

Super Fire ProWrestling: Queen's Special FAQ

by Fire_Pro_Fan

Updated on May 6, 2016

```

      /  _ ( ) _
/  _ | | | | ' \ /  _ \ ' _ | /  _ \ | | | | ' _ /  _ \
\  _ \ | | | | | ) |  _ / |  / /  | | | | |  _ /
|  _ / \ _ , _ | . _ / \  _ | |  \ /  | | | | \  _ |
      |  _ |

      /  _ \ _ _ _ / / \ \ \ \ _ _ _ _ _ | | | ( ) _ _ _
/ / ) / ' _ / _ \ \ \ \ / / ' _ / _ \ \ _ | | | | ' _ \ /  _ |
/  _ / | | | ( ) \ \ / | | | _ \ \ \ _ | | | | | | | | ( | |
\  _ | | \  _ / \ \ \ \ | | \  _ | | | | | | | | | | | | | |
      |  _ /

      /  _ \ _ _ _ _ _ ( ) _ /  _ \ _ _ _ _ _ ( ) _ _ _ | |
/ / / / | | | / _ \ \ \ ' _ \ \ \ \ \ \ | | \ \ | | / _ \ | | | |
/ \ / / | | | _ / _ / | | \ \ \ \ \ \ | ) |  _ / ( | | ( | | |
\  _ , \ \ \ , \ \ \ \ \ \ | | | | | | | | | | | | | | | | | |

```

FAQ by: Fire_Pro_Fan

Released in Japan on February 3rd, 1995, Super Fire Pro-Wrestling: Queen's Special is one of three officially licensed Joshi Pro-Wrestling games to be ported onto Super Famicom system.

In the same vein as Human's previous Joshi title (Fire Pro Dream Slam), Queen's Special features officially licensed inclusions of AJW's most notable female Wrestlers mixed with a wide assortment of additional Wrestlers (all under different names) from several rival Joshi Wrestling promotions.

As such, Super Fire Pro-Wrestling: Queen's Special contains a grand total of thirty-eight (thirty-six standard plus two unlockable) Wrestlers, refined gameplay mechanics and improved graphics.

Using Queen's Special as a stepping stone, HUMAN would use Queen's Special's strongest features to lay the groundwork for the next Super Famicom Fire Pro ...Super Fire Pro-Wrestling : X.

This FAQ covers:

- * all 38 Wrestlers' special and secret moves
- * Various K.O. and submission criticals listed
- * A complete walkthrough of every mode.
- * Unlockables, secrets, tips & tricks

=====
*****STORY*****

=====
"The ring is
a place of legends
where warriors
do battle.

But now is a time for a
new breed..."

=====
*****CONTROLS*****

=====
While standing:

=====
Y - Light strike
B - Medium strike
A - Strong strike/Dropkick
X - Run
START - Taunt

=====
While running:

=====
Y - Running attack
B - Strong running attack
Back - Stop running
Button Mash - escape opponent's Irish Whip

A/B/Y + B - Plancha (while opponent is outside the ring)

Left/Right + X - Turnbuckle run (while opponent is
pinned against the left or right
turnbuckle

=====
While opponent is running:

=====
Y - Medium Counter
B - Strong counter

=====
While grappling:
=====

Y - Light grapple
B - Medium grapple
A - Strong grapple
X - Irish Whip

Up/Down/Left/Right + Y/B/A/ - Additional grapples

Left/Right + X - Irish Whip to the left or right direction

Up/Down/Left/Right + Y + B - Secret moves

B - Cancel pin attempt

=====
While grappling behind opponent:
=====

Approach opponent - Lockup
Y - Light grapple
B - Medium grapple
A - Strong grapple

Up/Down/Left/Right + Y/B/A/X - additional grapples

Up/Down/Left/Right + Y + B - secret moves

L + R - Struggle

=====
While opponent attempts a back grapple:
=====

Y/B/A - Counter

=====
While laying on the ground:
=====

Button mash - escape opponent's pin/submission attempt

=====
While opponent is laying on ground:
=====

Y - Pick opponent up (at head of opponent)
Y - Turn opponent over (at feet of opponent)
B - Pin
A - Submission hold/stomp

Y - Pick opponent up (after opponent has been turned over)
B - Cancel pin/Submission attempt

=====
From top ropes:
=====

Left + B - Climb left turnbuckle
Right + B - Climb right turnbuckle
Up + B - Climb top turnbuckle
Down + B - Climb bottom turnbuckle

Down - Climb down from top ropes

Y - Light top rope attack
B - Medium top rope attack
Y + B - Secret top rope attack
(not every Wrestler has a secret top rope attack)

Left/Right + X Irish Whip opponent into turnbuckle (front
grapple - must be in center of ring to work).

Left/Right + X - Run towards Left or right turnbuckle
(with opponent dazed in front of turnbuckle)

Y/B/A/Y+B - Turnbuckle dive (while opponent is outside
the ring)

=====

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

=====

=====
CHALLENGE!!:
=====

Take on the entire roster of Wrestlers to
win the WWWA Championship Red Belt.

=====
ONE NIGHT MATCH:
=====

Standard exhibition mode with customizable
match settings.

=====
BATTLE ROYAL:
=====

Four Wrestlers in face each other in the ring
at the same time. The last Wrestler(s) standing
wins the BATTLE ROYAL.

=====
ELIMINATION:
=====

Assemble a five Wrestler team with elimination style rules.

The first team that has all five Wrestlers defeated loses the ELIMINATION.

=====
TOURNAMENT:
=====

An eight Wrestler elimination style tournament where up to eight singles or tag teams can participate.

=====
EDIT:
=====

The Create-A-Wrestler mode.

=====
OPTIONS:
=====

Configure additional in-game settings.

=====
*****CHALLENGE!!*****
=====

Take on the entire roster of Joshi Wrestlers to win the Red Belt.

When first selecting CHALLENGE!! mode, the following options are presented:

=====
* SINGLE: - The singles division.
=====

=====
* TAG: - The tag team division.
=====

=====
* EDIT: - Compete using a Created Wrestler
===== (this mode is only accessible after

you have created and saved at least
one Create-A-Wrestler).

=====
CHALLENGE MODE!! Story:
=====

"The Red belt is the
symbol of excellence
in the WWWA. To gain
the belt, one must
defeat the best
in the world.

The holders of this
belt have defined
their generation.

31st - JAGUAR YOKOTA

32nd - DEMOLITION EMPEROR

33rd - YUKARI OOMORI

34th - VAMPIRE WOMAN

35th - LIONS NOETHER AZUSA

36th - LIONS NOETHER AZUSA

37th - BULL NAKANKO

38th - AJA KONG

39th - MANAMI TOYOTA

Who will be next?"

=====
* SINGLE:
=====

There are thirty-seven (37) opponents to defeat

in the singles division of CHALLENGE!! mode.

- 1) - TIGURETA SAORI (Infernal KAORU)

- 2) - FUNNY CLOWN (Bolshoi Kid)

- 3) - CHAPARITA ASARI

- 4) - MILKY TOMO (Candy Okutsu)

- 5) - BUMPER HONEY (Bomber Hiryu)

- 6) - SAMBO MARINA (Plum Mariko)

- 7) - KAORU ITO

- 8) - MARIKO YOSHIDA

- 9) - MIMA SHIMODA

- 10) - LADIES SUICIDE (Yasha Kurenai)

- 11) - CHARMY HAZUKI (Cuty Suzuki)

- 12) - BETWEEN EMI (Rumi Kazama)

- 13) - MARIPOSA SHIORI (KAORU)

- 14) - NORIKO TAKANO (Kiyo Tateno)

- 15) - SUZOKO MINAMI

- 16) - JAGUAR YOKOTA

- 17) - TAKAKO INOUE

- 18) - SPLENDID HIRARI (Hikari Fukuoka)

- 19) - SAKIE HASEGAWA

- 20) - ETSUKO MITA

- 21) - HUNTER OZAWA (Mayumi Ozaki)

- 22) - SHOOTER SAIKI (Harley Saito)
/TOSHIYO YAMADA

- 23) - BISON KIMURA

- 24) - YUMIKO HOTTA

- 25) - ARMY TOMITA (Combat Toyoda)

- 26) - CROW SAWADA (Eagle Sawai)

- 27) - KYOKO INOUE

- 28) - LIONS NOETHER AZUSA (Lioness Asuka)

29) - MANAMI TOYOTA

30) - DEMOLITION EMPEROR (Devil Masami)

31) - VAMPIRE WOMAN (Chigusa Nagayo)

32) - SUDO MIG (Megumi Kudo)

33) - XIJING DINOSAUR (Dynamite Kansai)

34) - SHIHO KANZAKI (Shinobu Kandori)

35) - AJA KONG

After defeating all of the standard Wrestlers
two hidden bosses will appear as the final
opponents of CHALLENGE!! mode singles division:

36) - BULL NAKANO

37) - AKIRA HOKUTO

=====
* TAG:
=====

There are nineteen (19) tag teams to defeat
in the tag division of CHALLENGE!! mode.

1) - FUNNY CLOWN (Bolshoi Kid)
& MILKY TOMO (Candy Okutsu)

2) - BUMPER HONEY (Bomber Hiryu)
& TIGURETA SAORI (Infernal KAORU)

3) - SPLENDID HIRARI (Hikari Fukuoka)
& SAMBO MARINA (Plum Mariko)

4) - MARIKO YOSHIDA
& CHAPARITA ASARI

5) - SAKIE HASEGAWA
& KAORU ITO

6) - NORIKO TAKANO (Kiyo Tateno)
& LADIES SUICIDE (Yasha Kurenai)

7) - MIMA SHIMODA
& ETSUKA MITA

8) - HUNTER OAZAWA (Mayumi Ozaki)
& CHARMY HAZUKI (Cuty Cuzuki)

9) - LIONS NOETHER AZUSA (Lioness Asuka)
& JAGUAR YOKOTA

10) - SHOOTER SAIKI (Harley Saito)
& CROW SAWADA (Eagle Sawai)

11) - YUMIKO HOTTA
& SUZUKO MINAMI

12) - VAMPIRE WOMAN (Chigusa Nagayo)
& MARIPOSA SHIORI (KAORU)

13) - SHIHO KANZAKI (Shinobu Kandori)
& (BETWEEN EMI) Rumi Kazama

14) - KYOKO INOUE
& TAKAKO INOUE

15) - SUDO MIG (Megumi Kudo)
& ARMY TOMITA (Combat Toyoda)

16) - XIJING DINOSAUR (Dynamite Kansai)
& DEMOLITION EMPEROR (Devil Masami)

17) - BISON KIMURA
& AJA KONG

18) - MANAMI TOYOTA
& TOSHIYO YAMADA

After defeating the first eighteen tag teams
of regular characters, a special tag team will
then appear featuring the two hidden boss
wrestlers:

19) - BULL NAKANO
& AKIRA HOKUTO

=====
* EDIT:
=====

Take on the entire roster using a Created Wrestler to win the Red Belt championship.

There are 38 opponents (38) to face consecutively in one-on-one singles matches.

EDIT Points:

Before the start of each match, a short bio is presented alongside the opponent paired with a number of EDIT points available if the Created Wrestler wins the match.

Each time an opponent is defeated in the EDIT version of CHALLENGE!! mode, a series of EDIT points are awarded to further improve the stats of the Created Wrestler.

By playing through the EDIT version of CHALLENGE!! mode, a Created Wrestler can obtain up to 1921 edit points by the thrity-eight match.

The player has the option to manually customize the stats of their created Wrestler before each match with a condensed version of the Create-A-Wrestler version of EDIT mode.

For more information, please visit the EDIT portion of this FAQ.

=====
CHALLENGE!! mode - Loading data:
=====

When one or more CHALLENGE!! mode save files have been created, the following question will be presented when first selecting CHALLENGE!! mode:

- * New game - Start a new game.
- * Continue - load save data.

*****ONE NIGHT MATCH*****
=====

when first selecting ONE NIGHT MATCH mode, the following options are presented:

=====

EXIT: - Confirm changes and proceed to Wrestler selection.

=====

=====

MATCH: - Choose the match type:

=====

- * 1P VS CP (default)
- * CP VS CP
- * 1P 2P VS 3P 4P (multitap required)
- * 1P 2P VS CP CP
- * CP CP VS CP CP

=====

RULES: - Determine the match rules:

=====

- * Normal (default)
- * 2 count
- * Submission only
- * Grappling only
- * Lumberjack

=====

TIME: - Determine the time limit of the match.

=====

- * 1 FALL (15 minutes) (default)
- * 1 FALL (30 minutes)
- * 1 FALL (45 minutes)
- * 1 FALL (60 minutes)
- * 1 FALL (no time limit)

- * 3 FALLS (15 minutes) (default)
- * 3 FALLS (30 minutes)
- * 3 FALLS (45 minutes)
- * 3 FALLS (60 minutes)
- * 3 FALLS (no time limit)

=====

LEVEL: - Adjust the level of difficulty.

=====

- * Easy
- * Medium (default)
- * Hard
- * Super Heavyweight (must be unlocked)

=====

RING: - Choose the ring design:

=====

- * All Japan (default)
- * PWA
- * RAR
- * I.W.
- * H.W.A. 1
- * H.W.A. 2
- * Random

=====

COUNT: - Determine the ringside countout time:

=====

- * 10 seconds
- * 20 seconds (default)
- * No time limit

=====

*****BATTLE ROYAL*****

=====

Four Wrestlers in face each other in the ring at the same time. The last Wrestler(s) standing wins the BATTLE ROYAL.

The first three options are:

=====

* NORMAL: - Eliminated Wrestlers must leave the ring.

=====

=====

* ENDLESS: - Eliminated Wrestlers continue to fight even after being eliminated until one Wrestler remains.

=====

* TEAMS: - Wrestlers are grouped into opposing teams. The first team to have both members defeated loses the BATTLE ROYAL.

=====

* NORMAL options:

=====

=====
EXIT: - Confirm changes and proceed to Wrestler selection.
=====

=====
MATCH: - Choose the match type:
=====

- * 1P VS CP VS CP VS CP (default)
- * CP VS CP VS CP VS CP
- * 1P VS 2P VS 3P VS 4P (multitap required)
- * 1P VS 2P VS 3P VS CP (multitap required)
- * 1P VS 2P VS CP VS CP

=====
RULES: - Determine the match rules:
=====

- * Normal (default)
- * 2 count
- * Submission only
- * Grappling only

=====
TIME: - Determine the time limit of the match.
=====

- * 1 FALL (15 minutes) (default)
- * 1 FALL (30 minutes)
- * 1 FALL (45 minutes)
- * 1 FALL (60 minutes)
- * 1 FALL (no time limit)

=====
LEVEL: - Adjust the level of difficulty.
=====

- * Easy
- * Medium (default)
- * Hard
- * Super Heavyweight (must be unlocked)

=====
RING: - Choose the ring design:
=====

- * All Japan (default)
- * PWA
- * RAR
- * I.W.
- * H.W.A. 1
- * H.W.A. 2
- * Random

=====
COUNT: - Determine the ringside countout time:

=====

* None (this option is disabled in BATTLE ROYAL)

=====

* ENDLESS options:

=====

=====

EXIT: - Confirm changes and proceed to Wrestler selection.

=====

=====

MATCH: - Choose the match type:

=====

- * 1P VS CP VS CP VS CP (default)
- * CP VS CP VS CP VS CP
- * 1P VS 2P VS 3P VS 4P (multitap required)
- * 1P VS 2P VS 3P VS CP (multitap required)
- * 1P VS 2P VS CP VS CP

=====

RULES: - Determine the match rules:

=====

- * Normal (default)
- * 2 count
- * Submission only
- * Grappling only

=====

TIME: - Determine the time limit of the match.

=====

- * 1 FALL (15 minutes) (default)
- * 1 FALL (30 minutes)
- * 1 FALL (45 minutes)
- * 1 FALL (60 minutes)
- * 1 FALL (no time limit)

=====

LEVEL: - Adjust the level of difficulty.

=====

- * Easy
- * Medium (default)
- * Hard

* Super Heavyweight (must be unlocked)

=====

RING: - Choose the ring design:

=====

- * All Japan (default)
- * PWA
- * RAR
- * I.W.
- * H.W.A. 1
- * H.W.A. 2
- * Random

=====

COUNT: - Determine the ringside countout time:

=====

- * None (this option is disabled in BATTLE ROYAL)

=====

* TEAMS options:

=====

=====

EXIT: - Confirm changes and proceed to Wrestler selection.

=====

=====

MATCH: - Choose the match type:

=====

- * 1P CP VS CP CP (default)
- * CP CP VS CP CP
- * 1P 2P VS 3P 4P (multitap required)
- * 1P 2P VS 3P CP (multitap required)
- * 1P CP VS 2P VS CP

=====

RULES: - Determine the match rules:

=====

- * Normal (default)
- * 2 count
- * Submission only
- * Grappling only
- * Lumberjack

=====
TIME: - Determine the time limit of the match.
=====

- * 1 FALL (15 minutes) (default)
- * 1 FALL (30 minutes)
- * 1 FALL (45 minutes)
- * 1 FALL (60 minutes)
- * 1 FALL (no time limit)

=====
LEVEL: - Adjust the level of difficulty.
=====

- * Easy
- * Medium (default)
- * Hard
- * Super Heavyweight (must be unlocked)

=====
RING: - Choose the ring design:
=====

- * All Japan (default)
- * PWA
- * RAR
- * I.W.
- * H.W.A. 1
- * H.W.A. 2
- * Random

=====
COUNT: - Determine the ringside countout time:
=====

- * 10 seconds
- * 20 seconds (default)
- * No time limit

=====

*****ELIMINATION*****

=====

=====
EXIT: - Confirm changes and proceed to Wrestler selection.
=====

=====
MATCH: - Choose the match type:
=====

- * 1P VS CP (default)
- * CP VS CP

* 1P VS 2P

=====

RULES: - Determine the match rules:

=====

- * Normal (default)
- * 2 count
- * Submission only
- * Grappling only
- * Lumberjack

=====

TIME: - Determine the time limit of the match.

=====

- * 1 FALL (15 minutes) (default)
- * 1 FALL (30 minutes)
- * 1 FALL (45 minutes)
- * 1 FALL (60 minutes)
- * 1 FALL (no time limit)

=====

LEVEL: - Adjust the level of difficulty.

=====

- * Easy
- * Medium (default)
- * Hard
- * Super Heavyweight (must be unlocked)

=====

RING: - Choose the ring design:

=====

- * All Japan (default)
- * PWA
- * RAR
- * I.W.
- * H.W.A. 1
- * H.W.A. 2
- * Random

=====

COUNT: - Determine the ringside countout time:

=====

- * 10 seconds
- * 20 seconds (default)
- * No time limit

=====

ELIMINATION Teams:

=====

There are a total of twenty-two (22) teams to choose from in ELIMINATION mode.

The teams are as followed:

=====

1) TOP OF WOMAN:

=====

- * VAMPIRE WOMAN (Chigusa Nagayo)
- * SUDO MIG (Megumi Kudo)
- * XIJING DINOSAUR (Dynamite Kansai)
- * SHIHO KANZAKI (Shinobu Kandori)
- * AJA KONG

=====

2) SUPER LUCHA:

=====

- * FUNNY CLOWN (Bolshoi Kid)
- * CHAPARITA ASARI
- * MILKY TOMO (Candy Okutsu)
- * MARIKO YOSHIDA
- * TIGURETTA SAORI (Infernal KAORU)

=====

3) LEGEND QUEEN:

=====

- * BETWEEN EMI (Rumi Kazama)
- * NORIKO TAKANO (Kiyoko Tateno)
- * SHOOTER SAIKI (Harley Saito)
- * CROW SAWADA (Eagle Sawai)
- * SHIHO KANZAKI (Shinobu Kandori)

=====

4) THUNDER FIRE:

=====

- * JAGUAR YOKOTA
- * BISON KIMURA
- * ARMY TOMITA (Combat Toyoda)
- * LIONS NOETHER ASUZA (Lioness Asuka)
- * SUDO MIG (Megumi Kudo)

=====

5) THE WORKERS:

=====

- * NORIKO TAKANO (Kiyoko Tateno)
- * SUZUKO MINAMI
- * SHOOTER SAIKI (Harley Saito)

- * KYOKO INOUE
- * DEMOLITION EMPEROR (Devil Masami)

=====
6) FREELANCERS:
=====

- * BUMPER HONEY (Bomber Hiryu)
- * TIGURETTA SAORI (Infernal KAORU)
- * CHARMY HAZUKI (Cutie SUZUKI)
- * MARIPOSA SHIORI (KAORU)
- * VAMPIRE WOMAN (Chigusa NAGAYO)

=====
7) FRESH FORCE:
=====

- * KAORU ITO
- * MARIKO YOSHIDA
- * SPLENDID HIRARI (Hikari Fukuoka)
- * SAKIE HASEGAWA
- * KYOKO INOUE

=====
8) MEGA MONSTERS:
=====

- * ARMY TOMITA (Combat Toyoda)
- * CROW SAWADA (Eagle Sawai)
- * DEMOLITION EMPEROR (Devil Masami)
- * XIJING DINOSAUR (Dynamite Kansai)
- * AJA KONG

=====
9) WOMEN'S BEST:
=====

- * SAKIE HASEGAWA
- * YOMIKO HOTTA
- * KYOKO INOUE
- * MANAMI TOYOTA
- * AJA KONG

=====
10) SUPER FLY:
=====

- * CHAPARITA ASARI
- * MARIKO YOSHIDA
- * SPLENDID HIRARI (Hikari Fukuoka)
- * MARIPOSA SHIORI (KAORU)
- * MANAMI TOYOTA

=====

11) SUPLEX QUEEN:

=====

- * MILKY TOMO (Candy Okutsu)
- * SUZUKO MINAMI
- * SAKIE HASEGAWA
- * SHOOTER SAIKI (HARLEY SAITO)
- * MANAMI TOYOTA

=====

12) PURE QUEEN:

=====

- * SAMBO MARINA (Plum Mariko)
- * CHARMY HAZAKI (Cuty Suzuki)
- * SPLENDID HIRARI (Hikari Fukuoka)
- * HUNTER OZAWA (Mayumi Ozaki)
- * XIJING DINOSAUR (Dynamite Kansai)

=====

13) GLAMOUR:

=====

- * JAGUAR YOKOTA
- * SHOOTER SAIKI (Harley Saito)
- * KYOKO INOUE
- * MANAMI TOYOTA
- * SUDO MIG (Megumi Kudo)

=====

14) JAGUAR DOJO:

=====

- * MARIPOSA SHIORI (KAORU)
- * BISON KIMURA
- * ARMY TOMITA (Combat Toyoda)
- * SUDO MIG (Megumi Kudo)
- * AJA KONG

=====

15) HADO MACHINE:

=====

- * SHOOTER SAIKI (Harley Saito)
- * TOSHIYO YAMADA
- * YUMIKO HOTTA
- * VAMPIRE WOMAN (Chigusa Nagayo)
- * XIJING DINOSAUR (Dynamite Kansai)

=====

16) GLORY STAR:

=====

- * NORIKO TAKANO (Kiyoko Tateno)
- * JAGUAR YOKOTA

- * BISON KIMURA
- * LIONS NOETHER AZUSA (Lioness Asuka)
- * VAMPIRE WOMAN (Chigusa Nagayo)

=====
17) SUPER IDOL:
=====

- * MILKY TOMO (Candy Okutsu)
- * CHARMY HAZAKI (Cutty Suzuki)
- * TAKAKO INOUE
- * SPLENDID HIRARI (Hikari Fukuoka)
- * SUDO MIG (Megumi Kudo)

=====
18) HIRU SCHOOL:
=====

- * MIMA SHIMODA
- * LADIES SUICIDE (Yasha Kurenai)
- * ETSUKO MITA
- * HUNTER OZAWA (Mayumi Ozaki)
- * ARMY TOMITA (Combat Toyoda)

=====
19) SUPER MANIACS:
=====

- * KAORU ITO
- * SAKIE HASEGAWA
- * KYOKO INOUE
- * MANAMI TOYOTA
- * AJA KONG

=====
20) SUPER BOMBER:
=====

- * YUMIKO HOTTA
- * KYOKO INOUE
- * DEMOLITION EMPEROR (Devil Masami)
- * VAMPIRE WOMAN (Chigusa Nagayo)
- * XIJING DINOSAUR (Dynamite Kansai)

=====
21) EDIT:
=====

Create a custom five Wrestler team manually.

=====
22) RANDOM:
=====

All five Wrestlers are automatically chosen at random.

=====

ELIMINATION Team Organization screen:

=====

After the Wrestlers to both teams have been selected, a pre-match screen is then displayed allowing both players to re-arrange the order of their Wrestlers.

To change the order of a Wrestler in an ELIMINATION team, simply hover over the desired Wrestler by pressing Up or Down on the D-Pad then press B to select the Wrestler.

Once the first Wrestler has been chosen, hover the cursor over the second Wrestler you wish to exchange positions with and press B again to make both Wrestlers change places.

Once the player is satisfied with the order of their ELIMINATION team, press START to finish organizing and proceed to begin the first ELIMINATION match.

=====

*****TOURNAMENT*****

=====

An eight Wrestler elimination style tournament where up to eight singles or tag teams can participate.

=====

EXIT: - Confirm changes and proceed to Wrestler selection.

=====

=====

MATCH: - Choose the number of participating human players:

=====

Single * 1P (0)
 * 1P (1 - default)
 * 1P (2)
 * 1P (3)

- * 1P (4)
- * 1P (5)
- * 1P (6)
- * 1P (7)
- * 1P (8)

- Tag Team * 1P 1P (0)
- * 1P 1P (1)
 - * 1P 1P (2)
 - * 1P 1P (3)
 - * 1P 1P (4)
 - * 1P 1P (5)
 - * 1P 1P (6)
 - * 1P 1P (7)
 - * 1P 1P (8)

- Tag Team * 1P 2P (0)
- * 1P 2P (1)
 - * 1P 2P (2)
 - * 1P 2P (3)
 - * 1P 2P (4)
 - * 1P 2P (5)
 - * 1P 2P (6)
 - * 1P 2P (7)
 - * 1P 2P (8)

=====

RULES: - Determine the match rules:

=====

- * Normal (default)
- * 2 count
- * Submission only
- * Grappling only
- * Lumberjack

=====

TIME: - Determine the time limit of the match.

=====

- * 1 FALL (15 minutes) (default)
- * 1 FALL (30 minutes)
- * 1 FALL (45 minutes)
- * 1 FALL (60 minutes)
- * 1 FALL (no time limit)

- * 3 FALLS (15 minutes) (default)
- * 3 FALLS (30 minutes)
- * 3 FALLS (45 minutes)
- * 3 FALLS (60 minutes)
- * 3 FALLS (no time limit)

=====

LEVEL: - Adjust the level of difficulty.

=====

- * Easy
- * Medium (default)

- * Hard
- * Super Heavyweight (must be unlocked)

=====

RING: - Choose the ring design:

=====

- * All Japan (default)
- * PWA
- * RAR
- * I.W.
- * H.W.A. 1
- * H.W.A. 2
- * Random

=====

COUNT: - Determine the ringside countout time:

=====

- * 10 seconds
- * 20 seconds (default)
- * No time limit

=====

SELECT: - Choose how Wrestlers are selected

===== for the tournament:

- * Manual (default)
- * Random
- * CP Random (only the computer's Wrestlers)

=====

*****EDIT*****

=====

The Create-A-Wrestler mode.

When first selecting EDIT mode, the following options are presented:

=====

* CREATE: - Create a new Wrestler.

=====

=====

* LOAD: - Load and edit a previously created Wrestler.

=====

=====

* DELETE: - Delete a previously created Wrestler.

=====

* CREATE Page 1: Appearance |

[Go back a page]

[OK - Next page]

=====
GRAPHIC: - Choose a Wrestler template:
=====

00) AJA KONG

01) YUMIKO HOTTA

02) SUZUKO MINAMI

03) TOSHIO YAMADA

04) JAGUAR YOKOTA

05) ETSUKO MITA

06) MIMA SHIMODA

07) KYOKO INOUE

08) TAKAKO INOUE

09) MARIKO YOSHIDA

010) SAKIE HASEGAWA

011) KAORU ITO

012) CHAPARITA ASARI

013) XIJING DINOSAUR (Dynamite Kansai)

014) DEMOLITION EMPEROR (Devil Masami)

015) HUNTER OZAWA (Mayumi Ozaki)

016) CHARMY HAZAKI (Cuty Suzuki - default)

017) SAMBO MARINA (Plum Mariko)

018) SPLENDID HIRARI (Hakari Fukuoka)

- 019) MILKY TOMO (Candy Okutsu)
-
- 20) FUNNY CLOWN (Bolshoi Kid)
-
- 21) SHIHO KANZAKI (Shinobu Kandori)
-
- 22) BETWEEN EMI (Rumi Kazama)
-
- 23) CROW SAWADA (Eagle Sawai)
-
- 24) SHOOTER SAIKI (Harley Saito)
-
- 25) NORIKO TAKANO (Kiyoko Tateno)
-
- 26) LADIES SUICIDE (Yasha Kurenai)
-
- 27) SUDO MIG (Megumi Kudo)
-
- 28) ARMY TOMITA (Combat Toyoda)
-
- 29) VAMPIRE WOMAN (Chigusa Nagayo)
-
- 30) MANAMI TOYOTA
-
- 31) BUMPER HONEY (Bomber Hiryu)
-
- 32) TIGURETTA SAORI (Infernal KAORU)
-
- 33) LIONS NOETHER AZUSA (Lioness Asuka)
-
- 34) JAGUAR YOKOTA
-
- 35) BISON KIMURA
-
- 36) BULL NAKANO
-
- 37) AKIRA HOKUTO
-

Numbers 38 to 45 are hidden Wrestlers that are only playable after creating a Wrestler with one of the following templates:

- 38) BLIZZARD YUKI
-
- 39) REINA JABUKI
-
- 40) MIMI MAGIWARA
-
- 41) SUPER HEEL DEVIL MASAMI
-
- 42) COMMAND BOLSHOI
-
- 43) SHARK TSUCHIYA
-
- 44) CRUSHER MAEDOMARI
-
- 45) HIROMI YAGI

=====

SIZE: - Adjust the body type of the Wrestler.

===== It should be noted that, by default
the body type changes size with each
template.

- * 000 - Skinny
- * 001 - Regular
- * 002 - Heavy

=====

COLORS: - Adjust the color of the Wrestler.

===== The color changes by default with
each template.

=====

CUSTOM: - Adjust a Wrestler's colors manually.

===== Press B to access the COLOR-DATA menu:

```

_ _ _ _ _
/ / / / / / / / / / / / / / / / / / / / /
 1  2  3  4  5  6  7  8  9 10 11 12 13 14 15
[ _____ PALETTE _____ ]

```

Each number on the palette represents a different colored section of the Created Wrestler's attire ; each of which can be edited.

Simply hover the triangular red cursor over any number on the palette and press B to begin adjusting the color.

Once a number has been selected, three bars are used to adjust the specific color; all three can be adjusted by pressing Up or Down on the D-pad.

As the color is adjusted, a number is displayed under each bar.

```

    _   _   _
    | | | | | |
    | | | | | |
    | | | | | |
    |__| |__| |__|
    RED   GREEN  BLUE
    _   _   _

```

menu.

* CREATE Page 2: Name entry |

[Go back a page] [Reverse name order] [OK - Next page]

Additional characters can be displayed by pressing Left or Right on each of the following rows:

ROW 1: Hirigana alphabet

ROW 2: Katakana alphabet

Row 3: Symbols & Roman alphabet

ROW 4: Kanji signatures

Pressing L: move back a letter.
Press R: move forward a letter.

* CREATE Page 3: Stat editor |

[Go back a page] [OK - Next page]

Adjust the attributes of a created Wrestler by hovering over one of the ten subsections listed below.

Each stat can be adjusted by pressing Left or Right on the D-Pad. Each section can be edited to a maximum of five points.

All created Wrestlers contain, by default, 516 stat points to start with. The created Wrestler is given an additional 486 points to customize (for a total of 900 points) over the next few pages.

The following stats revolve around the created Wrestler's basic attack and defense skills:

```

=====
KICK - Attack
=====
Defense

=====
PUNCH - Attack
=====
Defense

=====
SUPLEX - Attack
=====
Defense

=====
POWER - Attack
=====
Defense

=====
UPPER - Attack
SUBMISSION Defense
=====

=====
LOWER - Attack
SUBMISSION Defense
=====

=====
STRETCH - Attack
=====
Defense

=====
FLYING - Attack
=====
Defense

=====
ARM POWER - Attack
=====
Defense

=====
TECHNICAL - Attack
=====
Defense

```

* CREATE Page 4: A.I. Logic |

[Go back a page]

[OK - Next page]

This section revolves around A.I. logic when controlled by the computer.

Each section can be adjusted by pressing Left or Right.

```

=====
STYLE: - Choose the created Wrestler's fighting style:
=====
* Power (powerful grapples and attacks - default)
* Lucha (high flying)
* Submission
* Technical (better at reversing grapples)

```

```

=====
BGM: - Assign background music for the created Wrestler:
=====

```

```

* Lucha (default) * Raider
* Super Idol * Akira
* Unknown

```

- * Ring Master
- * Heel
- * Strong
- * Hado
- * Mega Power
- * Empress
- * The Best
- * Youth

=====

RING COUNT: - How long the created Wrestler remains outside
===== the ring:

- * 00 seconds (default) - 16 seconds

=====

TOUCH WORK: * Low (default) - 0 points
===== * - 0 points
* High - 0 points

=====

BREATHING: - Adjust recovery time:

=====

- * LOW - 0 points
- * - 16 points
- * - 16 points
- * - 16 points
- * HIGH - 16 points

=====

CRITICAL: - Enable or disable the ability to perform
===== a CRITICAL:

- * NO - 0 points
- * YES - 200 points

=====

ROPE STOP: - Enable or disable the ability to be Irish
===== Whipped into the ring ropes:

- * NO - 0 points
- * YES (disable) - 120 points

=====

RECOVERY: - Adjust how quickly the Created Wrestler
===== will return to their feet:

- * LOW - 0 points
- * - 48 points
- * - 48 points
- * - 48 points
- * - 48 points
- * HIGH - 48 points

=====

CUT RECOVERY: - Determine how long the created Wrestler
===== interrupts the match when controlled by
the computer under tag settings:

- * LOW - 0 points
- * - 48 points
- * - 48 points
- * - 48 points
- * - 48 points
- * HIGH - 48 points

=====

SCALE POST: - Enable or disable the ability to climb
===== turnbuckle/ring posts:

- * NO - 0 points
- * YES (enable) - 120 points

* CREATE Page 5: Move input |

[Go back a page] [OK - Next page]

=====

Y (while standing):

=====

Punch - 3 points (default)
Slap - 3 points

Low Kick - 4 points

=====

B (while standing):

=====

Kick - 4 points (default)

Mid Kick - 5 points

=====

A (while standing):

=====

1 Leg Dropkick - 11 points (default)

Kneel - 13 points

High Kick - 12 points

Body Attack - 9 points

Rolling Savate - 11 points

Uriken - 12 points

Back Spin Kick - 14 points

Abise Kick - 15 points

Dropkick - 12 points

Front Dropkick - 12 points

=====

Y (while running):

=====

Shoulder Tackle - 12 points (default)

Kenka Kick - 15 points

SB Elbow - 13 points

Body Crash - 15 points

Flying Hip Drop - 22 points

Flying Body Attack - 21 points

Elbow Butt - 15 points

Kenka Sink - 12 points

=====

B (while running):

=====

Jumping Hip Attack - 18 points (default)

Jump Kick - 16 points

Jumping Knee Pat - 14 points

Dropkick - 16 points

1 Leg Dropkick - 15 points

Super Dropkick - 18 points

Flying Kneel - 22 points

Twister - 23 points

Lariat - 20 points

Power Lariat - 22 points

Rolling Savate - 20 points

Screw Kick - 23 points

Head Chop - 14 points

Wheel Kick - 25 points

Jump Neckbreaker - 22 points

Running Neckbreaker - 21 points

The following moves can only be performed while running towards an opponent pinned in front of either the left or right turnbuckle.

=====
Y (turnbuckle rush):
=====

Wheel Kick - 19 points

Elbow Attack - 13 points

Body Splash - 18 points

=====
B (turnbuckle rush):
=====

1 Leg Dropkick - 11 points

Jump Hip Attack - 19 points

Lariat - 20 points

Jump Knee - 20 points

Space Rolling Elbow - 22 points

Londari Kick - 24 points

Flying Kneel - 18 points

Hang Sleeper - 8 points

Calf Branding - 21 points

DDT - 24 points

Dropkick - 15 points

Front Dropkick - 13 points

=====
Y (running counter):
=====

Thrust Kick - 12 points
Blazing Chop - 13 points
Shadow Throw - 10 points
Kendo Strike - 14 points
Nunchaku - 15 points
MSR Punch - 12 points
Elbow Butt - 10 points
Cyclone Whip - 11 points

=====
B (running counter):
=====

Slider - 16 points
Backflip - 22 points
Lariat - 20 points
Mid Kick - 12 points
Special Kick - 16 points
Powerslam - 24 points
Hurricane - 13 points
Tilt Backbreaker - 25 points
Tilt Whip - 24 points
Double Leg Trip - 14 points
Rolling Savate - 18 points
Backbuster - 24 points
Rollup - 12 points
Sleeper - 5 points
Turn Throw - 25 points
Uranagi - 24 points

Fireman's Carry - 27 Points

N.L. Bomb - 29 points

Body Drop - 12 points

Kenka Sink - 12 points

Head Chop - 13 points

=====
Y (front grapple):
=====

High Slam - 11 points (default)

Female Slam - 10 points

Slam - 10 points

=====
Up/Down/Left/Right + Y (front grapple):
=====

Hammer Blow - 11 points (default)

Thrust - 11 points

Snapmare - 10 points

Shadow Throw - 12 points

Rollup - 11 points

Mongolian Chop - 11 points

Enzui Elbow - 10 points

Elbow Butt - 9 points

Knee Lift - 10 points

Hammer Blow

=====
B (front grapple):
=====

German Suplex - 20 points (default)

Side Slam - 21 points

Schmidt Breaker - 22 points

Short Lariat - 19 points

Neckbreaker Drop - 20 points

Leg Sweep - 19 points

Turn Throw - 22 points

Double Wrist Salto - 18 points

Piledriver - 23 points

Fast Piledriver - 24 points

Suplex - 20 points

Snap Suplex - 21 points

Delayed Suplex - 20 points

Front Suplex - 21 points

Headbutt - 17 points

Pendulum Breaker - 22 points

Hair Whip - 16 points

Monkey Flip - 15 points

Banzai Flip - 16 points

Headlock - 2 points

Headlock Punch - 8 points

Lift Slam - 18 points

Turn-around - 0 points

DDT - 23 points

Russian Leg Sweep - 21 points

=====
Up + B (front grapple):
=====

German Suplex - 20 points (default)

Side Slam - 21 points

Schmidt Breaker - 22 points

Short Lariat - 19 points

Neckbreaker Drop - 20 points

Leg Sweep - 19 points

Turn Throw - 22 points

Double Wrist Salto - 18 points

Piledriver - 23 points

Fast Piledriver - 24 points

Suplex - 20 points

Snap Suplex - 21 points

Delayed Suplex - 20 points

Front Suplex - 21 points

Headbutt - 17 points

Pendulum Breaker - 22 points

Hair Whip - 16 points

Monkey Flip - 15 points

Banzai Flip - 16 points

Headlock - 2 points

Headlock Punch - 8 points

Lift Slam - 18 points

Turn-around - 0 points

DDT - 23 points

Russian Leg Sweep - 21 points

=====
Left/Right + B (front grapple):
=====

German Suplex - 20 points (default)

Side Slam - 21 points

Schmidt Breaker - 22 points

Short Lariat - 19 points

Neckbreaker Drop - 20 points

Leg Sweep - 19 points

Turn Throw - 22 points

Double Wrist Salto - 18 points

Piledriver - 23 points

Fast Piledriver - 24 points

Suplex - 20 points

Snap Suplex - 21 points

Delayed Suplex - 20 points

Front Suplex - 21 points

Headbutt - 17 points

Pendulum Breaker - 22 points

Hair Whip - 16 points

Monkey Flip - 15 points

Banzai Flip - 16 points

Headlock - 2 points

Headlock Punch - 8 points

Lift Slam - 18 points

Turn-around - 0 points

DDT - 23 points

Russian Leg Sweep - 21 points

=====
Down + B (front grapple):
=====

German Suplex - 20 points (default)

Side Slam - 21 points

Schmidt Breaker - 22 points

Short Lariat - 19 points

Neckbreaker Drop - 20 points

Leg Sweep - 19 points

Turn Throw - 22 points

Double Wrist Salto - 18 points

Piledriver - 23 points

Fast Piledriver - 24 points

Suplex - 20 points
Snap Suplex - 21 points
Delayed Suplex - 20 points
Front Suplex - 21 points
Headbutt - 17 points
Pendulum Breaker - 22 points
Hair Whip - 16 points
Monkey Flip - 15 points
Banzai Flip - 16 points
Headlock - 2 points
Headlock Punch - 8 points
Lift Slam - 18 points
Turn-around - 0 points
DDT - 23 points
Russian Leg Sweep - 21 points

=====
A (front grapple):
=====

Argentine Backbreaker - 8 points (default)
Hurricanrana - 10 points
Fast Hurricanrana - 11 points
Airplane Spin - 11 points
Head Chop Flurry - 23 points
Head Axe Kick - 23 points
Running Canadian Backbreaker - 24 points
Cannonball Buster - 24 points
Terror Bomb - 34 points
Torture Twist - 10 points
Windup Punch - 18 points

Thunderfire Powerbomb - 32 points

Combat Driver - 33 points

Short Elbow - 23 points

Shoulder Armbreaker - 21 points

Jumbo Suplex - 23 points

Stretch Plum - 12 points

Stretch Buster - 26 points

Stretch Bomb - 35 points

Spring Break - 34 points

Spinning Backbreaker - 11 points

Splash Mountain - 38 points

Tiger Spin - 2 points

Tiger Driver - 35 points

2 Arm Backbreaker - 30 points

2 Arm Powerbomb - 31 points

One Arm Powerbomb - 28 points

Two Arm Piledriver - 32 points

Devil Powerbomb - 33 points

Danger Punch - 22 points

Danger Uppercut - 23 points

Razor's Edge - 33 points

Niagra Driver - 34 points

Neck Hang - 4 points

N.L. Suplex - 25 points

Chokeslam - 30 points

Choke Backbreaker - 31 points

Tombstone Piledriver - 30 points

Torture Tombstone Piledriver - 31 points

Jumping Piledriver - 30 points

Japanese Ocean Suplex - 33 points

Paro Special - 5 points

Halfwrist Salto - 26 points

Banzai Roll Crash - 11 points

N.L. Bomb - 35 points

Powerbomb - 29 points

Modified Powerbomb - 31 points

Powerbomb Whip - 31 points

Rolling Knee Cross - 19 points

Pyramid Driver - 32 points

Fisherman Suplex - 26 points

Blizzard Suplex - 27 points

Backflip - 25 points

Front Chancery Drop - 24 points

Front Facelock - 4 points

Bear Hug - 6 points

Flying Head Scissors Whip - 21 points

Vicious Rush - 32 points

High Kick Combo - 31 points

Kick Combo - 33 points

Spin Kick Combo - 27 points

Enzuigiri Combo - 29 points

Leg Sweep Combo - 43 points

Low Kick Combo - 44 points

Mexican Stretch - 10 points

Ligerbomb - 32 points

Reverse Gory Special Bomb - 34 points

Rolling Cradle - 17 points

Locomotive 2 Arm Suplex - 35 points

Kick Headbutt - 25 points

Arm Bite - 10 points

Head Chop - 25 points

Victory Roll - 10 points

Flying Head Scissors Drop Hold - 13 points

Uranage - 28 points

High Uranage - 31 points

Octopus Hold - 12 points

Small Package - 4 points

Arm Bar - 19 points

Poseidon - 35 points

Clean Powerbomb - 36 points

Super Pyramid Driver - 34 points

S.S.D. - 38 points

Rising Star Suplex - 26 points

Rolling Savate - 28 points

Gun Head Chops - 26 points

Front Full Nelson Suplex - 30 points

Candy Special - 13 points

Aja Driver - 30 points

P.L.M.S. - 24 points

=====

Up + A (front grapple):

=====

Argentine Backbreaker - 8 points (default)

Hurricanrana - 10 points

Fast Hurricanrana - 11 points

Airplane Spin - 11 points

Head Chop Flurry - 23 points

Head Axe Kick - 23 points

Runnning Canadian Backbreaker - 24 points

Cannonball Buster - 24 points

Terror Bomb - 34 points

Torture Twist - 10 points

Windup Punch - 18 points

Thunderfire Powerbomb - 32 points

Combat Driver - 33 points

Short Elbow - 23 points

Shoulder Armbreaker - 21 points

Jumbo Suplex - 23 points

Stretch Plum - 12 points

Stretch Buster - 26 points

Stretch Bomb - 35 points

Spring Break - 34 points

Spinning Backbreaker - 11 points

Splash Mountain - 38 points

Tiger Spin - 2 points

Tiger Driver - 35 points

2 Arm Backbreaker - 30 points

2 Arm Powerbomb - 31 points

One Arm Powerbomb - 28 points

Two Arm Piledriver - 32 points

Devil Powerbomb - 33 points

Danger Punch - 22 points

Danger Uppercut - 23 points

Razor's Edge - 33 points

Niagra Driver - 34 points

Neck Hang - 4 points

N.L. Suplex - 25 points

Chokeslam - 30 points

Choke Backbreaker - 31 points

Tombstone Piledriver - 30 points

Torture Tombstone Piledriver - 31 points

Jumping Piledriver - 30 points

Japanese Ocean Suplex - 33 points

Paro Special - 5 points

Halfwrist Salto - 26 points

Banzai Roll Crash - 11 points

N.L. Bomb - 35 points

Powerbomb - 29 points

Modified Powerbomb - 31 points

Powerbomb Whip - 31 points

Rolling Knee Cross - 19 points

Pyramid Driver - 32 points

Fisherman Suplex - 26 points

Blizzard Suplex - 27 points

Backflip - 25 points

Front Chancery Drop - 24 points

Front Facelock - 4 points

Bear Hug - 6 points

Flying Head Scissors Whip - 21 points

Vicious Rush - 32 points

High Kick Combo - 31 points

Kick Combo - 33 points

Spin Kick Combo - 27 points

Enzuigiri Combo - 29 points

Leg Sweep Combo - 43 points

Low Kick Combo - 44 points

Mexican Stretch - 10 points

Ligerbomb - 32 points

Reverse Gory Special Bomb - 34 points

Rolling Cradle - 17 points

Locomotive 2 Arm Suplex - 35 points

Kick Headbutt - 25 points

Arm Bite - 10 points

Head Chop - 25 points

Victory Roll - 10 points

Flying Head Scissors Drop Hold - 13 points

Uranage - 28 points

High Uranage - 31 points

Octopus Hold - 12 points

Small Package - 4 points

Arm Bar - 19 points

Poseidon - 35 points

Clean Powerbomb - 36 points

Super Pyramid Driver - 34 points

S.S.D. - 38 points

Rising Star Suplex - 26 points

Rolling Savate - 28 points

Gun Head Chops - 26 points

Front Full Nelson Suplex - 30 points

Candy Special - 13 points

Aja Driver - 30 points

P.L.M.S. - 24 points

=====
Left/Right + A (front grapple):
=====

Argentine Backbreaker - 8 points (default)

Hurricanrana - 10 points

Fast Hurricanrana - 11 points

Airplane Spin - 11 points

Head Chop Flurry - 23 points

Head Axe Kick - 23 points

Runnning Canadian Backbreaker - 24 points

Cannonball Buster - 24 points

Terror Bomb - 34 points

Torture Twist - 10 points

Windup Punch - 18 points

Thunderfire Powerbomb - 32 points

Combat Driver - 33 points

Short Elbow - 23 points

Shoulder Armbreaker - 21 points

Jumbo Suplex - 23 points

Stretch Plum - 12 points

Stretch Buster - 26 points

Stretch Bomb - 35 points

Spring Break - 34 points

Spinning Backbreaker - 11 points

Splash Mountain - 38 points

Tiger Spin - 2 points

Tiger Driver - 35 points

2 Arm Backbreaker - 30 points

2 Arm Powerbomb - 31 points

One Arm Powerbomb - 28 points

Two Arm Piledriver - 32 points

Devil Powerbomb - 33 points

Danger Punch - 22 points

Danger Uppercut - 23 points

Razor's Edge - 33 points

Niagra Driver - 34 points

Neck Hang - 4 points

N.L. Suplex - 25 points

Chokeslam - 30 points

Choke Backbreaker - 31 points

Tombstone Piledriver - 30 points

Torture Tombstone Piledriver - 31 points

Jumping Piledriver - 30 points

Japanese Ocean Suplex - 33 points

Paro Special - 5 points

Halfwrist Salto - 26 points

Banzai Roll Crash - 11 points

N.L. Bomb - 35 points

Powerbomb - 29 points

Modified Powerbomb - 31 points

Powerbomb Whip - 31 points

Rolling Knee Cross - 19 points

Pyramid Driver - 32 points

Fisherman Suplex - 26 points

Blizzard Suplex - 27 points

Backflip - 25 points

Front Chancery Drop - 24 points

Front Facelock - 4 points

Bear Hug - 6 points

Flying Head Scissors Whip - 21 points

Vicious Rush - 32 points

High Kick Combo - 31 points

Kick Combo - 33 points

Spin Kick Combo - 27 points

Enzuigiri Combo - 29 points

Leg Sweep Combo - 43 points

Low Kick Combo - 44 points

Mexican Stretch - 10 points

Ligerbomb - 32 points

Reverse Gory Special Bomb - 34 points

Rolling Cradle - 17 points

Locomotive 2 Arm Suplex - 35 points

Kick Headbutt - 25 points

Arm Bite - 10 points

Head Chop - 25 points

Victory Roll - 10 points

Flying Head Scissors Drop Hold - 13 points

Uranage - 28 points

High Uranage - 31 points

Octopus Hold - 12 points

Small Package - 4 points

Arm Bar - 19 points

Poseidon - 35 points

Clean Powerbomb - 36 points

Super Pyramid Driver - 34 points

S.S.D. - 38 points

Rising Star Suplex - 26 points

Rolling Savate - 28 points

Gun Head Chops - 26 points

Front Full Nelson Suplex - 30 points

Candy Special - 13 points

Aja Driver - 30 points

P.L.M.S. - 24 points

=====
Down + A (front grapple):
=====

Argentine Backbreaker - 8 points (default)

Hurricanrana - 10 points

Fast Hurricanrana - 11 points

Airplane Spin - 11 points

Head Chop Flurry - 23 points

Head Axe Kick - 23 points

Runnning Canadian Backbreaker - 24 points

Cannonball Buster - 24 points

Terror Bomb - 34 points

Torture Twist - 10 points

Windup Punch - 18 points

Thunderfire Powerbomb - 32 points

Combat Driver - 33 points

Short Elbow - 23 points

Shoulder Armbreaker - 21 points

Jumbo Suplex - 23 points

Stretch Plum - 12 points

Stretch Buster - 26 points

Stretch Bomb - 35 points

Spring Break - 34 points

Spinning Backbreaker - 11 points

Splash Mountain - 38 points

Tiger Spin - 2 points

Tiger Driver - 35 points

2 Arm Backbreaker - 30 points

2 Arm Powerbomb - 31 points

One Arm Powerbomb - 28 points

Two Arm Piledriver - 32 points

Devil Powerbomb - 33 points

Danger Punch - 22 points

Danger Uppercut - 23 points

Razor's Edge - 33 points

Niagra Driver - 34 points

Neck Hang - 4 points

N.L. Suplex - 25 points

Chokeslam - 30 points

Choke Backbreaker - 31 points

Tombstone Piledriver - 30 points

Torture Tombstone Piledriver - 31 points

Jumping Piledriver - 30 points

Japanese Ocean Suplex - 33 points

Paro Special - 5 points

Halfwrist Salto - 26 points

Banzai Roll Crash - 11 points

N.L. Bomb - 35 points

Powerbomb - 29 points

Modified Powerbomb - 31 points

Powerbomb Whip - 31 points

Rolling Knee Cross - 19 points

Pyramid Driver - 32 points

Fisherman Suplex - 26 points

Blizzard Suplex - 27 points

Backflip - 25 points

Front Chancery Drop - 24 points

Front Facelock - 4 points

Bear Hug - 6 points

Flying Head Scissors Whip - 21 points

Vicious Rush - 32 points

High Kick Combo - 31 points

Kick Combo - 33 points

Spin Kick Combo - 27 points

Enzuigiri Combo - 29 points

Leg Sweep Combo - 43 points

Low Kick Combo - 44 points

Mexican Stretch - 10 points
Ligerbomb - 32 points
Reverse Gory Special Bomb - 34 points
Rolling Cradle - 17 points
Locomotive 2 Arm Suplex - 35 points
Kick Headbutt - 25 points
Arm Bite - 10 points
Head Chop - 25 points
Victory Roll - 10 points
Flying Head Scissors Drop Hold - 13 points
Uranage - 28 points
High Uranage - 31 points
Octopus Hold - 12 points
Small Package - 4 points
Arm Bar - 19 points
Poseidon - 35 points
Clean Powerbomb - 36 points
Super Pyramid Driver - 34 points
S.S.D. - 38 points
Rising Star Suplex - 26 points
Rolling Savate - 28 points
Gun Head Chops - 26 points
Front Full Nelson Suplex - 30 points
Candy Special - 13 points
Aja Driver - 30 points
P.L.M.S. - 24 points

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

High Slam - 11 points (default)

Elbow Butt - 9 points

Knee Lift - 10 points

Hammer Blow - 11 points

Thrust - 11 points

Snapmare - 10 points

Shadow Throw - 12 points

Rollup - 11 points

Mongolian Chop - 11 points

Enzui Elbow - 10 points

DDT - 23 points

Russian Leg Sweep 21 points

German Suplex - 20 points

Side Slam - 21 points

Schmidt Breaker - 22 points

Short Lariat - 19 points

Neckbreaker Drop - 20 points

Leg Sweep - 19 points

Turn Throw - 22 points

Double Arm Suplex - 22 points

2x Wrist Salto - 18 points

Piledriver - 23 points

Fast Piledriver - 24 points

Suplex - 20 points

Snap Suplex - 21 points

Delayed Suplex - 21 points

Front Suplex - 21 points

Headbutt - 17 points

Pendulum Breaker - 22 points

Hair Whip - 16 points

Monkey Flip - 15 points

Banzai Flip - 16 points

Headlock - 2 points

Headlock Punch - 8 points

Lift Slam - 18 points

Turn-Around - 0 points

Aja Driver - 30 points

P.L.M.S. - 24 points

Argentine Backbreaker - 8 points

Hurricanrana - 10 points

Fast Hurricanrana - 11 points

Airplane Spin - 11 points

Head Chop Flurry - 23 points

Head Axe Kick - 23 points

Running Canadian Backbreaker - 24 points

Cannonball Buster - 24 points

Cobra Twist - 9 points

Terror Bomb - 34 points

Torture Twist - 10 points

Windup Punch - 18 points

Thunderfire Powerbomb - 32 points

Combat Driver - 33 points

Short Elbow - 23 points

Shoulder Armbreaker - 21 points

Jumbo Suplex - 23 points

Stretch Plum - 12 points

Stretch Buster - 26 points

Stretch Bomb - 35 points

Spring Break - 34 points

Spinning Backbreaker - 11 points

Splash Mountain - 38 points

Tiger Spin - 2 points

Tiger Driver - 35 points

Double Arm Backbreaker - 30 points

2 Arm Powerbomb - 31 points

1 Arm Powerbomb - 28 points

2 Arm Piledriver - 32 points

Devil Powerbomb - 33 points

Danger Punch - 22 points

Danger Uppercut - 23 points

Razor's Edge - 33 points

Niagra Driver - 34 points

Neck Hang - 4 points

N.L. Suplex - 25 points

Chokeslam - 30 points

Choke Backbreaker - 31 points

Tombstone Piledriver - 30 points

Torture Tombstone Piledriver - 31 points

Jumping Piledriver - 30 points

Japanese Ocean Suplex - 33 points

Paro Special - 5 points

Halfwrist Salto - 26 points

Banzai Roll Crash - 11 points

N.L. Bomb - 35 points

Mod Powerbomb - 31 points

Powerbomb Whip - 31 points

Rolling Knee Cross - 19 points

Fisherman Suplex - 26 points

Blizzard Suplex - 27 points

Backflip - 25 points

Front Chancery Drop - 24 points

Front Facelock - 4 points

Bear Hug - 6 points

Flying Head Scissors Whip - 21 points

Vicious Rush - 32 points

High Kick Combo - 31 points

Kick Combo - 33 points

Spin Kick Combo - 27 points

Enzuigiri Combo - 29 points

Leg Sweep Combo - 43 points

Low Kick Combo - 44 points

Mexican Stretch - 10 points

Ligerbomb - 32 points

Reverse Gory Special Bomb - 34 points

Rolling Cradle - 17 points

Locomotive 2 Arm Suplex - 35 points

Kick Headbutt - 25 points

Arm Bite - 10 points

Head Chop - 25 points

Victory Roll - 10 points

Flying Head Scissors Drop Hold - 13 points

Uranage - 28 points

High Uranage - 31 points

Octopus Hold - 12 points

Small Package - 4 points

Arm Bar - 19 points

Poseidon - 35 points

Clean Powerbomb - 36 points

Super Pyramid Driver - 34 points

S.S.D. - 38 points

Rising Star Suplex - 26 points

Rolling Savate - 28 points

Gun Head Chops - 26 points

Front Full Nelson Suplex - 30 points

Candy Special - 13 points

=====

Y (back grapple):

=====

Face Crusher - 22 points (default)

Enzui Lariat - 22 points

Rolling Kick - 22 points

N.L. Halley Special - 24 points

Backslide - 4 points

Atomic Drop - 18 points

Neck Smash - 15 points

=====

B (back grapple):

=====

Backdrop - 24 points (default)

Shoulder Backdrop - 25 points

=====

A (back grapple):

=====

Bison Special - 10 points (default)

Hug Backdro Hold - 24 points

Kandori Special - 15 points

Chickenwing Facelock - 13 points

Surfboard Stretch - 6 points

Mexican Stretch - 10 points

Shoulder Claw - 4 points

Sleeper - 5 points

Scissor Sleeper - 7 points

Choke - 3 points

Octopus Hold - 12 points

Torture Octopus Hold - 14 points

One Arm Aurora Special - 30 points

Reverse DDT - 23 points

=====
Left/Right + A (back grapple):
=====

Swing Sleeper - 8 points (default)

Cross Arm Suplex - 32 points

Southern Suplex - 22 points

German Suplex Whip - 29 points

J.O. Cyclone Suplex - 35 points

Daruma German Suplex - 28 points

Salty Dog - 36 points

DQ B - 33 points

Dragon Suplex - 36 points

Side Backdrop - 28 points

Hug Backdrop - 27 points

Jaguar Backdrop Hold - 29 points

Tiger Suplex - 37 points

Rolling German Suplex - 33 points

Astro Man Drop - 29 points

Aurora Special - 28 points

=====
Y + B (back grapple):
=====

Face Crusher - 22 points (default)

Enzui Lariat - 22 points

Rolling Kick - 22 points

N.L. Halley Special - 24 points

Backslide - 4 points

Backdrop - 24 points

Shoulder Backdrop - 25 points

One Arm Aurora Special - 30 points

Reverse DDT - 23 points

Bison Special - 10 points

Hug Backdrop Hold - 24 points

Kandori Special - 15 points

Chickenwing Facelock - 13 points

Surfboard Stretch - 6 points

Mexican Stretch - 10 points

Shoulder Claw - 4 points

Sleeper - 5 points

Scissor Sleeper - 7 points

Choke - 3 points

Octopus Hold - 12 points

Torture Octopus - 14 points

Astro Man Drop - 29 points

Aurora Special - 28 points

Swing Sleeper - 8 points

Cross Arm Suplex - 32 points

Southern Suplex - 33 points

German Suplex - 27 points

German Suplex Whip - 29 points

J.O. Cyclone Suplex - 35 points

Daruma German Suplex - 28 points

Salty Dog - 36 points

DQ B - 33 points

Dragon Suplex - 36 points

Side Backdrop - 28 points

Hug Backdrop - 27 points

Jaguar Backdrop Hold - 29 points

Tiger Suplex - 37 points

Rolling German Suplex - 33 points

Atomic Drop - 18 points

=====
Double-team (front grapple):
=====

Hammer Blow - 11 points (default)

Thrust - 11 points

Enzui Elbow - 10 points

DDT - 23 points

2x Wrist Salto - 18 points

Suplex - 20 points

Snap Suplex - 21 points

Delayed Suplex - 20 points

Headbutt - 17 points

Monkey Flip - 15 points

Banzai Flip - 16 points

Elbow Butt - 9 points

Knee Lift - 10 points

=====
Double-team (back grapple):
=====

Atomic Drop - 18 points (default)

Neck Smash - 15 points

Face Crusher - 22 points

Rolling Kick - 22 points

Backdrop - 24 points

=====
Double-team (counter):
=====

Kenka Kick - 10 points (default)

Walking Knee Bash - 20 points

Turn-Around - 0 points

Snapmare - 10 points

Armbar - 20 points

Samson Clutch - 2 points

Elbow - 8 points

Backpress - 11 points

The following grapples can only be performed
to the head of an opponent laying on the ground
(while laying on their back):

=====
A - Ground grapple (towards head - on back):
=====

Elbow Drop - 5 points (default)

Figure Four Headlock - 5 points

CNPNA - 13 points

Soccer Kick - 7 points

Somersault Drop - 6 points

Standing Clutch - 9 points

Step Kick - 5 points

Stomp - 4 points

Sleeper - 5 points

Senton - 5 points

Dragon Sleeper - 8 points

Twist Dragon Sleeper - 10 points

Kneedrop - 4 points

Front Stomp - 7 points

Body Press - 5 points

Reverse Arm Cross - 11 points

Moonsault Fall - 7 points

Leg Drop - 6 points

Choke - 6 points

The following grapples can only be performed
to the feet of an opponent laying on the ground
(while laying on their back):

=====
A - Ground grapple (towards feet - on back):
=====

Thigh Stomp - 4 points (default)

Scorpion Death Lock - 16 points

Giant Swing - 12 points

Full Boston Crab - 8 points

Figure 4 Leg Lock - 9 points

Modified Surfboard Stretch - 13 points

Leg Cross - 12 points

STF - 11 points

Tendon Hold - 11 points

=====
B - Ground grapple (towards head - on back):
=====

Arm Press - 0 points (default)

Hook Press - 0 points

Cover - 0 points

Kneel - 0 points

=====
B - Ground grapple (towards feet - on back):
=====

Hook Press - 0 points (default)

Jackknife Hold - 0 points

=====
A - Ground grapple (towards head - on stomach):
=====

Torture Camel Clutch - 2 points (default)

Leg Drop - 6 points

Stepover Sleeper - 15 points

Stomp - 4 points

Sleeper Armbreaker - 15 points

Choke Sleeper - 7 points

Knee Drop - 5 points

Crucifix Armbar - 16 points

Armbar - 13 points

Majesty - 3 points

Reverse Full Nelson - 5 points

Rolling Romero Special - 12 points

Reverse CNPNA - 12 points

Camel Clutch - 2 points

=====
A - Ground grapple (towards feet - on stomach):
=====

Japanese Leg Roll Clutch - 2 points (default)

Spider Hold - 15 points

Stretch Sleeper - 15 points

Leg Stretch - 13 points

Bow And Arrow Hold - 8 points

Romero Special - 11 points

Bridging Chestlock - 9 points

Half Crab - 5 points

Reverse Indian Hold - 13 points

Reverse Hold - 7 points

Thigh Stomp - 3 points

=====
B - Ground grapple (towards head - on stomach):
=====

Arm Press - 0 points

Hook Press - 0 points

Cover - 0 points

Kneel - 0 points

=====
B - Ground grapple (towards feet - on stomach):
=====

Hook Press - 0 points (default)

Jackknife Hold - 0 points

=====
Y (from top ropes):
=====

Diving Leg Drop - 28 points (default)

Diving Splash - 24 points

Diving Elbow Drop - 20 points

Diving Back Elbow Drop - 22 points

=====
B (from top ropes):
=====

Rolling Senton - 26 points (default)

Diving Knee Drop - 20 points

Rolling Leg Drop - 32 points

Diving Headbutt - 23 points

Foot Stomp - 22 points

Side Rolling Press - 26 points

Moonsault - 27 points

Fast Moonsault - 29 points

Sky Twister - 32 points

Moonsault Foot Stomp - 29 points

Blizzard Spiral - 27 points

Diving Senton - 25 points

=====
A (from top ropes):
=====

Diving Burning Elbow - 20 points (default)

Diving Burning Chop - 20 points

Tope Con Hilo - 27 points

Flying Cross Body - 28 points

Diving Knee - 26 points

Kneel - 27 points

Missile Dropkick - 24 points

Front Missile Dropkick - 24 points

Moonsault Attack - 28 points

Enzui Knee - 27 points

Twist Missile Dropkick - 25 points

Jump Kick - 22 points

Sledgehammer - 20 points

Diving Elbow Attack - 25 points

The following moves can only be performed
from the top ropes towards an opponent outside
the ring:

=====
Post Dive:
=====

Missile Dropkick - 26 points (default)

Front Missile Dropkick - 26 points

Moonsault Attack - 30 points

Skytwister Attack - 35 points

Super Footstomp - 36 points

None (disable) - 0 points

Flying Crossbody - 30 points

Tope Con Hilo - 29 points

The following moves can only be performed while running towards the turnbuckle towards an opponent outside the ring:

=====
Post Dive (out):
=====

Tope Con Hilo - 36 points

Non Technical Plancha - 29 points

Swandive Plancha - 32 points

None (disable) - 0 points

Michinoku Special - 35 points

Tope - 34 points

The following moves can only be performed while running towards the ring ropes while the opponent is outside the ring:

=====
Apron:
=====

La Kancha - 22 points

None (disable) - 0 points

Footstomp - 18 points

The following moves can only be performed while grappling an opponent pinned against either the left or right turnbuckles:

=====
Up + B (corner grapple):
=====

Super Frankensteiner - 35 points (default)

Super River Drop - 39 points

Super Powerslam - 37 points

Super Turn Throw - 41 points

N.L. Superplex - 36 points

Super DDT - 40 points

Superplex - 33 points

Front Superplex - 37 points

=====

Left/Right + B (corner grapple):

=====

Deathlock Driver - 37 points (default)

Carbon Splash - 38 points

Super Arm Bomber - 37 points

Die Hard Knee Strike - 42 points

Super Guillotine Drop - 41 points

Victory Drop - 42 points

None (disable) - 0 points

Super Backdrop - 36 points

Super Combat Driver - 38 points

Choose the created Wrestler's speciality move:

=====

Y + B (super):

=====

[[While standing]]

Punch (default) - 3 points

Slap - 3 points

Low Kick - 4 points

Kick - 4 points

Mid Kick - 5 points

Dropkick - 12 points

Front Dropkick - 12 points

1 Leg Dropkick - 11 points

Kneel - 13 points

High Kick - 12 points

Body Attack - 9 points

Rolling Savate - 11 points

Uriken - 12 points

Back Spin Kick - 14 points

Abise Kick - 15 points

[[while running]]

Elbow Butt - 15 points

Kenka Sink - 12 points

Shoulder Tackle - 12 points

Kenka Kick - 15 points

SB Elbow - 13 points

Body Crash - 15 points

Flying Hip Drop - 22 points

Flying Body Attack - 21 points

Jumping Neckbreaker - 22 points

Running Neckbreaker - 21 points

Jumping Hip Attack - 18 points

Jump Kick - 16 points

Jumping Knee Pat - 14 points

Dropkick - 16 points

Front Dropkick - 16 points

1 Leg Dropkick - 15 points

Super Dropkick - 18 points

Flying Kneel - 22 points

Twister - 23 points

Lariat - 20 points

Power Lariat - 22 points

Rolling Savate - 20 points

Screw Kick - 23 points

Head Chop - 14 points

Wheel Kick - 25 points

[[Turnbuckle Rush]]

Elbow Attack - 13 points

Body Splash - 18 points

Wheel Kick - 19 points

Dropkick - 15 points

Front Dropkick - 13 points

1 Leg Dropkick - 11 points

Jumping Hip Attack - 19 points

Lariat - 20 points

Jumping Knee - 20 points

Space Rolling Elbow - 22 points

Londari Kick - 24 points

Hangman Sleeper - 8 points

Calfbranding - 21 points

DDT - 24 points

[[Running Counter]]

Elbow Butt - 10 points

Cyclone Whip - 11 points

Thrust Kick - 12 points

Blazing Chop - 13 points

Shadow Throw - 10 points

Kendo Strike - 14 points

Nunchaku - 15 points

MSR Punch - 12 points

Kenka Sink - 12 points

Slider - 16 points

Backflip - 22 points

Lariat - 20 points

Mid Kick - 12 points

Special Kick - 16 points

Powerslam - 24 points

Hurricanrana - 13 points

Tilt Backbreaker - 25 points

Tilt Whip - 24 points

Double Leg Takedown - 24 points

Rolling Savate - 18 points

Backbuster - 24 points

Rollup - 12 points

Sleeper - 5 points

Turn Throw - 25 points

Uranage - 24 points

Fireman's Carry - 27 points

N.L. Bomb - 29 points

Body Drop - 12 points

[[Back grapple counter]]

Elbow - 8 points

Back Press - 11 points

Kenka Kick - 10 points

Walking Knee - 20 points

Turn-around - 0 points

Snapmare - 10 points

Armbar - 20 points

Samson Clutch - 2 points

[[Ground grapple (towards head - on back)]]

Leg Drop - 6 points

Choke - 6 points

Elbow Drop - 5 points

Figure Four Headlock - 5 points

CNPA - 13 points

Soccer Kick - 7 points

Somersault Drop - 6 points

Standing Clutch - 9 points

Stomp Kick - 5 points

Stomp - 4 points

Sleeper - 5 points

Senton - 5 points

Dragon Sleeper - 8 points

Twisting Dragon Sleeper - 10 points

Knee Drop - 4 points

Foot Stomp - 7 points

Body Press - 5 points

Reverse Arm Cross - 11 points

Moonsault Fall - 7 points

[[Ground grapple (towards feet - on back)]]

STF - 11 points

Tendon Hold - 11 points

Thigh Stomp - 11 points

Thigh Stomp - 4 points

Scorpion Deathlock - 16 points

Giant Swing - 12 points

Full Boston Crab - 8 points

Figure Four Leg Lock - 9 points

Surfboard Stretch - 13 points

Leg Cross - 12 points

[[Ground grapple (towards head - on stomach)]]

Reverse CNPNA - 12 points

Camel Clutch - 2 points

Torture Camel Clutch - 2 points

Leg Drop - 6 points

Stepover Hold - 15 points

Stomp - 4 points

Stepover Armbreaker - 15 points

Choke Sleeper - 7 points

Knee Drop - 5 points

Crucifix Armbar - 16 points

Armbar - 13 points

Majesty - 3 points

Reverse Full Nelson - 5 points

Rolling Romero Special - 12 points

[[Ground grapple (towards head - on stomach)]]

Cable Hold - 7 points

Thigh Stomp - 3 points

Japanese Leg Roll Clutch 2 points

Spider Hold - 15 points

Stretch Sleeper - 15 points

Leg Stretch - 13 points

Bow And Arrow Hold - 8 points

Swing Stretch - 13 points

Romero Special - 11 points

Bridging Chestlock - 9 points

Half Boston Crab - 5 points

Reverse Indian Hold - 13 points

[[From top ropes]]

Diving Elbow Drop - 20 points

Diving Back Elbow Drop - 22 points

Diving Leg Drop - 28 points

Diving Splash - 24 points

Blizzard Spiral - 27 points

Diving Senton - 25 points

Rolling Senton - 26 points

Diving Kneedrop - 20 points

Foot Stomp - 22 points

Side Roll Press - 26 points

Moonsault - 27 points

Fast Moonsault - 29 points

Skytwister - 32 points

Moonsault Footstomp - 29 points

Sledgehammer - 20 points

Diving Elbow Attack - 25 points

Diving Burning Elbow - 20 points

Diving Burning Chop - 20 points

Tope Con Hilo - 27 points

Flying Crossbody - 28 points

Diving Knee - 26 points

Kneel - 27 points

Missile Dropkick - 24 points

Front Missile Dropkick - 24 points

Moonsault Attack - 28 points

Enzui Knee - 27 points

Twist Missile Dropkick - 25 points

Jump Kick - 22 points

[[Post dive]]

Flying Crossbody - 30 points

Tope Con Hilo - 29 points

Missile Dropkick - 26 points

Front Missile Dropkick - 26 points

Moonsault Attack - 30 points

Skytwister Attack - 35 points

Super Footstomp - 36 points

[[Running Turnbuckle attacks]]

Inverted DDT - 37 points

Running Attack 3 - 37 points

[[Running turnbuckle dive]]

Michinoku Special - 35 points

Tope - 34 points

Tope Con Hilo - 36 points

Non Technical Plancha - 29 points

Swandive Plancha - 32 points

[[Apron Plancha]]

Foot Stomp - 18 points

Plancha - 20 points

La Kancha - 22 points

None (disable) - 0 points

=====
Pose (in-game taunt):
=====

Clap - 0 points (default)

Double Pull - 0 points

Number One - 0 points

Arm Pull - 0 points

Cup Offer - 0 points

Pray Salute - 0 points

Hand Raise - 0 points

Arm Flex - 0 points

First place - 0 points

Clap Pose - 0 points

Have A Look - 0 points

Clap And Raise - 0 points

Draw Applause - 0 points

Overhead Clap - 0 points

Half Arm Raise - 0 points

Happy Dance - 0 points

Slow Look - 0 points

Look To Crowd - 0 points

Sky Point - 0 points

Stand Tall - 0 points

Sky Punch - 0 points

Clenched Fist - 0 points

Thumbs Down Insult - 0 points

Point Up - 0 points

High Point - 0 points

Thumbs Down - 0 points

Head Nod - 0 points

Armsweep - 0 points

Cut Throat - 0 points

Arm Raise - 0 points

Side Elbows - 0 points

It's Over - 0 points

* CREATE Page 6: CPU Logic

[Go back a page]

[OK - Next page]

Configure how the Created Wrestler will react when controlled by a computer player (CPU).

Each section is divided into it's own individual menu where the priority of moves are configured by adjusting percentages.

Furthermore, each section can be adjusted manually by pressing B to access or close one of the following options:

=====
Standing (slight):
=====

Behavior while standing with good health remaining:

- * Grapple
- * Fight
- * Lunge
- * Avoid

=====
Standing (slight):
=====

Behavior while standing with poor health remaining:

- * Grapple
- * Fight
- * Lunge
- * Avoid

=====
Front grapple (slight):
=====

Determine which throws the Created Wrestler will use while having Perfect to near perfect health remaining:

- | | |
|--------------------------|------------------------|
| * Y | * A |
| * Y + Left/Right/Up/Down | * A + Up |
| * B | * A + Left/Right |
| * B + Up | * A + Down |
| * B + Left/Right | * X |
| * B + Down | * Hidden moves (Y + B) |

=====
Front grapple (medium):
=====

Determine which throws the Created Wrestler will use while having medium level health remaining:

- | | |
|--------------------------|------------------------|
| * Y | * A |
| * Y + Left/Right/Up/Down | * A + Up |
| * B | * A + Left/Right |
| * B + Up | * A + Down |
| * B + Left/Right | * X |
| * B + Down | * Hidden moves (Y + B) |

=====
Front grapple (heavy):
=====

Determine which throws the Created Wrestler will use while having poor health remaining.

- | | |
|--------------------------|------------------------|
| * Y | * A |
| * Y + Left/Right/Up/Down | * A + Up |
| * B | * A + Left/Right |
| * B + Up | * A + Down |
| * B + Left/Right | * X |
| * B + Down | * Hidden moves (Y + B) |

=====
Front grapple (shine):
=====

Determine which throws the Created Wrestler will use while having no health remaining:

- | | |
|--------------------------|------------------|
| * Y | * A |
| * Y + Left/Right/Up/Down | * A + Up |
| * B | * A + Left/Right |
| * B + Up | * A + Down |
| * B + Left/Right | * X |

* B + Down

* Hidden moves (Y+ B)

=====
On mat - up (slight):
=====

Choose which ground grapples the created Wrestler will use against a grounded opponent laying on their back with perfect to near perfect health remaining:

- * Pick up
- * Roll over
- * Grapple at head
- * Grapple at feet
- * Finisher

=====
On mat - up (heavy):
=====

Choose which ground grapples the created Wrestler will use against a grounded opponent laying on their back with a low percentage of health remaining:

- * Pick up
- * Roll over
- * Grapple at head
- * Grapple at feet
- * Finisher

=====
On mat - up (extreme):
=====

Choose which ground grapples the created Wrestler will use against a grounded opponent laying on their back with little to no health remaining:

- * Pick up
- * Roll over
- * Grapple at head
- * Grapple at feet
- * Finisher

=====
On mat - down (slight):
=====

Choose which ground grapples the created Wrestler will use against a grounded opponent laying on their stomach with perfect to near perfect health remaining:

- * Pick up
- * Roll over
- * Grapple at head
- * Grapple at feet

* Finisher

=====
On mat - down (heavy):
=====

Choose which ground grapples the created Wrestler will use against a grounded opponent laying on their stomach with a low percentage of health remaining:

- * Pick up
- * Roll over
- * Grapple at head
- * Grapple at feet
- * Finisher

=====
On mat - down (extreme):
=====

Choose which ground grapples the created Wrestler will use against a grounded opponent laying on their stomach with little to no health remaining:

- * Pick up
- * Roll over
- * Grapple at head
- * Grapple at feet
- * Finisher

=====
Dazed action (slight):
=====

Determine which moves the created Wrestler will use against a dazed opponent with perfect to near perfect health remaining:

- * Grapple
- * A
- * Nothing

=====
Dazed action (slight):
=====

Determine which moves the created Wrestler will use against a dazed opponent with little to no health remaining:

- * Grapple
- * A
- * Nothing

=====

Versus rush (slight):

=====x

Determine how the created Wrestler will react against an opponent running towards them with perfect to near perfect health:

- * Y (while running)
- * B (while running)
- * Y
- * B

=====

Versus rush (heavy):

=====

Determine how the created Wrestler will react against an opponent running towards them with little to no health:

- * Y (while running)
- * B (while running)
- * Y
- * B

=====

In corner (slight):

=====

Adjust how the created Wrestler will react against an opponent pinned in front of either the left or right turnbuckle with perfect to near perfect health:

- * Y (while running)
- * B (while running)
- * Up + B
- * Left/Right + B

=====

In corner (heavy):

=====

Adjust how the created Wrestler will react against an opponent pinned in front of either the left or right turnbuckle with little to no health:

- * Y (while running)
- * B (while running)
- * Up + B
- * Left/Right + B

=====

Back counter:

=====

Determine which button the created Wrestler will use to counter an opponent's back grapple attempt:

- * Y
- * B

=====
Back grapple (slight):
=====

Adjust the percentage of each of the created Wrestler's back grapples with perfect to near perfect health:

- * Y
- * B
- * A
- * Left/Right + A
- * Y + B (hidden move)

=====
Back grapple (heavy):
=====

Adjust the percentage of each of the created Wrestler's back grapples with little to no health remaining:

- * Y
- * B
- * A
- * Left/Right + A
- * Y + B (hidden move)

=====
Back grapple (shine):
=====

Adjust the percentage of each of the created Wrestler's back grapples with no health remaining:

- * Y
- * B
- * A
- * Left/Right + A
- * Y + B (hidden move)

=====
Opponent outside:
=====

Determine how the created Wrestler will react when the opponent is outside the ring:

- * Go out
- * A
- * Nothing

=====
On mat by cornerpost:
=====

Determine how the created Wrestler will react when laying on the mat by the corner turnbuckle from outside the ring:

- * Climb
- * Normal

=====
On cornerpost:
=====

Choose how often a created Wrestler will perform the following moves after climbing the corner turnbuckle:

- * Y
- * B
- * A
- * Descend

=====
Determination:
=====

Adjust how desperate the created Wrestler wants to win the match when resorting to babyface or heel tactics:

- * Good
- * Bad

=====
Teamwork (reliability):
=====

Adjust how co-operative the created Wrestler will behave during tag matches:

- * Good
- * Bad

* CREATE Page 7: Profile

Fill out additional profile information for the created Wrestler.

It should be noted that none of the following has any impact to the created Wrestler's in-game stats.

=====
Blood type?:
=====

* A (default) * AB * B * 0 * ?

=====
Favorite color?:
=====

* Blue (default) * Green * Pink * Purple * Red

=====
Previous wins?:
=====

* None (default) * 3 * 10 * 30 * 100

* CREATE Page 8: Save Data |
|
|

[Go back a page] [EXIT]

Save the created Wrestler to the game's built-in save feature.

Up to fifteen created Wrestlers can be saved.

Selecting EXIT without saving to one of the fifteen available slots will prompt the player with the following question:

Don't save? * Yes * No

=====

*****OPTION*****

=====

=====

Sound: * Stereo (default)

===== * Mono

=====

BGM:	* Lucha (default)	* Raider
=====	* Super Idol	* Akira
	* Unknown	* Select
	* Ring Master	* Configuration
	* Heel	* EDIT Menu
	* Strong	* Versus
	* Hado	* Win
	* Mega Power	* Draw
	* Empress	* Game Over
	* The Best	* Champion (game credits)
	* Youth	

=====

VOLUME: * 0
 ===== * 1
 * 2 (default)
 * Off

=====

RESET: - Erase all stored data.

=====

When selecting the RESET option, the player will be prompted with the following question:

Clear save data? * Yes * No

=====

EXIT: - Return to main menu.

=====

=====

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

=====

In order of appearance from the left column:

=====

=====

=====

MANAMI TOYOTA

=====

Height: 5'5"

Weight: 150 lbs

DOB: 3-2-71

Promotion: AJW

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

Missile Dropkick - B (while running)

Manami Roll - Left/Right + A (front grapple)

=====
Secret moves:
=====

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

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

=====
MIMA SHIMODA
=====

Height: 5'5"

Weight: 143 lbs

DOB: 12-23-70

Promotion: AJW

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

Chokeslam - Up + A (front grapple)

Fisherman Suplex - Down + A (front grapple)

=====
Secret moves:
=====

Diving Crossbody - Y + B (from top ropes)

Powerbomb - Right + Y + B (front grapple)

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

=====
TAKAKO INOUE
=====

Height: 139 lbs

Weight: 5'4"

DOB: 11-7-69

Promotion: AJW

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

Backbreaker - Up + A (front grapple)
Tombstone Piledriver - Down + A (front grapple)

Double Underhook Pin - Y (back grapple)

=====
Secret moves:
=====

Lariat - Down + Y + B (front grapple)
Strait Jacket German Suplex - Right + Y + B (back grapple)

=====
SAKIE HASEGAWA
=====
Height: ?'??"
Weight: ???
DOB: ?? -??-??
Promotion: AJPW

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

Savate Kick - A (strike attack)
Triple Release Underhook Suplex - Up + A (front grapple)

=====
Secret moves:
=====

Savate Kick - Right + Y + B (front grapple)
Wheel Kick - Down + Y + B (back grapple)

=====
CHAPARITA ASARI
=====
Height: 5'0"
Weight: 132 lbs
DOB: 9-15-73
Promotion: AJW

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

Rollup - A (front grapple)
Frankensteiner - Up + A (front grapple)

=====
Secret moves:
=====

Hurricanrana - Down + Y + B (front grapple)
Backdrop - Right + Y + B (back grapple)

=====
DEMOLITION EMPEROR
=====

Real name: Devil Masami
Height: 5'6"
Weight: 171 lbs
DOB: 1-7-62
Promotion: PWA (JWP)

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

Lariat - B (while running)

Military Press Slam - Up + B (front grapple)

Reverse Powerbomb Slam - Up + A (front grapple)

Heel Crush - Left/Right + A (front grapple)

=====
Secret moves:
=====

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

=====
CHARMY HAZUKI
=====

Real name: Cutie Suzuki
Height: 5'1"
Weight: 121 lbs
DOB: 10-22-69
Promotion: PWA (JWP)

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

Diving Foot Stomp - B (from top ropes)

Dropkick - A (strike attack)

Cutie Special - Up + A (front grapple)

=====
Secret moves:
=====

Arm Bite - Down + Y + B (front grapple)
Release German Suplex - Right + Y + B (back grapple)

=====
SPLENDID HIRARI
=====

Real name: Hakira Fukuoka
Height: 5'3"
Weight: 143 lbs
DOB: 2-23-71
Promotion: PWA (JWP)

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

Wind-Up Punch - Up + A (front grapple)
Powerbomb - Down + A (front grapple)

=====
Secret moves:
=====

Moonsault Stomp - Y + B (from top ropes)
Double Underhook Powerbomb - Right + Y + B (front grapple)
German Suplex - Down + Y + B (back grapple)

=====
FUNNY CLOWN
=====

Real name: Bolshoi Kid
Height: 4'11"
Weight: 100 lbs
DOB: ??-??-??
Promotion: PWA (JWP)

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

Moonsault - B (from top ropes)
Side Suplex - Left/Right + A (front grapple)

=====
Secret moves:
=====

Lollipop Gift - Down + Y + B (front grapple)
Octopus Hold - Right + Y + B (back grapple)

=====
BETWEEN EMI
=====

Real name: Rumi Kazama
Height: 5'0"
Weight: 132 lbs
DOB: 11-28-65
Promotion: RAR (LLPW)

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

High Kick - A (strike attack)

Powerbomb - Down + A (front grapple)
4 Kick Special - Left/Right + A (front grapple)

=====
Secret moves:
=====

Fisherman Suplex - Right + Y + B (front grapple)
Russian Leg Sweep - Down + Y + B (back grapple)

=====
SHOOTER SAIKI
=====

Real name: Harley Saito
Height: 5'5"
Weight: 148 lbs
DOB: 12-12-67
Promotion: RAR (LLPW)

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

Diving Wheel Kick - A (from top ropes)

Wheel Kick - A (strike attack)
Wheel Kick Special - Left/Right + A (front grapple)

=====
Secret moves:
=====

High Kick - Y + B (strike attack)
Powerbomb - Down + Y + B (front grapple)
Tiger Suplex - Right + Y + B (back grapple)

=====

CRITICAL:

=====

Wheel Kick Special - Left/Right + A (front grapple)

=====

LADIES SUICIDE

=====

Real name: Yasha Kurenai

Height: 5'3"

Weight: 143 lbs

DOB: 4-23-70

Promotion: RAR (LLPW)

=====

Special moves:

=====

Chokeslam - Up + A (front grapple)

Powerbomb - Down + A (front grapple)

=====

Secret moves:

=====

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

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

=====

ARMY TOMITA

=====

Real name: Combat Toyoda

Height: ?'??

Weight: ???

DOB: ??-??-??

Promotion: IW (FMW)

=====

Special moves:

=====

Body Check - A (strike attack)

High Angle Chokeslam - Left/Right + A (front grapple)

Powerbomb - Down + A (front grapple)

=====

Secret moves:

=====

Running Dropkick - Y + B (while running)

Torture Rack Spin - Down + Y + B (front grapple)

Lariat - Right + Y + B (back grapple)

=====

MARIPOSA SHIORI

=====

Real name: KAORU
Height: 5'5"
Weight: 132 lbs
DOB: 2-9-69
Promotion: Freelance (GAEA)

=====

Special moves:

=====

Moonsault - B (from top ropes)

Frankensteiner - B (while opponent is running)

Powerbomb - Down + A (front grapple)

=====

Secret moves:

=====

Torture Rack - Right + Y + B (front grapple)

Bridging Leg Hold Backdrop - Down + Y + B (back grapple)

=====

TIGURETA SAORI

=====

Real name: Inferal KAORU
Height:
Weight:
DOB:
Promotion: Freelance (GAEA)

=====

Special moves:

=====

Moonsault - B (from top ropes)

Moonsault Body Press - A (from top ropes)

=====

Secret moves:

=====

Tilt-A-Whirl Press - Y + B (while running)

Frankensteiner - Down + Y + B (front grapple)

Bridging Leg Hold Backdrop - Right + Y + B (back grapple)

=====
JAGUAR YOKOTA
=====

Height: 5'2"
Weight: 121 lbs
DOB: 7-25-61
Promotion: AJW

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

Diving Crossbody - Y (from top ropes)

Frankensteiner - Up + A (front grapple)

=====
Secret moves:
=====

Tilt-A-Whirl Press - Y + B (while running)
Double Underhook Powerbomb - Right + Y + B (front grapple)
Strait Jacket German Suplex - Down + Y + B (back grapple)

=====
AJA KONG
=====

Height: 5'5"
Weight: 220 lbs
DOB: 9-25-70
Promotion: AJW

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

Powerslam - B (while opponent is running)

Spinning Backfist - A (strike attack)

Turnbuckle Press - Up + A (front grapple)

=====
Secret moves:
=====

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

=====
SUZUKA MINAMI
=====

Height: ?'??"
Weight: ???
DOB: ??-??-??
Promotion: AJW

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

Backbreaker - Up + A (front grapple)
Powerbomb - Down + A (front grapple)

=====
Secret moves:
=====

Flying Crossbody - Y + B (while running)

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

=====
=====

In order of appearance from the right column:

=====
=====

=====
ETSUKO MITA
=====

Height: 5' 8"
Weight: 165 lbs
DOB: 5-28-69
Promotion: AJW

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

Cobra Claw - A (at the head of downed opponent - on back)

Neck Hanging Tree - Up + A (front grapple)
Northern Lights Bomb - Down + A (front grapple)

=====
Secret moves:
=====

Fisherman Suplex - Up + Y + B (front grapple)
Backdrop - Left + Y + B (back grapple)

=====
KYOKO INOUE
=====

Height: 5'5"
Weight: 209 lbs
DOB: 4-4-69
Promotion: AJW

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

Lariat - B (while running)

Giant Swing - A (at feet of downed opponent - on back)

Tiger Spin To Ankle Lock - A (front grapple)
Crucifix Powerbomb - Down + A (front grapple)

=====
Secret moves:
=====

Rope Bounce Elbow Drop - Y + B (while running and facing ropes)

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

=====
MARIKO YOSHIDA
=====

Height: 5'4"
Weight: 143 lbs
DOB: 2-15-70
Promotion: AJW

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

Frankensteiner - Up + A (front grapple)
Jumping Piledriver - Down + A (front grapple)
Octopus Hold - A (back grapple)

=====
Secret moves:
=====

Hurricanrana - Up + Y + B (front grapple)

Standing Double Chickenwing Arm Lock - Left + Y + B (back grapple)

=====
KAORU ITO
=====

Height: 5'4"
Weight: 185 lbs
DOB: 10-20-71
Promotion: AJW

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

Senton Flip - Y (from top ropes)

Lariat - B (while opponent is running)

=====
Secret moves:
=====

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

=====
XIJING DINOSAUR
=====

Real name: Dynamite Kansai
Height: 5'8"
Weight: 187 lbs
DOB: 12-4-69
Promotion: PWA (JWP)

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

High Kick - A (strike attack)

Splash Mountain - Down + A (front grapple)
Low Kick Special - Left/Right + A (front grapple)

=====
Secret moves:
=====

Belly To Belly Suplex - Up + Y + B (front grapple)
Double Underhook Pin - Left + Y + B (back grapple)

=====
CRITICAL:

=====

High Kick - A (strike attack)

=====

HUNTER OZAWA

=====

Real name: Mayumi Ozaki

Height: 5'1"

Weight: 125 lbs

DOB: 10-28-68

Promotion: PWA (JWP)

=====

Special moves:

=====

Moonsault - B (from top ropes)

Arm Bite - A (front grapple)

Sitout Powerbomb - Down + A (front grapple)

=====

Secret moves:

=====

High Angle Powerbomb - Left + Y + B (front grapple)

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

=====

SAMBO MARINA

=====

Real name: Plum Mariko

Height: ?'??"

Weight: ???

DOB: 11-1-67

Promotion: PWA (JWP)

=====

Special moves:

=====

Torso Stretch - A (at feet of downed opponent - on stomach)

Fisherman Suplex - Down + A (front grapple)

=====

Secret moves:

=====

Frankensteiner - Y + B (while opponent is running)

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

=====
MILKY TOMO
=====

Real name: Candy Okutsu
Height: 5'11"
Weight: 128 lbs
DOB: 1-18-75
Promotion: PWA (JWP)

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

Neckbreaker - B (while running)

Hurricanrana - Up + A (front grapple)

=====
Secret moves:
=====

Moonsault Body Press - Y + B (from top ropes)

Elbow Strikes - Left + Y + B (front grapple)
German Suplex - Up + Y + B (back grapple)

=====
SHIHO KANZAKI
=====

Real name: Shinobu Kandori
Height: 5'7"
Weight: 165 lbs
DOB: 11-3-54
Promotion: RAR (LLPW)

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

Chickenwing Armlock - A (back grapple)

Fujiwara Armbar - A (at head of downed opponent - on stomach)

=====
Secret moves:
=====

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

=====
CROW SAWADA
=====

Real name: Eagle Sawai
Height: 5'7"
Weight: 242 lbs
DOB: 12-16-67
Promotion: RAR (LLPW)

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

Body Check - A (strike attack)

Missile Dropkick - A (from top ropes)

Crucifix Powerbomb - Down + A (front grapple)

=====
Secret moves:
=====

Lariat Takedown - Y + B (while running)

Chokeslam - Left + Y + B (front grapple)

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

=====
NORIKO TAKANO
=====

Real name: Kiyoko Tateno
Height: 5'4"
Weight: 165 lbs
DOB: 12-1-65
Promotion: RAR (LLPW)

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

Diving Cross Chop - Y (from top ropes)

Diving Crossbody - A (from top ropes)

Rollup - A (at head of downed opponent - on stomach)

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

=====
Secret moves:

=====
Sitout Powerbomb - Up + Y + B (front grapple)
Leg Hold Backdrop - Left + Y + B (back grapple)

=====
SUDO MIG
=====

Real name: Megumi Kudo
Height: 5'4"
Weight: 132 lbs
DOB: 9-20-69
Promotion: IW (FMW)

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

Frankensteiner - Up + A (front grapple)
Thunder Fire Powerbomb - Down + A (front grapple)

=====
Secret moves:
=====

Running Neckbreaker - Y + B (while running)

Thunder Fire Powerbomb - Left + Y + B (front grapple)
Bridging Dragon Suplex - Up + Y + B (back grapple)

=====
CRITICAL:
=====

Strangle Hold Y - A (at head of downed opponent - on back)

=====
VAMPIRE WOMAN
=====

Real name: Chigusa Nagayo
Height: 5'5"
Weight: 192 lbs
DOB: 12-8-64
Promotion: Freelance (GAEA)

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

High Angle Powerbomb - Down + A (front grapple)
Shoot Special - Left/Right + A (front grapple)

Flying Cross Chop - Y (from top ropes)
Diving Dropkick - A (from top ropes)

=====
Secret moves:
=====

Tombstone Piledriver - Up + Y + B (front grapple)
German Suplex - Left + Y + B (back grapple)

=====
CRITICAL:
=====

Shoot Special - Left/Right + A (front grapple)

=====
BUMPER HONEY
=====

Real name: Bomber Hikari
Height: ?'??"
Weight: ???
DOB: ??-??-??
Promotion: Freelance (GAEA)

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

Reverse Powerbomb - Up + A (front grapple)
Octopus Hold - A (back grapple)

=====
Secret moves:
=====

Dropkick - Y + B (from top ropes)

High Angle Backdrop - Left + Y + B (front grapple)
German Suplex - Up + Y + B (back grapple)

=====
LIONS NOETHER AZUSA
=====

Real name: Lioness Asuka
Height: 5'7"
Weight: 172 lbs
DOB: 7-28-63
Promotion: Freelance (GAEA)

=====
Special moves:

=====

Roundhouse Kick - A (strike attack)

Dragon Hold - A (at head of downed opponent - on back)

Giant Swing - A (at feet of downed opponent - on back)

=====

Secret moves:

=====

Powerbomb - Up + Y + B (front grapple)

Leg Hook Backdrop - Left + Y + B (back grapple)

=====

BISON KIMURA

=====

Height: ?'??"

Weight: ???

DOB: ??-??-??

Promotion: AJW

=====

Special moves:

=====

Moonsault - B (from top ropes)

Triple Chop Special - Left/Right + A (front grapple)

=====

Secret moves:

=====

Dropkick - Y + B (from top ropes)

Quadruple Chop Special - Left + Y + B (front grapple)

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

=====

YUMIKO HOTTA

=====

Height: 5'6"

Weight: 165 lbs

DOB: 1-10-67

Promotion: AJW

=====

Special moves:

=====

High Kick - A (strike attack)

Palm Strike Special - Left/Right + A (front grapple)

=====
Secret moves:
=====

Wheel Kick - Y + B (strike attack)

Sitout Powerbomb - Up + Y + B (front grapple)
Strait Jacket Suplex - Left + Y + B (back grapple)

=====
CRITICAL:
=====

Palm Strike Special - Left/Right + A (front grapple)

=====
TOSHIYO YAMADA
=====

Height: 5'6"
Weight: 154 lbs
DOB: 2-27-70
Promotion: AJW

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

High Kick - A (strike attack)

High Kick Special - Left/Right + A (front grapple)
Vertebreaker - Down + A (front grapple)

=====
Secret moves:
=====

Diving Elbow Drop - Y + B (from top ropes)

Octopus Hold - Left + Y + B (front grapple)
Bridging Dragon Suplex - Up + Y + B (back grapple)

=====
CRITICAL:
=====

High Kick - A (strike attack)

The two Wrestlers are hidden boss characters
that can only be unlocked under specific conditions.

For more information on how to unlock the two hidden

=====

BULL NAKANO (left column)

=====

Height: 5'7"

Weight: 200 lbs

DOB: 1-8-68

Promotion: AJW

=====

Special moves:

=====

Leg Drop - Y (from top ropes)

Front Flip - B (from top ropes)

Lariat Takedown - B (while running)

High Angle Release Powerbomb - Down + A (front grapple)

=====

Secret moves:

=====

Piggyback Drop - Down + Y + B (front grapple)

Russian Leg Sweep - Right + Y + B (back grapple)

=====

CRITICAL:

=====

Lariat Takedown - B (while running)

=====

AKIRA HOKUTO (right column)

=====

Height: 5'6"

Weight: 132 lbs

DOB: 7-13-67

Promotion: AJW

=====

Special moves:

=====

Northern Lights Bomb - Up + A (front grapple)

Piledriver - Left/Right + A (back grapple)

=====
Secret moves:
=====

Northern Lights Bomb - Y + B (while opponent is running)

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

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

=====
CRITICAL:
=====

Strong Punch - Up + A (front grapple)

=====

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

=====

=====
Unlock The "Super Heavyweight" Difficulty:
=====

In One Night Match, Tournament, Elimination or Battle Royale modes, hover the cursor over the "Com Level" setting.

While holding SELECT, press left or right on the D-Pad. The new, ultra hard difficulty setting "Super Heavweight" will now be selectable.

=====
Unlock Bull Nakano And Akira Hokuto 1:
=====

Defeat Bull Nakano and Akira Hokuto in either the singles or tag team division of Challenge mode.

After the ending credits have finished, the hidden boss characters Bull Nakano and Akira Hokuto will now be unlocked.

=====
Unlock Bull Nakano And Akira Hokuto 2:
=====

On the main menu screen, hover the cursor over "Options" while holding SELECT and press B.

If done correctly, the hidden boss characters Bull Nakano and Akira Hokuto will now be unlocked.

=====
Unlock 1921 EDIT Points:
=====

Successfully defeat Akira Hokuto in the EDIT version of CHALLENGE!! mode with a created Wrestler.

After defeating Akira, the Created Wrestler will now have a grand total of 1921 EDIT points that can be used to customize the created Wrestler's stats and move set.

=====
*****CREDITS*****
=====

[PuroGeek] - for remaining a constant inspiration.

[Fire Pro Wrestling Arena] - for helping to uncover a large portion of the identities of EDIT mode's extra Wrestler templates.

[Phil v1.0] - for releasing the useful english patch of Queen's Special.

[Emil J. Morales] - for uncovering the identities of the remaining two templates in EDIT mode.

[Pator JK] - for providing the header template for this FAQ.

[jp.wazap.com] - for the additional Queen's Special cheats.

[Human and Nintendo] - for releasing Queen's Special to the SFC.

=====
*****CONTACT*****
=====

Questions, comments and corrections, please email:

justin.imprint.m@gmail.com