FR ファイプロ リターンズ
FIRE PROWRESTLING RETURNS

Fire ProWrestling R
Complete Guide

by Bill Wood

with assistance from
the Fire Pro Community

includes:
- English Menu Translations!
- "History of Fire Pro" Section!

Spike
www.spike-online.net

Fire ProWrestling Returns Complete Guide

by Bill Wood
with assistance from the Fire Pro Community

based on the Fire ProWrestling D guide
by Icemaster (Frank James Chan)

screenshots by Orochi Geese

initial PS2 button remapping by MDK

©2005 All Rights Reserved

Fire ProWrestling R is ©2005 Spike Co. Ltd.

TABLE OF CONTENTS

INTRODUCTION

Welcome to the *Fire ProWrestling Returns* General FAQ and Translation Guide Deluxe PDF Edition! Fire ProWrestling Returns (Fire Pro R, FPR) is a 2-D professional wrestling game made exclusively for the Sony PlayStation 2 in Japan by Spike Co. Ltd. In FPR, you can choose from hundreds of wrestlers from different promotions across the world, creating the possibility of endless dream matches. Combine this with an extremely challenging and rewarding gameplay system and a mega-deep Edit Mode, and you have what is quite possibly the wrestling simulation in existence.

The wrestlers in FPR are fictional in the sense that they are based on very real professional wrestlers (mostly Japanese), but their names are changed to avoid legal issues in the game's native country. Fortunately the game has a rename option that allows players to give these likenesses their real world names. This "pseudo-realistic" approach to wrestler creation gives Spike the ability to up the roster to a mind-blowing total of 327, nearly five times the amount of any American wrestling game!
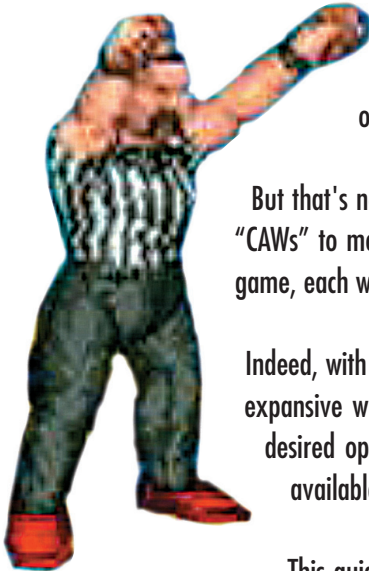
But that's not all. With FPR, Spike has increased the available number of wrestler edits (known as "CAWs" to most American gamers) to a whopping 500! Altogether, that's 827 wrestlers in a single game, each with their own appearance, skills, movesets, offensive/defensive stats and CPU logic!

Indeed, with FPR, Spike has decided to pull out all the stops and give the fans what they want... an expansive wrestling game experience with a nearly limitless number of possibilities. Finally, long desired options such as face/head layering, traditional steel cage matches and ring editing are available in a Fire Pro game... and that's only the tip of the iceberg!

This guide is intended to provide English translations for many of the game menus, as well as basic button conventions, and even a history lesson! I need to mention here that this guide would never have been done (by myself anyway) were it not for the Mysterious Kagura and Frank James Chan (a.k.a. Icemaster), whose earlier Fire Pro guides are the basis for what you're reading now. Frank's guides have introduced dozens (hundreds?) of players to this influential wrestling game series, hopefully this guide will serve a similar purpose. I also need to mention James Freeman, higher power and Monitor for their contributions to the Fire Pro community. And finally, much thanks to MDK for his transcription of button mappings from FPD to FPZ, it made the task of authoring of this guide a whole lot easier.

I would also like to make mention of the terrific community of players spawned by their appreciation of Fire ProWrestling. Most of them are extremely helpful and only too willing to help out newcomers, and were it not for them, a guide such as the one you're reading certainly would not exist. In that sense, this guide isn't authored by one person, but dozens of people who are always looking for new players to share their Fire Pro experiences, be it managing an e-fed, having a five-star match with a friend, or simply LOLing at the mention of Pineapple Jojo.

So without further ado... *IKUZO!!!*

— Bill Wood

Before we delve into the guide proper, let's take a glance at what has made the Fire Pro series such a sensation with gamers across the globe:

Since 1989, HUMAN Entertainment and Spike Co. Ltd. have produced the unique and highly entertaining Fire ProWrestling series of videogames for the Japanese market. In Japan, pro wrestling (or puroresu) is taken more seriously both as a sport and a form of competition than it is in most other regions of the world (with Mexico being the lone possible exception). Pro wrestling even receives coverage in the sporting column of major Japanese newpapers.

Fire ProWrestling games are a reflection of this spirit, focusing on solid simulation and technique as opposed to flashy graphics and mundane match options. For this reason, Fire Pro has developed a loyal following in its native homeland, as well as an ever-growing legion of fans in North America, Europe and abroad.

Over the last fifteen years, over a dozen Fire ProWrestling titles have appeared on several import consoles, including the PC Engine, Super Famicom, Saturn, PlayStation, Wonderswan and GameBoy Advance. Two handheld versions have even been distributed in the U.S. through BAM Entertainment. And as you'll see here, even though the series has steadily built a solid fan base, Fire Pro's own real-life version of Victory Road wasn't always a smooth one...

Fire ProWrestling made its debut in 1989 on a Japanese console known as PC Engine. The long standing tradition of using the likenesses of real-life wrestlers began with this very first game, which featured timeless classics as Victory Musashi (Antonio Inoki) and Star Bison (Stan Hansen). And although the sparse roster of 16 wrestlers may seem anemic by current standards, the game was an apparent success, or at least popular enough to inspire two PC Engine sequels in Japan before moving over to the ultra-popular Super Famicom system.

The following excerpt is from The Mysterious Kagura's "Pro-Wrestling Video Game History:"

> *"I believe the purpose of the Fire Pro series was to attract the 'hardcore' pro wrestling fan. Given the idea that pro wrestlers from different promotions would be able to face each other in interpromotional 'dream matches' that normally would never even happen due to the political nature of professional wrestling. HUMAN greatly accomplished that purpose by using the likenesses of those wrestlers and giving them pseudonyms, but at the same time, gave them their real-life moves and attributes."*

It was during this time that HUMAN boosted the popularity of Fire Pro by providing gamers with several solid titles. And as import gaming became increasingly popular during the early 90's (mainly due to the success of *Street Fighter II* and other fighting games), it was not uncommon to find Super Famicom versions of Fire ProWrestling floating around on import gaming store shelves.

Fire ProWrestling R Complete Guide

Even to this date, Fire Pro has arguably attained its biggest success on Nintendo's 16-bit console. When it was all said and done, the Super Famicom hosted no fewer than eight "Super Fire Pro" titles, including the classic *Super Fire ProWrestling Premium X*, which remains a favorite of the emulation community to this day.

Many Fire Pro fans outside of Japan were introduced to the series in 1996 with *Fire Pro S: Six Men Scramble* (6MS) for the Sega Saturn. As this game featured at what was at the time an unrivaled amount of depth when it came to wrestler creation (in many ways it still does), American gaming mags—and even a few American wrestlers, such as Rob Van Dam—touted 6MS as a brilliant alternative for fans of wrestling games who didn't mind having to clear a language barrier to enjoy an excellent game.

The other remarkable feature of 6MS was its unparalleled roster. While the rosters of previous Fire Pro games had steadily increased from the original 16 over the years, the roster in 6MS topped out at 160, which was absolutely unheard of back then. Even to this date, no wrestling game outside of those developed by the creators of Fire Pro can offer such a large collection of wrestlers gathered under one banner.

But a great roster is not enough to create a truly memorable wrestling game, and fortunately HUMAN decided to complement the stellar roster in 6MS with the best gameplay in a Fire Pro game to date. With adjustments and improvements in terms of animation and timing, the grappling system took a vital step forward, and although it still wasn't the easiest system to learn, many had decided it was definitely the best.

Helping to break the language barrier of import gaming was the exploding internet gaming community, many of whom devoted selfless hours to making sure that the uninitiated would be able to see what made these games so special. And were it not for the efforts of classic Fire Pro personae such as the Fire Pro Club's James Freeman, The Mysterious Kagura, and later the Icemaster (Frank Chan), many of us would still be scratching our heads, wondering what the big deal is.

In June of 1999, nearly three years later the release of 6MS, HUMAN released *Fire ProWrestling G* (FPG) for the Sony PlayStation in Japan. Sony's system offered exposure to an even wider audience due to the console's overwhelming lead in the console race, yet most longtime Fire Pro fans were anything but impressed by the latest offering. In fact, the concessions made to tailor the game for the PlayStation (4 Men Scramble?) had many believing that Fire ProWrestling had seen its brightest days.

When HUMAN went out of business a short time after, Fire Pro fans were even more convinced that 6MS would go down in history as the series' landmark title. Yet like a phoenix rising from the ashes, Fire ProWrestling would make a triumphant return to consoles in 2001 in the form of Spike's *Fire ProWrestling D* (FPD) for the Sega Dreamcast. Touting enhanced visuals, vastly expanded content and more match options than even the most hardcore fan could possibly imagine, Spike did the impossible by taking the Fire Pro series out of HUMAN's hands and to an entirely different level.

The increase in both quality and quantity in Spike's Fire Pro D cannot be understated. Simply put, they knocked one out of the ballpark with their first swing. In fact, FPD was such an improvement over its predecessors in nearly every aspect (sound being the lone possible exception) that it basically rendered all earlier versions of the game obsolete, no easy feat considering the nostalgic feeeling among Fire Pro fans when it came to the beloved 6MS.

Fire ProWrestling R Complete Guide

It was at this time that the series arguably gained it biggest fanbase outside of Japan, as scores of disenchanted Dreamcast owners began looking for new software for their beloved yet slumping system. Increasingly, the name "Fire Pro" was being used as the benchmark for just how good a wrestling game could be, and a result, more and more wrestling gamers dissatisfied with the current crop of WWF/E titles began making the switch over to this influential Japanese game.

Released for the PlayStation 2 in 2003, *Fire ProWrestling Z* was intended to be Fire Pro's swan song, a final farewell for the diehard fans who rigorously supported the series over the years. However, while the game sported numerous improvements, it also seemed lacking in areas when compared to FPD, especially in the audiovisual department. And when it became apparent that the fans expected much more from the final Fire Pro title (which is still a great game, if a little too similar to its predecessor), Spike decided to go back to the drawing board and produce another effort, one that would live up to the fans' lofty expectations.

Which brings us to the present, and *Fire ProWrestling R*. Has Spike succeeded in giving the fans what they want? Well, judging from the majority of reactions from longtime players, that answer is a resounding "yes". Consider this: how many video game franchises have managed to escape extinction not once, but twice? Fire ProWrestling has, which is a testament to both the enduring quality of the series, and the faithful fans who support it.

Here's my list of recommended Fire Pro titles:

- **Super Fire ProWrestling X Premium (Super Famicom)**
- **Super Fire ProWrestling: Queen's Special (Super Famicom)**
- **Fire ProWrestling S: 6 Men Scramble (Saturn)**
- **Fire ProWrestling G (PlayStation)**
- **Fire ProWrestling D (Dreamcast)**
- **Fire ProWrestling Z (PlayStation 2)**
- **Fire ProWrestling (GameBoy Advance)**
- **Fire ProWrestling 2 (GameBoy Advance)**

Fire ProWrestling R Complete Guide

KEY

● . . . . Circle button
✖ . . . . X button
■ . . . . Square button
▲ . . . . Triangle button
L1 . . . . L1 button
R1 . . . . R1 button
L2 . . . . L2 button
R2 . . . . R2 button
Up . . . . D-Pad UP
Down . . . . D-Pad DOWN
Left . . . . D-Pad LEFT
Right . . . . D-Pad RIGHT
+ . . . . simultaneously
/ . . . . or
N/A . . . . does not apply
??? . . . . "work in progress" section of the guide; requires translation

MENU CONTROLS

● . . . . Choose/Confirm
✖ . . . . Cancel/Go Back
■ . . . . Open Submenus (when available)
▲ . . . . Open Folders (when available)
R2 . . . . Fast Scrolling: Hold the R2 trigger to scroll faster on screens
 with long categories, such as movelists and head options.
Left Analog . . . . . . Access Factions (from Wrestler Select Screen)
 Normally, when selecting wrestlers from the select screen, you are
 presented with an entire promotion's roster to choose from. By
 toggling the L Analog stick Up and Down, you are able to divide the
 promotion into its various factions, which can make the wrestler
 selection process much more convenient.
Right Analog . . . . . Shortcut Dial: Opens Submenus just like the ■ button, but
 can be quicker and more convenient. This can be disabled
 from the Options menu.

IN-GAME CONTROLS

■ . . . . Weak Attack
Used for weak strikes and grapples. The exact move varies depending on the situation and assigned move.

✖ . . . . Medium Attack
Used for medium strikes and grapples. The exact move varies depending on the situation and assigned move.

● . . . . Strong Attack
Used for strong strikes and grapples. The exact move varies depending on the situation and assigned move.

▲ . . . . Run/Pick Up Weapon

• Allows your wrestler to voluntarily run (as opposed to being Irish whipped).

• When outside of the ring, stand close to the ring apron and press ▲ + direction toward the ring to grab a weapon from underneath the ring.

• If/when a weapon is dropped on the ground, it may be picked up by standing above"it and pressing ▲ + Down.

NOTE: In the Fluorescent Lights Deathmatch, you can grab the lights off of the boards on the corners by pressing ▲ + direction toward the corner. The light can then be used to poke opponent in the stomach, smash the stomach, or shatter over the head depending on the attack button used.

D-Pad . . . . Walk (the analog stick is not used for wrestler movement)

L Analog Stick . Performance (Taunt, Crowd Appeal)
Every wrestler has up to four different Performances (taunts/poses/crowd appeals). Each one is triggered by one of the Analog Stick's four directions: Left, Right, Up, and Down. Some wrestlers may have the same taunt assigned to more than one direction.

L1 . . . . Breathe/Tag/Dodge/Ukemi

• Hold Breathe to catch your breath and avoid fatigue during a match. Knowing when and where to use this is an important part of the match strategy.

• In Tag Team Matches, press L1 + D-Pad toward a partner standing on the apron to tag out.

• Press L1 (with the appropriate timing) to dodge an Irish whipped opponent.

• Press L1 during a grapple or while lying prone on the ground for the "Ukemi" option (see the "New Moves" section of the guide for more details).

R1 . . . . "3D" Walk/Drag Opponent/Front Facelock (from grapple)
Holding the R1 button while moving about the ring will modify movement so that the wrestler moves in a first person perspective rather than relative to the screen. (i.e. holding R1 and pressing Up will walk forward from your wrestler's point-of-view). This can be useful for tactics such as circling an opponent.

Note that in tag matches, while holding R1, you will remain locked onto whichever opponent you are currently focused on. In other words, R1 can be used to bypass the Fire Pro auto-focus feature and stay focused on a single opponent.

You can also drag a downed opponent around the ring by holding a direction + R1. And for the first time in a Fire Pro game, you can drag the opponent in directions other than left and right! Simply pressing R1 without a direction will make your wrestler automatically drag the opponent in the opposite direction he is facing.

Start . . . . Pause the game. From here you will see two options:

1. Continue
2. Mode Select (Exit to Main Menu)

BASIC GAMEPLAY CONVENTIONS

NOTE: If this is your first experience with the Fire ProWrestling series, I would seriously suggest that you take a peek at the FPR Beginner's Guide, a companion piece to this guide which was specifically written to help newcomers get accustomed to the game.

The exact move your wrestler will execute depends on the wrestler's own move set and fighting style. However, the method used in order to perform those moves are universal. For example, the ■ button always represents the weakest attacks in your wrestler's arsenal, be it a scoop slam or a single leg takedown.

As a general rule, you use gradually progress from your weakest moves to your strongest moves over the course of the match. Attempting strong moves at the opening of the match will usually be reversed or countered, but depending on the specific circumstance, it may actually work. When sticking to this basic rule of thumb, you'll notice that the flow of a typical Fire Pro match simulates that of a properly worked professiona wrestling match.

The command conventions listed here are broken down into nine individua groups, with sub-groups within each group:

- **Striking**
- **Grappling**
- **Running Attacks**
- **High-Flying Moves**
- **Opponent Down Moves**
- **Multi-Teaming (Double or Triple Team Attack)**
- **Mount System (Shootfighting)**
- **Performance (Taunt/Pose/Crowd Appeal)**
- **Other (Various Conventions)**

STRIKING

Striking moves are done by simply pressing any of the attack buttons. Over time, players should become familiar with the distance at which you must stand from the opponent in order to land striking moves properly. Also note that different strikes must be initiated from different distances.

When standing (opponent also standing):

■ . . . . Weak Strike
✖ . . . . Medium Strike
● + D-Pad (any direction) . . . . Strong Strike #1
● . . . . Strong Strike #2
■ + ✖ . . . . Strong Strike #3

GRAPPLING

Simply walk into your opponent to initiate a grapple. The moment the two wrestlers make contact, you will hear a small "smack" sound effect. Be the first to enter a grapple command at/after the sound to win the grapple (which move is actually done will depend on which button or button + direction was pressed by that player).

NOTE: Repeatedly pressing a button rapidly (button mashing) will NOT win a grapple, in fact it can cause you to lose it! For beginners, this may seem hard at first, but once you are familiar with it, the timing becomes a completely natural reaction. And don't forget that even you DO win the grapple, the move can still be countered/reversed depending on the circumstance.

(NOTE: Counters/reversals depend on many factors: in many cases, if an opponent is not worn down enough to take a big move, it will be countered/reversed automatically. If the two players enter their commands simultaneously, they will enter a Test of Strength — one of the few instances where "button mashing" has any effect in this game.)

There are four major grapple setups in Fire Pro R:

- **FRONT GRAPPLE (grappling an opponent who is facing you)**
- **BACK GRAPPLE (grappling an opponent who is facing away from you)**
- **CORNER GRAPPLE (grappling an opponent who is in the corner)**
- **APRON GRAPPLE (grappling an opponent who is on the apron)**

Listed below are the basic grappling conventions for Fire Pro R:

FRONT GRAPPLE

Grappling an opponent facing you. From this position there are 13 grapples available to your wrestler, plus the ever-popular Irish whip and Front Headlock options:

■ . . . . Weak Front Grapple Move #1
■ + Up . . . . Weak Front Grapple Move #2
■ + Left/Right . . . . .Weak Front Grapple Move #3
■ + Down. . . . . Weak Front Grapple Move #4
✖ . . . . Medium Front Grapple Move #1
✖ + Up . . . . Medium Front Grapple Move #2
✖ + Left/Right . . . . Medium Front Grapple Move #3
✖ + Down . . . . Medium Front Grapple Move #4
● . . . . Strong Front Grapple Move #1
● + Up . . . . Strong Front Grapple Move #2
● + Left/Right . . . . Strong Front Grapple Move #3
● + Down . . . . Strong Front Grapple Move #4
■ + ✖ . . . . Strong Front Grapple Move #5

FRONT GRAPPLE (continued)

▲ . . . . Irish Whip

This is generally used to throw opponent toward the ropes. However, there are variations depending on your own position:

Your back is facing a corner:
This will cause you to throw the opponent into the turnbuckle, which usually ends with them
dazed in the corner. See "Corner Grapple" for more info on this position.

Your back is up against ropes:
You will throw your opponent out of the ring. See "High Flying Moves" for more info on this position.

Outside the ring with your back up against the apron:
You will throw your opponent back into the ring.

R1 Button. . . . . Front Facelock

Used to grab the opponent by the head and move him/her around the ring, which is useful when moving the opponent to the center of the ring or away from his/her partner's corner. There is a variation to this:

Your back is up against ropes:
This will cause you to throw the opponent out to the apron (but not down to the floor). From here
you can set up an Apron Grapple move (see "Apron Grapple" for more info).

Also, in tag matches, you can tag out while holding an opponent in the Front Facelock, which can be useful for setting up double team maneuvers.

BACK GRAPPLE

Grappling an opponent from behind. This is usually only possible if the opponent is standing dazed, or is busy fighting others in a multiplayer situation (i.e. Battle Royal).

■ . . . . Weak Back Grapple Move
✖ . . . . Medium Back Grapple Move
● . . . . Strong Back Grapple Move #1
● + Up/Down . . . . Strong Back Grapple Move #2
● + Left/Right. . . . . Strong Back Grapple Move #3
■ + ✖ . . . . Strong Back Grapple Move #4

BACK GRAPPLE (continued)

> ▲ . . . . Irish Whip

See "Front Grapple ▲" above.

> R1 Button. . . . . Double Team Setup #1

Used to hold the opponent's arms back, allowing a partner to attack (strike only).

> R1 Button + Up . . . . Double Team Setup #2

Used to set opponent on your shoulders to setup for double team moves, such as the Road Warriors' Doomsday Device.

When an opponent Back Grapples you, you can attempt to counter by pressing ■ or ✖. The timing for countering is the same as grappling offensively, as described at the top of this section.

CORNER GRAPPLE

When an opponent is dazed in the corner (see "Front Grapple ▲" for whipping to corner) you can walk in and grapple them. Note that only the east and west ringposts may be used for corner setups. You may climb the north and south ringposts for high-flying moves, but you cannot whip your opponent into them.

> ▲ . . . . Irish Whip
> ● + Up . . . . Corner Grapple Move #1
> ● + Left/Right. . . . . Corner Grapple Move #2
> ● + Down . . . . Corner Grapple Move #3

> R1 Button . . . . Tree of Woe

Sets the opponent up in the "Tree of Woe" (hooked upside-down on the ringpost).

Note that certain moves that "throw" opponents from the top turnbuckle (i.e. Superplex) require a SECOND grapple input, which is to be performed as your wrestler is grappling the opponent on the top rope.

APRON GRAPPLE

When an opponent is standing on the apron, walk into them to grapple just as you would for normal Front Grapple moves. (See R1 Button under the "Front Grapple" section above for an easy way to get opponents out to the apron in order to setup for these moves.)

> ■/✖/● . . . . **Inside Apron Grapple Move**

When an opponent tries to perform an Apron Grapple, you can attempt a counter:

> ■/✖/● . . . . **Outside Apron Grapple Move**

RUNNING ATTACKS

Make your wrestler start running by pressing ▲.

RUNNING MOVES

While running toward the opponent:

> ■ . . . . **Running Attack #1**
> ✖ . . . . **Running Attack #2**
> ● . . . . **Running Attack #3**

RUN COUNTERS

When an opponent is running (either voluntarily or after being Irish whipped). Keep in mind that you are also vulnerable to Run Counters when you run voluntarily.

> ■ . . . . **Run Counter #1**
> ✖ . . . . **Run Counter #2**
> ● . . . . **Run Counter #3**

> **L1 Button** . . . . **Dodge**

Used to dodge a running opponent. Depending on your fighting style, this may be a leap frog or drop to the mat.

CORNER RUN

When an opponent is dazed in the corner (see "Front Grapple▲" on throwing to corner) you can run toward them for a move.

> ● . . . . **Corner Run Attack**

HIGH-FLYING MOVES

High-flying moves are death-defying aerial maneuvers that can really wow the audience. High-flying moves are not necessarily available to all wrestlers. Large heavyweights generally use very few high-flying moves, while luchadors and juniors use quite a few.

For top rope moves such as Missile Kicks, you can do them whether the opponent is dazed or not, although it would generally be wise to attemp such moves only when they are dazed, as they have to be pretty much stationary for the move to connect.

RUNNING DIVE TO OPPONENT OUTSIDE

When in the ring and an opponent is standing outside, run toward the ropes in the direction opposite the opponent, then hold the ● button as you hit the opposite ropes. Continue holding ● as your wrestler runs toward the opponent and he will catapult himself outside the ring (provided he has such a move in his moveset).

SLINGSHOT TO OPPONENT OUTSIDE

When in the ring and an opponent is standing outside, stand up against the ropes closest to the opponent and press ● + D-Pad in the direction toward the opponent.

SLINGSHOT FROM APRON TO OPPONENT INSIDE

When standing on the apron and an opponent is in the ring, press ● + D-Pad in the direction toward the opponent.

CORNER POST MOVES

Climb the post by standing near it and pressing ■ or ✖ + D-Pad in the direction toward it. Note that, unlike Irish whipping to the corner, high flying moves that involve climbing the post (i.e. moonsaults) can be performed from any of the four turnbuckles. You can also climb corners from the outside by pressing ■ + D-Pad in the direction toward the corner when standing near it on the apron.

Also, when standing on the apron, you can swing around a corner post to move to the apron on another side of the ring by pressing ✖ + D-Pad in the direction toward the corner.

> ■ . . . . **Post Move #1**
> ✖ . . . . **Post Move #2**
> ● . . . . **Post Move #3**
> ■ + ✖ . . . . **Post Move #4**

Which moves are aimed at standing opponents and which are aimed at downed opponents depends on each wrestler's moveset.

RUN-UP REBOUND MOVES

Run toward a corner and hold ■ or ✖ to perform an acrobatic move off the ringpost. Very few wrestlers have these types of moves in their repertoire, but they are exciting to watch. As "off the middle of the rope" type moves such as Chris Jericho's Lionsault aren't available in FPR, these attacks are about the next best thing.

> ■ . . . . **Run-Up Rebound Attack vs standing opponent**
> ✖ . . . . **Run-Up Rebound Attack vs downed opponent**

OPPONENT DOWNED MOVES

When an opponent is down, you can perform grounded strikes and submissions by standing over them and inputting the proper command. For most pro wrestlers, at least one of these moves should be a pin. Shootfighters should not have a pin at all.

AT HEAD, OPPONENT FACING UP

> ✖ . . . . Opponent Down Move #1
> ● . . . . Opponent Down Move #2

> ■ . . . . Lift opponent to feet by the hair/head

If the opponent is worn down enough, this is a great way to set them up standing dazed in order to perform strong strikes, back grapples, or high-flying moves from the top rope.

> R1 Button . . . . Drag Opponent

Use the R1 button + D-Pad to drag a downed opponent around the ring. Often used to pull opponents away from the ropes to avoid a rope break if Rope Check is on (see Match Configuration).

AT FEET, OPPONENT FACING UP

> ✖ . . . . Opponent Down Move #3
> ● . . . . .Opponent Down Move #4
> ■ . . . . Roll Opponent Over to Face Down Position
> R1 Button . . . . Drag Opponent

AT HEAD, OPPONENT FACING DOWN

> ✖ . . . . Opponent Down Move #5
> ● . . . . Opponent Down Move #6
> ■ . . . . Roll Opponent Over to Face Up Position
> R1 Button . . . . Drag Opponent

AT FEET, OPPONENT FACING DOWN

> ✖ . . . . Opponent Down Move #7
> ● . . . . Opponent Down Move #8

> ■ . . . . Lift opponent to feet by the tights

If the opponent is worn down enough, this is a great way to set them up standing dazed in order to perform strong strikes, back grapples, or high-flying moves from the top rope.

> R1 Button . . . . Drag Opponent

RUNNING AT A DOWNED OPPONENT

Run toward a downed opponent and hold ● to execute a running strike.

MULTI-TEAMING

Double Teaming (Two Platon) and Triple Teaming (Three Platon) moves are done when more than one wrestler grapples an opponent. Such a situation may occur in Battle Royals or even Tag matches when partners are in the ring helping another partner. Situations for multi-teaming include:

> **Front Double Team (2 grapple an opponent from the front)**
> **Front Triple Team (3 grapple an opponent from the front)**
> **Back Double Team (2 grapple an opponent from behind)**
> **Back Triple Team (3 grapple an opponent from behind)**
> **Corner Double Team (2 corner grapple an opponent)**
> **Corner Triple Team (3 corner grapple an opponent)**

MOUNT SYSTEM (SHOOTFIGHTING)

Shootfighting, or mixed martial arts (MMA), has become something of a phenomenon in Japan, where matches and events regularly outdraw pro wrestling events.

Shoot-style mounting is available to most shoot fighters and some shoot-style workers. The method varies between fighters, although it is usually assigned as one of the grapples and/or one of the downed moves.

Note that ALL characters - be they shootfighters or pro wrestlers - have moves available to them from the various shoot positions, so that they may defend themselves from this position if necessary.

MOUNT POSITION

In the normal mount position, wait for the opponent's legs to wrap around, that is your signal to press a button (similar to the "come-into-contact" moment of a normal grapple).

> ■. . . . .**Mount Position Move #1**
> ✖. . . . .**Mount Position Move #2**
> ● . . . .**Mount Position Move #3**

If you are on the receiving end of a mount, you can counter by pressing any of the three buttons (■/✖/ ●) at the signal. This will execute your Mount Position Counter Move.

FRONT FACELOCK (SPRAWL) POSITION

When you counter a shooter's attempt to tackle you for a Mount Position, you will have him in a front facelock. In MMA, this counter is commonly known as a "sprawl". You will struggle for a moment and then hear a small "smack" sound, that is your signal to press a button.

> ■ . . . . Front Facelock Move #1
> ✖ . . . . Front Facelock Move #2
> ● . . . . Front Facelock Move #3

If you are on the receiving end of a Front Facelock, you can counter by pressing any of the three buttons (■/✖/●) at the signal. This will execute your Front Facelock Counter Move.

BACK MOUNT POSITION

In the back mount position, wait for the mounting fighter to raise both fists, that is the ready position which is your signal to press a button.

> ■ . . . . Back Mount Position Move #1
> ✖ . . . . Back Mount Position Move #2
> ● . . . . Back Mount Position Move #3

If you are on the receiving end of a Back Mount, you can counter by pressing any of the three buttons (■/✖/●) at the signal. This will execute your Back Mount Counter Move.

> *NOTE: Shootfighting is definitely one of the tougher aspects to master in FPR. Therefore, it is recommended that you learn the basics of the main grappling system before moving on to shootfighting in FPR.*
>
> *If you're ready for the shootfighting challenge, please read some of the Fire Pro character guides I've authored for fighters such as Kazushi Sakuraba and Royce Gracie. Although they were authored with earlier versions of Fire Pro in mind, the basic rules and suggestions still apply to FPR.*

PERFORMANCE (POSE/TAUNT/CROWD APPEAL)

Performing can be useful depending on your wrestler's fighting style. Every wrestler has four different performances using the four directions on the Analog Stick:

> Analog Stick Left . . . . Performance #1
> Analog Stick Right . . . . Performance #2
> Analog Stick Up . . . . Performance #3
> Analog Stick Down . . . . Performance #4

OTHER TECHNIQUES (VARIOUS CONVENTIONS)

EXITING AND ENTERING THE RING

To exit the ring, to go out to the floor or entrance ramp, simply stand up against the ropes and press ■ + D-Pad in the direction toward the ropes. Do the same up against the ring apron to go back inside. Rather than exiting directly down to the floor, you can also exit out to the apron first by using ✖ instead of ■. Doing so again will jump down to the floor. Similarly, you can use ✖ to climb up to the apron before going directly inside. You can also press ■ + ✖ to slide into the ring.

USING WEAPONS

To acquire a weapon, go outside to the floor, stand up against the ring apron, and press ▲ + D-Pad toward the ring to grab a weapon from underneath the ring. You can even set your custom wrestler's (known in the Fire Pro world as an "edit") weapon preference if so desired.

Weapons can be dropped voluntarily by pressing ▲ again. They are also dropped automatically when grappling, when an opponent lands a successful strike, or when coming into contact with just about anything (running into a ringpost, colliding with a running opponent, etc.).

Note that some functions, such as grappling, are disabled while wielding a weapon. You CAN use Breathe when holding a weapon without dropping it.

To pick up a dropped weapon, press ▲ + Down when standing just slightly "above" the upper rim of it. Since the button input is shared with the "Run" command, this takes some practice, but becomes natural over time.

Warning: If DQ count is on, watch for the ref count when bringing a weapon into the ring. You can attack with it as much as you like, but if you do not drop the weapon by the count of five, you're disqualified!

STAYING DOWN ON THE MAT

If you would like to stay down on the mat (for instance, to convince a human opponent you're injured), hold ✖ while you are down. If you are in the process of getting up to your feet, holding ■ will keep you in a crouched position for a limited amount of time, which is useful for dodging strikes when an opponent is expecting you to get up.

VOLUNTARILY RELEASING A PIN/SUBMISSION/ILLEGAL HOLD

If you would like to either release a pin or hold to continue punishing your opponent, or are performing an illegal act on a fatigued opponent and would like to avoid the 5 count (if the DQ Count is on), press ✖.

KICKING OUT OF PINS AND ESCAPING HOLDS

To kick out of a pin attempt, tap ✖ rapidly. You can simply hold ✖ down with mashing, but it may reduce your chances of kicking out of the pin, and repeated presses help to recuperate spirit energy. To escape a submission hold, simply roll the D-Pad around rapidly.

NEW MOVES EXCLUSIVE TO FIRE PRO RETURNS

CORNER-TO-CENTER ATTACK

The Corner-to-Center Attack is performed by going to the east or west turnbuckle and pressing ● + Away when your opponent is downed in the center of the ring. If your wrestler doesn't have a Corner-to-Center Attack in his or her arsenal, this does nothing.

> ● + Away (in corner, opp, down) . . . . . . Corner-to-Center Attack

STEEL CAGE COMMANDS

With the all-new steel cage comes all-new playing conventions. You can scale the cage to escape, and even pull off high-flying moves from the top (provided your wrestler has such an attack in his or her arsenal).

> ■/✖ (on ground) . . . . Begin climbing cage
> D-Pad . . . . Move on cage
> ● (on ground, opp. climbing) . . . . Shake cage
> ● (while climbing, opp. climbing) . . . . Attack opponent
> ■/✖ (near turnbuckle) . . . . Climb corner
> ● (climb corner, top of cage) . . . . Dive off the top of the cage

> From Grapple:
> ● + Away (back to ropes) . . . Ram opponent's head into the cage

OVER-THE-TOP TOSS

You can now toss an opponent over the top rope. If the opponent is not sufficiently worn down, he will simply roll under the bottom rope and back into the ring.

> From Grapple:
> R1 + ▲ + Away (back to ropes) . . . Toss opponent over top rope

REENTERING THE RING (SLIDE)

In previous Fire Pro games, you could reenter the ring one of two ways; by climbing up on the apron then walking through the ropes, or by rolling under the ropes into the ring. Now you can also perform a stylish slide into the ring!

> ■ + ✖ + D-Pad toward ring . . . . Slide into ring
> (outside of ring, near apron)

UKEMI

In real-life terms, "ukemi" means defending against an attack. In Fire Pro terms, pressing L1 at the right moment disables your wrestler's ability to use ukemi; in other words, it basically renders him or her defenseless.

Holding L1 during a grapple or while lying prone on the ground disables all auto-counter/reversal functions, meaning that the opponent can attempt whichever move they want without fear of retaliation. This may prove useful if you want to "sell" your opponent's moves for a higher audience approval rating in Match Make mode, although I haven't tested this theory out yet.

> L1 (while grappling or downed) . . . . Ukemi

MODE SELECT SCREEN

The game's main menu.

MAIN MENU

1. GAMEPLAY	Set up a match and play!
2. EDIT	Edit wrestlers, refs, rings and more!
3. OPTIONS	Configure settings to your liking
4. SAVE/LOAD	Use memory card functions

GAMEPLAY

Select "Gameplay" and press ● to configure a professional wrestling or MMA (shootfighting) match. First we will review the initial match setups, then look at specific match options below.

INITIAL MATCH SETUP
1. One Night Match
2. One Night Tournament
3. Open League
4. Team Battle (5 vs. 5)
5. Battle Royal
6. Title Match
7. Match Make Mode

ONE NIGHT MATCH
Your standard exhibition mode.
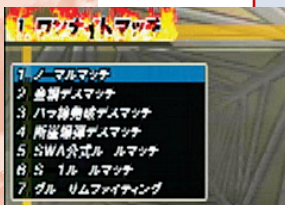
1. Normal Match
2. Steel Cage Deathmatch
3. Electrified Barbed Wire Ropes Exploding Deathmatch
4. Barbed Wire/Flourescent Tubes Landmine Deathmatch
5. SWA Rules Match
6. S-1 Rules Match
7. Gruesome Fighting (MMA)

ONE NIGHT TOURNAMENT

Set up an elimination-style wrestling tournament. Participants are paired up to face each other, with the winner advancing to the next round. If you're a fan of classic Japanese wrestling, this is where you can create your very own Super J-Cup tournament!

1ST SCREEN

> **Setup New Tournament**
> **Continue (resume a previously saved tournament)**

MATCH TYPE

> **1. Normal Match**
> **2. Steel Cage Deathmatch**
> **3. Electrified Barbed Wire Ropes Exploding Deathmatch**
> **4. Barbed Wire/Flourescent Tubes Landmine Deathmatch**
> **5. SWA Rules Match**
> **6. S-1 Rules Match**
> **7. Gruesome Fighting (MMA: UFC, PRIDE)**

NAME ENTRY

Enter a name for your tournament. To use English alphabet characters, press ■ at the naming screen, then choose the 4th option down. When you are done naming your tournament, press Start, then choose the first option to enter Match Configuration.

MATCH CONFIGURATION

Which options are greyed out depends on the match type chosen. Please refer to the specific match types later in this guide to view specific match options.

> **Load Preset . . . . .Choose from 1-4 preset match setups**
> **Match Type   . . . . .Singles, Tag, 6 Man Tag, 8 Man Tag, Mix (handicap)**
> **(other match options listed below, may be unavailable depending on match type chosen;**
> **see NORMAL MATCH for more details)**

ONE NIGHT TOURNAMENT (continued)

SINGLE ELIMINATION TOURNAMENT BRACKETS

Use D-Pad Up/Down to choose from one of the 32 available tournament slots, then press ● to choose who will control the wrestler in this slot (CP, 1P, 2P, etc). You will then be prompted to choose a wrestler for that slot. Repeat this until you have setup your desired tournament brackets.

Pressing ■ during this screen will give your four options:

> **1. Random Select (fills ALL available slots)**
> **2. Delete Entry**
> **3. Switch Entry Order**
> **4. Entry Finished (start tournament)**

To replace a wrestler in one of the slots, select the wrestler and press Right. You'll see his name highlighted in blue above his image, you are now free to choose another wrestler by pressing ●.

To change control of a wrestler, select the wrestler and press Right twice. You'll the control icon highlighted, from there you can press ● to change wrestler control (1P, CP, etc.).

When finished, press ■, then choose the 4th option (Entry Finished). Note that you must have chosen a minimum of 3 participants.

STARTING THE TOURNAMENT

After your tournament has been set up, you will be taken to the prelim match-up screen. Pressing ■ on this screen will reveal three options:

> **1. Auto-run Tournament (CPU automatically proceeds to next match;**
> **pressing any button after choosing auto-run disables this option)**
> **2. Quick Save**
> **3. Exit Tournament**

If you do not perform a Quick Save before exiting a tournament, you will lose all unsaved progress.
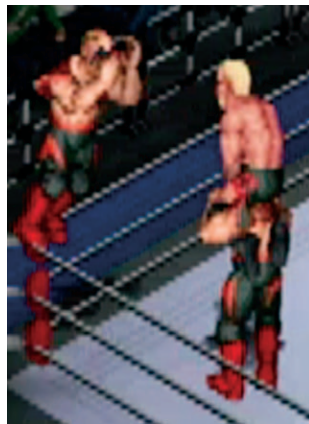
The Road Warriors' dreaded Doomsday Device.

OPEN LEAGUE

Set up a round robin-style wrestling tournament for up to 64 wrestlers! Each participant will face all of the other participants, the one with the most points in the end will emerge victorious.

1ST SCREEN

> **Setup New League**
> **Continue (resume a previously saved tournament)**

MATCH TYPE

> **1. Normal Match**
> **2. Steel Cage Deathmatch**
> **3. Electrified Barbed Wire Ropes Exploding Deathmatch**
> **4. Barbed Wire/Flourescent Tubes Landmine Deathmatch**
> **5. SWA Rules Match**
> **6. S-1 Rules Match**
> **7. Gruesome Fighting (MMA)**

NAME ENTRY

Enter a name for your league. To use English alphabet characters, press ■ at the naming screen, then choose the 4th option down. When you are done naming your league, press Start, then choose the first option to enter Match Configuration.

MATCH CONFIGURATION

Which options are greyed out depends on the match type chosen. Please refer to the specific match types later in this guide to view specific match options.

> **Load Preset** . . . .**Choose from 1-4 preset match setups**
> **Match Type** . . . .**Singles, Tag, 6 Man Tag, 8 Man Tag, Mix (handicap)**
> **Match End** . . . .**3 Count, 2 Count, Only Fall (Pin), Only Give Up**
> **Match Limit** . . . .**5 min, 10 min, 15 min, 20 min, 30 min, 45 min, 60 min, None**
> **Match Fall** . . . .**1 Fall, 3 Falls**
> **Point Type.** . . . .**2 Point win, 5 Point win**
> **(other match options listed below, may be unavailable depending on match type chosen)**

OPEN LEAGUE (continued)

LEAGUE BRACKETS

You start with one available bracket. Press ● to choose who will control the wrestler in this slot (CP, 1P, 2P, etc). You will then be prompted to choose a wrestler for that slot. Repeat this until you have setup your desired league brackets.

Pressing ■ during this screen will give your four options:

> 1. Random Select (fills ALL available slots)
> 2. Delete Entry
> 3. Switch Entry Order
> 4. Entry Finished (start tournament)

To replace a wrestler in one of the slots, select the wrestler and press Right. You'll see his name highlighted in blue above his image, you are now free to choose another wrestler by pressing ●.

To change control of a wrestler, select the wrestler and press Right twice. You'll the control icon highlighted, from there you can press ● to change wrestler control (1P, CP, etc.).

When finished, press ■, then choose the 4th option (Entry Finished).

STARTING THE OPEN LEAGUE

After your league has been set up, you will be taken to the preliminary match-up screen. Pressing ■ on this screen will reveal four options:

> 1. Current Ranking
> 2. Go to Match
> 3. Quick Save
> 4. Exit Tournament

If you do not perform a Quick Save before exiting league play, you will lose all unsaved progress.

TEAM BATTLE

Teams of five face each other in a series of singles matches.

1ST SCREEN

> 1. Match (Start an Elimination Match)
> 2. Team Edit (Create a custom team of 5)

Use one of the premade teams for Team Battle, or create your own custom teams.

MATCH SETUP

There are three available Team Battle match setups:

> 1. Marathon (winner stays to fight next opponent)
> 2. Team War (entry order can be chosen)
> 3. Team War (random entry order)

Configuration Screen

Load Preset . . . . .Choose from 1-4 preset match setups
Blue Corner . . . . .Select wrestler control (1P, CP, etc.)
Red Corner . . . . .Select wrestler control (1P, CP, etc.)
Match Type . . . . .3 Count, 2 Count, Only Fall (Pin), Only Give Up
Match Limit . . . . .5 min, 10 min, 15 min, 20 min, 30 min, 45 min, 60 min, None
Match Fall . . . . .1 Fall only
Ring (Mat) . . . . .See "Normal Mode"
Match Location . . . . . .See "Normal Mode"
COM Level . . . . .1 (easiest) - 10 (hardest)
Game Speed . . . . .100% - 800%
COM Skip . . . . .OFF, ON
Referee . . . . .Choose a referee
Rope Check . . . . .OFF, ON
Elimination . . . . .N/A
Lumberjack . . . . .OFF, ON
Tornado Battle . . . . . .N/A
Cut Play . . . . .N/A
DQ Count . . . . .OFF, ON
Outside Count . . . . . . .OFF, ON
BGM Selection . . . . . .Choose a Background Music track, or RANDOM
"CRITICAL!" Rate . . . . .Off, Low, Medium, High
Done . . . . .Confirm selections and proceed to match

You may press the Start button at any time on the Configuration Screen to proceed directly to the match.

TEAM SELECTION

Choose from one of the preset teams or a team made using Team Edit (chosen at the first screen of this mode).

TEAM BATTLE (continued)

TEAM EDIT

Select an existing team to edit, or create your own custom team in one of the available slots. There are 64 team slots, the last 19 are empty.

NAME ENTRY

Enter a name for your team. To use English alphabet characters, press ■ at the naming screen, then choose the 4th option down.

PARTICIPANT SELECT

Use D-Pad up/down to highlight one of the slots. Press ● to choose a wrestler for that slot.

BATTLE ROYAL

Every man for himself with up to eight participants in the ring at one time! When all but one of the participants are eliminated, the last one remaining is declared the winner.

1ST SCREEN

Normal. . . . . All start in the ring together, eliminated participants must leave.
One Fall . . . . First pinfall wins the match.
Endless. . . . . Eliminated participants stay to continue fighting.
Over the Rope . . . . Elimination via getting thrown over the rope.
Timed Entrance . . . . Participants come out separately; similar to the format of the WWE Royal Rumble, except the total number of participants is still limited to 8.

NOTE: "Over the Rope" contestants can be eliminated by simply being thrown or knocked out of the ring, not strictly over the top rope. To have an "over-the-top-rope" style Battle Royal, choose a "Normal" match, then turn "Over the Top Rope" On in the Match Configuration settings (see "Normal" match settings).

The Battle Royal matchup screen.

BATTLE ROYAL (continued)

NORMAL/ONE FALL/ENDLESS/OVER THE ROPE

Configuration Screen
See "Normal Mode". Options not applicable to the mode will be greyed out.

The Battle Royal wrestler selection screen.

Wrestler Select
Use the D-Pad to highlight one of the 8 slots, then press ● to select a wrestler for that slot. After you've chosen your wrestler, you may then choose who will control it (1P/CP/None). If you chose None, the slot will become empty. You may also highlight the wrestler's name and press ● to select a new wrestler for that slot.

Pressing ■ in the Wrestler Select Field will give you these three options:

> **1. Random Select (fills ALL available slots)**
> **2. Start Match (must have at least three participants)**
> **3. Return to Match Configuration Screen**

Once you are finished assigning all desired slots, you may press Start to immediately begin the match.

TIMED ENTRANCE

Configuration Screen
See "Normal Mode". Options not applicable to the mode will be greyed out.

Wrestler Select
Use the D-Pad to highlight one of the 8 slots, then press ● to select a wrestler for that slot. After you've chosen your wrestler, you may then choose who will control it (1P/CP/None). If you chose None, the slot will become empty. You may also highlight the wrestler's name and press ● to select a new wrestler for that slot.

Pressing ■ in the Wrestler Select Field will give you these three options:

> **1. Random Select (fills ALL available slots)**
> **2. Start Match (must have at least three participants)**
> **3. Return to Match Configuration Screen**

Once you are finished assigning all desired slots, you may press Start to go to the Order Select Screen.

Order Select
Choose the time and order when each participant will enter the match. The first two will always be 0 min (start of the match). You can increase and decrease the entry time by highlighting the number to the right of the wrestler's name and pressing ✖ (increase) or ● (decrease).

Once you are finished assigning all desired times and entry orders, you may press Start to immediately begin the match.
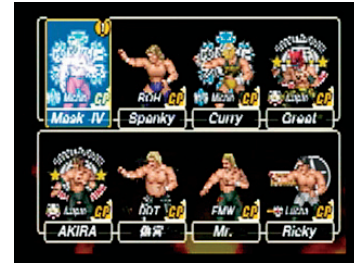
TITLE MATCH

Hold a contest to decide the wearer of your custom made belts. You can enter Belt Edit Mode directly from Title Match by pressing the D-Pad Right on the selected title, or by pressing ■, then selecting the 3rd option. See the "Belt Edit" section for more details on editing and creating custom title belts.

WARNING: Editing a belt/title will erase ALL title history!

After creating a title slot, you will be prompted as to the conditions which the title must be won/defended:

# of Wrestlers	Single
	Tag
	6 Man Tag
	8 Man Tag
Weight Class	Heavy
	Junior
Match Type	Normal Match
	Steel Cage Deathmatch
	Electrified Barbed Wire Ropes Exploding Deathmatch
	Barbed Wire/Flourescent Tubes Landmine Deathmatch
	SWA Rules Match
	S-1 Rules Match
	Gruesome Fighting

Highlighting an already created title slot and pressing ■ will reveal these options:

1. Switch Title Order - Switch title into any of the 8 slots.
2. Go to Title Match
3. Belt Edit - Edit the look of the belt (see warning!).
4. Delete Title History - Erase all title history.
5. Delete Title

After winning a title, the winner will be prompted to enter his or her name for posterity. Note that when you choose to defend that title in the future, you will be prompted to choose only one "corner", who will be the challenger for that title.

You've created an awesome belt…
are you ready to defend it?

MATCH MAKE MODE (under construction!)

Match Make Mode puts you in the role of a pro wrestling booker, allowing you to create a complete match card (or series of cards), from opener to headliner. You are then awarded points for your performance, which are determined by the how well the audience reacts to the show.

When entering Match Make mode, you are presented with three options:

> **1. Season Play - Manage a complete year's worth of wrestling events.**
> **2. Competition Play - Manage a single wrestling event.**
> **3. Ranking - Shows the highest rankings in Season and Competition.**

SEASON PLAY
!!!UNDER CONSTRUCTION!!!

COMPETITION PLAY

After choosing Competition Play, you will first be prompted to name your wrestling card. Press ■ in the naming field, then choose the fourth option for English alphabet characters.

You are then prompted to choose a promotion you would like to book an event for. After selecting your promotion, you are able to book the card itself, from opening match to headliner (7 matches total). If you're familiar with real-life events/feuds this promotion has used in the past (such as the long-running Kuishinbo Kamen vs. Ebessan feud in the Osaka Pro promotion), you may want to recreate some of these scenarios here.
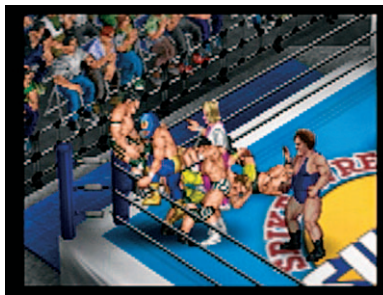
That's it for the various match setups. Now let's take a look at the individual match types and options:

> **SPECIFIC MATCH TYPES**
> **1. Normal Match**
> **2. Steel Cage Deathmatch**
> **3. Electrified Barbed Wire Ropes Exploding Deathmatch**
> **4. Barbed Wire/Flourescent Tubes Landmine Deathmatch**
> **5. SWA Rules Match**
> **6. S-1 Rules Match**
> **7. Gruesome Fighting**

NORMAL MATCH

Choose this for a standard professional wrestling match. You can choose a wide variety of match stipulations from the Configuration Screen:

Configuration Screen

Load Preset . . . . .Choose from 1-4 preset match setups

Blue Corner . . . . .Choose number of players (1-8), wrestler control
(human or CPU), control of seconds/managers:
[Wrestler | CP | confirm]
[Second | 1P, 2P, etc. | choice]

Red Corner . . . . .Choose number of players (1-8), wrestler control
(human or CPU), control of seconds/managers:
[Wrestler | CP | confirm]
[Second | 1P, 2P, etc. | choice]

Match End . . . . .3 Count, 2 Count, Only Fall (Pin), Only Give Up

Over the Top Rope . . . .OFF, ON (ON: Wrestlers can be eliminated by being tossed over the top rope)

Match Limit . . . . .5 min, 10 min, 15 min, 20 min, 30 min, 45 min, 60 min, None

Match Fall . . . . .1 Fall, 3 Falls

Ring (Mat) . . . . .SWA (fictional Spike ring)
VIEW Japan (New Japan)
OLIVE Japan (All Japan)
Super NOVA (Pro Wrestling NOAH)
NEO1-MIX (ZERO-ONE)
Rikimaru Pro (Riki Puroresu)
Yukiguni Puroresu (Michinoku Puroresu)
Azteca-Pit (Toryumon)
ZIP Japan (Big Japan)
Kansai Puroresu (Osaka Puroresu)
S-DOJO (K-DOJO)
BBT Puroresu (DDT)
AWG (American)
Mexico (Corona mat)
High Class (Pancrase)
BLADE (PRIDE)
S-1 (K-1)
Joshi (Women's)
Shin IW (FMW)
EWF (ECW)
GONGS (RINGS)
UWH (UWFi)
Battration (Battlarts)
ring edits you've created will appear here

An extended look at the Normal Match setup screen.

Match Location . . . . . . .SPIKE DOME (Tokyo Dome)
Nihon Butoukan (Nippon Budokan)
Yurakuen Hall (Korakuen Hall)
Murakawa Choumin Taiikukan (Local Gym)
Arakita No. 1 Ringu (Shinkiba No. 1 Ring)
Kansai Kokusai Kinen Hooru (World Memorial Hall)
Dojo
USA (WWE-style set)
RANDOM

COM Level . . . . .1 (easiest) - 10 (hardest)

Game Speed 100%, 125%, 150%, 175%, 200%, 400%, 800%

COM Skip . . . . .OFF, ON (ON: CP vs CP matches are highlighted instead of shown in full)

Referee . . . . .Panther Tottori (Tiger Hattori - New Japan)
Kouhei Saga (Kyouhei Wada - All Japan)
Batt Wakabe (Ted Tanabe - Michinoku)
Imada, Shuuji (Yuuji Shimada - PRIDE)
Hiroki Kugayama (Daichi Murayama - ZERO-ONE MAX)
Peperonchino Taki (Bakery Yagi - Dragon Gate)
Mr. Mizunaka (Mr. Soranaka - UWF)
Joe Hiroshi (Joe Higuchi - All Japan)
Ji Hidai (Ri Nikkan - Big Japan)
Masano Cindy Miku (Asano Grace Megumi - DDT)
referee edits you've created will appear here

Rope Check . . . . .OFF, ON (ON: Pins and submission holds are broken if you are touching
the ropes)

Elimination . . . . .OFF, ON (ON: In multi-player situations, match continues until all wrestlers
from one side are eliminated)

Lumberjack . . . . .OFF, ON (ON: As soon as a wrestler is thrown out of the ring or manually
exits, he will automatically reenter. Note that this is not an American-style
lumberjack match.)

Tornado Battle . . . . . . .OFF, ON (ON: In tag matches, all participants are allowed in the ring at once)

Cut Play . . . . .OFF, ON (ON: In tag matches, allows partner interference when a wrestler is
in danger)

DQ Count . . . . .OFF, ON (ON: referee will count up to 5 for any illegal act that he sees, and
disqualify the wrestler if the act is not discontinued)

Outside Count . . . . .OFF, ON (ON: referee counts to 20 when a wrestler is outside of the ring, if
he/she does not enter the ring before the count, that wrestler forfeits the match)

BGM Selection . . . . . . .Choose a background music track, or RANDOM

"CRITICAL!" Rate . . . . .Off, Low, Medium, High (Chooses how often "CRITICAL!"s, will occur)

Done . . . . .Confirm selections and proceed to match

You may press the Start button at any time on the Configuration Screen to proceed directly to the match.

STEEL CAGE DEATHMATCH

The long awaited American-style steel cage match finally makes it way into the Fire Pro series! See the "Moves" section for special cage commands.

> **Configuration Screen**
> Load Preset . . . . .Choose from 1-4 preset match setups
> Blue Corner . . . . .Choose participant(s) (1P, CP, etc.)
> Red Corner . . . . .Choose participant(s) (1P, CP, etc.)
> Match End . . . . .3 Count, 2 Count, Only Fall (Pin), Only Give Up, Escape
> Match Limit . . . . .5 min, 10 min, 15 min, 20 min, 30 min, 45 min, 60 min, None
> Match Fall . . . . .1 Fall only
> Ring . . . . .See "Normal Mode"
> Match Location . . . . . .Yurakuen Hall (Korakuen Hall)
> # of weapons . . . . .0-8 (choose the number of weapons in the ring)
> COM Level . . . . .1 (easiest) - 10 (hardest)
> Game Speed 100%, 125%, 150%, 175%, 200%, 400%, 800%
> COM Skip . . . . .N/A (not applicable)
> Referee . . . . .Choose a referee
> Rope Check . . . . .OFF, ON
> Elimination . . . . .N/A
> Lumberjack . . . . .N/A
> Tornado Battle . . . . . .ON
> Cut Play . . . . .N/A
> DQ Count . . . . .OFF
> Outside Count . . . . . . .N/A
> BGM Selection . . . . . .Choose a background music track, or RANDOM
> "CRITICAL!" Rate . . . . .None
> Done . . . . .Confirm selections and proceed to match

You may press the Start button at any time on the Configuration Screen to proceed directly to the match.

Andre escapes the steel cage.

ELECTRIFIED BARBEDWIRE ROPES EXPLODING DEATHMATCH

A hardcore-style match popularized by the 90's era Japanese "garbage" promotions. The ring ropes are electrified barbed wire, whip 'em into the ropes and watch 'em sizzle! And to top it all off, you can set explosives to detonated in the ring within a certain time limit! This match is not for the faint of heart!

Configuration Screen
Load Preset . . . . .Choose from 1-4 preset match setups
Blue Corner . . . . .Choose participant(s) (1P, CP, etc.)
Red Corner . . . . .Choose participant(s) (1P, CP, etc.)
Match End . . . . .3 Count, 2 Count, Only Fall (Pin), Only Give Up
Match Limit . . . . .5 min, 10 min, 15 min, 20 min, 30 min, 45 min, 60 min, None
Explosion Time . . . . . . .1 min, 5 min, 15 min, 30 min, 45 min, 60 min, Off
Match Fall . . . . .1 Fall only
Ring (Mat) . . . . .See "Normal Mode"
Match Location . . . . . . .Yurakuen Hall (Korakuen Hall)
# of Weapons 0-8
COM Level . . . . .1 (easiest) - 10 (hardest)
Game Speed 100%, 125%, 150%, 175%, 200%, 400%, 800%
COM Skip . . . . .N/A
Referee . . . . .Choose a referee
Rope Check . . . . .N/A
Elimination . . . . .N/A
Lumberjack . . . . .N/A
Tornado Battle . . . . . . .ON
Cut Play . . . . .N/A
DQ Count . . . . .OFF
Outside Count . . . . .N/A
BGM Selection . . . . . . .Choose a background music track, or RANDOM
"CRITICAL!" Rate . . . . .Off, Low, Medium, High
Done . . . . .Confirm selections and proceed to match

You may press the Start button at any time on the Configuration Screen to proceed directly to the match.

Fuyuki vs. Onita… hardcore style!!!

BARBEDWIRE/FLOURESCENT TUBES LANDMINE DEATHMATCH

Another hardcore-style match popularized by the 90's era Japanese garbage promotions. The outside of the ring is lined with barbedwire, and the ringposts are fitted with either flourescent tubes or boards wrapped with barbedwire. You can also toss the opponent over the top rope and into the explosives outside the ring, but only when they are sufficiently worn down. Again, this match is not for the faint of heart!

Configuration Screen
Load Preset . . . . .Choose from 1-4 preset match setups
Blue Corner . . . . .Choose participant(s) (1P, CP, etc.)
Red Corner . . . . .Choose participant(s) (1P, CP, etc.)
Match End . . . . .3 Count, 2 Count, Only Fall (Pin), Only Give Up
Match Limit . . . . .5 min, 10 min, 15 min, 20 min, 30 min, 45 min, 60 min, None
Match Fall . . . . .1 Fall only
Ring (Mat) . . . . .See "Normal Mode"
Match Location . . . . . . .Yurakuen Hall (Korakuen Hall)
Corner Option . . . . .Barbed Wire, Fluorescent Light Tubes
# of Weapons 0-8
COM Level . . . . .1 (easiest) - 10 (hardest)
Game Speed 100%, 125%, 150%, 175%, 200%, 400%, 800%
COM Skip . . . . .N/A
Referee . . . . .Choose a referee
Rope Check . . . . .OFF, ON
Elimination . . . . .N/A
Lumberjack . . . . .ON
Tornado Battle . . . . . . .ON
Cut Play . . . . .N/A
DQ Count . . . . .OFF
Outside Count . . . . .N/A
BGM Selection . . . . . . .Choose a background music track, or RANDOM
"CRITICAL!" Rate . . . . .Off, Low, Medium, High
Done . . . . .Confirm selections and proceed to match

You may press the Start button at any time on the Configuration Screen to proceed directly to the match.
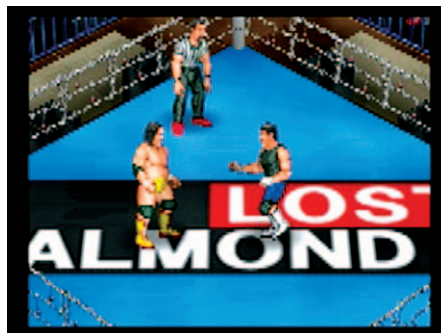

Sabu vs. Terry Funk ECW rematch!!!

SWA OFFICIAL RULES MATCH

Also known as "BattlArts" rules, named after the now-defunct promotion. There are no DQs here, so anything goes!

Configuration Screen

Load Preset	Choose from 1-4 preset match setups
Blue Corner	Choose participant(s) (1P, CP, etc.)
Red Corner	Choose participant(s) (1P, CP, etc.)
Match End	3 Count, 2 Count, Only Fall (Pin), Only Give Up
Round Time Limit	5 min, 10 min, 15 min, 30 min, 45 min, 60 min
# of Rounds	1, 2, 3, 5, 10, 12, 15
TKO	1, 2, 3, 4, 5
Match Fall	1 Fall Only
Ring (Mat)	See "Normal Mode"
Match Location	See "Normal Mode"
COM Level	1 (easiest) - 10 (hardest)
Game Speed	100%, 125%, 150%, 175%, 200%, 400%, 800%
COM Skip	N/A
Referee	Choose a referee
Rope Check	OFF, ON
Elimination	N/A
Lumberjack	OFF, ON
Tornado Battle	N/A
Cut Play	N/A
DQ Count	OFF
Outside Count	OFF, ON
BGM Selection	Choose a background music track, or RANDOM
"CRITICAL!" Rate	Off, Low, Medium, High
Done	Confirm selections and proceed to match

You may press the Start button at any time on the Configuration Screen to proceed directly to the match.

S-1 RULES MATCH

S-1 (or K-1, as it's known in the real world) rules means NO grappling, only striking. You may initiate a grapple, but unless the grapple leads to a striking attack, the contestants will merely clinch one another. As you might expect, matches can end very quickly with these rules!

Configuration Screen
Load Preset . . . . .Choose from 1-4 preset match setups
Blue Corner . . . . .Choose participant (1P, CP, etc.)
Red Corner . . . . .Choose participant (1P, CP, etc.)
Match End . . . . .N/A (only KO/TKO)
Round Time Limit . . . . .3 min, 5 min, 10 min, 15 min, 20 min, 30 min
# of Rounds 1, 2, 3, 5, 10, 12, 15
TKO 1, 2, 3, 4, 5
Match Fall . . . . .1 Fall Only
Ring (Mat) . . . . .See "Normal Mode"
Match Location . . . . . . .See "Normal Mode"
COM Level . . . . .1 (easiest) - 10 (hardest)
Game Speed 100%, 125%, 150%, 175%, 200%, 400%, 800%
COM Skip . . . . .N/A
Referee . . . . .Choose a referee
Rope Check . . . . .N/A
Elimination . . . . .N/A
Lumberjack . . . . .N/A
Tornado Battle . . . . . .N/A
Cut Play . . . . .N/A
DQ Count . . . . .ON
Outside Count . . . . . . .N/A
BGM Selection . . . . . .Choose a background music track, or RANDOM
"CRITICAL!" Rate. . . .Off, Low, Medium, High
Done . . . . .Confirm selections and proceed to match

You may press the Start button at any time on the Configuration Screen to proceed directly to the match.

S-1/K-1 madness!

GRUESOME FIGHTING

MMA (shootfighting) rules inside a UFC-style cage! Participants cannot be pinned, and KO's happen more frequently. (HINT: This is a BAD place to bring a pure pro wrestler!)

Configuration Screen
Load Preset . . . . .Choose from 1-4 preset match setups
Blue Corner . . . . .Choose participant (1P, CP, etc.)
Red Corner . . . . .Choose participant (1P, CP, etc.)
Match End . . . . .Only Give Up
Round Time Limit. . . . . .3 min, 5 min, 10 min, 15 min, 20 min, 30 min
# of Rounds 1, 2, 3, 5, 10, 12, 15
TKO 1, 2, 3, 4, 5
Match Fall . . . . .1 Fall Only
Ring (Mat) . . . . .Dodecagon Ring (UFC-style cage)
Match Location . . . . . . .Bayside Colosseum (fictional)
COM Level . . . . .1 (easiest) - 10 (hardest)
Game Speed 100%, 125%, 150%, 175%, 200%, 400%, 800%
COM Skip . . . . .N/A
Referee . . . . .Choose a referee
Rope Check . . . . .N/A
Lumberjack . . . . .N/A
Tornado Battle . . . . . . .N/A
Cut Play . . . . .N/A
DQ Count . . . . .N/A
Outside Count . . . . .N/A
BGM Selection. . . . . . . .Choose a background music track, or RANDOM
"CRITICAL!" Rate . . . . .Off, Low, Medium, High
Done . . . . .Confirm selections and proceed to match

You may press the Start button at any time on the Configuration Screen to proceed directly to the match.

"Are you ready? Are you ready?
LET'S GET IT ON!!!"

EDIT MODE

The heart and soul of the Fire Pro series. this mode allows players to keep the game up-to-date in many areas of pro wrestling, providing infinite replay value.

And in case you're curious, yes, Fire Pro is where it all started when it comes to wrestler creation. And after observing the options below, I think you'll agree it still can't be beat.

From the main screen, select "Edit" (the 2nd option) and press ● to see the following options:

EDIT MENU
1. Wrestler Edit
2. Referee Edit
3. Ring Edit
4. Logo Edit
5. Belt Edit
6. Team Edit (for 5 vs. 5)
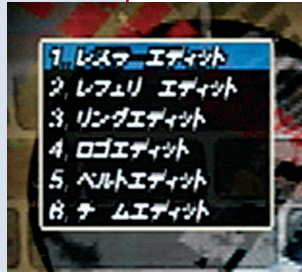
At the bottom of the Edit screen, you will see a list of numbers running horizontally across the screen. These are:

[# of promotions currently used / # of promotion slots left]
        [# of factions currently used / # of faction slots left]
                [# of wrestlers currently used / # of wrestler slots left]

Fire Pro R's storied Edit Mode; deep, Japanese text intensive, and every bit worth the effort.
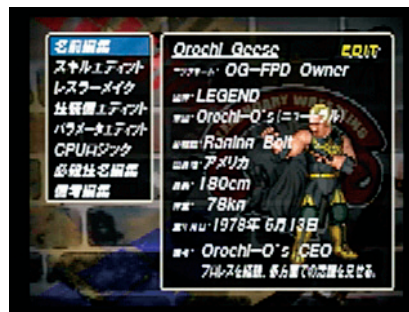
WRESTLER EDIT

In Wrestler Edit, you have a variety of options. Not only can you create your own custom wrestler, but create new promotions and factions within the game. You can also send wrestlers to different promotions, reorder them within the roster, and even retire them if so desired.

PROMOTION EDIT

When you first enter Wrestler Edit, you'll see an option at the top of the screen (return to top), followed by a list of promotions (the first one will say "VIEW", for VIEW JAPAN (or New Japan). The last entry here is "retire" or "hide", this is where you will put wrestlers that you no longer want to show up in the match menus (ex. an in-game wrestler that you've made an updated version of).

Highlight any promotion and press ■ to bring up the following options:

1. Return to top of menu
2. Open/close all promotion folders (see note below)
3. Create new:
      Promotion
      Faction
4. Reorder promotions (i.e. put NOAH before AJPW in the menus)
5. Rename promotion
6. Edit promotion logo
7. Delete promotion

A NOTE ABOUT FOLDERS: The folder system is new to Fire Pro menu navigation. It works very much like a Windows or Mac window; simply highlight any folder with a red triangle beside it and press ▲ to spill open its contents, or press ● to select folder content.

FACTION EDIT

Factions, also known as stables, exist within promotions, allowing a group of wrestlers to create a team, much as they do in real-life.

After you have entered Edit Mode and while browsing promotions, you can access each promotion's individual factions by highlighting the promotion and pressing ▲. This will spill open the promotion window, showing you all of the factions within that promotion.

From there, scroll down and select a faction, then press ■ to bring up the following menu:

1. Return to top of menu
2. Open/close all promotion folders
3. Create new:
      Promotion
      Faction
4. Reorder faction within promotion
5. Rename faction
6. Faction alignment:
      Babyface
      Neutral
      Heel
7. Delete faction

WRESTLER EDIT

Once you have selected a promotion and a faction, you are ready to create a custom wrestler. Note that all wrestlers MUST exist within either a new or preexisting faction. If you create a new promotion (i.e. WWE), you MUST first create factions within those promotions (i.e. RAW, SmackDown!), THEN create your wrestlers within their appropriate faction.

To begin creating a wrestler, highlight a faction and press ● to enter the faction window. If default wrestlers are in this faction, you will also be able to select and edit them from here (name and costume only). If this is a newly created faction, you will only see one option in the window, which will allow you to create a new wrestler for this faction.

NOTE: You CANNOT create a new wrestler by selecting a promotion, you MUST select a faction within a promotion. If you're trying to create a new wrestler and are getting a "buzzing" sound instead, make sure that you have selected an actual faction, not just a promotion.

To create a new wrestler within a faction with preexisting wrestlers, simply highlight any wrestler within that faction, then press ■ to bring up the following screen:

> **1. Return to top of menu**
> **2. CREATE NEW WRESTLER:**
> **   Choose existing model**
> **   Choose name (start from scratch)**
> **3. Reorder selected wrestler within faction**
> **4. Change selected wrestler's faction/promotion**
> **5. Rename selected wrestler**
> **6. Delete selected wrestler**

If you're creating a wrestler within an empty faction, pressing ● will bring you directly to the "Create New Wrestler" option. Obviously, not all of the options above are available if there is no existing wrestler to edit within the faction.

CREATING A NEW WRESTLER

When you first create your wrestler, you will be presented with two options:

> **1. Choose Existing Model**
> **2. Choose Name (start from scratch)**

"Choose Existing Model" allows you to choose one of the default or previously created wrestlers as a base for a new wrestler. This may be useful for making alternate versions of a wrestler under a different gimmick or style, or tag team members with similar attire.

The Model Wrestler's name, appearance, statistical information under Skill Edit, moves, and CPU Logic will all be loaded. However, anything in Skill Edit that uses points (Special Skill, Body Part endurance, etc.) as well as the Parameter Edit (Attribute Points) will not be loaded, so you will have to manually fill those in.

WRESTLER EDIT (continued)

"Choose Name" will allow you to select the name for your wrestler, you can then alter his other features later. As with all naming options in FPR, while in the naming field, you can press ■ to enter the language options. Choose the fourth option down to use English alphabet characters.

Here is an overview of the naming display:

[Short Name] [Long Name] [Flip: On/Off] [Separator Type] [Nickname]

Flip: Used to determine whether the Short Name or Long Name will come first, which is convenient for wrestlers whose first name contains more characters than their last.

Separator: This determines what character will come in between the two names. There aren't enough spaces for many names when naming in English, so this is very useful. For example, if a wrestler's name is very long (i.e. Undertaker), you can enter it separately, then choose the last separator (none) to merge Short Name and Long Name together.

Use L1 and R1 to advance through the various fields. Initially the "nickname" option is off-screen, until you toggle to it by pressing R1.

Once you have assigned a name to your wrestler, press Start to complete the naming process. Here you will be presented with three options:

> **Exit (confirm changes)**
> **Exit (cancel changes)**
> **Cancel (return to window)**

EDITING YOUR NEWLY CREATED WRESTLER

After you've completed the naming process, your new wrestler will appear in his or her appropriate faction. From there, select the wrestler and press ● to bring up the following options:

> **WRESTLER EDIT MENU**
> **Name Edit**
> **Skill Edit**
> **Appearance Edit**
> **Moveset Edit**
> **Parameter Edit**
> **CPU Logic Edit**
> **Finisher Name**
> **Bio/Tagline/Catchphrase**

NAME EDIT

Self-explanatory. Use the previously described function to rename your wrestler if necessary.

SKILL EDIT

Adjust your wrester's specific traits; his homeland, his date of birth, his special skills, etc. Here are the Skill Edit options:

Class . . . . Heavy
                            Junior
Height . . . . Unknown, 150-220cm
Weight . . . . Unknown, 40-250kg
Gender . . . . Male
                            Female
                            Male (?) (gender bender)
                            Female (?) (gender bender)
Year of Birth . . . . Unknown, 1900-1999
Month of Birth 01-12
Day of Birth 01-31
Country . . . . 01 - Parts Unknown   21 - Switzerland
                            02 - Japan   22 - North Korea
                            03 - America   23 - South Korea
                            04 - Canada   24 - China
                            05 - Germany   25 - Mongolia
                            06 - Mexico   26 - Thailand
                            07 - England   27 - Australia
                            08 - France   28 - New Zealand
                            09 - Brazil   29 - Bulgaria
                            10 - Russia   30 - Botswana
                            11 - Puerto Rico   31 - Republic of South Africa
                            12 - India   32 - Tonga
                            13 - Sudan   33 - Ukraine
                            14 - Jordan   34 - Croatia
                            15 - Cuba   35 - Lithuania
                            16 - Finland   36 - Belarus
                            17 - Greece   37 - Trinidad/Tobago
                            18 - Holland   38 - Iran
                            19 - Italy   39 - Hero Star
                            20 - Spain   40 - Snake Island

Wrestler Rank . . . . E (lowest) - S (highest)
Charisma . . . . E (lowest) - S (highest)

Fight Style (Offense) . . 01 - Orthodox - typical professional wrestler
02 - Technician - good at technical skills; small package, etc.
03 - Wrestling - amateur wrestler
04 - Ground - good at ground attacks, shooting, etc.
05 - Power - powerful; power bombs, side busters, etc.
06 - American - WWE main event style; combination of
       Power, Heel, etc
07 - Junior - modern junior heavyweight)
08 - Luchador - traditional lucha libre-style wrestler
09 - Heel - rough style; rulebreaker
10 - Mysterious - unorthodox technical style (Muta)
11 - Shooter - shoot-style wrestler, MMA
12 - Fighter - kickboxer, karate
13 - Grappler - judo, ju-jitsu, no-holds-barred style
14 - Panther - mix of martial arts and lucha libre (Tiger Mask)
15 - Giant - giant wrestler, immovable (Andre, Baba)
16 - Vicious - strong style (Inoki aggressive style)

Return Skill (Defense) . . 01 - Orthodox
02 - Technician
03 - Power
04 - American
05 - Junior
06 - Luchador
07 - Heel
08 - Mysterious
09 - All-Around (combination of Junior/Technician)
10 - Shooter
11 - Fighter
12 - Grappler
13 - Giant
14 - Vicious

Fire ProWrestling R Complete Guide

SKILL EDIT (continued)

"CRITICAL!" Ability:

1) Finisher . . . . Cost: 0 Points
(Only the move designated as Finisher can "CRITICAL!")

2) Striking . . . . Cost: 20 Points
(Powerful strikes can "CRITICAL!")

3) Suplex (throw). . . . . Cost: 20 Points
(Back drops, front suplexes, etc. can "CRITICAL!")

4) Submission (joint). . . Cost: 25 Points
(Submissions, stretch holds can "CRITICAL!")

5) Power . . . . Cost: 30 Points
(Power Bombs, etc. can "CRITICAL!")

6) Technical . . . . Cost: 30 Points
(Huracanrana, Dragon Screw, etc. can "CRITICAL!")

NOTE: Just because a wrestler is equipped with a certain "CRITICAL!" ability, that doesn't mean that EVERY one of those moves in his/her repertoire can cause a "CRITICAL!". For example, a wrestler with the "Striking" ability can only "CRITICAL!" his or her opponents with striking moves that have the inherent potential to do so, not any punch or kick.

SKILL EDIT (continued)

Special Skill:

1 - None . . . . **Cost: 0 Points**

2 - Stardom . . . . **Cost: 15 Points**
Description: Involved with crowd support and repeats popular moves.
Requirement: Use a performance (taunt) when Stamina is at zero.
Effect: The power of the following attack increases by 25%

3 - Quick Return . . . . **Cost: 15 Points**
Description: Player may stand right up even after a major attack.
Requirement: Remaining Stamina is at 5% to 20%, Spiritual Strength is above 60%.
Effect: After an opponent's attack, you will stay on the ground 1/8 of the time you normally would.

4 - One-Hit Reversal . . . . **Cost: 15 Points**
Description: Repeated reversals result in greater damage each time.
Requirement: Remaining Stamina is below 10% and Spiritual Strength is above 30%.
Effect: The rate of "CRITICAL!"s is doubled.

5 - Start Dash . . . . **Cost: 15 Points**
Description: Able to end the match earlier than normal.
Requirement: Remaining Stamina is above 70%.
Effect: All attack parameters are increased by one point.

6 - Guts (Fortitude) . . . . **Cost: 15 Points**
Description: Will not give up easily.
Requirement: Stamina and Spiritual Strength are at 0%.
Effect: Wrestler will give up to a submission hold at just 1/20th of the normal rate.

7 - Strike Back (Counterattack) . . **Cost: 15 Points**
Description: Rejuvenates Stamina when opponent shows signs of fatigue.
Requirement: Remaining Stamina is below 5%.
Effect: Two points are added to all attack parameters.

8 - One-Hit Finisher . . . .**Cost: 15 Points**
Description: Extremely effective finisher.
Requirement: Use your Finisher the first or second time in a match.
Effect: The offensive power of your Finisher is increased by 150%.

9 - Blood . . . .**Cost: 15 Points**
Description: Bleeding increases spirit.
Requirement: You are shedding blood.
Effect: The offensive power of all moves are increased by 10%.

10 - Hardcore - 100% . . . . **Cost: 15 Points**
Description: Weapon specialist.
Effect: +3 to attack and defense parameters with weapons.

11 - Concentrated Strength - 100% **Cost: 15 Points**
Description: Attack resistance.
Effect: Strike, submission, and technical critical rates are halved.

12 - Adaptability - 100% . . . . . . **Cost: 15 Points**
Description: Roll with big attacks.
Effect: Suplex and power "CRITICAL!" rates down by 75%.

13 - Hardbody - 85% . . . . **Cost: 15 Points**
Description: Healthy/tough body.
Effect: Harder to get a pin unless with 'big' moves.

The following skills involve combinations of the above skills:

14 - Superstar - 90% . . . . **Cost: 25 Points**
Effect: "Stardom" + "One Hit Finisher".

15 - Wild Warrior - 95% . . . . . . **Cost: 25 Points**
Description: Fast kill and quick stand.
Effect: "Quick Return" + "Start Dash".

16 - Second Wind - 85% . . . . . . **Cost: 25 Points**
Effect: "One Hit Reversal" + "Quick Return".

17 - Great Counterattack - 85% . **Cost: 25 Points**
Effect: "Strike Back" + "Quick Return".

18 - Abandonment - 90% . . . . . . **Cost: 25 Points**
Description: Concentration in battle.
Effect: "One Hit Reversal" + "Concentration".

19 - Fighting Spirit (Toukon) . . . . **Cost: 35 Points**
Effect: "Stardom" + "One Hit Reversal" + "Strike Back".

20 - Monster . . . . **Cost: 35 Points**
Effect: "Stardom" + "One Hit Finisher" + "Adaptability".

21 - Burning Fire Strength - 95% **Cost: 35 Points**
Effect: "One Hit Reversal" + "Guts" + "Strike Back".

22 - Neverending Spirit - 90% . . **Cost: 35 Points**
Effect: "Guts" + "Concentration" + "Hardbody".

SKILL EDIT (continued)

Recovery Power

Recovery Power is the wrestler's overall physical stamina, or "life bar". It is a very important setting, obviously, though you can't really tell by the name. The higher this setting, the higher the wrestler's maximum stamina and the faster his stamina recharges when the wrestler isn't being attacked. By this reasoning, getting cut open early on can be very devastating to a wrestler who has higher normal Recovery power than he has bleeding Recovery power. His maximum stamina would take a rather large hit. **+LV+**

        1 - Slow . . . . .Cost: 0 Points
        2 - Medium . . . . Cost: 6 Points
        3 - Fast . . . . Cost: 12 Points

Recovery Power (When Bleeding):

        1 - Slow . . . . Cost: 0 Points
        2 - Medium . . . . Cost: 3 Points
        3 - Fast . . . . Cost: 6 Points

Respiratory/Breathing

Lower breathing makes a wrestler get tired faster. Each wrestler has an energy level, the maximum and regeneration rate of which is controlled by this statistic. Each attack you throw consumes some of your energy. Your movement speed will gradually drop as your energy level does. Breathing recharges this energy level; to my knowledge this is the only one of the three gauges you can manually recharge. **+LV+**

        1 - Below. . . . . Cost: 0 Points
        2 - Medium . . . . Cost: 6 Points
        3 - Above. . . . . Cost: 12 Points

Respiratory/Breathing (When Bleeding):

        1 - Below. . . . . Cost: 0 Points
        2 - Medium . . . . Cost: 3 Points
        3 - Above. . . . . Cost: 6 Points

Spiritual Strength (Willpower, Awareness)

Spiritual Strength represents mental endurance - the higher it is, the longer it takes to "break" the wrestler and make him mentally give up the match, which results in either a pin or submission. This ability also helps offset the physical damage you take (Recovery) and the amount of fatigue you incur (Breathing) during the match. Spirit is also a factor in determining if your character hits a reversal.

Stretch holds are the best way to damage Spirit. Heelish moves, such as the eye gouge and groin attacks, also tend to do large amounts of Spirit damage. **+LV+**

        1 - Poor. . . . . Cost: 0 Points
        2 - Medium . . . . Cost: 6 Points
        3 - Strong . . . . Cost: 12 Points

Spiritual Strength (When Bleeding):

        1 - Poor. . . . . Cost: 0 Points
        2 - Medium . . . . Cost: 3 Points
        3 - Strong . . . . Cost: 6 Points

SKILL EDIT (continued)

Neck Endurance:

    1 - Low . . . . Cost: 0 Points
    2 - Medium . . . . Cost: 2 Points
    3 - High . . . . Cost: 5 Points

Arm Endurance:

    1 - Low . . . . Cost: 0 Points
    2 - Medium . . . . Cost: 2 Points
    3 - High . . . . Cost: 5 Points

Back Endurance:

    1 - Low . . . . Cost: 0 Points
    2 - Medium . . . . Cost: 2 Points
    3 - High . . . . Cost: 5 Points

Leg Endurance:

    1 - Low . . . . Cost: 0 Points
    2 - Medium . . . . Cost: 2 Points
    3 - High . . . . Cost: 5 Points

Movement Speed:

    1 - Slow . . . . Cost: 0 Points
    2 - Medium Slow . . . . . Cost: 2 Points
    3 - Medium . . . . Cost: 6 Points
    4 - Medium Fast . . . . . . Cost: 12 Points
    5 - Fast . . . . Cost: 20 Points

Ascent and Descent Speed (climbing the ringpost):

    1 - Slow . . . . Cost: 0 Points
    2 - Medium Slow . . . . . Cost: 1 Points
    3 - Medium . . . . Cost: 2 Points
    4 - Medium Fast . . . . . . Cost: 3 Points
    5 - Fast . . . . Cost: 4 Points

Turnbuckle Ascension (ability to climb top turnbuckle):

    1 - Cannot ascend. . . . . Cost: 0 Points
        (All climbing ability disabled)

    2 - Can ascend . . . . Cost: 2 Points
        (Normal climbing ability enabled)

    3 - Can ascend while running Cost: 4 Points
        (Normal climbing ability enabled, plus the ability to jump up
        by running toward the corner and holding ●)

SKILL EDIT (continued)

Favorite Weapon . . . . . None
Steel Chair
Table Piece
Kendo Stick
Hammer (sledgehammer)
Bat
Barbed Wire Bat
Flourescent Light Tube

Theme Music (press ▲ to preview):

00 - Musashi-Hymn	32 - Resolution
01 - Power Storm	33 - Phoenix
02 - Victory Explosion	34 - Russian Cyclone
03 - Kabukimono	35 - Brothers
04 - Miracle God	36 - Wanderer
05 - King's Road	37 - Texas Ways
06 - T	38 - Shura no Michi
07 - Emerald Wind	39 - Golden Pride
08 - Gou-Wan	40 - Wrestling Wars
09 - Texas Bull	41 - Wild Jungles
10 - Brave Heart	42 - Tetujin
11 - Heart Beat	43 - Super Star
12 - The Hero of Touhoku	44 - Dark Winners
13 - Rough Way	45 - Stormy Way
14 - Speedy Submission	46 - Emperor
15 - Challenger	47 - The Boss
16 - Funeral	48 - Kick & Submit
17 - Cool Violent	49 - Fly Away
18 - Hell's Messenger	50 - Free Wings
19 - Stylish Daddy	51 - American Spirits
20 - Tiger's Roar	52 - Tenchi Souzou
21 - Monster March	53 - Burning Spirits
22 - Mysterious Dance	54 - Sajin
23 - Green Fairy	55 - Torimono
24 - Against	56 - Toughness
25 - Kill	57 - Lone Journey
26 - Driving	58 - Spark of Passion
27 - Shinsekai Yori	59 - Carmen
28 - Genius	60 - The Battle
29 - Black Break	61 - Terror
30 - Silver Knight	
31 - Tornado	

SKILL EDIT (continued)

Voice 1/Voice 2 Kind: (Voice Category; Press ▲ to preview)

01 - Nihonjin (Japanese) 1
02 - Nihonjin (Japanese) 2
03 - Nihonjin (Japanese) 3
04 - Nihonjin (Japanese) 4
05 - Nihonjin (Japanese) 5
06 - Gaijin (Foreigner) 1
07 - Gaijin (Foreigner) 2
08 - Gaijin (Foreigner) 3
09 - Joshi (Female) 1
10 - Joshi (Female) 2
11 - Joshi (Female) 3

Voice 1/Voice 2 Selection: (Voice Sample; Press ▲ to preview)

01-05: 0-157 (Nihonjin)
06-08: 0-75 (Gaijin)
09-11: 0-74 (Female)

APPEARANCE EDIT

"Layering" was first introduced in Fire Pro Z, and has been expanded upon in Fire Pro R with the all-new face/head layering option. Whereas previous versions of Fire Pro only allowed you to choose from a variety of premade heads (you could still recolor them), Fire Pro R allows you to layer masks and hairstyles to create just about anyone you can possibly imagine!

From the Appearance Menu, you are presented with the following options, which will be described in detail below:

Overall. . . . . Choose from "custom" or 59 presets
Stance . . . . Choose your wrestler's stance
Size . . . . Choose your wrestler's height and girth.
Head . . . . Choose and adjust head/mask/hair design
Torso . . . . Choose and adjust torso design
Abdomen . . . . Choose and adjust abdomen design
Upper Arm . . . . Choose and adjust upper arm design
Lower Arm. . . . . Choose and adjust lower arm design
Thigh . . . . Choose and adjust thigh design
Calf . . . . Choose and adjust calf design
Feet. . . . . Choose and adjust feet design

APPEARANCE EDIT (continued)

OVERALL

This allows you to choose from 59 "pre-built" wrestlers, good for using as a starting point (i.e. you want a wrestler with long pants, wrist bands and no shirt, load up preset #6 and go from there).

Here's a list of the preset wrestlers:

01-15 - Different Styles (Pro Wrestling, Amateur, MMA, Sumo, etc. to use as a base)	**36 - Zandig**
	37 - Wifebeater
	38 - Kendo Nagasaki
	39 - Koki Kitahara
16 - Manami Toyota	**40 - Hisakatsu Ohya**
17 - Fumiko Hamada	**41 - Ricky Fuji**
18 - Dynamite Kansai	**42 - Perro**
19 - Hiroyuki "Red Shoes" Unno	**43 - Ted Dibiase**
20 - Umanosuke Ueda	**44 - Pentagon**
21 - Norio Honaga	**45 - Gerard Gordeau**
22 - Heat	**46 - Heath Herring**
23 - Ryusuke Taguchi	**47 - Francisco Filho**
24 - Dick Murdoch	**48 - Mika Nishio**
25 - Mike Rotundo	**49 - HIKARU**
26 - Giant Kimala	**50 - Rico Constantino**
27 - MAZADA	**51 - Kagetora**
28 - Haruka Eigen	**52 - Rasse**
29 - Mighty Inoue	**53 - Muscle Sakai**
30 - Mitsuo Momota	**54 - Yusuke Inokuma**
31 - Satoru Asako	**55 - Futoshi Miwa**
32 - Tengu Kaiser	**56 - Yoshihiko**
33 - Hayate	**57 - Gronda**
34 - Stalker Ichikawa	**58 - Akebono**
35 - Great Kojika	**59 - Taichi Ishikari**

STANCE

Choose your wrestler's stance.

01 - Strong
02 - Technical
03 - Amaresu (amateur wrestling)
04 - Power
05 - Lucha
06 - Shooting
07 - Mysterious
08 - Koppo
09 - Ko-budo (Old Budo)
10 - Boxing
11 - Mix Style

APPEARANCE EDIT (continued)

SIZE

Choose your wrestler's overall girth. New to the Fire Pro series is the ability to individually scale body parts.

Base	Male Small
	Male Medium
	Male Large
	Male Giant
	Joshi (female)
Head	85%-120%
Torso	85%-120%
Arms	85%-120%
Hands	85%-130%
Legs.	85%-120%

HEAD/FACE

Choose your wrestler's face, hair, facial hair and mask if applicable. Many of the faces belong to the in-game wrestlers, while the remaining ones are extras made for use in Edit Mode. With creative use of the all new face layering option combined with the right body parts and colors, you can create nearly any wrestler on the face of the planet!

Base	Choose from 558 edit heads
Layer 1	Choose from 138 hairstyles, masks and patterns
Layer 2	Choose from 138 hairstyles, masks and patterns

CHEST

Choose the outfit for your wrestler's chest. You can use additional layers to create elaborate patterns and designs. Press ▲ to toggle other selected layers on/off within the preview window.

Base	Small
	Medium
	Large
	Demi
	Joshi (female)
	Bodybuilder
	Kuma (bear)
Layer 1	Choose from 23 torso garments and patterns
Layer 2	Choose from 23 torso garments and patterns
Layer 3	Choose from 23 torso garments and patterns

APPEARANCE EDIT (continued)

WAIST

This option selects the outfit not only for the upper tights area, but lower shirt and belt options as well. In other words, "waist" covers the entire area from the upper abdomen to the crotch. Press ▲ to toggle other selected layers on/off within the preview window.

Base . . . . Small
                            Medium
                            Large
                            Demi
                            Joshi (female)
                            Bodybuilder
                            Kuma (bear)
Layer 1 . . . . Choose from 37 waist garments and patterns
Layer 2 . . . . Choose from 37 waist garments and patterns
Layer 3 . . . . Choose from 37 waist garments and patterns

UPPER ARM

Choose upper arm options such as arm bands, tattoos and ripped sleeves. Press ▲ to toggle other selected layers on/off within the preview window.

Base . . . . Small
                            Medium
                            Large
                            Demi
                            Joshi(female)
                            Bodybuilder
                            Kuma (bear)
Layer 1 . . . . Choose from 17 upper arm garments and patterns
Layer 2 . . . . Choose from 17 upper arm garments and patterns

FOREARM and WRIST

Choose lower arm options here. Again, you can use layering to combine outfit options, such as elbow pads with wristbands. Press ▲ to toggle other selected layers on/off within the preview window.

Base . . . . Small
                            Medium
                            Large
                            Demi
                            Joshi (female)
                            Bodybuilder
                            Kuma (bear)
Layer 1 . . . . Choose from 17 upper arm garments and patterns
Layer 2 . . . . Choose from 17 upper arm garments and patterns

APPEARANCE EDIT (continued)

HAND

> Bare hands
> MMA open palm glove
> Finger taping
> Boxing gloves
> MMA closed palm glove
> Joshi (women's) gloves
> Kuma (bear) gloves
> Meatball gloves
> Paws

THIGH

Here you can create elaborate patterns for your wrestler's tights. Press ▲ to toggle other selected layers on/off within the preview window.

> Base . . . . Small
>   Medium
>   Large
>   Demi
>   Joshi (female)
>   Bodybuilder
>   Kuma (bear)
> Layer 1 . . . . Choose from 25 thigh garments and patterns
> Layer 2 . . . . Choose from 25 thigh garments and patterns
> Layer 3 . . . . Choose from 25 thigh garments and patterns

KNEE and CALF

Press ▲ to toggle other selected layers on/off within the preview window.

> Base . . . . Male
>   Joshi (female)
>   Bodybuilder
>   Kuma (bear)
> Layer 1 . . . . Choose from 26 knee/calf garments and patterns
> Layer 2 . . . . Choose from 26 knee/calf garments and patterns
> Layer 3 . . . . Choose from 26 knee/calf garments and patterns

APPEARANCE EDIT (continued)

FEET

> **Bare Feet**
> **Feet Taping**
> **Shoes 1 (laces)**
> **Shoes 2 (stripe)**
> **Panther shoes (Tiger Mask)**
> **Kung Fu Shoes**
> **Amaresu (amateur) shoes**
> **Leggers (kick pads)**
> **Arabian boots (pointy, Abdullah-style)**
> **Western boots**
> **Socks**
> **Kuma (bear) shoes**
> **Meatball shoes (paws)**

COLOR SELECTION MODE

While highlighting any individual layer, press ▲ to enter Color Selection Mode. The color boxes shown here represent the colors and shades of the wrestler's skintone, costume pieces, etc. Once you enter the color section, use L1/R1 or the D-Pad to navigate between color sets.

While highlighting any individual color, press ● to adjust the RGB values for that particular color. Pressing ▲ while editing an individual color will reset that color to white (31/31/31).

Press ■ within Color Selection Mode to see the following options:

> **1) Gradation Sample: Choose from several preset gradations.**
> **2) Smooth Gradation: Auto-adjust gradation balance to smooth the transition between colors.**
> **3) Color Sample: Choose from several individual color samples.**
> **4) Use Color Group: Choose from an existing color set for that edit.**

When you are finished with the entire color section, press ✖ and select "OK" to return to the Appearance Menu.

MOVESET EDIT

Assign moves to a wrestler's arsenal. The list to the left is the list of moves, the display to the right is for previewing those moves. Press ▲ to see your wrestler perform any selected move.

Moving and Zooming Preview

You can move your wrestler preview at this screen using the L Analog Stick. You can also zoom out with L1 and zoom in with R1.

Move Properties

The icons at the bottom of the screen are for editing move properties Press ● while highlighting any move to change its properties:

[Command | Voice | Special (blue)/Finisher (red) | Name of Selected Move]

Command: Controller input used to perform the move. This is the only option that cannot be changed.

Voice: Assign Voice 1 or 2 to accompany the move.

Special Move/Finisher: The blue icon represents a Special Move (you can have up to four of these), while the red icon represents a Finisher (you can only have one of these). If you are unable to designate a move as a Special Move or Finisher, it means you have those properties assigned to another move. You must first unassign them from the other move to assign them to the new move.

Expanded Options

Press ■ to reveal the following options:

1. **Return to top of menu**
2. **Open/close all folders**
3. **Remove all assigned Special Moves/Finishers**
4. **Switch between expanded movelist text display/move preview display**
5. **Revert to previously selected move**

Move Selection

Caps represent the various folders/move categories, while lower case represents the attack options within those categories.

STANDING
Standing ■ . . . . Weak Strike
Standing ✖ . . . . Medium Strike
Standing ● + D-Pad . . . . Strong Strike #1
Standing ● . . . . Strong Strike #2
Standing ■ + ✖ . . . . Strong Strike #3

RUNNING
Running ■ . . . . Running Attack #1
Running ✖ . . . . Running Attack #2
Running ● . . . . Running Attack #3
Counter ■ . . . . Run Counter #1
Counter ✖ . . . . Run Counter #2
Counter ● . . . . Run Counter #3

RUNNING TO CORNER
Running to Corner ●

IRISH WHIPPED TOWARD OPPONENT IN CORNER
Irish Whipped Toward Opponent in Corner

CORNER-TO-CENTER ATTACK
Corner-to-Center Attack

RUNNING TO OUTSIDE THE RING
Running to Outside ●

ROPE SLINGSHOT OUTSIDE THE RING
Rope Slingshot to to Outside the Ring O

ROPE SLINGSHOT FROM APRON TO INSIDE OF RING
Apron to Slingshot Inside ●

POST
Post ■ . . . . Post Attack #1
Post ✖ . . . . Post Attack #2
Post ● . . . . Post Attack #3
Post ■ + ✖ . . . . Post Attack #4

DIVE FROM TOP OF CAGE
Dive from Top of Cage

FRONT GRAPPLE
Grappling ■ . . . . Weak Grapple #1
Grappling ■ + Up . . . . Weak Grapple #2
Grappling ■ + Left/Right . . . . Weak Grapple #3
Grappling ■ + Down . . . . Weak Grapple #4
Grappling ✖ . . . . Medium Grapple #1
Grappling ✖ + Up . . . . Medium Grapple #2
Grappling ✖ + Left/Right . . . . Medium Grapple #3
Grappling ✖ + Down . . . . Medium Grapple #4
Grappling ● . . . . Strong Grapple #1
Grappling ● + Up . . . . Strong Grapple #2
Grappling ● + Left/Right . . . . Strong Grapple #3
Grappling ● + Down . . . . Strong Grapple #4
Grappling ■ + ✖ . . . . Strong Grapple #5

BACK GRAPPLE
Back ■ . . . . Weak Back Grapple
Back ✖ . . . . Medium Back Grapple
Back ● . . . . Strong Back Grapple #1
Back ● + Up/Down . . . . Strong Back Grapple #2
Back ● + Left/Right . . . . Strong Back Grapple #3
Back ■ + ✖ . . . . Strong Back Grapple #4

BACK COUNTER
Back Defensive ■ . . . . Back Grapple Counter #1
Back Defensive ✖ . . . . Back Grapple Counter #2

OPPONENT DOWN - FACE UP, NEAR HEAD
Opponent Down, Face Up, Head ✖ . . . . . Down Attack #1
Opponent Down, Face Up, Head ● . . . . . Down Attack #2

OPPONENT DOWN - FACE UP, NEAR LEGS
Opponent Down, Face Up, Legs ✖ . . . . . Down Attack #3
Opponent Down, Face Up, Legs ● . . . . . Down Attack #4

OPPONENT DOWN - FACE DOWN, NEAR HEAD
Opponent Down, Face Down, Head ✖ . . Down Attack #5
Opponent Down, Face Down, Head ● . . Down Attack #6

OPPONENT DOWN - FACE DOWN, NEAR LEGS
Opponent Down, Face Down, Legs ✖ . . . Down Attack #7
Opponent Down, Face Down, Legs ● . . . Down Attack #8

RUNNING AT DOWNED OPPONENT
Opponent Down, Running ●

CORNER GRAPPLE
Corner Grappling ● + Up . . . . Corner Grapple #1
Corner Grappling ● + Left/Right . . . . Corner Grapple #2
Corner Grappling ● + Down . . . . Corner Grapple #3

DOUBLE TEAM - FRONT GRAPPLE
Front Two Platon

TRIPLE TEAM - FRONT GRAPPLE
Front Three Platon

DOUBLE TEAM - BACK GRAPPLE
Back Two Platon

TRIPLE TEAM - FRONT GRAPPLE
Back Three Platon

DOUBLE TEAM - CORNER GRAPPLE
Corner Two Platon

TRIPLE TEAM - FRONT GRAPPLE
Corner Three Platon

MOUNT POSITION (MMA)
Mount Position ■ . . . . Mount Attack #1
Mount Position ✖ . . . . Mount Attack #2
Mount Position ● . . . . Mount Attack #3

MOUNT POSITION COUNTER (MMA)
Mount Position Counter

FRONT FACELOCK POSITION (MMA)
Front Facelock ■ . . . . Front Facelock Attack #1
Front Facelock ✖ . . . . Front Facelock Attack #2
Front Facelock ● . . . . Front Facelock Attack #3

FRONT FACELOCK POSITION COUNTER (MMA)
Front Facelock Counter

BACK MOUNT POSITION (MMA)
Back Mount ■ . . . . Back Mount Attack #1
Back Mount ✖ . . . . Back Mount Attack #2
Back Mount ● . . . . Back Mount Attack #3

BACK MOUNT POSITION COUNTER (MMA)
Back Mount Position Counter

RUN UP TURNBUCKLE REBOUND ATTACK
Corner Run-up Rebound Attack ■
Corner Run-up Rebound Attack ✖

INSIDE APRON GRAPPLE
Inside Apron Grapple

OUTSIDE APRON GRAPPLE
Outside Apron Grapple

FRONT AVALANCHE SETUP COUNTER
Front Avalanche Setup Counter

BACK AVALANCHE SETUP COUNTER
Back Avalanche Setup Counter

ENTRANCE TAUNT
Entrance Taunt

TAUNT/PERFORMANCE
Performance L Analog Stick-Left
Performance L Analog Stick-Right
Performance L Analog Stick-Up
Performance L Analog Stick-Down

PARAMETER EDIT (OFFENSIVE/DEFENSIVE ATTRIBUTES)

Numerical settings for offensive and defensive abilities in the different areas. Use L1 and R1 to switch between the two categories. Press the D-Pad Left and Right to add and subtract points in the highlighted category. Pressing ▲ highlights an entire column (offense/defense) so that you may add points to that column simultaneously (i.e. press Right to increase all offensive stats by one point). When you are finished, press ✖ to exit.

ATTACK	DEFENSE
Punch	Punch
Kick	Kick
Throw	Throw
Joint	Joint
Stretch	Stretch
Power	Flying
Instant-P	Body Defense
Arm Power	Vs. Lariat
Technical	Technical
Rough	Rough
Ground	Ground
Entertain	Entertain

Offensive and defensive stat adjustments are reflected in the charts shown above.

PUNCH . . . . Offensive/defensive parameters for attacks involving hand strikes (punches, slaps).
KICK . . . . Offensive/defensive parameters for attacks involving leg strikes (knee strikes, kicks).
THROW . . . . Offensive/defensive parameters for attacks involving suplexes and throws.
JOINT . . . . Offensive/defensive parameters for attacks focusing on the joints.
STRETCH . . . . Offensive/defensive parameters for attacks involving pulling submissions.
POWER . . . . Offensive parameter for power-based attacks.
INSTANT-P . . . . . Offensive parameter for attacks using a short burst of power.
ARM/LARIAT . . . Offensive/defensive parameters for attacks using power of the arm (lariat/clothesline attacks).
FLYING . . . . Defensive parameter against aerial (high-flying) attacks (moonsaults, planchas).
BODY DEFENSE . . Defensive parameter against attacks where opponent's full body weight is used.
TECHNICAL . . . . . Offensive/defensive parameters for attacks involving technical maneuvers (small package, etc.)
ROUGH . . . . Offensive/defensive parameters for attacks involving "roughhouse" tactics (headbutts, weapons)
GROUND . . . . Offensive/defensive parameters for attacks on the ground (such as attacks from the mount position)
ENTERTAIN . . . . . Offensive/defensive parameters for "entertainment" type attacks (exotic dances, etc.)

NOTE: When creating pro wrestlers, it's important to keep their overall status in mind. For example, main eventers' point totals should be much higher than mid or undercarders, and their overall point totals should reflect their in-ring success in worked matches rather than their actual in-ring ability. In the case of some promotions, a wrestler's status may reflect his or her actual in-ring ability, but this is the exception, not the rule.

Most pre-made lower/mid-carders are assigned a total of around 110 to 150 points, and it's recommended that you stay consistent with that range when making these types of wrestlers. On the average, junior wrestlers' point totals should be lower than their heavyweight counterparts, as to reflect their perceived lack of success in a head to-head confrontation. Shoot fighters' points should also be logically assigned.

CPU LOGIC

CPU Logic determines a wrestler's tendencies by percentages when controlled by the computer. This is a popular feature used to create accurate edits for simulating dream matches and e-feds, and a defining aspect of the Fire Pro series. Not only can you create a wrestler with his or her own appearance and moveset, but their own basic match psychology as well.

For serious Fire Pro enthusiasts, a great deal of time can be spent tweaking the options below. And although full comprehension of CPU Logic adjustment is by no means a prequisite to enjoying the game, it is recommended for those who want the full Fire Pro experience.

Note that individual moves can actually be changed (but not previewed) in the "Name of Move" column.

Standing	Name of Move	Small Dmg	Large Dmg
Initiate Grapple		<%>	<%>
Stand Back (Stall)		<%>	<%>
Circle Opponent		<%>	<%>
Strike ■ (Weak)	---(move)---	<%>	<%>
Strike ✖ (Medium)	---(move)---	<%>	<%>
Strike ● + D-Pad (Heavy)	---(move)---	<%>	<%>
Strike ● (Heavy)	---(move)---	<%>	<%>
Strike ■ + ✖ (Heavy)	---(move)---	<%>	<%>

Front Grapple	Name of Move	Sml Dmg	Med Dmg	Lrg Dmg
Grapple ■	---(move)---	<%>	<%>	<%>
Grapple ■ + Up	---(move)---	<%>	<%>	<%>
Grapple ■ + Left/Right	---(move)---	<%>	<%>	<%>
Grapple ■ + Down	---(move)---	<%>	<%>	<%>
Grapple ✖	---(move)---	<%>	<%>	<%>
Grapple ✖ + Up	---(move)---	<%>	<%>	<%>
Grapple ✖ + Left/Right	---(move)---	<%>	<%>	<%>
Grapple ✖ + Down	---(move)---	<%>	<%>	<%>
Grapple ●	---(move)---	<%>	<%>	<%>
Grapple ● + Up	---(move)---	<%>	<%>	<%>
Grapple ● + Left/Right	---(move)---	<%>	<%>	<%>
Grapple ● + Down	---(move)---	<%>	<%>	<%>
Grapple ■ + ✖	---(move)---	<%>	<%>	<%>
Grapple ▲	Irish Whip	<%>	<%>	<%>
Grapple R1	Front Facelock	<%>	<%>	<%>

Back Grapple	Name of Move	Small Dmg	Large Dmg
Grapple ■	---(move)---	<%>	<%>
Grapple ✖	---(move)---	<%>	<%>
Grapple ●	---(move)---	<%>	<%>
Grapple ● + Up/Down	---(move)---	<%>	<%>
Grapple ● + Left/Right	---(move)---	<%>	<%>
Grapple ■ + ✖	---(move)---	<%>	<%>
Grapple ▲	Irish Whip	<%>	<%>

CPU LOGIC (continued)

Opp. is Irish Whipped	Name of Move	Small Dmg	Large Dmg
Running ■	---(move)---	<%>	<%>
Running ✖	---(move)---	<%>	<%>
Running ●	---(move)---	<%>	<%>
Irish Whip Counter ■	---(move)---	<%>	<%>
Irish Whip Counter ✖	---(move)---	<%>	<%>
Irish Whip Counter ●	---(move)---	<%>	<%>
L1	Irish Whip evade	<%>	<%>

Opp. Dazed in Corner	Name of Move	Small Dmg	Large Dmg
Run to Corner ●	---(move)---	<%>	<%>
Grappling ● + Up	---(move)---	<%>	<%>
Grappling ● + Left/Right	---(move)---	<%>	<%>
Grappling ● + Down	---(move)---	<%>	<%>

Opp. Down Near Corner	Name of Move	Large Dmg	Near Death
Do not ascend		<%>	<%>
Post ■	---(move)---	<%>	<%>
Post ✖	---(move)---	<%>	<%>
Post ●	---(move)---	<%>	<%>
Post ■ + ✖	---(move)---	<%>	<%>
Run Up Rebound Off Post ✖	---(move)---	<%>	<%>

Opp. Down Near Center of Ring	Name of Move	Large Dmg	Near Death
Normal Attack		<%>	<%>
Running Attack While Down	---(move)---	<%>	<%>
Corner Diagonal Attack	---(move)---	<%>	<%>

Opp. Down - Face Up	Name of Move	Sml Dmg	Lrg Dmg	Near Death
Pick Opponent Up		<%>	<%>	<%>
Roll Opponent Over		<%>	<%>	<%>
Standing at Head ✖	---(move)---	<%>	<%>	<%>
Standing at Feet ✖	---(move)---	<%>	<%>	<%>
Standing at Head ●	---(move)---	<%>	<%>	<%>
Standing at Feet ●	---(move)---	<%>	<%>	<%>

Opp. Down - Face Down	Name of Move	Sml Dmg	Lrg Dmg	Near Death
Pick Opponent Up		<%>	<%>	<%>
Roll Opponent Over		<%>	<%>	<%>
Standing at Head ✖	---(move)---	<%>	<%>	<%>
Standing at Feet/Back ✖	---(move)---	<%>	<%>	<%>
Standing at Head ●	---(move)---	<%>	<%>	<%>
Standing at Feet/Back ●	---(move)---	<%>	<%>	<%>

Opp. Standing Dazed Nr. Corner	Name of Move	Large Dmg	Near Death
Normal Attack		<%>	<%>
Post ■	---(move)---	<%>	<%>
Post ✖	---(move)---	<%>	<%>
Post ●	---(move)---	<%>	<%>
Post ■ + ✖	---(move)---	<%>	<%>
Run Up Rebound Off Post ■	---(move)---	<%>	<%>
Slingshot into Ring from Apron ●	---(move)---	<%>	<%>

Opp. Standing Dazed Near Center of Ring	Name of Move	Large Dmg	Near Death
Normal Attack		<%>	<%>
Running ■	---(move)---	<%>	<%>
Running ✖	---(move)---	<%>	<%>
Running ●	---(move)---	<%>	<%>

Opp. Standing Dazed (Strike)	Name of Move	Sml Dmg	Lrg Dmg	Near Death
Normal Attack		<%>	<%>	<%>
Rear Attack		<%>	<%>	<%>
● + D-Pad	---(move)---	<%>	<%>	<%>
●	---(move)---	<%>	<%>	<%>
■ + ✖	---(move)---	<%>	<%>	<%>

Back Grapple Counter	Name of Move	%
Back Grapple Counter ■	---(move)---	<%>
Back Grapple Counter ✖	---(move)---	<%>

Opp. Outside of Ring	Name of Move	%
Return to center (Rest)		<%>
Follow Outside		<%>
Slingshot to Outside	---(move)---	<%>
Running Dive to Outside	---(move)---	<%>
Post ■	---(move)---	<%>
Post ✖	---(move)---	<%>
Post ●	---(move)---	<%>
Post ■ + ✖	---(move)---	<%>

Mount Position	Name of Move	Small Dmg	Large Dmg
Mount ■	---(move)---	<%>	<%>
Mount ✖	---(move)---	<%>	<%>
Mount ●	---(move)---	<%>	<%>

Front Facelock Position	Name of Move	Small Dmg	Large Dmg
Front Facelock ■	---(move)---	<%>	<%>
Front Facelock ✖	---(move)---	<%>	<%>
Front Facelock ●	---(move)---	<%>	<%>

CPU LOGIC (continued)

Back Mount Position	Name of Move	Small Dmg	Large Dmg
Back Mount ■	---(move)---	<%>	<%>
Back Mount ✖	---(move)---	<%>	<%>
Back Mount ●	---(move)---	<%>	<%>

Taunt/Crowd Appeal	Name of Move	Opponent Standing	Opponent Down	Opponent Outside	On Top of Turnbuckle
Do not taunt		<%>	<%>	<%>	<%>
L Analog Left	--(appeal)--	<%>	<%>	<%>	<%>
L Analog Right	--(appeal)--	<%>	<%>	<%>	<%>
L Analog Up	--(appeal)--	<%>	<%>	<%>	<%>
L Analog Down	--(appeal)--	<%>	<%>	<%>	<%>

Ukemi	Name of Move	Sml Dmg	Med Dmg	Lrg Dmg
Do Not Continue		<%>	<%>	<%>
Continue		<%>	<%>	<%>

Priority Attacks

Priority is an all-new option to Fire Pro CPU Logic, and it basically denotes a set of moves a wrestler may attempt in sequence in order to finish a match. Note that you cannot preview these moves from here, so unless you know what they are by name, this may be confusing.

Priority 1	Name of Move	Sml Dmg	Lrg Dmg
Do Not Continue	---(move)---	<%>	<%>
Continue	---(move)---	<%>	<%>

Priority 2	Name of Move	Sml Dmg	Lrg Dmg
Do Not Continue	---(move)---	<%>	<%>
Continue	---(move)---	<%>	<%>

Priority 3	Name of Move	Sml Dmg	Lrg Dmg
Do Not Continue	---(move)---	<%>	<%>
Continue	---(move)---	<%>	<%>

CPU LOGIC (continued)

Personality Traits

Entertainment

A high percentage here represents the character's willingness and effort to put on an entertaining match for the fans, which sometimes means being on the receiving end of a beating. Low percentages result in wrestlers who act more like shootfighters, going for the win and nothing else.

Wrestlers need a high entertainment percentage if they are supposed to be doing top rope moves and suicide dives. They tend to be very aggressive in their attacks, but as a result don't stop to rest as often. Lower percentages make the wrestler stick to mat wrestling and generally wrestle a "smarter" match. They don't take a lot of risks and don't attack as aggressively, but they do tend to last longer since they rest more.

A character that is being made as a professional wrestler should NEVER have a low percentage here. The vast majority of all Spike-made wrestlers have between 100/0 and 70/30 on this percentage - this is the range all professional wrestler edits should fall in. In general, the lower you go below 70/30, the less enjoyable the character is to watch. **+LV+**

> **Low**   <%>
> **High**   <%>

Serious Time (Discretion)

This percentage controls how long a match lasts and how much of a priority the character places on winning. The lower this percentage is, the more your wrestler is concerned with inflicting damage on the opponent. The higher it is, the more he attempts to win. The majority of the Spike created pro wrestlers have 65/35 in this category, which is a good median between wanting to win and dealing damage to your opponent.

Professional wrestlers CAN have low percentages here - many Spike-created heelish or wild wrestlers who care very little for the win/loss result of their match have a low percentage, around 20/80. Mr. Pogo and Mitsuhiro Matsunaga, both infamous for their disregard for their opponent's safety and of match results, have 0/100. **+LV+**

> **Low**   <%>
> **High**   <%>

Flexibility

This percentage determines how much the character will stray from his own "game plan", or the logic settings you give him for his moves, in order to have a good match with his opponent. A character with 100/0 will change whatever is necessary in order to put on a good match, whereas a character with 0/100 will never go off the logic settings you have put in for him.

Pro wrestlers are all over the board with this setting, but the majority are set high, between 100/0 and 80/20. Low flexibility is one of the defining characteristics of shootfighters and will make your edit act more shootish in general. A low setting here will typically result in inferior matches. **+LV+**

> **Low**   <%>
> **High**   <%>

CPU LOGIC (continued)

Cooperation

Used for tag matches. When this percentage is set higher, the wrestler is more likely to do double team moves and work with his or her partner.

> Low   <%>
> High   <%>

Other Tendencies

Outside Return Count

How long the wrestler will stay outside the ring before going back in.

> Early in count   <%>
> Late in count   <%>

Touchwork

How long before the wrestler will tag a partner in during a tag match (based on the amount of damage taken).

> Fast Tag   <%>
> Slow Tag   <%>

Weapons Usage

How likely the wrestler will get and use weapons.

> Use Weapon   <%>
> Don't Use Weapon   <%>

Second/Manager

Likelihood of second/manager interfering during a match.

> Interfere   <%>
> Don't Interfere   <%>

FINISHER NAME

Assign a name to your finisher. Note that choosing a new finisher in a wrestler's moveset will automatically delete whatever you may have entered here previously.

BIO/TAGLINE/CATCHPHRASE

A small line of info about the wrestler. Use L1/R1 to toggle between the two available lines of type.

REFEREE EDIT

NAME ENTRY
Assign a name to your referee.

SKILL EDIT

> Down Time. . . . . Slow, Medium Slow, Medium, Medium Fast, Fast
> Fall Count. . . . . Slow, Medium Slow, Medium, Medium Fast, Fast
> DQ Count . . . . Slow, Medium Slow, Medium, Medium Fast, Fast
> Ring Out Count. . . . . . . Slow, Medium Slow, Medium, Medium Fast, Fast
> Movement Speed . . . . . Slow, Medium Slow, Medium, Medium Fast, Fast
> Run-in Time Check . . . . Slow, Medium Slow, Medium, Medium Fast, Fast
> Involvement Time . . . . . Slow, Medium Slow, Medium, Medium Fast, Fast
> Voice . . . . Nihonjin (Japanese Male) 1-4,
> Gaijin (Foreigner) 1-3,
> Joshi (Female) 1-3

APPEARANCE EDIT
See "Appearance Edit" under "Wrestler Edit."

RING EDIT
For the first time ever in a Fire Pro game, you can create and customize your very own wrestling ring! Select turnbuckle type, rope color, mat logo and more!

MOVING/ZOOMING PREVIEW
Move the L Analog Stick Up/Down to tilt the ring preview, and Left/Right to rotate. L1 zooms out, and R1 zooms in.

RING EDIT OPTIONS

> 1. Turnbuckle type . . . . Type A
> Type B (single plank)
> Type C
> 2. Turnbuckle color . . . . Turnbuckle 1/2/3/4
> 3. Ringpost color . . . . . Post 1/2/3/4
> 4. Rope color . . . . Top rope/middle rope/bottom rope
> 5. Mat type . . . . Type A (standard)
> Type B (two-tone, classic New Japan-style)
> Type C (two-tone, classic All Japan-style)
> 6. Apron color . . . . Left apron
> Right apron
> 7. Mat logo . . . . Choose from any preexisting or custom logo design

LOGO EDIT

Create a logo to go with your custom promotion or ring. You have a "paint box" type tool at your disposal, so if you have an artistic flair, let your imagination run wild! Logos may be exchanged between memory cards from the Save/Load menu.

BELT EDIT

Create unique championship belts and decide your champions. You may create a total of 8 different title belts.

NAME ENTRY

To begin creating a belt, highlight any open slot and press O. This will bring up the naming screen. Press ■, then choose the 4th option for English alphabet characters.

BELT CREATION

After you have assigned a name to your belt, you will be able to alter its design:

Faceplate	Choose from 10 different faceplates
Faceplate color	Color 1
	Color 2
	Color 3
Faceplate highlight	None
	Very Subtle
	Somewhat Subtle
	Subtle
	Medium
	Bright
	Somewhat Bright
	Very Bright
Ornament	Choose from 10 different side ornaments
Ornament color	Color 1
	Color 2
Ornament highlight	None
	Very Subtle
	Somewhat Subtle
	Subtle
	Medium
	Bright
	Somewhat Bright
	Very Bright
Belt	Choose from 10 different belt designs
Belt color	Color 1
	Color 2
Belt highlight	None
	Very Subtle
	Somewhat Subtle
	Subtle
	Medium
	Bright
	Somewhat Bright
	Very Bright

TEAM EDIT

Select an existing team to edit, or create your own custom team in one of the available slots. There are 64 team slots, the last 19 are empty.

NAME ENTRY

Enter a name for your team. To use English alphabet characters, press ■ at the naming screen, then choose the 4th option down.

PARTICIPANT SELECT

Use D-Pad up/down to highlight one of the slots. Press O to choose a wrestler for that slot.

OPTIONS

SOUND . . . . Stereo/Mono
Choose between stereo and monaural sound output.

BGM (Menu) Off-100%
Adjust the background music that plays during the various menu screens.

BGM (Entrances) Off-100%
Adjust the background music that plays during the wrestlers' entrances.

BGM (Match) Off-100%
Adjust the background music that plays during the match.

Entrances . . . . Off/On
Turn entrance sequences off or on.

Controller Vibration . . . . . Off/On
Turn controller vibration off or on.

Shortcut Dial . . . . Off/On
Turn the R Analog Stick shortcut function off or on.

Save Prompt . . . . On/Off
Turn the save prompt off or on.

The FPR options screen.

Demonstration Card . . . . . Off, 1-1 through 4-4
----------Vs------------
This option allows you to choose the wrestlers who will be seen when intro/title screen is left running. Choose from 1-4 combatants on each side by entering them on the "Vs" line.

Staff Credits . . . . Watch the game credits.
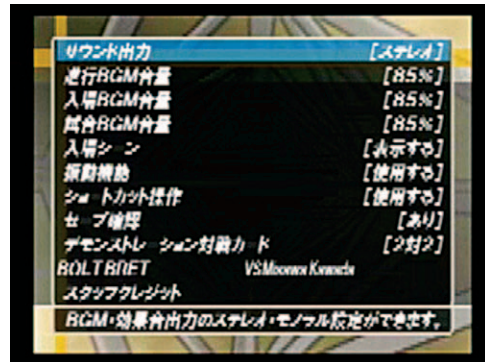
SAVE/LOAD

Manage the Fire Pro R data on your PS2 memory card. Fire Pro R uses a total of 917kb on your PS2 memory card.

SAVE: Save your game settings to your memory card
LOAD: Load your game settings from your memory card
WRESTLER DATA COPY: Transfer wrestler edits from one card to another
LOGO DATA COPY: Transfer logo edits from one card to another

MISCELLANEOUS INFORMATION

RANDOM SELECT

There are two ways of having the CPU select a wrestler for you. At the Wrestler Select screen:

1. Press Start.
2. Press ■, then choose the first option.

Unlike the Random Select feature in many fighting games, this feature only highlights the wrestler without actually selecting them, so you are free to choose someone else, or use Random Select again.

CLEAN PAUSE SCREEN

During a match, pause the game then press ■ + ▲ to remove all text from the display.

CREDITS

As stated earlier, this document simply would not exist were it not for the contributions of numerous individuals within the Fire Pro community. In particular, the Icemaster (Frank Chan) deserves much of the credit for the impetus behind this guide. Many of the words herein are his, not mine. Thank you, whereever you may be!

I need to give special thanks to Jason Blackhart and Dave Fairbairn, both of whom are blazing new trails when it comes to the understanding of the inner workings of the Fire ProWrestling. Thanks to these two, my knowledge (and since it will be shared in this guide, your knowledge) about this great series continues to grow by leaps and bounds.

Special thanks to Muka, who was not only the source behind much of the early pre-release info concerning FPR, but a continual provider of knowledge regarding game conventions and options.

Special thanks also go out to James Freeman, higher power and Monitor for their efforts to provide us internet communities to share our Fire Pro experiences. These are the guys that ultimately make these types of documents possible.

Finally, a huge amount of thanks to Lord Vermin, who graciously took the time to contact me and give me permission to use his valuable information for this guide. Those detailed logic descriptions are his words, not mine, as I felt his explanations were flawless. The community as a whole owes you a lot for what you've given us over the years!

Much credit, thanks and respect go out to:

Kilroy	**The Mysterious Kagura**	**James Freeman**	**Dan the Crippler**
higher power	**Monitor**	**Orochi Geese**	**MrMDK**
bobhoffnee	**cullen2k1**	**Steviec2k3**	**Metapod_3:16**
Carlzilla	**Joe Peace**	**Jason Stoddard**	**thomazinger**
spunkwhy	**measuringstick**	**Tigermuppetcut**	**Michael "Maikeru" Leal**
David Scruggs	**Chris "Rah" Lee**	**Melfina**	**tromataker**
Cyd007	**Thane Stamatelos**	**Edward Crouser**	**Eddie Lukin**
Don Polermo	**xiaNaix**	**The Senator**	**Tickkid**
ayakoholic	**chrispus**	**Nadareshiki-Shiranui**	**MaDHat**
LandoRigs	**misterbiceps**	**Arabomb**	**LordAlucard5**
M.J. Wright	**Byght**	**liquidalex**	**rocknroll1**
Jizames	**Travazz**	**CAW Evolution**	

If you e-mail me with a correction/addition, you will be credited. If you are a member of the community who feels you are owed credit for this document based on contributions to previous guides, e-mail me and you will be added without contest or hesitation.

Fire ProWrestling Returns Deluxe PDF Guide