

*breakdown of every mode
*secrets, tips & tricks

*****CONTROLS*****

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While standing:
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Y - Punch
B - Kick
A - Head grab
X - Run
Left + X - Run backwards
Right + X - Run forwards
X - Stop running

Up + R - Taunt #1
Down + R - Taunt #2
[Note: not every wrestler has two taunts]

=====
While running:
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Y - Light running attack
B - Medium running attack
A - Strong running attack

=====
While opponent is running:
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Y - Light running attack
B - Medium running attack
A - Strong running attack

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While locking up:
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Y - Light grapple
B - Medium grapple
A - Strong grapple
X - Irish Whip

Left + X - Irish Whip towards the left
Right + X - Irish Whip towards the right
Left/Right + X - Irish Whip opponent out of ring
(must be close to the left or right ring ropes)
Up + Y (drag opponent)

Left + L - Tag partner in (left side)
Right + L - Tag partner in (right side)

=====
While locking up behind a standing
opponent:
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Y - Light grapple
B - Medium grapple
A - Strong grapple
Up + Y (drag opponent)

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While dragging opponent:
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Note: only a small window of time
is given to drag an opponent before
they are able to react.

The more damage an opponent has,
the slower the opponent's reaction
time towards being dragged around
the ring.

Y/B/A - Strong grapple
Hold Up - Drag opponent upwards
Hold Down - Drag opponent downward
Hold Left - Drag opponent backward
Hold Right - Drag opponent forward

Note: using the above commands, it
is also possible to drag an opponent
in a diagonal direction (example: Hold
Up + Right - drags an opponent forwards
diagonally).

If a drag is initiated from behind the
opponent in a back grapple position,
the opponent will be restrained in
a full nelson lock leaving the opponent
vulnerable to attacks from a tag partner
(due to interferences being frowned upon
by the referee, this technique is better
suited for use outside of the ring).

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While opponent is laying on the ground:
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Y - Pick opponent up (at head of downed opponent)
B - Stomp
A - Submission Hold/Stomp
L - Pin
B - Cancel Pin attempt

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While opponent is sitting:
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Y - Pick up opponent
B - Kick opponent
A - Submission hold

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Top rope commands:
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Up + Left + Y/B/A - Climb top left Turnbuckle (inside the ring)
Up + Right + Y/B/A - Climb top right Turnbuckle (inside the ring)
Down + Left + Y/B/A - Climb bottom left Turnbuckle (inside the ring)
Down + Right + Y/B/A - Climb bottom right turnbuckle (inside the ring)
Down - Climb down from Turnbuckle
Y - Light top rope attack
B - Medium top rope attack
A - Strong top rope attack

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While outside the ring:
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Left + Y/B/A - Exit the left side of the ring
Right + Y/B/A - Exit the right side of the ring
Down + Y/B/A - Exit the bottom of the ring
Right + Y/B/A - Enter the left side of the ring
Left + Y/B/A - Enter the right side of the ring
Up + Y/B/A - Enter the bottom of the ring

=====
Additional commands:
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Button mash - escape a pinfall/submission
/drag attempt from opponent

=====
*****MAIN MENU*****
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At the title screen, press the X button to bring up the main menu:

START

OPTION

*****START*****

Play the role of All-japan's newest match booker and organize a series of five individual matches which will take place at Japan's historic Budokan Arena (a staple location for the All Japan Pro Wrestling promotion).

The object of Start mode is to put on the best show possible; pay close attention to the audience's reaction and sell out every seat by the end of the night.

For more information on Start mode strategies, please visit the "secrets, tips & tricks" section of this FAQ.

Start options:

Every match is met with a question at the top of the screen. All five matches must be decided before Start mode can begin.

YES - confirm the match type setting.

NO - deny and customize the match type before proceeding.

When selecting the NO option:

SINGLE MATCH	TAG MATCH	BATTLE ROYALE
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Up to four Tag and Battle Royale matches can be selected in Start mode.

Player input:

After all five match types and wrestlers have been chosen, the player will be brought to a pre-match versus screen overlooking all five matches.

At this screen, each wrestler can be assigned to a player (1P - 4P) or assigned to a computer player (COM - default).

Press the Left/Right buttons on the d-pad to select either wrestler and the Up/Down buttons to determine the player input (1P-4P or COM - default).

*****OPTION*****

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Zen Nippon Budokan's match selection screen. Clockwise from left to right:

WORLD CHAMPIONSHIP	WORLD CHAMPIONSHIP	OPEN LEAGUE	
	-TAG TEAM DIVISION	-TAG TEAM DIVISION	
OPEN LEAGUE	VERSUS MODE	BATTLE ROYALE	
-SINGLES DIVISION			

When selecting one of the above modes, a question will appear at the bottom of the screen asking the player to confirm their decision. Select YES to continue or NO to cancel and choose another mode.

Note: this same question will be asked several times throughout the game; confirming wrestler and mode selection prompts.

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

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In the singles division of World Championship mode, the player must defeat eighteen opponents consecutively to become World Champion.

Luckily, there are unlimited continues and no game overs if the player loses a match.

After the player has lost a match, the match will reset with the exact same opponent until the player has defeated the opponent.

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World Championship options:

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Press Up/Down/Left/Right on the d-pad to adjust the following options. To confirm and continue to the next screen, press the Y/B/X/A or START buttons.

LEVEL: adjust the level of difficulty. BEGINNER (default) to HARD			
(expert)			

| SOUND: turn the background music on or off. ON - Turn music on |
| (default). |
|_____|

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*****WORLD TAG TEAM CHAMPIONSHIP*****
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In the tag team version of World Championship mode, the player(s) must face eight tag teams consecutively to become world tag team champions.

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World Tag Team Championship options:
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Press Up/Down/Left/Right on the d-pad to adjust the following options. To confirm and continue to the next screen, press the Y/B/X/A or START buttons.

|_____|
| MODE: choose between PLAYER TAG (Player 1 controls the entire tag |
| team) or PLAYERS TAG (Player 1 and Player 2 control a tag team). |
| |
| LEVEL: adjust the level of difficulty. BEGINNER (default) to HARD |
| (expert) |
| |
| SOUND: turn the background music on or off. ON - Turn music on |
| (default). |
|_____|

=====
Tag teams:
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The player(s) are then prompted to choose from one of eight (9) pre-created tag teams. The teams are as followed:

- 1) Giant Baba & Stan Hansen
- 2) Jumbo Tsuruta & Masonobu Fuchi
- 3) Mitsuharu Misawa & Kenta Kobashi
- 4) Steve Williams & Johnny Ace
- 5) Toshiaki Kawada & Akira Taue
- 6) Jun Akiyama & Takao Omori
- 7) Doug Furnas & Dan Kroffat
- 8) The Patriot & The Eagle

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Eight wrestlers compete in a round-robin competition. The wrestler with the most amount of wins by the end of the Open League will be crowned the winner.

=====
Open League - Singles Division options:
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Press Up/Down/Left/Right on the d-pad to adjust the following options.
To confirm and continue to the next screen, press the Y/B/X/A or START.

To adjust the number of player controlled wrestlers, select the MODE setting from the Singles Division options menu and press:

Y/A/x - add a wrestler.
B - subtract a wrestler.

Up to eight wrestlers can compete in the Open League competition.

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|  
| MODE: determine the number of player controlled wrestlers. |  
|  
| LEVEL: adjust the level of difficulty. BEGINNER (default) to |  
|         HARD (expert). |  
|  
| TIME: adjust the time limit of the match. |  
|  
| SOUND: turn the background music on or off. ON - Turn music on |  
|         (default). |  
|
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When selecting a match where two computer players will be facing each other, a small pop up window will appear asking if the player would like to skip watching the match.

Select YES to skip the match or choose NO to continue watching the match.

After the last match has finished, the results will be displayed in order of most wins to least.

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*****VERSUS MODE*****
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The standard exhibition mode of Zen Nippon 2:3-4 Budokan where up to four players can participate (multitap required).

Note: it is not possible to verse the computer as an opponent in versus mode.

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Versus Mode options:

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Press Up/Down/Left/Right on the d-pad to adjust the following options.
To confirm and continue to the next screen, press the Y/B/X/A or
START buttons.

MODE: determine the match type. SINGLE (one-on-one versus match), PLAYER
TAG (two-on-two tag match against Player 2) and PLAYERS TAG (Player
1 and Player 2 versus a tag team of Player 3 and Player 4)
TIME: adjust the time limit of the match.
SOUND: turn the background music on or off. ON - Turn music on (default).

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

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Four wrestlers fight against each other in the ring at the same time. Last
wrestler standing wins the Battle Royale.

MODE: determine how many wrestlers will be controlled by human players.
PLAYER 0 (default) to PLAYER 4 (four players - multitap required
LEVEL: adjust the level of difficulty. BEGINNER (default) to HARD (expert).
SOUND: turn the background music on or off. ON - Turn music on (default).

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

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=====
GIANT BABA
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Nickname: The Giant Of The East
Height: 209 cm (6 ft, 8 in)
Weight: 135 kg (297 lbs)
From: Sanjo, Japan

Special moves:

Stomp - B/A (at head of downed opponent)

Russian Leg Sweep - Down + A (during front head grab)

Big Boot - B (while you/opponent is running)

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JUMBO TSURUTA

Nickname: Waka Daisho (Young Boss)

Height: 196 cm (6 ft, 4 in)

Weight: 127 kg (279 lbs)

From: Makioka, Japan

Special moves:

Atomic Toss - B (back grapple)

Lou Thesz Press - A (while running)

Bridging Backdrop Pin - Down + A (during head grab)

Bridging Backdrop Pin A (back grapple)

Knee Strike Special - A (during head grab)

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MITSUHARU MISAWA

Nickname: The Standard-Bearer Of Future Generations

Height: 185 cm (6 ft, 1 in)

weight: 110 kg (242 lbs)

From: Yubari, Japan

Special moves:

Elbow Rush Special - A (during head grab)

Spinning Elbow - Down + A (during head grab)

Tiger Driver - Up + A (during head grab)

Tiger Suplex - A (back grapple)

Release German Suplex - Down + A (back grapple)

=====

TOSHIKI KAWADA

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Nickname: Dangerous K
Height: 183 cm (6 ft)
Weight: 110 kg (242 lbs)
From: Tochigi, Japan

Special moves:

Back Kick - B (while opponent is sitting)

Knee Bash Special - Y (front grapple)

Powerbomb - Down + A (front grapple)

Release German Suplex - A (back grapple)

Stretch Plum - A (while opponent is sitting)

Short Range Knife Edge Chop Special - A (during head grab)

Brainbuster - Down + A (during head grab)

Secret moves:

Taunt Kick - Up + R (at head/feet of downed opponent)

High Angle Chokeslam - B
(with Akira Taue in a double-team front grapple)

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AKIRA TAUE

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Nickname: Dynamic T
Height: 192 cm (6 ft, 2 in)
Weight: 120 kg (264 lbs)
From: Chichibu, Japan

Special moves:

Bodyslam Toss - Y (front grapple)

Chokeslam - Down + A (front grapple)

Bodyslam Toss - A (during head grab)

Secret moves:

Karate Chop - Hold Down + Y (front grapple)

Piledriver - Hold Down + Y/A (while dragging opponent)

Powerbomb - Hold Up + A (front grapple)

High Angle Chokeslam - B
(with Akira Taue in a double-team front grapple)

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KENTA KOBASHI
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Nickname: The Master Innovator
Height: 187 cm (6 ft, 1 in)
Weight: 118 kg (260 lbs)
From: Fukuchiyama, Japan

Special moves:

Orange Crush - Up + A (front grapple)

Knife Edge Chop Special - B (during head grab)

Short Range Knife Edge Chop Special - A (during head grab)

Powerbomb Flip Pin - Up + A (during head grab)

Secret moves:

Powerbomb Pin - Hold Down + A (during head grab)

=====
MASANOBU FUCHI
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Height: 183 cm (6 ft)
Weight: 105 kg (231 lbs)
From: Kitakyushu, Japan

Special moves:

Headlock - A (while opponent is sitting)

Leglock - A (at feet of downed opponent)

Enzuigiri - A (during head grab)

Secret moves:

Body Slam Toss - Hold Down + Y (front grapple)

=====
JUN AKIYAMA
=====

Nickname: Blue Thunder
Height: 188 cm (6 ft, 2 in)

Weight: 100 kg (220 lbs)

From: Izumi, Japan

Special moves:

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

Fisherman Suplex - Down + B (during head grab)

Scoop Suplex - Down + A (front grapple)

Secret moves:

Vertical Suplex - Y (while dragging opponent)

Doomsday Device - A
(with Takao Omori in a double team front grapple)

TAKAO OMORI

Nickname: Wild Heart

Height: 188 cm (6 ft, 2 in)

Weight: 110 kg (242 lbs)

From: Tokyo, Japan

Special moves:

Wind Up Punch - A (during head grab)

Fisherman Suplex - B (during head grab)

Secret moves:

Running Neckbreaker - A
(running attack only accessible while opponent is groggy)

Doomsday Device - A
(with Jun Akiyama in a double team front grapple)

JOEL DEATON

Nickname: The Outlaw

Height: 193 cm (6 ft, 3 in)

Weight: 115 kg (253 lbs)

From: Tyler, Texas

Special moves:

Bulldog - A (front grapple)

Backdrop - Down + A (front grapple)

Body Slam Toss - A (during head grab)

Secret moves:

Body Slam Toss - Hold Down + Y (front grapple)

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DOUG FURNAS

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Height: 181 cm (5 ft, 11 in)

Weight: 115 kg (253 lbs)

From: Commerce, Oklahoma

Special moves:

German Suplex - Y (back grapple)

Belly To Belly Suplex - A (front grapple)

Military Press Slam - A (during head grab)

Secret moves:

Snap Powerslam - Y/B/A (while dragging opponent)

Jumb Combo - Up + A (front grapple)

=====

DAN KROFFAT

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Height: 186 cm (6 ft, 1 in)

Weight: 105 kg (231 lbs)

From: Mantourage, Ontario

Special moves:

Big Boot - B (during head grab)

Dropkick - Down + B (during head grab)

Sitout Powerbomb - Down + A (during head grab)

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THE EAGLE

=====

Height: 186 cm (6 ft, 1 in)

Weight: 108 kg (231 lbs)

From: China Grove, North Carolina

Special moves:

Octopus Hold - Up + A (front grapple)

Fisherman Suplex - A (during head grab)

Dropkick - Down + A (during head grab)

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THE PATRIOT

=====

Height: 190 cm (6 ft, 2 in)

Weight: 118 kg (260 lbs)

From: Colombia, South Carolina

Special moves:

Full Nelson Suplex - A (front grapple)

Diving Shoulder Block - Y/B/A (from top ropes)

Release Powerbomb - Up + A (during head grab)

Hammer Special - A (during head grab)

Secret moves:

Flying Shoulder Block - A (while running
the opponent must also be running, too)

=====

JOHNNY ACE

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Nickname: Mr. Excitement

Height: 194 cm (6 ft, 3 in)

weight: 115 kg (253 lbs)

From: San Bernardino, California

Special moves:

Ace Cutter - A (during head grab)

Sitout Powerbomb - Down + A (during head grab)

Facebuster - Up + A (during head grab)

DAN SPIVEY

Height: 203 cm (6 ft)
Weight: 127 kg (279 lbs)
From: Tampa, Florida

Special moves:

Axe Handle - Y/B/A (from top ropes)

Release Powerbomb - Up + A (during head grab)

Body Slam Toss - A (during head grab)

Secret moves:

Body Slam Toss - Down + Y (front grapple)

Backbreaker - Y/B/A (while dragging opponent)

Powerbomb - Hold Up + A (during head grab)

STEVE WILLIAMS

Nickname: Doctor Death
Height: 188 cm (6 ft, 2 in)
Weight: 123 kg (271 lbs)
From: Norman, Oklahoma

Special moves:

Oklahoma Stampede - Up + A (front grapple)

High Angle Belly To Belly Suplex (front grapple)

Sitout Powerbomb - Up + A (during head grab)

Bridging Backdrop - A (back grapple)

TERRY GORDY

Nickname: Ningen Gyorai (Human Torpedo)
Height: 195 cm (6 ft, 4 in)
Weight: 135 kg (297 lbs)
From: Badstreet, USA

Special moves:

Powerbomb - Down/up + A (during head grab)

Lariat - A (while running)

Secret moves:

Backdrop - Left/Right + B (during head grab)

Atomic Drop - Hold Down + A (back grapple)

=====

STAN HANSEN

=====

Nickname: Fuchinkan (Unsinkable BattleShip)
Height: 195 cm (6 ft, 4 in)
Weight: 140 kg (308 lbs)
From: Borger, Texas

Special moves:

The Western Lariat - A (while running)

Short Range Lariat - A (during head grab)

Release Powerbomb - Down + A (front grapple)

Secret moves:

Mounted Punches - B (at feet of downed opponent)

Elbow Drop Sleeper Combo - A (while opponent is sitting)

Powerbomb - Hold Down + A (front grapple)

Back Kicks - B (while opponent is sitting)

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

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=====
Fill Up The Budokan :
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As Start mode begins, the Budokan arena starts off with many empty seats in the audience. As the match booker for the night, it is up to you to fill up every seat in the arena.

To fill up the Budokan arena, play close attention to the audience's reactions during each match. As the crowd's reaction continues to improve from match to match, so too will the number of people in attendance.

Here are some of the most effective ways to excite the crowd:

- 1) Perform a wrestler's taunt(s) as often as possible. Some fan favorites include: Akira Taue (loud reaction), Dan Kroffat (loud reaction) Jumbo Tsuruta (will shout "OOO" with Tsuruta),
- 2) Perform a wrestler's special moves as often as possible to excite the crowd. When a wrestler pulls off a signature move, the crowd will respond accordingly.
- 3) Throw the opponent out of the ring.
- 4) Pull off a 2.5 -2.9 near-pin attempts as much as possible. As a result, the crowd will stamp their feet shaking the arena with each near-pin.
- 5) Go for longer matches. Think of the audience: the longer the match, the greater the chance of having a better crowd reaction.
- 6) Participate in every match to ensure the highest crowd reaction possible (this should be a no-brainer).
- 7) Bounce wrestlers off the ring ropes. The crowd will cheer loudly each time a wrestler is bounced off the ring ropes. Fun and effective.

After the fifth match has ended, Giant Baba (All Japan's legendary booker wrestling legend and founder) will review the success of the night's show based on your decisions as a booker. The higher the reaction, the greater Giant Baba's review.

=====
Tag Team Cheap Shot:
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In a tag team match, run towards the opponent's tag partner (not currently tagged in) and hit them with a Lariat or Clothesline.

If done correctly, the tag partner will fall to the canvas outside the ring creating a small window of time for your tag team to attempt a pinfall or submission hold without any outside interference from your

opponent's tag partner.

The lower the opponent's health, the longer they'll remain unconscious outside the ring when hit with this trick...

=====
The Running Attack Glitch:
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After the opponent has been knocked down, stand at their feet with a little space in between and wait for them to get up.

As the opponent begins to get up, their back will be turned for a couple seconds creating the perfect opportunity to hit the opponent from behind with a strong running attack (I recommend Stan Hansen's Lariat).

If timed correctly, the running attack will connect and the opponent will fall to the ground only to return to their feet unexpectedly about two seconds later.

And, to add insult to injury, if the opponent is against the ring ropes when hit from behind with the strong running attack, the opponent will bounce off the ring ropes to the crowd's delight!

Repeat the process and the opponent will be unable to escape this glitch; dishing out an incredible amount of damage in no time at all.

[Note: for some strange reason, pinfall attempts are initially disabled after an opponent bounces off the ring ropes from this glitch. To work around this technicality, simply stomp the opponent once while they are on the ground and then attempt to pin them.]

=====
Continue Wrestling The Opponent:
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After the match has finished and the referee starts to raise you or your tag partner's hand, press Up/Down/Left/Right on the d-pad to break free from the Referee's grasp.

If done correctly, it will now be possible to continue wrestling for a few more seconds even after the match has ended.

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

- [NINTENDO] - for creating the Super Nintendo and Super Famicom.
- [NCS] - for creating the Zen-Nippon Pro Wrestling series of video games.
- [PuroGeek] - for remaining a constant inspiration towards my FAQs.

[Cagematch.net] - for providing additional wrestler information

[RVGFANATIC] - for their entertaining and retro-cool SNES/SFC website:
rvgfanatic.com

[...and you!]

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*****CONTACT*****

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