=====

Template 15) TOMMY BOMBER (Jumbo Tsuruta)
=====

Template 16) AKIRA YAGAMI (Akira Taue)
=====

Template 17) MITSUhide HIKAWA (Mitsuharu Misawa)
=====

Template 18) TOSHIIE KAZAMA (Toshiaki Kawada)
=====

Template 19) KEIJI TOGASHI (Kenta Kobashi)
=====

Template 20) KIYOSHI AKECHI (Tsuyoshi Kikuchi)
=====

Template 21) STAR BISON (Stan Hansen)
=====

Template 22) BIG GREAT THE BULL (Bruiser Brody)
=====

Template 23) KERRY BOGIE (Terry Gordy)
=====

Template 24) STILL JAMES (Steve Williams)
=====

Template 25) AKIRA SAEBA (Akira Maeda)
=====

Template 26) JYO KAJIWARA (Yoshiaki Fujiwara)
=====

Template 27) NOBUHISA SANADA (Nobuhiko Takada)
=====

Template 28) KAZUKI YAMAMOTO (Kazuo Yamazaki)
=====

Template 29) MAKOTO HIDEKI (Masakatsu Funaki)
=====

Template 30) MITSURU MUTSUKI (Minoru Suzuki)
=====

Template 31) WOLF VAN (Volk Han)

=====
Template 32) RICK GRAY (Dick Vrij)
=====

Template 33) G.O. BLIGHT (Gary Albright)
=====

Template 34) WIN HARLOCK (Ken Shamrock)
=====

Template 35) THUNDER RYU (Genichiro Tenryu)
=====

Template 36) ASTEKA DRAGON (Genichiro Tenryu)
=====

Template 37) AX DOGAN (Hulk Hogan)
=====

Template 38) ASTRO BLASTER (The Ultimate Warrior)
=====

Template 39) IRON BLASTER (Road Warrior Animal)
=====

Template 40) NIGHT BLASTER (Road Warrior Hawk)
=====

Template 41) KILLER BLASTER (Power Warrior)
=====

Template 42) BIG STAMINA (Rick Steiner)
=====

Template 43) SMALL STAMINA (Scott Steiner)
=====

Template 44) HITMAN SAVER (Big Van Vader)
=====

Template 45) SMASHER GAN GAN GIGAS
(Bam Bam Bigelow)
=====

Template 46) BLADE MUSHA (The Great Muta)
=====

Template 47) THE SPIKE (Sting)
=====

Template 48) MASKARA CONDOL (Mil Mascaras)
=====

Template 49) MASKARA EAGLE (Dos Caras)
=====

Template 50) MAD TIGER (Tiger Jeet Singh)
=====

Template 51) BLOODY ALLEN (Bad News Brown)
=====

Template 52) PIRATES NO.1 (Billy Gasper)
=====

Template 53) PIRATES NO.2 (Barry Gasper)
=====

Template 54) KATSUSHI OKITA (Atsushi Onita)
=====

Template 55) MISTER K. (Koji Kitao)
=====

Template 56) ITTETSU WAKAMOTO (Kotetsu Yamamoto)
=====

The following templates can only be accessed
after inputting a specific password. For more
information, see the "SECRETS, TIPS & TRICKS"
section of this FAQ.

Template 57) KERRY TEXAN (Terry Funk)
=====

Template 58) HARRY TEXAN Jr. (Dory Funk Jr.)
=====

Template 59) DYANMIC KID (Dynamite Kid)
=====

Template 60) MASK DE PANCER (Tiger Mask)
=====

Template 61) THE ILLMINATOR (The Destroyer)
=====

Template 62) RIKIOUZAN (Rikidozan)
=====

Template 63) R.J. PHEIZ (Lou Thesz)
=====

Template 64) CARLOS KLAUZER (Karl Gotch)
=====

BODY COLOR:
Adjust the color of the created wrestler's attire.

- [OPTION A]: adjust skin tone.
- [OPTION B]: adjust trunk color.
- [OPTION C]: adjust pants color.
- [OPTION D]: adjust boots color.

NAME: input the name of the wrestler.

[OPTION D] Japanese writing #1.

[OPTION E] Roman letters and numbers.

[OPTION F] Japanese writing #2

[EXIT]: return to EDIT mode menu.

STATS Options Menu

[TOUCH[--] [SPEED [02]

[COMEBACK [07] [EXIT]

```

_____            _DIAGRAM_A+
          [ A [ D ] |     1     |
          _____ |     8   2   |
1] KICK      [ 1 [ 1 ] |    7   3   |
          _____ |     6   4   |
2] PUNCH     [ 1 [ 1 ] |     5     |
          _____ |             |
3] SUPLEX    [ 1 [ 1 ] |-----|
          _____ |   ATTACK   |
4] POWER     [ 1 [ 1 ] |             |
          _____ |             |
5] SUB.M     [ 1 [ 1 ] |             |
          _____ |             |
6] LARIAT    [ 1 [ 1 ] |             |
          _____ |             |
7] FLYING    [ 1 [ 1 ] |             |
          _____ |             |
8] ARM       [ 1 [ 1 ] |             |
          _____ |             |

```

[TOUCH]: Adjust the created wrestler's wrestling style.

[COMEBACK]: adjust how long the wrestler stays outside
the ring. The default setting is 7 seconds.

[A [D]]: attack and defense counter for each stat.

KICK: adjust kicking power.

PUNCH: adjust punching power.

SUPLEX: adjust suplex power.

POWER: adjust power of strong grapples.

SUB. M: adjust power of lower body submission holds
(ideal for criticals to the legs).

LARIAT: adjust running attack power.

FLYING: adjust top rope moves power.

ARM: adjust power of upper body and arm submission
holds (ideal for criticals to the arms).

[SPEED]: adjust how fast the created wrestler moves.

[EXIT]: return to Edit mode menu.

[DIAGRAM A]: an illustrated diagram of the created
wrestler's stats as they are being
edited.

[ATTACK/DEFENCE]: indicates which category of points
is currently being edited.

[--/-- [MAX]: adjust created wrestler edit points.

****MOVES options Menu:****

Under construction.

To contribute an english translation for this section,
please see the "CONTACT" section of this FAQ for more
information.

****CPU LOGIC Options Menu:****

To contribute an english translation for this section,
please see the "CONTACT" section of this FAQ for more
information.

****LOAD Options Menu****

[LOAD] [EXIT] [>]

1] NO DATA |

```
2] NO DATA |
|
|-----|
3] NO DATA |
|
|-----|
4] NO DATA |
|
|-----|
5] NO DATA |
|
|-----|
6] NO DATA |
|
|-----|
```

[LOAD]: The LOAD option screen title.

[EXIT]: return to EDIT mode menu.

[>]: proceed to the second screen of saved created wrestler files by pressing right on the d-pad.

[<]: return back to the first screen of saved created wrestler files by pressing left on the d-pad.

To load a created wrestler file, simply hover over the file and press the B button. The EXIT option will then be highlighted. Press the B button once again to return to the EDIT mode menu to continue editing your created wrestler.

Note: Up to 12 separate created wrestlers can be saved in EDIT mode.

****SAVE Options Menu:****

[SAVE] [EXIT] [>]

```
|-----|
1] NO DATA |
|
|-----|
2] NO DATA |
|
|-----|
3] NO DATA |
|
|-----|
4] NO DATA |
|
|-----|
5] NO DATA |
|
|-----|
6] NO DATA |
|
|-----|
```

[SAVE]: The SAVE option screen title.

[EXIT]: return to EDIT mode menu.

[>]: proceed to the second screen of saved created wrestler files by pressing right on the d-pad.

[<]: return back to the first screen of saved created wrestler files by pressing left on the d-pad.

To save a created wrestler file, simply hover over the file and press the B button.

When attempting to overwrite a pre-existing saved file, a small window will appear on the screen confirming the decision to overwrite. Choosing the YES option will overwrite while the NO option will cancel the decision and return to the SAVE options menu.

Note: Up to 12 separate created wrestlers can be saved in EDIT mode.

****DELETE Options Menu:****

[DELETE] [EXIT] [>]

1] NO DATA	
2] NO DATA	
3] NO DATA	
4] NO DATA	
5] NO DATA	
6] NO DATA	

[DELETE]: The DELETE option screen title.

[EXIT]: return to EDIT mode menu.

[>]: proceed to the second screen of saved created wrestler files by pressing right on the d-pad.

[<]: return back to the first screen of saved created wrestler files by pressing left on the d-pad.

To delete a created wrestler file, simply hover over the file and press the B button.

When attempting to delete a pre-existing save file, a small window will appear on the screen confirming the decision to delete. Choosing the YES option will delete while the NO option will cancel the decision and return to the DELETE options menu.

=====
*****OPTION*****
=====

PERFORMANCE	ON
BGM TEST	0
SOUND TEST	0
VOICE TEST	0
BGM VOLUME	16
SOUND VOLUME	16
RING COLOR	1
BACKUP CLEAR	1
EXIT	-

****Options legend**:**

PERFORMANCE:

The ability to turn off or on each Wrestler's entrance pose before a match. ON is the default PERFORMANCE setting.

BGM TEST:

Listen to Easy Type's various music tracks. The tracklist is as follows:

- 0 - Main theme
- 1 - Main menu theme
- 2 - Match start theme
- 3 - End of match theme
- 4 - GAME OVER theme
- 5 - Game ending theme (Ver. A)

- 6 - Game ending theme (Ver. B)
- 7 - Theme of VICTORY MUSASHI, FIGHTER YAMATO, HARRY FUNK Jr. & KERRY FUNK
- 8 - Theme of MASAHIRO KOUNO, KEN BUDOU & SHINYA HATAMOTO
- 9 - Theme of HIROSHI DATE, STORM SASAUKE & ZOMBI MASA
- 10 - Theme of PHANTOM GUY & SUPER "THE GOD" KAIZER
- 11 - Theme of BLADE HAYATE, EL KAMIKAZE & ITTETSU WAKAMOTO
- 12 - Theme of THE SPIKE & BLADE MUSHA
- 13 - Theme of AX DOGAN, ASTRO BLASTER, SMALL STAMINA & BIG STAMINA
- 14 - Theme of NIGHT BLASTER, IRON BLASTER, HITMAN SAVER & SMASHER GAN GAN GIGAS
- 15 - Theme of TOMMY BOMBER & AKIRA YAGAMI
- 16 - Theme of MITSUhide HIKAWA & TOSHIIE KAZAMA
- 17 - Theme of KIYOSHI AKECHI & KEIJI TOGASHI
- 18 - Theme of MASKARA CONDOL & MASKARA EAGLE
- 19 - Theme of STILL JAMES, KERRY BOGIE, STAR BISON & BIG THE GREAT BULL
- 20 - Theme of THUNDER RYU & ASTEKA DRAGON
- 21 - Theme of AKIRA SAEBA & JYO KAJIWARA
- 22 - Theme of NOBUHISA SANADA & KAZUKI YAMAMOTO
- 23 - Theme of MITSURU MUTSUKI & MAKOTO HIGAKI
- 24 - Theme of ANDY GRAY, WOLF VAN & G.O. BLIGHT
- 25 - Theme of PIRATES NO.1, PIRATES #2, MAD TIGER & BAD NEWS ALLEN
- 26 - Theme of MR. K. & KATSUSHI OKITA
- 27 - Theme of MASK DE PAMCER & DYNAMIC KID
- 28 - Theme of THE ILLMINATOR & RIKOUZAN
- 29 - Theme of R.J. PHEIZ & CARLOS KLAUZER

SOUND TEST:

Listen to the various sound effects in Easy Type.

VOICE TEST:

Listen to the various grunts, roars and battle cries in Easy Type

.

BGM VOLUME:

Adjust the volume of Easy Type's background music.

SOUND VOLUME:

Adjust the volume of Easy Type's sound & Voice effects.

RING COLOR:

select the color of the ring. The following ring colors are:

- 1 - Blue (default)
- 2 - Orange
- 3 - Acqua green
- 4 - Light brown
- 5 - Green
- 6 - Pink

BACKUP CLEAR:

Erase backup save data.

EXIT:

Return to the mode selection screen.

=====

*****LOAD*****

=====

LOAD mode allows players load save files and passwords collected in WORLD CHAMPIONSHIP mode.

Upon selecting LOAD mode, the following two options will then be presented:

[BACKUP] [PASSWORD]

BACKUP:

Load WORLD CHAMPIONSHIP save files saved directly to the cartridge of Final Bout.

PASSWORD:

Enter passwords acquired through WORLD CHAMPIONSHIP mode.

BACKUP options menu

On the BACKUP options screen, pre-saved load files are presented with the following menu options:

FILE 1		FILE 1
FILE 2		FILE 2
[]		[]

EXIT

The left column represents save files stored in the singles division of WORLD CHAMPIONSHIP mode; whereas the right column represents save files stored in the tag team division.

Up to two save separate save files (FILE 1 & FILE 2) can be stored for each division.

The third row indicates the match count per save file.

EXIT:

Return to the MODE SELECT screen.

PASSWORD options menu

PASSWORD mode allows players to input passwords collected in WORLD CHAMPIONSHIP mode.

Once PASSWORD mode has been selected, the following options will become available:

CANCEL:

Return to the mode selection screen.

EXIT:

Enter and confirm password.

*****READING THE MATCH MENU SCREEN*****

CONFIGURATION				
1P	0	CP		0
_____	__	_____	__	_____
1P TAG	0	CP TAG		0
_____	__	_____	__	_____
2P TAG	0	TOTAL		0
_____	__	_____	__	_____
PLAYER		1P VS CP		
_____		_____		
INDICATORS	X	-		0
_____	__	_____	__	_____
MATCH		standard		
_____		_____		
TIME		60min 1round		
_____		_____		
REFEREE		-		
_____		_____		
TIMING		-		
_____		_____		
COM LV.		1		
_____		_____		

****Legend**:****1P:**

determines how many wrestlers the 1st player controls and how many players the computer will control (note: this option is only accessible in TOURNAMENT and LEAGUE modes).

1P TAG:

determines how many tag teams the 1st player and computer controls. (note: this option is only accessible in TOURNAMENT and LEAGUE modes).

2P TAG:

determines the number of tag teams controlled by the 2nd player and computer. (note: this option is only accessible in TOURNAMENT and LEAGUE modes).

PLAYER:

choose who will be participating in the match:

*1P VS CP - 1st player versus the computer.
*1P VS 2P - 1st player versus the 2nd player.
or *CP VS CP - The computer faces another computer. (note: this feature is not accessible in WORLD CHAMPIONSHIP mode).

INDICATORS:

match markers that can be assigned to either player. The indicators are displayed at the end of each match.

MATCH:

select the match type and match conditions. The following matches available are:
Option 1) Standard rules (default)
Option 2)
Option 3) pinfall only
Option 4) 2 count pinfall
Option 5) Tornado Tag (note: only available in Tag and Handicap matches)

TIME:

adjusts the time limit and number of rounds.

REFEREE:

choose a referee for the match.

TIMING:

adjust the timing for grapple lockups
This option is ideal for players who prefer the
lockup timing from Final Bout III).

COM LV.:

adjust the computer's difficulty level.

NEXT:

proceeds to the Wrestler selection screen.

=====

*****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
- A - Strong grapple
- X - Irish whip
- X + Up/Down/Left/Right - Irish Whip 2
- 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
- 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)

=====

*****MATCH RULES*****

=====

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 for either 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.

CRITICAL:

If a Wrestler who has received a CRITICAL is placed into a submission hold (under standard match settings) the affected wrestler will instantly GIVE UP resulting in a loss.

In terms of match rules, a CRITICAL will not be counted under the following conditions:

*the critical is applied outside of the ring.

*The critical is applied while either player has enough stamina to escape the ensuing submission hold before the referee stops the match.

*when a tag team partner who is not currently tagged in performs a critical on an opponent from another team, the referee will not count the submission attempt resulting in the continuation of the match.

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

In order of appearance from the wrestler selection screen:

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

Real name: Antonio Inoki
Nickname: Battle Legend
Birthdate: 1948.3.7
Height: 186 cm (6 ft, 1 in)
Weight: 102 kg (225 lbs)
Nation: JAPAN

ATTACK: {}{}{}{}{}{}{}{}{ 7.5

DEFENCE: {}{}{}{}{}{}{}{}{}{ 8.5

SPEED: {}{}{}{}{}{}{}{}{}{ 7.5

Special move:
Enzuigiri - A (strike attack)

Secret moves:
Bare Knuckled Punch - Down + y + B (front grapple)
Snap Suplex - Right+ Y + B (back grapple)

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

Real name: Tatsumi Fujinami
Nickname: Unyielding Dragon
Birthdate: 1953.5.18
Height: 184 cm (6 ft)
Weight: 105 kg (231 lbs)
Nation: JAPAN

ATTACK: {}{}{}{}{}{}{}{}{} 8

DEFENCE: {}{}{}{}{}{}{}{}{} 8.5

SPEED: {}{}{}{}{}{}{}{}{}{} 10

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

Secret moves:
Octopus Hold - Up + Y + B (front grapple)
Dragon Sleeper Combo - Left + Y + B (back grapple)

=====
HURRICANE RIKIMARU
=====

Real name: Riki Choshu
Nickname: Last Patriot
Birthdate: 1951.6.7
Height: 185 cm (6 ft, 1 in)
Weight: 110 kg (243 lbs)
Nation: JAPAN

ATTACK: {}{}{}{}{}{}{}{}{} 8.5

DEFENCE: {}{}{}{}{}{}{}{}{} 8.5

SPEED: {}{}{}{}{}{}{}{}{}{} 10

Special move:
Sasori Gatame - A (at the legs of downed opponent)

Secret moves:

Octopus Hold - Right + y + B (front grapple)

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

=====

ZOMBI MASA

=====

Real name: Masa Saito

Nickname: Immortal Monster

Birthdate: 1945.8.15

Height: 180 cm (5 ft, 11 in)

Weight: 120 kg (265 lbs)

Nation: JAPAN

ATTACK: {}{}{}{}{}{}{}{} 7

DEFENCE: {}{}{}{}{}{}{}{}{} 7.5

SPEED: {}{}{}{}{}{}{}{} 5.5

Fighting style: Grapple style

Special move:

Backdrop - Left/right + A (back grapple)

Secret moves:

Backbreaker - Left + Y + B (front grapple)

Headlock - Up + Y + B (back grapple)

=====

HIROSHI DATE

=====

Real name: Hiroshi Hase

Nickname: Magnificent Falling Star

Birthdate: 1962.9.11

Height: 182 cm (6 ft)

Weight: 102 kg (225 lbs)

Nation: JAPAN

ATTACK: {}{}{}{}{}{}{}{}{} 8

DEFENCE: {}{}{}{}{}{}{}{}{} 7.5

SPEED: {}{}{}{}{}{}{}{}{}{} 10

Special move:

Northern Lights Suplex - Down + A (front grapple)

Secret moves:

Leg Lock - Left + Y + B (front grapple)

Dragon Suplex Pin - Down + Y + B (back grapple)

=====
STORM KENSUKE
=====

Real name: Kensuke Sasaki
Nickname: Exploding Tank
Birthdate: 1966.8.4
Height: 180 cm (5 ft, 11 in)
Weight: 110 kg (243 lbs)
Nation: JAPAN

ATTACK: {}{}{}{}{}{}{}{}{ 7.5

DEFENCE: {}{}{}{}{}{}{}{}{}{ 7.5

SPEED: {}{}{}{}{}{}{}{}{}{ 7.5

Special move:
Strangle Hold - A (at the head of downed opponent)

Secret moves:
Judo Slam - Down + Y + B (front grapple)
Release German Suplex - Right + Y + B (back grapple)

=====
SHINYA HATAMOTO
=====

Real name: Shinya Hashimoto
Nickname: Fighting Demon
Birthdate: 1966.12.5
Height: 183 cm (6 ft)
Weight: 136 kg (300 lbs)
Nation: JAPAN

ATTACK: {}{}{}{}{}{}{}{}{} 8

DEFENCE: {}{}{}{}{}{}{}{}{}{ 7.5

SPEED: {}{}{}{}{}{}{}{}{}{ 7.5

Special move:
Jumping DDT - Down + A (front grapple)

Secret moves:
Samoan Drop - Left + Y + B (front grapple)
Back Jab - Up + Y + B (back grapple)

=====
MASAHIRO KOUNO
=====

Real name: Mashario Chono
Nickname: Lion King of Fury
Birthdate: 1964.3.15
Height: 187 cm (6 ft, 2 in)
Weight: 114 kg (251 lbs)
Nation: JAPAN

ATTACK: {}{}{}{}{}{}{}{} 8

DEFENCE: {}{}{}{}{}{}{}{} 8.5

SPEED: {}{}{}{}{}{}{}{}{} 10

Special move:

STF (A at the legs of a downed opponent)

Secret moves:

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

German Suplex Pin - Down + Y + B (back grapple)

=====
KEN BUDOU
=====

Real name: Keiji Mutoh
Nickname: Wind Fencer
Birthdate: 1966.6.22
Height: 188 cm (6 ft, 2 in)
Weight: 107 kg (236 lbs)
Nation: JAPAN

ATTACK : {}{}{}{}{}{}{}{} 8.5

DEFENCE: {}{}{}{}{}{}{}{} 7.5

Speed: {}{}{}{}{}{}{}{}{} 10

Special move:

Moonsault Body Press - B (from top ropeS)

Secret moves:

Rollup Pin - Up + Y + B (front grapple)

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

=====
FLASH BARTON
=====

Real name: Scott Norton

Nickname: Howling Flash
Birthdate: 1961.6.15
Height: 190 cm (6 ft, 3 in)
Weight: 160 kg (353 lbs)
Nation: U.S.A

ATTACK : {}{}{}{}{}{}{}{}{}{ 8.5

DEFENCE: {}{}{}{}{}{}{}{}{}{ 8.5

SPEED: {}{}{}{}{}{}{}{}{}{ 5.5

Special move:
Powerslam (B while opponent is running towards you)

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

=====
SUPER "THE GOD" KAIZER
=====

Real name: Jushin Thunder Liger
Nickname: Emperor of Time
Birthdate: UNKNOWN
Height: 170 cm (5 ft, 7 in)
Weight: 95 kg (209 lbs)
Nation: UNKNOWN

ATTACK: {}{}{}{}{}{}{}{}{}{ 7.5

DEFENCE:{}{}{}{}{}{}{}{}{}{ 7.5

SPEED: {}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{} 13

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

Secret moves:
Rapid Punch Combo - Right + Y + B (front grapple)
German Suplex Leglock Pin - Down + Y + B (back grapple)

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

Real name: Pegasus Kid
Nickname: Masked Superstar
Birthdate: UNKNOWN
Height: 180 cm (5 ft, 11 in)
Weight: 103 kg (227 lbs)

Nation: UNKNOWN

ATTACK: {}{}{}{}{}{}{}{} 7.5

DEFENCE: {}{}{}{}{}{}{}{} 6.5

SPEED: {}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{} 13

Special move:

Diving Guillotine Drop - B (from top ropes)

Secret moves:

Tombstone Piledriver - Left + Y + B (front grapple)

Argentine Backbreaker - Up + Y + B (back grapple)

=====
EL KAMIKAZE
=====

Real name: El Samurai

Nickname: Falcon with Samurai Spirit

Birthdate: 1966.4.19

Height: 180 cm (5 ft, 11 in)

Weight: 95 kg (209 lbs)

Nation: JAPAN

ATTACK: {}{}{}{}{}{}{}{} 6.5

DEFENCE: {}{}{}{}{}{}{}{} 6.5

SPEED: {}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{} 13

Special move:

Reverse Brainbuster - B (back grapple)

Secret moves:

Jumping Powerbomb - Down + Y + B (front grapple)

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

=====
BLADE HAYATE
=====

Real name: The Great Sasuke

Nickname: Northeastern Sensation

Birthdate: 1969.7.18

Height: 180 cm (5 ft, 11 in)

Weight: 87 kg (191 lbs)

Nation: JAPAN

ATTACK: {}{}{}{}{}{}{}{} 6

DEFENCE: {}{}{}{}{}{}{}{} 6

SPEED: {}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{} 13

Special move:
Michinoku Attack - A (while running towards opponent
outside ring)

Secret moves:
Reverse Grapple - Down + Y + B (front grapple)
Sasuke Suplex - Right + Y + B (back grapple)

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

Real name: Jumbo Tsuruta
Nickname: Powerful Bomb
Birthdate: 1954.7.15
Height: 193 cm (6 ft, 4 in)
Weight: 127 kg (280 lbs)
Nation: JAPAN

ATTACK : {}{}{}{}{}{}{}{}{}{}{}{}{}{} 9

DEFENCE: {}{}{}{}{}{}{}{}{}{}{}{}{}{} 9

SPEED: {}{}{}{}{}{}{}{}{}{}{}{}{}{} 7.5

Special move:
Backdrop Hold - Left/Right + A (back grapple)

Secret move:
Release Double Underhook Belly To Back suplex -
Right + Y + B (front grapple)
German Suplex - Down + Y + B (back grapple)

=====
AKIRA YAGAMI
=====

Real name: Akira Taue
Nickname: Incomplete Prince
Birthdate: 1960.8.23
Height: 189 cm (6 ft, 2 in)
Weight: 118 kg (260 lbs)
Nation: JAPAN

ATTACK : {}{}{}{}{}{}{}{}{}{}{}{}{}{} 8.5

DEFENCE: {}{}{}{}{}{}{}{}{}{}{}{}{}{} 7.5

SPEED: {}{}{}{}{}{}{}{}{}{} 7.5

Special move:

Chokeslam - Up + A (front grapple)

Secret moves:

Tsuruta Sleeper Hold - Left + Y + B (front grapple)

Atomic Toss - Up + Y + B (back grapple)

MITSUhide HIKAWA

Real name: Mitsuharu Misawa

Nickname: Hyper Elbow

Birthdate: 1961.10.3

Height: 185 cm (6 ft, 1 in)

Weight: 110 kg (243 lbs)

Nation: JAPAN

ATTACK : {}{}{}{}{}{}{}{}{}{} 8.5

DEFENCE: {}{}{}{}{}{}{}{}{}{} 9

SPEED: {}{}{}{}{}{}{}{}{}{} 10

Special move:

Face Lock - A (at the head OF downed opponent)

Secret moves:

Fisherman suplex - Right + Y + B (front grapple)

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

TOSHIE KAZAMA

Real name: Toshiaki Kawada

Nickname: Burning Warrior

Birthdate: 1962.5.14

Height: 181 cm (5 ft, 11 in)

Weight: 103 kg (227 lbs)

Nation: JAPAN

ATTACK : {}{}{}{}{}{}{}{}{}{} 8.5

DEFENCE: {}{}{}{}{}{}{}{}{}{} 8.5

SPEED: {}{}{}{}{}{}{}{}{}{} 10

Special move:
Stretch Plum - Left/Right + A (front grapple)

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

=====
KEIJI TOGASHI
=====

Real name: Kenta Kobashi
Nickname: Fresh Fighter
Birthdate: 1967.3.27
Height: 181 cm (5 ft, 11 in)
Weight: 118 kg (260 lbs)
Nation: JAPAN

ATTACK: {}{}{}{}{}{}{}{}[7.5

DEFENCE: {}{}{}{}{}{}{}{}{ 7.5

SPEED: {}{}{}{}{}{}{}{}{}{}{} 10

Special move:
Moonsault Press - B (from top ropes)

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

=====
KIYOSHI AKECHI
=====

Real name: Tsuyoshi Kikuchi
Nickname: Flag soldier
Birthdate: 1964.11.21
Height: 177 cm (5 ft, 10 in)
Weight: 92 kg (203 lbs)
Nation: JAPAN

ATTACK: {}{}{}{}{}{}{}{}{ 6.5

DEFENCE: {}{}{}{}{}{}{}{}{ 6.5

SPEED: {}{}{}{}{}{}{}{}{}{}{} 10

Special move:
Fisherman's Suplex - Down + A (front grapple)

Secret moves:

Bulldog - Up + Y + B (front grapple)

Underhook Pin - Left + Y + B (back grapple)

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

Real name: Stan Hansen
Nickname: Fierce Bull of the Ring
Birthdate: 1948.2.29
Height: 200 cm (6 ft, 7 in)
Weight: 150 kg (331 lbs)
Nation: U.S.A.

ATTACK: {}{}{}{}{}{}{}{}{}{ 7.5

DEFENCE: {}{}{}{}{}{}{}{}{}{}{}{}{}{}{ 10.5

SPEED: {}{}{}{}{}{}{}{}{}{}{}{ 7.5

Special move:
Western Lariat - B (while running)

Secret moves:
Powerslam - Right + Y + B (front grapple)
Short Range Lariat - Down + Y + B (back grapple)

=====
BIG GREAT THE BULL
=====

Real name: Bruiser Brody
Nickname: Philosophical Beast
Birthdate: 1951.5.27
Height: 201 cm (6 ft, 7 in)
Weight: 145 kg (320 lbs)
Nation: U.S.A.

ATTACK: {}{}{}{}{}{}{}{}{}{}{}{ 8.5

DEFENCE: {}{}{}{}{}{}{}{}{}{}{}{}{}{}{ 10.5

SPEED: {}{}{}{}{}{}{}{}{}{}{}{ 7.5

Special move:
King Kong Legdrop - A (at the head of downed opponent)

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

=====
KERRY BOGIE
=====

Real name: Terry Gordy
Nickname: Nuclear Man
Birthdate: 1960.9.21
Height: 198 cm (6ft, 4 in)
Weight: 142 kg (313lbs)
Nation: U.S.A.

ATTACK: {}{}{}{}{}{}{}{}{}{ 8.5

DEFENCE: {}{}{}{}{}{}{}{}{}{ 8.5

SPEED: {}{}{}{}{}{}{}{}{}{ 7.5

Special move:
Jumping Powerbomb - Down + A (front grapple)

Secret moves:
short Range Lariat - Left + Y + B (front grapple)
Elbow Strike - Up + Y + B (back grapple)

=====
STILL JAMES
=====

Real name: Steve Williams
Nickname: Ruthless Doctor
Birthdate: 1959.4.6
Height: 189 cm (6 ft, 2 in)
Weight: 134 kg (295 lbs)
Nation: U.S.A.

ATTACK: {}{}{}{}{}{}{}{}{}{ 8.5

DEFENCE: {}{}{}{}{}{}{}{}{} 8

SPEED: {}{}{}{}{}{}{}{}{}{ 7.5

Special move:
Avalanche Hold - Left/Right + A (front grapple)

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

=====

AKIRA SAEBA

=====

Real name: Akira Maeda
Nickname: World Fighting King
Birthdate: 1957.9.4
Height: 190 cm (6 ft, 3 in)
Weight: 115 kg (254 lbs)
Nation: JAPAN

ATTACK: {}{}{}{}{}{}{}{}{}{ 8.5

DEFENCE: {}{}{}{}{}{}{}{}{}{}{ 9.5

SPEED: {}{}{}{}{}{}{}{}{}{ 7.5

Special move:

Capture Suplex - Down + A (front grapple)

Secret moves:

Headbutt - Right + Y + B (front grapple)

Headbutt - Down + Y + B (back grapple)

=====

JYO KAJIWARA

=====

Real name: Yoshiaki Fujiwara
Nickname: Submission Master
Birthdate: 1950.6.24
Height: 182 cm (6 ft)
Weight: 103 kg (227 lbs)
Nation: JAPAN

ATTACK: {}{}{}{}{}{}{}{}{}{ 8.5

DEFENCE: {}{}{}{}{}{}{}{}{}{}{ 9.5

SPEED: {}{}{}{}{}{}{}{}{}{ 7.5

Special move:

Achilles Tendon Hold - A (at grounded opponent's feet)

Secret moves:

Fujiwara Armbar - Right + Y + B (front grapple)

Standing Chickenwing Headlock - Down + Y + B (back grapple)

Critical:

Chickenwing Headlock - A (at head of downed opponent)

Leg Lock - A (at grounded opponent's feet)

Fujiwara Armbar - Right + Y + B (front grapple)

Standing Chickenwing Headlock - Down + Y + B (back grapple)

=====
NOBUHISA SANADA

Real name: Nobuhiko Takada
Nickname: War Daredevil
Birthdate: 1960.12.23
Height: 188 cm (6 ft, 2 in)
Weight: 112 kg (247 lbs)
Nation: JAPAN

ATTACK: {}{}{}{}{}{}{}{}{}{ 8.5

DEFENCE: {}{}{}{}{}{}{}{}{}{}{ 9.5

SPEED: {}{}{}{}{}{}{}{}{}{}{ 7.5

Finishing move:
Armbar - A (at head of downed opponent)

Secret moves:
Punch Rush Combo - Up + Y + B (while grappling)
German Suplex - Left + Y + B (back grapple)

=====
KAZUKI YAMAMOTO
=====

Real name: Kazuo Yamazaki
Nickname: Feverish Striker
Birthdate: 1960.3.21
Height: 185 cm (6 ft, 1 in)
Weight: 102 kg (225 lbs)
Nation: JAPAN

ATTACK: {}{}{}{}{}{}{}{}{}{ 6.5

DEFENCE: {}{}{}{}{}{}{}{}{}{} 8

SPEED: {}{}{}{}{}{}{}{}{}{}{}{} 10

Special move:
Machine Gun Kick - Down + A (front grapple)

Secret moves:
Double Arm Hook Belly To Belly Suplex - Left + Y + B
(front grapple)
Knee Jab Combo - Up + Y + B (back grapple)

=====
MAKOTO HIGAKI

=====

Real name: Masakatsu Funaki
Nickname: Young Fight Leader
Birthdate: 1968.9.12
Height: 181 cm (5 ft, 11 in)
Weight: 100 kg (220 lbs)
Nation: JAPAN

ATTACK: {}{}{}{}{}{}{}{} 8

DEFENCE: {}{}{}{}{}{}{}{} 8

SPEED: {}{}{}{}{}{}{}{}{}{} 10

Special move:

Shotei - Left/Right + A (front grapple)

Secret move:

Gut Punch Combo - Down + Y + B (front grapple)

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

=====

MITSURU MUTSUKI

Real name: Minoru Suzuki
Nickname: Razor Fighter
Birthdate: 1968.6.17
Height: 180 cm (5 ft, 11 in)
Weight: 93 kg (205 lbs)
Nation: JAPAN

ATTACK: {}{}{}{}{}{}{}{} 7

DEFENCE: {}{}{}{}{}{}{}{} 7.5

SPEED: {}{}{}{}{}{}{}{}{}{} 10

Special move:

Sleeper Hold (A at the head of a downed opponent)

Secret moves:

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

Rear Naked Choke - Left + Y + B (back grapple)

=====

WOLF VAN

Real name: Volk Han
Nickname: Commando Wolf

Birthdate: 1961.4.16
Height: 190 cm (6 ft, 3 in)
Weight: 104 kg (229 lbs)
Nation: GRUZIYASSR (an error meant to be Gruzia, U.S.S.R.)

ATTACK: {}{}{}{}{}{}{}{} 8

DEFENCE: {}{}{}{}{}{}{}{}{} 9

SPEED: {}{}{}{}{}{}{}{}{}{} 10

Special move:

Falling Heel Hold - Left/Right + A (front grapple)

Secret moves:

Falling Armbar - Left + Y + B (front grapple)

Standing Chickenwing Armlock - Up + Y + B (back grapple)

Critical:

Heel Hold - A (at feet of downed opponent)

Falling Heel Hold - Left/Right + A

(at feet of downed opponent)

Standing Chickenwing Armlock - Up + Y + B (back grapple)

=====

RICK GRAY

=====

Real name: Dick Vrij

Nickname: Fighting Cyborg

Birthdate: 1965.5.2

Height: 187 cm (6 ft, 2 in)

Weight: 113 kg (249 lbs)

Nation: HOLLAND

ATTACK: {}{}{}{}{}{}{}{}{ 7.5

DEFENCE: {}{}{}{}{}{}{}{}{}{ 8.5

SPEED: {}{}{}{}{}{}{}{}{}{ 7.5

Special move:

Machine Gun Kick - Down + A (front grapple)

Secret moves:

Knee Jab Combo - Right + Y + B (front grapple)

Shin Trip - Down + Y + B (back grapple)

=====

G.O. BLIGHT

=====

Real name: Gary Albright
Nickname: Suplex Monster
Birthdate: 1963.5.18
Height: 192 cm (6 ft, 4 in)
Weight: 160 kg (352 lbs)
Nation: U.S.A.

ATTACK: {}{}{}{}{}{}{}{}{} 8.5

DEFENCE: {}{}{}{}{}{}{}{}{} 9

SPEED: {}{}{}{}{}{}{}{} 5.5

Special move:
Mach German Suplex - Left/Right + A (back grapple)

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

=====
WIN HARLOCK
=====

Real name: Ken Shamrock
Nickname: Shooting Hercules
Birthdate: 1964.2.11
Height: 185 cm (6 ft, 1 in)
Weight: 110 kg (243 lbs)
Nation: U.S.A.

ATTACK: {}{}{}{}{}{}{}{}{} 8

DEFENCE: {}{}{}{}{}{}{}{}{} 8.5

SPEED: {}{}{}{}{}{}{}{}{} 7.5

Special move:
Dragon Suplex - Left/Right + A (back grapple)

Secret moves:
Bridging Belly To Belly Suplex - Down + Y + B
(front grapple)
German Suplex - Right + Y + B (back grapple)

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

Real name: Genichiro Tenryu
Nickname: Thunder Soldier

Birthdate: 1952.12.8
Height: 189 cm (6 ft, 2 in)
Weight: 120 kg (265 lbs)
Nation: JAPAN

ATTACK: {}{}{}{}{}{}{}{}{} 9

DEFENCE: {}{}{}{}{}{}{}{}{} 8.5

SPEED: {}{}{}{}{}{}{}{}{} 7.5

Special move:

Powerbomb - Down + A (front grapple)

Secret moves:

Knife Edge Combo - Up + Y + B (front grapple)

Close range lariat - Left + Y + B (back grapple)

=====

ASTEKA DRAGON

=====

Real name: Ultimo Dragon

Nickname: True Dragon of the Sun

Birthdate: 1966.12.13

Height: 173 cm (5 ft, 8 in)

Weight: 87 kg (192 lbs)

Nation: MEXICO

ATTACK: {}{}{}{}{}{}{}{}{} 7.5

DEFENCE: {}{}{}{}{}{}{}{} 7

SPEED: {}{}{}{}{}{}{}{}{}{}{}{}{}{} 13

Special move:

Azteca Suplex - Left/Right + A (back grapple)

Secret moves:

Dragon Bomb - Left + Y + B (front grapple)

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

=====

AX DoGAN

=====

Real name: Hulk Hogan

Nickname: Invincible Superman

Birthdate: 1960.8.7

Height: 201 cm (6 ft, 7 in)

Weight: 145 kg (320 lbs)

Nation: U.S.A.

ATTACK: {}{}{}{}{}{}{}{}{}{}{ 9.5

DEFENCE: {}{}{}{}{}{}{}{}{}{}{ 9

SPEED: {}{}{}{}{}{}{}{}{}{}{ 7.5

Special move:

Axe Bomber - B (while running)

Secret moves:

Tiger spin toe hold - Down + Y + B (front grapple)

Argentine Backbreaker - Right + Y + B (back grapple)

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

Real name: The Ultimate Warrior

Nickname: Muscles of Steel

Birthdate: 1961.8.4

Height: 190 cm (6 ft, 3 in)

Weight: 125 kg (276 lbs)

Nation: U.S.A.

ATTACK: {}{}{}{}{}{}{}{}{}{}{ 7.5

DEFENCE: {}{}{}{}{}{}{}{}{}{}{ 7.5

SPEED: {}{}{}{}{}{}{}{}{}{}{ 7.5

Special move:

Warrior Splash - A (at the head of downed opponent)

Secret moves:

Torso Stretch - Left + Y + B (front grapple)

Back Jab - Up + Y + B (back grapple)

=====
IRON BLASTER
=====

Real name: Road Warrior Animal

Nickname: Messenger of the Devil

Birthdate: 1959.6.6.

Height: 190 cm (6 ft, 3 in)

Weight: 130 kg (287 lbs)

Nation: U.S.A.

ATTACK: {}{}{}{}{}{}{}{}{}{}{ 8.5

DEFENCE: {}{}{}{}{}{}{}{}{}{}{ 8.5

SPEED: {}{}{}{}{}{}{}{}{}{}{ 7.5

Special move:

Powerslam - B (while opponent runs towards you)

Secret moves:

Release Powerbomb - Down + Y + B (front grapple)

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

=====
NIGHT BLASTER

Real name: Road Warrior Hawk

Nickname: Dark Invader

Birthdate: 1961.6.6.

Height: 190 cm (6 ft, 3 in)

Weight: 120 kg (265 lbs)

Nation: U.S.A.

ATTACK: {}{}{}{}{}{}{}{}{}{}{ 8.5

DEFENCE: {}{}{}{}{}{}{}{}{}{}{ 8.5

SPEED: {}{}{}{}{}{}{}{}{}{}{}{ 10

Special move:

Flying Clothesline - B (while running)

Secret moves:

Reverse Vertical Suplex - Right + Y + B (front grapple)

Atomic Toss - Down + Y + B (back grapple)

=====
KILLER BLASTER

Real name: Power Warrior

Nickname: Hell's Main Delivery Man

Birthdate: 1966.8.4

Height: 180 cm (5 ft, 11 in)

Weight: 110 kg (243 lbs):

Nation: JAPAN

ATTACK: {}{}{}{}{}{}{}{}{}{}{ 7.5

DEFENCE: {}{}{}{}{}{}{}{}{}{}{ 7.5

SPEED: {}{}{}{}{}{}{}{}{}{}{ 7.5

Special move:

Reverse Ipponshoi - Down + A (front grapple)

Secret moves:

Release Powerbomb - Up + Y + B (front grapple)

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

=====

BIG STAMINA

=====

Real name: Rick Steiner

Nickname: Highly Talented Bulldog

Birthdate: 1961.3.9

Height: 183 cm (6 ft)

Weight: 125 kg (276 lbs)

Nation: U.S.A.

ATTACK: {}{}{}{}{}{}{}{}{} 8

DEFENCE: {}{}{}{}{}{}{}{}{} 7.5

SPEED: {}{}{}{}{}{}{}{}{} 7.5

Special move:

German Suplex Whip - Left/Right + A (back grapple)

Secret moves:

Release German Suplex - Down + Y + B (front grapple)

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

=====

SMALL STAMINA

=====

Real name: Scott Steiner

Nickname: Macho Handsome

Birthdate: 1962.9.25

Height: 190 cm (6 ft, 3 in)

Weight: 112 kg (247 lbs)

Nation: U.S.A.

ATTACK: {}{}{}{}{}{}{}{}{} 8.5

DEFENCE: {}{}{}{}{}{}{}{}{} 7.5

SPEED: {}{}{}{}{}{}{}{}{} 10

Special move:

Frankensteiner - B (while opponent runs towards you)

Secret moves:

SSD - Up + Y + B (front grapple)

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

=====
HITMAN SAVER
=====

Real name: Big Van Vader
Nickname: Devil's Assassin
Birthdate: 1960.2.8
Height: 190 cm (6 ft, 3 in)
Weight: 150 kg (331 lbs)
Nation: U.S.A.

ATTACK: {}{}{}{}{}{}{}{}{}{} 9

DEFENCE: {}{}{}{}{}{}{}{}{}{} 8.5

SPEED: {}{}{}{}{}{}{}{}{}{} 5.5

Special move:

Body Check - Y (while running)

Secret moves:

Neck Hanging Tree - Right + Y + B (front grapple)

Side Belly To Back Suplex - Down + Y + B (back grapple)

=====
SMASHER GAN GAN GIGAS
=====

Real name: Bam Bam Bigelow
Nickname: Flying Beast
Birthdate: 1961.9.1
Height: 195 cm (6 ft, 5 in)
Weight: 180 kg (397 lbs)
Nation: U.S.A.

ATTACK: {}{}{}{}{}{}{}{}{}{} 7.5

DEFENCE: {}{}{}{}{}{}{}{}{}{} 8.5

SPEED: {}{}{}{}{}{}{}{}{}{} 7.5

Special move:

Diving Headbutt - A (at the head of downed opponent)

Secret moves:

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

Bulldog - Up + Y + B (back grapple)

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

Real name: The Great Muta
Nickname: Bewitching Ninja
Birthdate: 1966.6.22
Height: 188 cm (6 ft, 2 in)
Weight: 107 kg (236 lbs)
Nation: JAPAN

ATTACK: {}{}{}{}{}{}{}{}{} 9

DEFENCE: {}{}{}{}{}{}{}{}{} 8.5

SPEED: {}{}{}{}{}{}{}{}{}{} 10

Special move:
Moonsault Body Press - B (from top ropes)

Secret moves:
Strangle - Down + Y + B (front grapple)
Bulldog - Right + Y + B (back grapple)

=====
THE SPIKE
=====

Real name: Sting
Nickname: Silver Scorpion
Birthdate: 1959.1.2
Height: 192 cm (6 ft, 4 in)
Weight: 125 kg (276 lbs)
Nation: U.S.A.

ATTACK: {}{}{}{}{}{}{}{}{} 8

DEFENCE: {}{}{}{}{}{}{}{}{} 8

SPEED: {}{}{}{}{}{}{}{}{}[] [] 10

Special move:
Flying Body Press - B (from top ropes)

Secret moves:
Bulldog - Down + Y + B (front grapple)
Release German Suplex - Right + Y + B (back grapple)

=====

MASKARA CONDOL

=====

Real name: Mil Mascaras
Nickname: Great Masked Emperor
Birthdate: UNKNOWN
Height: 180 cm (5 ft, 11 in)
Weight: 105 kg (231 lbs)
Nation: MEXICO

ATTACK: {}{}{}{}{}{}{}{ 6.5

DEFENCE: {}{}{}{}{}{}{}{} 8

SPEED: {}{}{}{}{}{}{}{}{}{}{}{}{}{}{} 13

Special move:

Flying Cross Chop - B (while running)

Secret moves:

Reverse Grapple - up + Y + B (front grapple)

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

=====

MASKARA EAGLE

=====

Real name: Dos Caras
Nickname: Wild Eagle Mask
Birthdate: UNKNOWN
Height: 178 cm (5 ft, 10 in)
Weight: 106 kg (234 lbs)
Nation: MEXICO

ATTACK: {}{}{}{}{}{}{}{} 6.5

DEFENCE: {}{}{}{}{}{}{}{} 7

SPEED: {}{}{}{}{}{}{}{}{}{}{}{}{}{}{} 13

Special move:

Flying Cross Chop - B (while running)

Secret moves:

Sitout Powerbomb - Right + Y + B (front grapple)

Backdrop - Down + Y + B (back grapple)

=====

MAD TIGER

=====

Real name: Tiger Jeet Singh
Nickname: Bloodthirsty Tiger

Birthdate: 1944.8.12
Height: 190 cm (6 ft, 3 in)
Weight: 118 kg (260 lbs)
Nation: INDIA

ATTACK: {}{}{}{}{}{}{}{ 6.5

DEFENCE: {}{}{}{}{}{}{}{}{ 7.5

SPEED: {}{}{}{}{}{}{}{ 5.5

Special move:

Strangle - A (at head of downed opponent)

Secret moves:

Headlock punch rush - Left + Y + B (front grapple)

Reverse Strangle - Up + Y + B (back grapple)

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

Real name: Bad News Brown
Nickname: Black Star
Birthdate: 1951.4.1
Height: 192 cm (6 ft, 4 in)
Weight: 120 kg (265 lbs)
Nation: CANADA

ATTACK: {}{}{}{}{}{}{}{}{ 6.5

DEFENCE: {}{}{}{}{}{}{}{}{} 8

SPEED: {}{}{}{}{}{}{}{}{}{ 7.5

Special move:

Modified Crucifix Armbar - A (at head of downed opponent)

Secret moves:

Strangle - Right + Y + B (front grapple)

Backdrop - Down + Y + B (back grapple)

=====
PIRATES NO.1
=====

Real name: Billy Gasper
Nickname: Masked Killer
Birthdate: UNKNOWN
Height: 190 cm (6 ft, 3 in)
Weight: 102 kg (225)
Nation: UNKNOWN

ATTACK: {}{}{}{}{}{}{}{ 6.5

DEFENCE: {}{}{}{}{}{}{}{} 7

SPEED: {}{}{}{}{}{}{}{}{}{}{} 10

Special move:

Fork Stabbing - Left/Right + A (front grapple)

Secret moves:

Bare Knukckled Punch - Down + Y + B (front grapple)

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

=====
PIRATES NO.2
=====

Real name: Barry Gasper

Nickname: Mask of Massacre

Birthdate: UNKNOWN

Height: 190 cm (6 ft, 3 in)

Weight: 120 kg (265 lbs)

Nation: UNKNOWN

ATTACK: {}{}{}{}{}{}{}{ 6.5

DEFENCE: {}{}{}{}{}{}{}{} 7

SPEED: {}{}{}{}{}{}{}{}{}{}{} 10

Special move:

Weapon attack: - Left/Right + A (front grapple)

Secret moves:

Strangle - Up + Y + B (front grapple)

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

=====
KATSUSHI OKITA
=====

Real name: Atsushi Onita

Nickname: Blazing Charisma

Birthdate: 1958.11.25

Height: 179 cm (5 ft, 10 in)

Weight: 108 kg (238 lbs)

Nation: JAPAN

ATTACK: {}{}{}{}{}{}{}{} 7

DEFENCE: {}{}{}{}{}{}{}{}{ 7.5

SPEED: {}{}{}{}{}{}{}{}{ 7.5

Special move:

Thunder Fire Powerbomb - Down + A (front grapple)

Secret moves:

Gut Punch Combo - Up + Y + B (front grapple)

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

=====

MISTER K.

Real name: Koji Kitao

Nickname: Lone Wolf

Birthdate: 1968.2.17

Height: 200 cm (6 ft, 7 in)

Weight: 130 kg (287 lbs)

Nation: JAPAN

ATTACK: {}{}{}{}{}{}{}{}[7.5

DEFENCE: {}{}{}{}{}{}{}{}{ 7.5

SPEED: {}{}{}{}{}{}{}{}{ 7.5

Special move:

Giant Swing - A (at the feet of downed opponent)

Secret moves:

Kitao Drop - Left + Y + B (front grapple)

Side Belly To Back Suplex - Up + Y + B (back grapple)

****Hidden boss characters****

The following wrestlers are only selectable after successfully completing WORLD CHAMPIONSHIP and TITLE Match modes:

=====

ITTETSU WAKAMOTO

Real name: Kotetsu Yamamoto

Nickname: Demon of Hard Training

Birthdate: 1949.3.29

Height: 170 cm (5 ft, 7 in)

Weight: 105 kg (231 lbs)

Nation: JAPAN

ATTACK: {}{}{}{}{}{ 5.5

DEFENCE: {}{}{}{}{}{}{}{ 7.5

SPEED: {}{}{}{}{}{ 5.5

Special move:

Body Slam - Y (front grapple)

Secret moves:

Piledriver - Up + Y + B (front grapple)

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

=====
HARRY TEXAN Jr.
=====

Real name: Dory Funk Jr.

Nickname: Great America

Birthdate: UNKNOWN

Height: 190 cm (6 ft, 3 in)

Weight: 115 kg (254 lbs)

Nation: U.S.A.

ATTACK: {}{}{}{}{}{}{}{ 7.5

DEFENCE: {}{}{}{}{}{}{}{}{}{ 9.5

SPEED: {}{}{}{}{}{ 5.5

Special move:

Spinning Toe Hold - A (at feet of downed opponent)

Secret moves:

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

High Angle Backdrop - Up + Y + B (back grapple)

=====
KERRY TEXAN
=====

Real name: Terry Funk

Nickname: Wild Bronco

Birthdate: UNKNOWN

Height: 188 cm (6 ft, 2 in)

Weight: 110 kg (243 lbs)

Nation: U.S.A.

ATTACK: {}{}{}{}{}{}{}{} 8

DEFENCE: {}{}{}{}{}{}{}{}{} 9

SPEED: {}{}{}{}{}{}{}{}{ 7.5

Special move:

Spinning Toe Hold - A (at feet of downed opponent)

Secret moves:

Headbutt - Left + Y + B (front grapple)

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

=====
MASK DE PANCER
=====

Real name: Tiger Mask

Nickname: Hero of Dreams

Birthdate: UNKNOWN

Height: 177 cm (5 ft, 10 in)

Weight: 98 kg (216 lbs)

Nation: UNKNOWN

ATTACK: {}{}{}{}{}{}{}{}{} 9

DEFENCE: {}{}{}{}{}{}{}{}{}{}{} 11

SPEED: {}{}{}{}{}{}{}{}{}{}{}{} 13

Special move:

Tiger Suplex - Left/Right + A (back grapple)

Secret moves:

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

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

=====
DYNAMIC KID
=====

Real name: Dynamite Kid

Nickname: Heavy Bombing Rascal

Birthdate: UNKNOWN

Height: 178 cm (5 ft, 10 in)

Weight: 105 kg (231 lbs)

Nation: GREAT BRITAIN

ATTACK: {}{}{}{}{}{}{}{}{}{ 8.5

DEFENCE: {}{}{}{}{}{}{}{}{}{}{}{ 10.5

SPEED: {}{}{}{}{}{}{}{}{}{ 7.5

Special move:

Diving Headbutt - B (from top ropes)

Secret moves:

Elbow Rush - Up + Y + B (front grapple)

Elbow Strike - Left + Y + B (back grapple)

=====
RIKIOUZAN
=====

Real name: Rikidozan

Nickname: Creator of the Mat World

Birthdate: UNKNOWN

Height: 185 cm (6 ft, 1 in)

Weight: 114 kg (251 lbs)

Nation: JAPAN

ATTACK: {}{}{}{}{}{}{}{}{}{ 8.5

DEFENCE: {}{}{}{}{}{}{}{}{}{}{ 10.5

SPEED: {}{}{}{}{}{}{}{}{}{ 7.5

Special move:

Kesa Kiri Chop - Left/Right + B (front grapple)

Secret moves:

Chokeslam - Up + Y + B (front grapple)

Headbutt - Left + Y + B (back grapple)

=====
THE ILLMINATOR
=====

Real name: The Destroyer

Nickname: Masked Devil

Birthdate: UNKNOWN

Height: 185 cm (6 ft, 1 in)

Weight: 113 kg (249 lbs)

Nation: U.S.A.

ATTACK: {}{}{}{}{}{}{}{}{}{} 9

DEFENCE: {}{}{}{}{}{}{}{}{}{} 9

SPEED: {}{}{}{}{}{}{}{}{}{} 7.5

Special move:

Figure Four Leg Lock - A (at the feet of downed opponent)

Secret moves:

Neck Hanging Tree - Down + Y + B (front grapple)
Headbutt - Right + Y + B (back grapple)

=====
R.J. PHEIZ
=====

Real name: Lou Thesz
Nickname: Undefeated Iron Man
Birthdate: UNKNOWN
Height: 188 cm (6 ft, 2 in)
Weight: 108 kg (238 lbs)
Nation: U.S.A

ATTACK: {}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{} 13

DEFENCE: {}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{} 13

SPEED: {}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{} 7.5

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

Secret moves:
Snap Suplex - Right + Y + B (front grapple)
High Angle Backdrop - Down + Y + B (back grapple)

=====
CARLOS KLAUZER
=====

Real name: Karl Gotch
Nickname: Ultimate God of Fighting Arts
Birthdate: UNKNOWN
Height: 187 cm (6 ft, 2 in)
Weight: 107 kg (236 lbs)
Nation: GERMANY

ATTACK: {}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{} 13

DEFENCE: {}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{} 13

SPEED: {}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{} 7.5

Special move:
German Suplex - Left/Right + A (front grapple)

Secret moves:
Octopus Hold - Left + Y + B (front grapple)
High Angle German Suplex - Up + Y + B (back grapple)

Critical:

Chickenwing Headlock - A (at head of downed opponent)
Leg Lock - A (at legs of downed opponent)
Fujiwara Armbar - A (front grapple)
Standing Chickenwing Headlock - B (back grapple)

*****SECRETS, TIPS AND TRICKS*****

* Unlock Title Match mode:

To unlock TITLE MATCH mode, successfully defeat BIG THE GREAT BULL (singles division) or IRON BLASTER & KNIGHT BLASTER (tag team vision) in WORLD CHAMPIONSHIP mode.

After the ending sequence, a new screen will pop up featuring a championship belt and the following message:

"LET US TITLE MATCH"

By continuing, TITLE MATCH mode will now be unlocked and a series of matches will begin with EASY TYPE's boss characters

* Unlock the hidden boss characters:

To unlock the hidden boss characters, successfully complete WORLD CHAMPIONSHIP and TITLE MATCH modes in either the singles or tag team divisions.

After the credits have finished, a "THANK YOU FOR PLAYING" screen will be presented. Reset the game and the hidden boss characters will now be unlocked.

* Play as the Victory Musashi clone tag team:

To play as the "Victory Musashi" clone tag team in World Championship mode, at the menu selection screen choose the "LOAD" option then, choose "PASSWORD" (the second choice).

Now, type AAAAAA as the password and choose "EXIT". If done correctly, you will begin World Championship mode with a special tag team made up of two clones of Victory Musashi.

* Unlock the hidden boss palettes in "EDIT" mode:

To unlock the hidden boss palettes in "EDIT" mode, select the "LOAD" option from the mode selection screen . Now, choose the second option "PASSWORD". Now, type in "KICHIJOJI" as the password and choose "EXIT".

Then, from the mode selection screen, choose "EDIT" mode. If done correctly, you will now be able to choose from and customize the hidden boss palettes in "EDIT" mode.

=====
* Unlock the champion belt feature:
=====

Complete WORLD CHAMPIONSHIP and TITLE MATCH modes with any character in either the singles or tag team divisions to unlock the championship belt feature.

Upon resetting the game after the final credits, the selected characters will now be wearing championship belts on the wrestler selection screen.

=====
* Fight against the boss characters in World Championship mode:
=====

In WORLD CHAMPIONSHIP mode's tag team division, select only one of the boss characters to be part of your team and one standard wrestler.

For example: if selecting a tag team of boss character CARLOS KLAUZER (Karl Gotch) and standard character EL KAMIKAZE (El Samurai), the player will encounter the following tag team as opponents in WORLD CHAMPIONSHIP mode:

Match 1. - BLADE HAYATE (The Great Sasuke) &
 R.J. PHEIZ (Lou Thesz)

Since it is not possible to fight clones or duplicate teams in WORLD CHAMPIONSHIP mode (with the exception of TITLE MATCH mode), by selecting a boss character and a standard character, the order of tag team opponents in World Championship mode becomes mixed up; allowing wrestlers who would only appear in Title Match mode as hidden boss teams to now appear in WORLD CHAMPIONSHIP mode as regular opponents.

=====
* 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.

=====
* The running attack glitch:
=====

Simply wait for the opponent to re-enter the ring and perform a running attack on them.

If timed correctly, the opponent will be hit with the attack and fall out of the ring.

The great thing about this glitch is, the opponent cannot reverse the running attack as they attempt to re-enter the ring. So, while using this glitch, it is possible to perform a wrestler's running attack at any time without the fear of having your attack reversed by the opponent.

My favorite wrestler to use for this technique is STAR BISON (Stan Hansen) since his Western Lariat; (B while running towards an opponent) is his finisher and is the strongest running attack in the game.

Repeat this technique repeatedly to drain your opponent's health in seconds.

=====
* The submission glitch:
=====

In BATTLE ROYALE mode, apply a submission hold to a downed opponent. If a team mate or another wrestler applies a submission hold to the downed opponent (following your submission hold), the downed opponent will still remain grounded for the duration of the second submission hold.

Continue alternating submission holds to the downed opponent before they have a chance to get up and the opponent will eventually tap out resulting in a cheap but effective win.

=====

* The corner glitch:

=====

Having trouble getting hits on the computer opponent on the harder difficulty settings? Here's a trick you can use whenever you'd like:

while inside the ring, lure the computer to the bottom corner and start punching or kicking.

In usual circumstances, the computer opponent will move away as you attempt to strike/kick them using the B button (medium strike) but, when the computer is positioned towards the bottom corner of the ring, the computer, when cornered up against the ring ropes, will move towards you as you continue to kick them!

Wrestlers under the shoot style (NOBUHISA SANADA, WOLF VAN, AKIRA SAEHA, HITMAN SABER, etc) have great strong strike attacks (the A button) that can also be used in close quarters and deal heavy damage when connected to the opponent.

To make the computer opponent move away from you in this situation, use weak strikes/punches (the Y button) to make the computer move back.

If the computer opponent still gets past your attacks, simply move away from them (while continuing to punch or kick) or run (the X button) in the opposite direction to avoid being grappled by the computer.

By mixing up light, medium and strong strikes, you can keep the computer cornered as you drain away their health all the while strictly reducing the chance of being grappled in the process.

=====

* Escaping criticals:

=====

It is possible to continue a match after receiving a critical under the following circumstances:

*** when a CRITICAL is applied next to the ring ropes resulting in a rope break or "BREAK" cancelling out the submission hold.

*** When a CRITICAL is applied outside of the ring, the referee will not count the submission hold.

***The match settings are set to pinfall only.

*** When a CRITICAL is applied while either player has enough stamina to escape the submission hold before the referee has a chance to stop the match.

*** When a tag team partner (who is not currently tagged in) performs a CRITICAL on an opponent from another team;

the referee will not count the submission attempt resulting in the continuation of the match.

=====

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

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Q) If I unlock the championship belts for every wrestler, do I unlock anything?

A) Nope. Just bragging rights.

Q: Why do the wrestlers in this game have weird names?

A) This is a common practice amongst Japanese video game developers dating back to the early 1980's; mainly to avoid paying the numerous licensing fees to the real life wrestlers that the characters in Easy Type are based off of.

Q: Is there an english patch available for this game?

A: As far as I know ...no; not at the moment.

=====

*****CREDITS*****

=====

[NINTENDO] - for creating the Super Famicom.

[HUMAN] - for creating the Fire Pro Wrestling series.

[PuroGeek] - for remaining a constant inspiration and providing the original template to create this FAQ.

[Pator Jk] - for providing this FAQ's custom header.

[TheSuicalDragon] - for their extensive pro wrestling knowledge and insightful "top 10" lists.

[You] - ...and you!

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*****CONTACT*****

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