WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop
 playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



TEEN (13+)
MILD VIOLENCE

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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

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FIRE PRO WRESTLING ACE USER'S MANUAL

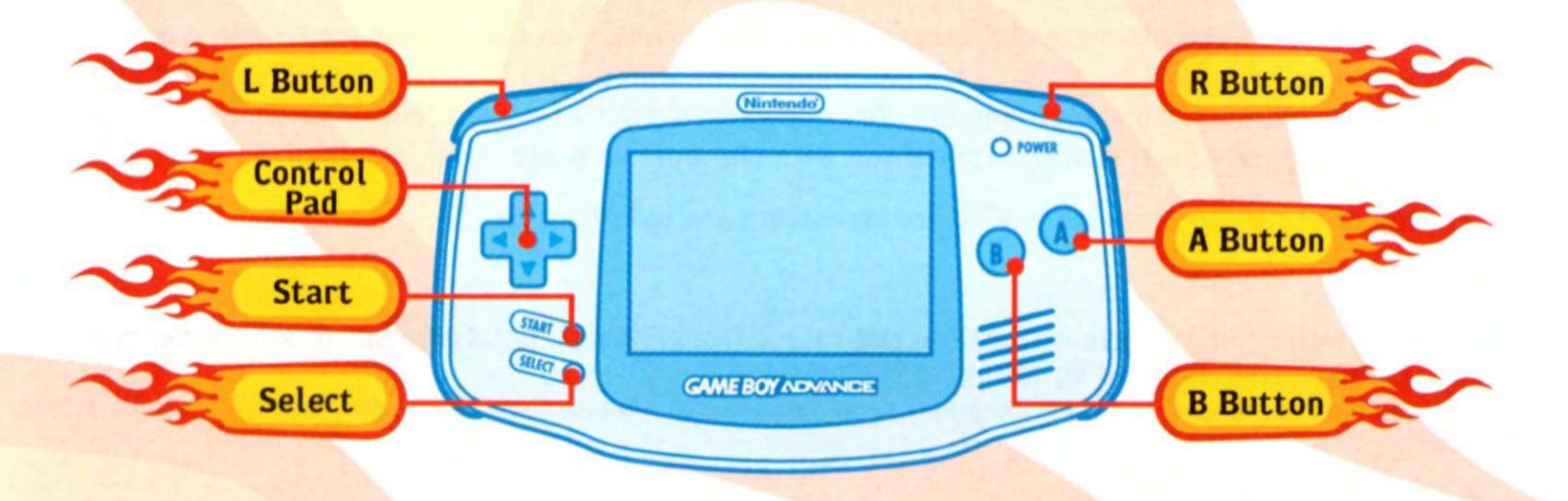
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- 1. Turn the power switch OFF on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
- 2. Insert your Fire Pro Wrestling Game Pak into the slot on the Game Boy® Advance.
- 3. Press firmly to lock the Game Pak in place. Turn the power switch ON. The Nintendo logo should appear. (If you don't see it, begin again at step 1.)
- 4. When the title screen appears, press START and the Main Menu will appear.

BASIC CONTROLS



	MENU SCREEN	GAME S	CREEN
START BUTTON	Start the game/select all	Pause/r	estart
SELECT BUTTON	Random selection of wrestlers	Perfor	mance
CONTROL PAD	Move the cursor/select items	Move wrestlers/choose direction when using a move	
A BUTTON	Choose selected items	Medium moves	A+B Buttons
B BUTTON	Cancel selected items/ return to the previous screen	Weak moves	Strong moves
L BUTTON	Used to select items	Breathe/Rest (various special movements by using together with the control pad)	
R BUTTON	Used for some selected items /rapid cursor movement	Running (used to che	gether with the lose direction)

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WELCOME TO FIRE PRO WRESTLING



Fire Pro Wrestling presents the ultimate challenge for wrestling fans. Able to choose from over 150 wrestlers who represent a wide variety of wrestling styles seen throughout the world, Fire Pro Wrestling also gives you the power to create your own wrestlers from the ground up. You decide how your wrestlers look, how they fight and whether they win or lose. Does your wrestler stand toe-to-toe with the world's best? Step into the ring and find out.

A brief description of the various modes in Fire Pro Wrestling are listed below:

exhibition

This mode allows you to fight a single match. You can select from Normal, Battle Royal, DeathMatch, or Gruesome. The match conditions can be modified by changing the settings.

Note: This is the only mode where you can play multi-player games. Game Boy® Advance Game Link® cable required for multi-player battles.

TOURDENTERTUOT

This is a tournament competition for up to 16 wrestlers. Damage from one match affects the next match. If "Handicap" is selected in the match type, you can also enjoy two-on-one Handicap matches.

Note: The minimum number of wrestlers for the tournament is three and some or all of the wrestlers can be computer controlled.

League

This is the open league competition for groups of up to 64 wrestlers. Points are added up at the completion of each match, and the wrestler (or team) with the highest total points in the end wins it all.

NOTE: THE MINIMUM NUMBER OF WRESTLERS FOR THE TOURNAMENT IS THREE AND SOME OR ALL OF THE WRESTLERS CAN BE COMPUTER CONTROLLED.

SYMBOLS AND POINTS ON THE LEAGUE DISPLAY

SYMBOL	MEANING	POINTS
0	Win by pin/submission/KO	5
	Win by foul out/leaving the ring	4
\triangle	Draw	2
	Both wrestlers leave the ring	0
	Loss by fouling out/leaving the ring	0
X	Loss by pin/submission/KO	0



Elimination Match

Teams of five wrestlers compete against each other. You can create custom teams and save them. Select from the following three formats for the Elimination Match:

TOURNAMENT COMPETITION

Beginning with the first wrestlers, winning wrestlers advance to the next fight. The first team to beat all of their opponents' wrestlers wins.

LEAGUE COMPETITION

The 1st fighter from one team fights the 1st fighter from the other team. Then the 2nd fighter from one team fights the 2nd fighter from the other team and so on. Prior to the match, a player may rearrange his fighters in whatever order he wishes.

CRANDOM COMPETITION

This is the same as the league match except fighters are randomly assigned to the 1st through 5th slots.

Survival Match

Fight a continuous series of matches to see how long you can possibly survive.

Audience Match

Your goal is to become the top wrestler in all the various wrestling styles. Here are the wrestling styles that can be selected. For more information on the Audience Match mode, please see page 10.

Edit Mode

Players can change any setting they want to in this mode. For example, they can create an edit wrestler, edit a team, re-name a team or wrestler, or trade a wrestler. See page 19 for details. For more information on the Edit mode, please see page 12.

BASIC RULES TYPES

(Jorma)

You can use any settings you want in the normal match. See page 9 to find out more about the individual settings and what they do.

DeathMatch

This is a single match that uses a ring set up especially for the DeathMatch. A special electrified wire fence surrounds this ring. Wrestlers receive an electrified shock when they touch the wire fence. Explosives are also planted in metal drums placed around the ring. If the match isn't decided within a certain time period, the bombs will explode. After the blast the match continues, but both wrestlers will have suffered damage from the explosion.

Gruesome

This is a one-on-one match in a special eight-sided ring. The match type uses the "submission only rule" where only a Knockout (K.O.) or Submission can decide the match.

Note: There is no rope in the Gruesome ring, so the controls used for throws are used to break out of holds.

Battle Royal

Up to four wrestlers can fight at once in this type of match. The last man standing at the end of the match wins. Battle Royal matches can be further modified with the following rules:

D NORMAL

The game is based on normal rules. Losing wrestlers must leave the ring.

b ENDLESS

Same rules as "normal," but losing wrestlers stay and continue to fight.

OVER THE ROPE

Wrestlers are eliminated from the match by being thrown out of the ring. Otherwise, all rules are the same as the "normal" option.

MATCH SETTINGS

Fire Pro Wrestling gives you complete control over your match settings. A brief description of the settings is listed below. To change a setting, press the Control Pad up or down to select the setting you would like to change. Once highlighted, move the Control Pad left or right to change the setting.

Note: If the setting is grayed out, it means that this setting cannot be modified due to the match type or some other factor.

MATCH TYPE	Sets Single or Tag, Handicap
RULES	Sets the rules for the match. Normal, Gruesome, Hardcore, American
WIN METHOD	Sets the conditions for winning the match. "Pin Anywhere" turns off "Lumberjack" and the "Count Outs".
MATCH LIMIT	Sets the time limit for the match.
BLAST TIME	Sets the fuse for the explosive blast in "DeathMatch."
MATCH NUM	Sets the number of matches.
EVALUATION	Sets the type of evaluation. For details, see "Audience Match" on page 10.
RING	Chooses the ring for the match.
LOCATION	Chooses the arena for the match.
COM LEVEL	Sets the computer's strength.
COM SKIP	CP vs. CP matches are shortened instead of shown in full.

	the matth type of some other factor.	
REFEREE	Selects one of the four referees. Each referee has unique characteristics.	
поре снеск	ON: Pins and submission holds are broken if a wrestler touches the ropes.	
LUMBERJACK	ON: Wrestlers are forced back into the ring as soon as they are thrown out. Turns "Count Outs" OFF.	
TORNADO	All wrestlers are allowed in the ring at the same time. This turns "Cut Play" OFF.	
CUT PLAY	Sets "cut play" in tag matches. It cannot be turned on during singles matches or "Tornado Battle."	
CRITICAL	Changes "Critical" settings.	
NULEGAL	Sets the types of illegal moves. These attacks are illegal. Normal Biting; deadly weapons; attacking vital anatomy; repeated blows to the face. Gruesome Biting; deadly weapons.	
count outs	Sets the count when a wrestler is out of the ring.	
BGM	Sets the background music (BGM) in a match.	

AUDIENCE MATCHES

In Fire Pro Wrestling's Audience Match mode, your goal is to become the top wrestler in all the various wrestling styles. If you are successful in winning the Audience Match mode, you will unlock even more wrestlers.

Here are the styles that can be selected and which you must master.

STRONG STYLE Matches in this style feature wrestlers with good offensive and defensive abilities.

Wrestlers try and use a wide range of moves.

KING'S ROAD STYLE Matches in this style push the limits of the wrestlers' abilities.

SHOWMAN STYLE Matches in this style feature flashy fights with lots of show.

STOIC STYLE Matches in this style have decisive and efficient victories.

LUCHA STYLE Matches in this style use high-speed moves, fast-paced action and high-flying knockouts.

HARDCORE STYLE Matches in this style are brutal matches features illegal moves and occasionally some

bloodshed.

TREESTYLE Matches in this style contain strong and impressive wins.

Starting an Audience Match

STEP 1

START A NEW OR EXISTING GAME

Select "New Game" if you don't have a previously saved Audience match. If you have data already saved, select "Load Game" to continue an existing game.

STEP 2

CHOOSE YOUR WRESTLER

Select your wrestler to fight the audience match.

STEP 3

SELECTING THE FIGHT STYLE

Select the wrestling style of the challenge. If you have loaded an existing Audience Match, you will continue in the wrestling style you were fighting in previously.



STEP 4

CONFIRM THE MATCH CONDITIONS

The screen will show the conditions needed to clear each rank and your match schedule. Pressing START or the A Button on this screen will bring up a menu where you can save your data, gain advice, proceed to the match, or exit.

STEP 5

CONFIRM THE GAME SETTINGS

You can change the computer difficulty level and the Background Music, but not the other settings.

STEP 6

SELECT USER OR COMPUTER CONTROL

You can set whether you will control your wrestler or whether the computer will control him.

STEP 7

POST-MATCH EVALUATION

There are audience evaluations after each match.

STEP 8

RANK CLEAR

You can go on to the next rank if the audience evaluations and number of wins satisfies the conditions for clearing the rank.

STEP 9

GAME OVER

The game is over when you satisfy the conditions for clearing each rank. If you continue, you can start over from the beginning.

EDIT MODE

In the Fire Pro Wrestling's Edit mode, you can edit wrestlers or organizations, rename wrestlers, and even trade wrestlers with other players.

Edit Wrestler
In this mode, points are distributed and players can create any type of wrestlers they like.

Wrestler Models
You can copy items (except for abilities and skills) from a pre-made wrestler and use them as the basis for your wrestler. Use the Control Pad to find the wrestler you want and then press the A Button to choose him.

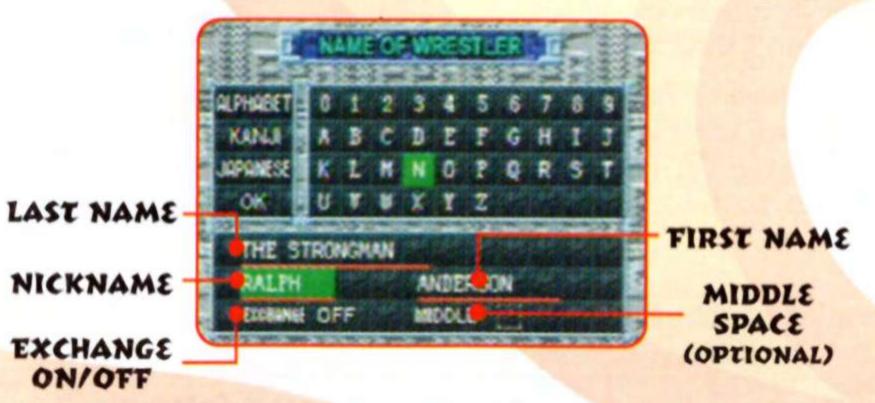








Players can enter any nickname or first and last name they want for a wrestler. The "Exchange" option changes the order of how the first and last names are displayed.



CONTROL PAD	Moves cursor
START	Select, return to menu
A BUTTON	Select
B BUTTON	Backspace
L BUTTON	Next Item
R BUTTON	Previous Item

This mode allows you to edit the graphic parts of the wrestlers' bodies. Select from eleven items such as posture, body size and color.

*If you select the face while pushing the B Button, you will switch to the default model for that face. You can also choose the wrestler's color in the "color set" option.



CONTROL PAD	Move cursor/Change item
SELECT	Rotate wrestler
A BUTTON	Change size of item



CONTROL PAD	Change item/color adjustment
A BUTTON	Cycle color set/ Select single color
B BUTTON	Cycle color set
L BUTTON	Copy color
R BUTTON	Paste color

EDIT SKILLS

There are twenty-one settings, including the team your wrestler belongs to and his fighting style. Select the items with the Control Pad, and press the A Button.

A NOTE ON EDITING: Your wrestler has only 260 points from which to base all of his skills, moves and abilities. Pay very close attention to the points indicators at the bottom of the screen! They will tell you how many points are required for the item you have selected and how many points you have already allocated to your wrestler.

ORGANIZATION FREE
FIGHT STYLE ORTHODOX
DEFENSIVE SKILL ORTHODOX
CRITICAL TYPE STRIKING
SPECIAL SKILL NONE
FECOVERY SLOW

PTS REQUIRED +30 0 / 260

Fight Styles

These are basic fighting styles in Fire Pro Wrestling and determine which moves will be most effective for your wrestler.

ORTHODOX	A normal wrestling style. Average ability
TECHNICIAN	A wrestling style that uses technical fighting moves to surprise the audience
WRESTLING	A wrestling style that attacks mainly with American wrestling moves (like tackles)
GROUND	A wrestling style that uses tackles and submission moves on opponents
POWER	A wrestling style that uses aggressive moves that require raw strength
AMERICAN	A wrestling style that specializes in both technical and physical styles
JUNIOR	A wrestling style that uses powerful hand-to-hand moves
LUCHADORE	A Mexican wrestling style that specializes in high-flying knockouts

A wrestling style that fights uses all kinds of illegal moves
A wrestling style that uses martial arts techniques
A down-to-business wrestling style that drops all entertainment elements
A hand-to-hand fighting style that mainly uses kick boxing and karate moves
A jujitsu fighting style good for slug-fests
A wrestling style that makes use of explosive strength
A wrestling style that uses body size in dramatic matches
A wrestling style that can adapt to a wide variety of styles

Desensive Skills

Defensive Skills are used to counter your opponents fighting style.

ORTHODOX	Counters typical wrestling moves
TECHNICIAN	Specializes in counters that lure in the opponent
POWER	Power moves that counter with the whole body
JUNIOR	Specializes in Lucha-based counters popular in Japan
LUCHADORE	Specializes in dramatic, Lucha-exclusive counters
HEEL	Counters the use of use illegal moves
MYSTERIOUS	Specializes in dramatic reversals for villain

ALL-AROUND	Various counters with elements of each style
SHOOTER	Features counters that use a mix of kicks and holds
FIGHTER	Counters mainly using kick boxing or karate moves
GRAPPLER	Specializes mostly in grappling counters
GIANT	Dynamic counters that make good use of body size
MAGICIAN	Specializes in instant reversals

A SPECIAL NOTE ON FIGHTING STYLES:

Different fighting styles, counter moves and "critical" moves are compatible with each other. If you have a counter move or critical move that matches your fighting style, this will increase your ability! But, a non-compatible move lowers your ability, so it's important to pay attention when picking your moves.

Critical Type
Some wrestlers have knockout punches called "Criticals." These happen during a game according to pre-set odds and allow a fighter to give you a knockout blow at any time.

FINISHER	A move assigned as a knockout	
SUPLEX	A KO throwing move. This does not include holds.	
POWER	Crushes your opponent to the mat with all your strength for the KO	
TECHNICAL	Lures your opponent in, and gets a 3 count regardless of remaining body strength.	
STRIKING	A critical use of punch or kick	
SUBMISSION	Gets a submission from your opponent using a joint or strangle hold regardless of remaining body strength	



Special Skills

Some wrestlers have some special skills they can use to gain an advantage.

NONE	No special skills	
STARDOM	Drags out attacks with performances to build crowd support	
QUICK RETURN	Stands right up even after a major attack	
ONE HIT REVERSAL	When in trouble, the moves become more effective	
BLOOD	Gets pumped up by the sight of own blood	
START DASH Starts strong		
gurs	Does not give up easily in any type of hold	

RECOVERY

Sets the recovery speed of a wrestler's strength. The faster the recovery, the stronger the wrestler is against repeated strikes. There are dual settings, one for normal recovery and one for when bloody.

BREATHING

Sets the wrestler's breathing level. Moves and holds consumes energy and unless they rest, wrestlers become tired. If a wrestler has a below average breathing level, he may tire quickly and become immobilized. To avoid being immobilized, wrestlers must stop and rest during a match.

AWARENESS

Sets the wrestler awareness level. The higher the wrestler's awareness, the faster his willpower is recovered and the harder it is to pin him.



ENDURANCE

Sets the endurance level for various body parts. Be careful: Damaged body parts do not recover during a match.

Get strength back when opponent shows signs of fatigue
Can beat the odds and get out of tight situations
Grows stronger when the opponent is bleeding
Extremely effective finisher
Controls damage by rolling with the punches
Tries to decide the fight early on

ASCEND SPEED

Set the wrestler's walking speed and how fast they climb up or down corner posts during the game. You can choose from five levels between "slow" and "fast."

ASCEND SKILL

Select whether or not to use flying moves from the top of the corner post. Also, select whether or not wrestlers can run up the corner posts using special controls.

OUTSIDE RETURN COUNT

This setting determines how long a computer-controlled wrestler will stay outside the ring before going back in.

TOUCHWORK

This setting determines how long a computer-controlled wrestler wait before tagging a partner during a Tag match.

THEME MUSIC

Set the theme music to be played when a wrestler enters the ring

Set the offensive and defensive abilities. A wrestler fighting skill is based upon his abilities, so balance them carefully. Add points to an ability using the A Button and decrease points using the B Button.

ATTACK ABILITIES

Force of strikes that use the arms such as punches
Force of strikes that use the legs such as kicks
Skill at throwing moves and the strength of bridges
Skill at using joint locking techniques such as the Achilles heel hold
Skill at using strangle holds like the "cobra twist"
The wrestler overall strength as well as the force of his strikes
Strength for picking up an opponent, choking him, etc.
The overall level of technical ability. Also used in to determine skill at, luring an opponent in, etc.
Skill at attacks such as head butts and the use of weapons

DEFENSIVE ABILITIES

Skill at defending against strikes using the arms.
Skill at defending against strikes using the legs
Skill at landing when thrown
Skill at defending against submission moves.
Body flexibility and ability to withstand stretches
Skill at defending against flying moves
Skill at handling whole body attacks
Skill at defending against lariat attacks
Technical ability when striking back
Skill at defending against rough attacks

Edit Moves

This allows you to equip your wrestlers with moves. You can equip a wrestler with one move for each control, but be careful not to equip him with a move that is not compatible with his fighting style. If you do, you will waste it.

A BUTTON	Equip location/select move
B BUTTON	Cancel
R BUTTON	Demo move

MAIN ATTACK

Displays the most important ability when using this move. The number value displayed is based on the Ability settings that you set for the wrestler.

SUB ATTACK

Displays the secondary factor that influences damage of the attack other than the Main Attack. This is an important number that affects the overall offensive strength.

AFFINITY LEVEL

Displays the overall effectiveness for this move given your fighting style. A is the best. D is the worst.

NOTE ABOUT SETTING KNOCKOUT BLOWS AND SPECIALTIES:

Each player can have only one knockout blow and up to four specialties.

CPU Logic

This sets the behavior when the computer is controlling your wrestler. There are detailed settings for actions after holds and for when a wrestler is down on the mat. It is also possible to set special personality traits like "Entertainment."

SPECIAL TRAITS

	ENTERTAINMENT	This determines how the wrestler approaches the match. The higher the percentage, the more bold and aggressive the match will be. A lower percentage will have the wrestler fighting a more down-to-earth match.
This entry is for the pace of the match. The higher to percentage, the longer a game is drawn out. The low is, the faster a win happens.		This entry is for the pace of the match. The higher the percentage, the longer a game is drawn out. The lower it is, the faster a win happens.
TLEXIBILITY opponent's style. The high easily a wrestler adapts.		This percentage sets a wrestler's adaptability to his opponent's style. The higher the percentage, the more easily a wrestler adapts. The lower the percentage, the more he sticks to his own style of fighting.
	COOPERATION	Determines whether or not there is cooperation in a tag team match. The higher the percentage, the better a team works together. The lower the percentage, the less cooperative they are.



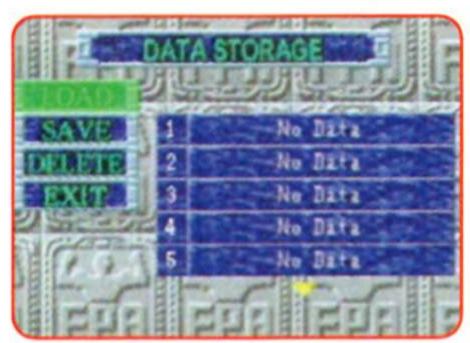
Vata Storage

This screen is for saving edit wrestlers you create, retrieving data on saved wrestlers for changes or deletion.

Edit Organization
This mode allows you to create your own wrestling organization, complete with a logo of your choice. Select "EDIT," then select the logo and the team name you like.

When you're finished, press the B Button to return to the menu. Choose a file number on the Save Menu and press the A Button to store your records.





Renome

This mode allows you can change organization names, wrestler names, and even nicknames.

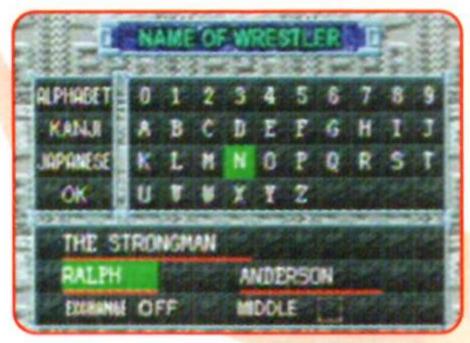
Select and choose the wrestler or team name. You can change a wrestler's first name, last name or nickname. You can even change whether the first name or last name is displayed first using the exchange option.

Move Wrestler

This mode allows players to trade any wrestlers between organizations or to a new organizations that you have created.

Select the wrestler you want to trade using the Control Pad and then press the A Button. Then select the organization you want to trade him to and press the A Button again to move the wrester.





Trade Wrestler

Wrestlers are traded using the Game Boy® Advance Game Link® cable. After connecting, the player with the smaller plug controls the trading and determines who sends and who receives a wrestler.

WARNING: When you are exchanging wrestlers, connect two Game Boy@ Advance systems that have the "Fire Pro Wrestling" cartridges inserted before you start using the Game Boy@ Game Link@ cable. Do not turn the POWER off or unplug the Game Link@ cable while sending a wrestler because you might permanently lose data.



COMPLETE IN-GAME CONTROLS

Standing Controls
When standing in Fire Pro
Wrestling, these are the basic controls:



CONTROL PAD	Move the wrestler
B BUTTON	Weak moves
A BUTTON	Medium moves
A + B BUTTONS	Strong moves
R BUTTON	Run (Used together with the Control Pad to choose direction)
L BUTTON	Breathe/Rest
L BUTTON + CONTROL PAD LEFT & RIGHT	Circling your opponent
R BUTTON + CONTROL PAD UP & DOWN	You can get the right distance using your opponent as a reference point
SELECT	Performance

The wrestlers grab simultaneously when they close in on each other. If you press a Button the second the wrestlers grab each other, and if your timing is good, you can do a move. But, if you are too fast or too slow, you cannot do a move. Timing is the most important thing to learn in Fire Pro Wrestling!



B BUTTON	Weak moves
A BUTTON	Medium moves
A + B BUTTONS	Strong move. You can do a different move if you select a direction with the cross-key joystick when you push the Buttons.
R BUTTON	Throws your opponent into the ropes or into the turnbuckle. You can also throw your opponent out of the ring when at the edge of the ropes, and even throw him back into the ring from the outside.
L BUTTON	This puts your opponent in a front headlock, and you can move him anywhere you want. If you and your opponent press the Button at the exact same time you grab each other from the front, it becomes a test of strength. Press the Control Pad back and forth as fast as you can. The stronger man wins, and can carry the other around wherever he wants.



Grabbing from behind

This is basically the same as grappling from the front. Press the Buttons the second you grapple.

B BUTTON	Weak move
A BUTTON	Medium move
A + B BUTTONS	Strong move
R BUTTON	Throw



IF YOU ARE GRABBED FROM BEHIND

If you are grabbed from behind, do a counter move. The timing is the same as in an attack. There is one counter move for the A Button and for the B Button.

Controls When Your Opponent is Down on the Mat (Facing up)

You can attack your opponent while he is down. If you don't have a strong move for hitting a downed opponent, you can drag up him to his feet to use a strong move against him.

B BUTTON WHILE NEAR HEAD	Drags your opponent up onto his feet
B BUTTON WHILE NEAR FEET	Turns your opponent over
A BUTTON WHILE NEAR HEAD	Fall or decisive move on the upper body
A BUTTON WHILE NEAR FEET	Fall or decisive move on the lower body
A + B BUTTONS WHILE NEAR HEAD	Attacking a downed opponent with ground moves or punches on the upper body
A + B BUTTONS WHILE NEAR FEET	Attacking a downed opponent with ground moves or punches on the lower body
SELECT	Sets up a running attack on a downed opponent





Controls When Your Opponent is Down on the Mat (Facing Down)

You can attack an opponent lying face down just like you can attack an opponent lying face up.



1	UTTON IEAR HEAD	Turns your opponent over
	UTTON NEAR FEET	Drags your opponent to his feet
	UTTON IEAR HEAD	Attacks like ground moves and strikes on the upper body
	UTTON NEAR FEET	Attacks like ground moves and strikes on the lower body
	BUTTONS IEAR HEAD	Falls and decisive moves on the upper body
	BUTTONS NEAR FEET	Falls and decisive moves on the lower body
SE	ιεςτ	Sets up a running attack on a downed opponent

Special Controls for When Your Opponent is Down

You can drag a downed opponent using the commands for a headlock.

L BUTTON WHILE NEAR HEAD	Turns your opponent over	
L BUTTON WHILE NEAR FEET	Drags your opponent to his feet	

Controls for When You Are Down
You are a sitting duck when you are getting up off the mat. To avoid getting grabbed again, remember these ways of getting out of the situation.

A OR B BUTTONS THE INSTANT YOU GET UP	Staggers the time you get up (get up at different times)	
A OR B BUTTONS WHEN LYING DOWN	Lie still (play possum)	
A OR B + CONTROL PAD (UP & DOWN)	Escape opponent out of the ring (rolling)	



Running Controls

These are the running controls.

CONTROL PAD Reversing direction stops the wrestler	
B BUTTON Weak running attack	
A BUTTON Strong running attack	
B BUTTON WHEN Diagonal attack against an opponent thrown the turnbuckle by a hammer throw	



Countering a running attack

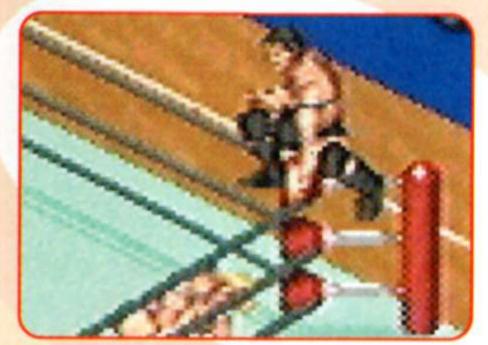
To attack a running opponent, keep your eye on the distance between you and your opponent and press the Button when the timing is right.

CONTROL PAD	Reversing direction stops the wrestler	
B BUTTON	Counters a weak attack	
A BUTTON	Counters a strong attack	
A + B BUTTON	Standing move	
L BUTTON	Feint	



^{*}Some wrestlers can't feint because of their fighting style.

Corner Post Attack
This is an attack used mostly on opponents in the ring, but you can also attack an opponent standing outside of the ring. To do this, press the button for the move you want to use at the same time you press the Control Pad (towards the outside of the ring). Remember, some wrestlers cannot climb the corner post, so be careful.



ATTACKING A STANDING OPPONENT

A + B BUTTONS

Flying move against a standing opponent. The move differs depending on the wrestler

ATTACKING AN OPPONENT WHO IS LYING DOWN

A/B/A + B BUTTONS

Flying attack against an opponent lying down. The move differs depending on the wrestler

WHAT DO I DO AGAINST AN OPPONENT ON THE CORNER POST?

If your opponent is on the corner post, you can use "deadly drive" to throw him down. Use the Control Pad to get close to the post and press the B Button.



Diving Attack

You can use a diving attack from inside the ring on an opponent outside of the ring. You can also use a diving attack from the apron on an opponent inside the ring. When there is no opponent outside the ring, you cannot do a diving attack to the outside. Remember, some wrestlers cannot use the diving attack.

RUNNING TOWARD ROPES AND PRESS A + B BUTTONS	Run out of the ring	
A + B BUTTONS + CONTROL PAD WHEN AT EDGE OF ROPE	Go out onto the apron	
A + B BUTTONS + CONTROL PAD WHEN ON THE APRON	Apron move	





Grabbing an Opponent on the Post

Throwing your opponent diagonally at the corner post slams him against the post and temporarily immobilizes him. If you grab with him from the front, you can attack him using special corner post moves. The time he is immobilized by the post changes depending on his remaining strength.

A + B BUTTONS + CONTROL PAD	Different corner moves depending on the directional buttons	
L BUTTON	Hangs your opponent upside down in the corner	



AVALANCHE

One of the moves using the corner post involves lifting your opponent onto the corner post, while pressing the A and B Buttons at the same time. If your timing is good when you grab with him, you do the "Avalanche." But if your timing is bad, you'll get hit with a counter attack, so be careful!

Crashing into the ropes

If you're thrown into the ropes, hit a button the instant you hit the ropes to get out of danger.

B BUTTON	Stop	
A BUTTON	Counter attack	





OTHER SPECIAL MANEUVERS

This game has different special maneuvers for a variety of situations.

POST CLIMBING (A BUTTON OR B BUTTON)

Some wrestlers cannot climb the corner post.

CLIMBING DOWN FROM THE POST (CONTROL PAD DOWN)

Your wrestler does not sustain damage when climbing down from the post.

RUNNING UP THE POST (A BUTTON OR B BUTTON WHEN RUNNING DIAGONALLY)

You can climb the corner post faster than the normal pace when running diagonally across the ring. Some wrestlers cannot do this.

GO OUT ONTO THE APRON (A BUTTON + CONTROL PAD WHILE AT THE EDGE OF THE ROPES)

You can temporarily go out onto the apron to escape your opponents, etc.

LEAVING THE RING (B BUTTON + CONTROL PAD WHILE AT THE EDGE OF THE ROPES)

It's a good idea to leave the ring and rest when your strength is low.

CLIMBING ONTO THE APRON OUTSIDE OF THE RING (A BUTTON + CONTROL PAD WHILE OUTSIDE OF THE RING)

Climbing onto the apron from outside of the ring is the best way to check out your opponent.

RETURNING TO THE RING (B BUTTON + CONTROL PAD WHEN OUTSIDE OF THE RING)

Returns wrestler to inside the ring from the outside. Watch the count when outside of the ring.

ATTACKING ON THE APRON (A BUTTON OR B BUTTON)

You can knock your opponent off the apron by attacking him there.

GETTING UP AFTER A FALL (A BUTTON AND B BUTTON AS FAST AS YOU CAN)

The faster you hit, the more chance there is of getting up.

BREAKING SUBMISSION AND STRETCH HOLDS (MOVE THE CONTROL PAD AS FAST AS YOU CAN)

Press the Control Pad back and forth as fast as you can to break a joint or submission move.

RECOVERING FROM A KNOCKOUT (ALL BUTTONS AS FAST AS YOU CAN)

The faster you hit the Buttons, the quicker the recovery.

UNLEASHING A MOVE (A BUTTON OR B BUTTON)

You can savage your opponent with a joint hold or takedown by pressing B Button.



Be careful of the difference between "Down" and "KO."

A KO is different from an ordinary "down" because you win if the referee judges it to be a KO and stops the match, but it's not a KO if you pick your opponent up before he does this. When you knock your opponent out, be careful not to pick him up by mistake.

TAG MATCH CONTROLS

Tag matches include attacks that are not included in single matches. Learn how to maneuver well, and get ready to use dynamic combination plays and dramatic double teams.

You can also tag your partner while in a front headlock.

FULL NELSON (L BUTTON WHILE GRABBING FROM BEHIND)

Grab your opponent from behind and make him completely vulnerable.



You can enter the ring to help your partner when he or she is in trouble.

You can catch an opponent inside the ring in a Full Nelson from the apron.

CRAB AN OPPONENT ON THE CORNER POST (A BUTTON OR B BUTTON + CONTROL PAD)
You can grab an opponent on the corner post from the apron.

TWO PLATOON MOVE (FRONT) (EITHER A BUTTON OR B BUTTONS WHILE GRABBING)
When grappling, attack your opponent with a "Two Platoon Brain Buster" or any other move like it.
The moves differ according to the wrestler.

TWO PLATOON MOVE (BACK) (EITHER A BUTTON OR B BUTTON WHILE GRABBING)
When grappling, attack your opponent with a "Two platon back drop" or any other move like it.
The moves differ according to the wrestler.

TWO PLATOON MOVE (CORNER) (EITHER A BUTTON OR B BUTTON WHILE GRABBING)
When grappling, attack your opponent with a "Team power bomb" or any other move like it.
The moves differ according to the wrestler.



LEARNING TO WRESTLE AT THE FIRE PRO DOJO

Introduction

Welcome to the Fire Pro Dojo. My name is Mr. Wakamoto. If you want to be a top wrestler, I'll give you some pointers. But you better pay attention. Before we begin the lesson read through "Complete In-game Controls" or you'll get lost real quick.

Basic rules of competition

Common rules for all wrestlers during a match.

- 1. The player who pins his opponent for a three-count wins.
- 2. The player who submits while in a hold loses.
- 3. The player on a post for longer than a five-count loses.
- 4. The player who continues an illegal move for longer than a fivecount loses.
- The player who is outside of the ring for longer than a 20-count loses.
- 6. If a pinned wrestler or a wrestler in a submission hold touches the ropes, "rope break" applies.

Match Types and Rules

1. 3-count pin or submission

2. 2-count pin or submission

3. Submission Submission only

4. Only fall (pin) 3-count pin

5. Anywhere fall (pin) 3-count rule applies outside of the ring, too.



HOW TO PLAN YOUR ATTACKS

Pins can be divided into basic, intermediate, and advanced. The basic pins are less effective in damaging the opponent, but will be less likely to receive counter attack. On the other hand, advanced pins are powerful, but are more vulnerable to counter attacks. So you must first tire your opponent with basic pins, then move on to intermediate and advanced pins before you finish him off. This technique is not limited just to pins, but also applies to other maneuvers while standing, running, and counter attacks.

LESSON #1

Attack with different maneuvers such as standing, running, counter-attack, and down attack, beginning with basic, intermediate, and then advanced. It is important to get a feel for the timing to switch to an advanced attack. (Take note of how long your opponent stays down.)

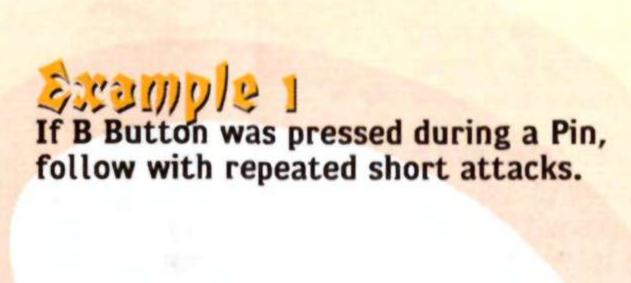
Controlling the post-attack effects with the Buttons
Mastering this technique will reduce the chance of failing to deliver the next attack. Every wrestler's maneuvers

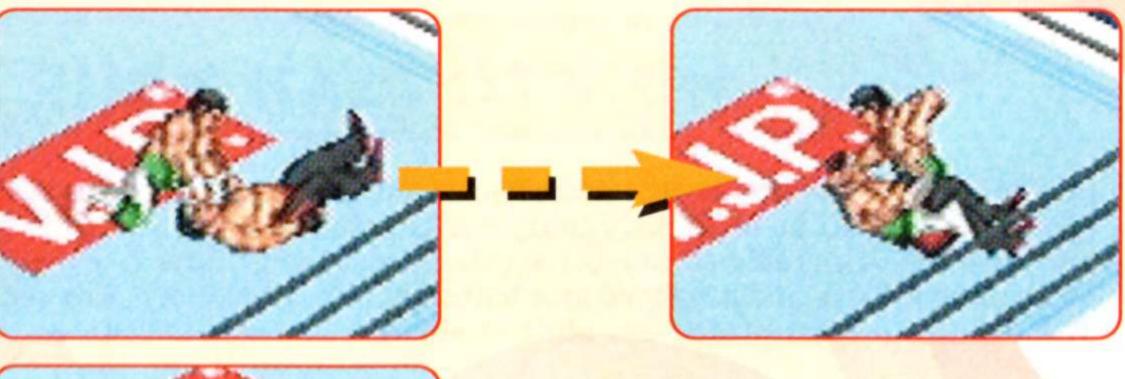
Mastering this technique will reduce the chance of failing to deliver the next attack. Every wrestler's maneuvers can be manipulated by pressing the Buttons while in a Pin-Down. Refer to chart below for specifics. Remember, this technique only applies when the opponent has received some prior damage.

LESSON #2

Players attempting difficult-to-deliver attacks such as jumps off the corner post or the outer apron will benefit by using the controls for post-attack effect.

PRESS B BUTTON IN PIN DOWN	Short downtime	
PRESS A BUTTON IN PIN DOWN	Long downtime	
PRESS A + B BUTTONS IN PIN DOWN	Short downtime, followed by a dizzying effect	





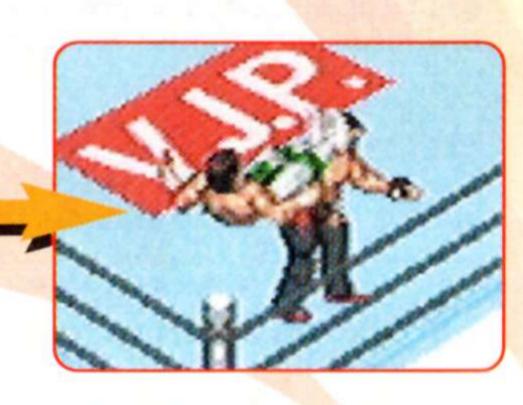




If A Button was pressed during a Pin, follow with maneuvers that require time, such as presses.

Example 3
If A Button and B Button were both pressed during a Pin, follow with maneuvers that are most effective while the opponent is dizzy, such as a Diving attack, or a behind the back attack.





After your opponent is down, don't forget to appeal to the crowd. With good timing and great attacks such as the Moonsault Press, the fans will be amazed. This is what makes a true professional. While you are appealing to the crowd, your opponent should not be able to move, so you'll have plenty of time for your next move.



WORKING THE BODY

Each wrestler has abilities that indicate their conditions of physical strength, mental strength, body strength and breathing capacity. These elements determine victory or defeat. As the opponent attacks, these abilities decrease. As damage builds up, each wrestler experiences different effects. It is up to you to find out where your opponent is weakest and to hit him where it hurts!

LESSON #3

Check out your wrestler's characteristics and most effective attacks. Use this knowledge and plan your fight accordingly. Basically, the most effective way to win is to attack one weakness in the opponent. If you're going for the arm, keep attacking the arm. Evaluate the effectiveness of these attack strategies, and find your opponent's weak point.

Physical Strength

Refers to the wrestler's overall stamina. Damage accumulates when wrestler is attacked, or self-destructs. As the wrestler's stamina decreases, he becomes vulnerable to attacks and is unable to fight back. This also affects backward slams, so be very careful. If your wrestler doesn't fight back and stays still, he will slowly recover.

digneriz leinell

This statistic is important in that it helps offset physical damage and loss of stamina. Mental strength decreases when caught in a move like a Swift Twist. When the mental strength is low, it lowers your resistance to "give-up" moves. Generally mental strength doesn't recover over the course of the fight, but can recover gradually when the wrestler counter attacks a backward slams or performs well.

gnihitestu

This statistic determines a wrestler's activity level. Each attack consumes this energy and decreases the breathing statistic. When it reaches zero, the wrestler experiences difficulty breathing and becomes temporarily paralyzed. In order to avoid paralysis during the fight, rest and catch your breath (by holding the L Button down) as you watch for your opponent.



The Neck

This statistic indicates the endurance level of the neck. Damage accumulates when the wrestler falls on his neck from a maneuver such as the Pile Driver. When damage accumulates, the possibility of a Knockout increases, and throwing maneuvers supported by the neck become less effective.

Joints in the Arm

This statistic indicates the endurance level of the arm joints. Damage accumulates when the wrestler receives blow or hold to an arm joint. As the damage accumulates, the arms will hang lower, and lose effectiveness in attacks supported by the arms.

Hip

This statistic indicates the endurance level of the hip. Attacks to the hip by maneuvers such as Back Breaker or attacks to the back such as Body Slams will cause damage to accumulate. When damage accumulates, the possibility of a Knockout increases, and attacks supported by the hips lose effectiveness.

Joints in the Leg

This statistic indicates the endurance level of the leg joints. Damage is accumulated when the legs are attacked, such as receiving a Dragon Screw. The damage will cause a wrestler to slow down and aerial and body slams that require leg strength become less effective.

THE IMPORTANCE OF BREATHING

Condition of the wrestler's breathing determines his mobility. As his breathing becomes erratic he moves less vigorously. If the wrestler becomes out of breath, eventually he will become unable to move. Be careful, if your wrestler receives an attack (such as the Small Package Hold) while he's out of breath, it will result in a 3-count loss.

LESSON #4

A wrestler who can't breathe, can't fight. Experiment with resting by attacking your opponent non-stop. See if you can begin to get the feel of when the wrestler is ready to attack or when he needs a break by staying in resting or defensive mode.

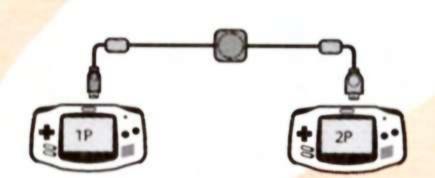


SETTING UP AND PLAYING MULTIPLAYER GAMES

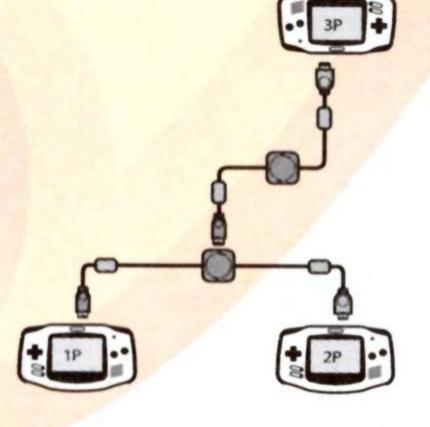
HOW TO CONNECT The Cable
This is how to connect two Game Boy® Advance systems, using the Game Boy® Advance Game Link® cable.

WHAT YOU NEED

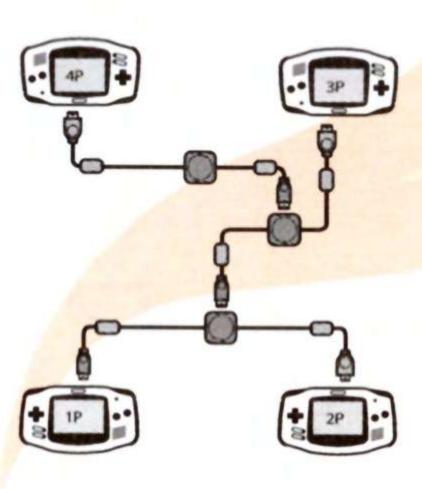
- As many Game Boy® Advance systems as there are players
- As many "Fire Pro Wrestling" cartridges as there are players
- Game Boy@ Advance Game Link® cables
 - For two playersone cable
 - For three playerstwo cables
 - For four playersthree cables



2-PLAYER GAME



3-PLAYER GAME



4-PLAYER GAME

How to Start the Game

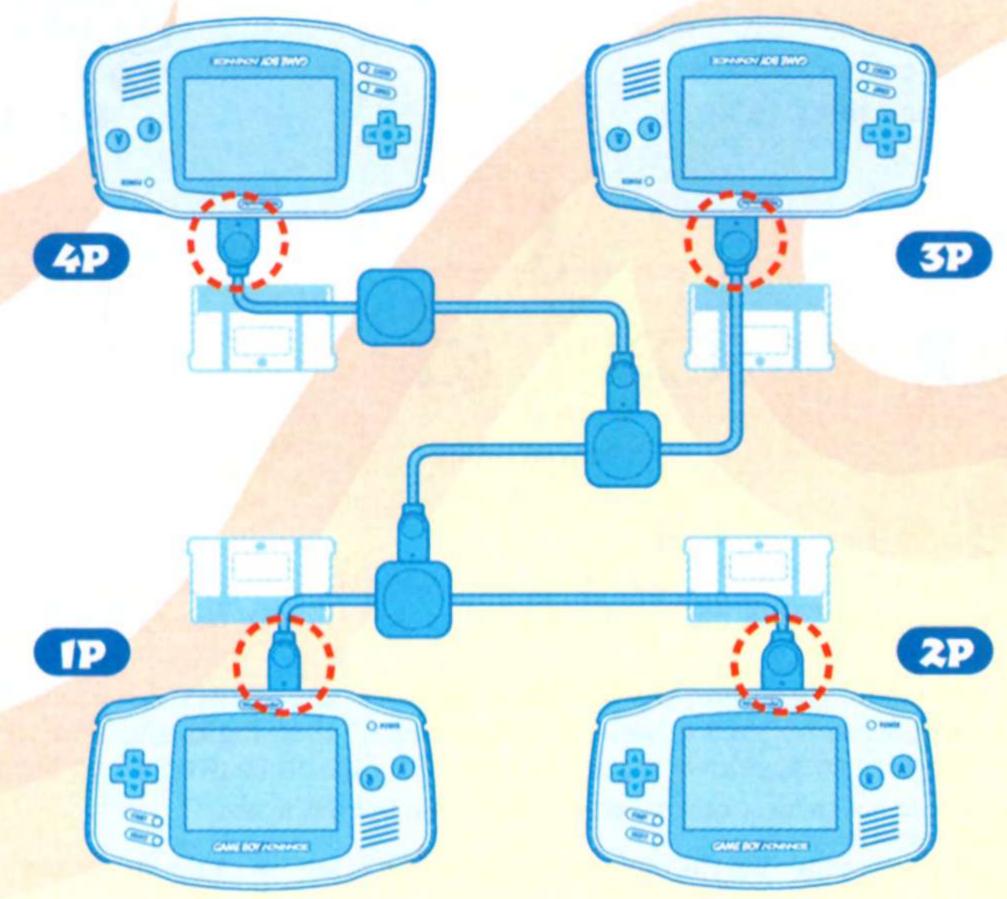
- 1. Make sure the POWER switches are off on all of the units. Set the cartridges in place.
- 2. Connect the Game Boy® Advance Game Link® cables to each other and then to the exterior expander connector.
- 3. Turn all POWER switches on.
- 4. Select the Exhibition mode on the main menu and WAIT 5 SECONDS. It takes at least 5 seconds for all of the linked Game Boy® Advance units to be recognized by each other. All players must then highlight "MultiPlayer" and press the A Button. Wait a moment for all players to appear and then press the A Button to proceed to the menu screen.
- *When there are multiple players, please do not connect controllers or cables that are not in use.
- *1P is the player who is connected to the smaller plug.
- Please refer to the diagram on the right when connecting the cable to the units. (Pay attention to the size of the plugs).



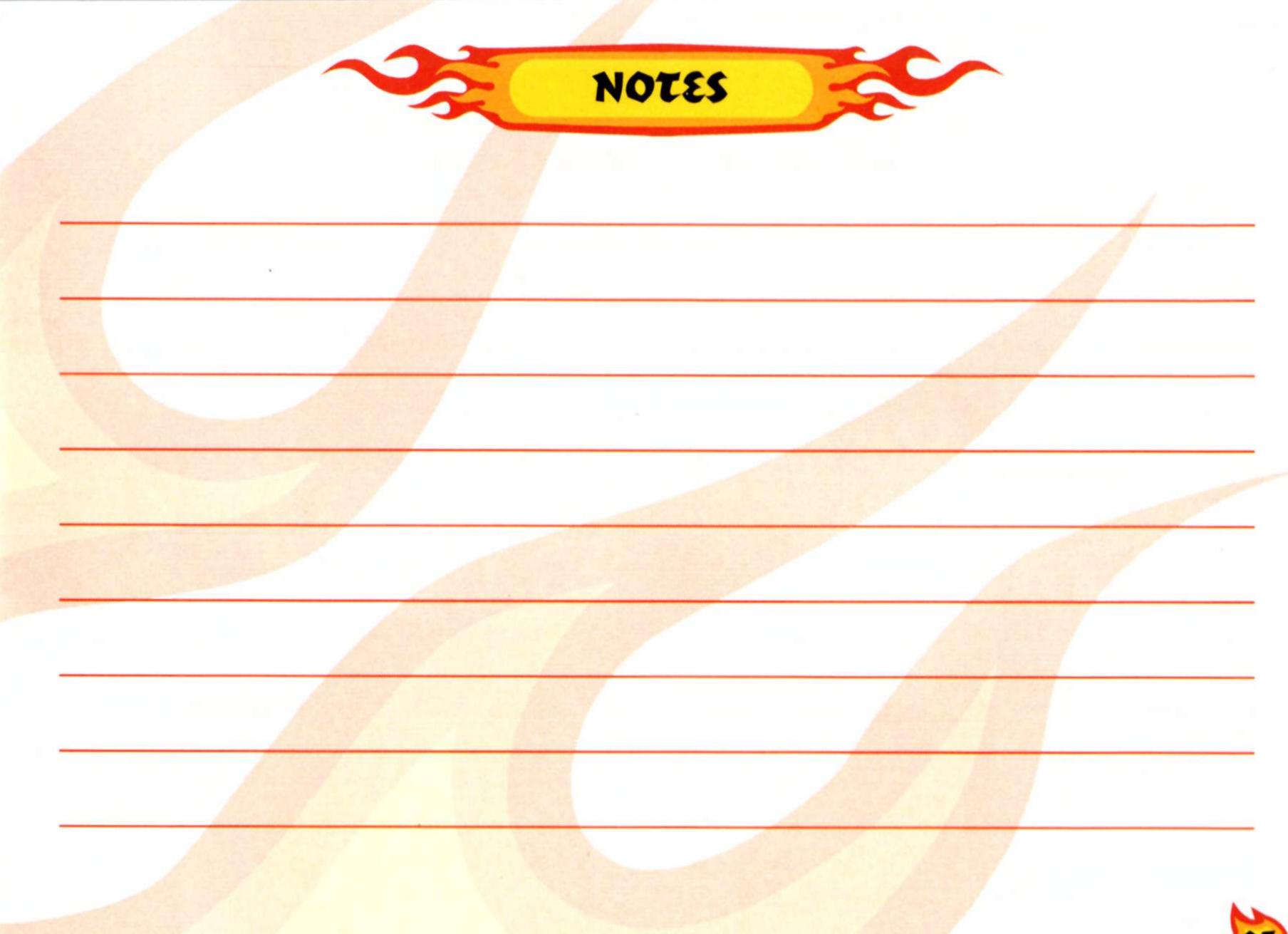
TROUBLESHOOTING MULTIPLAYER GAMES



- If you are using cables that were not designed to be used exclusively for the Game Boy® Advance system (Game Link® cables).
- If the cables are not connected securely into the receivers.
- The cables were connected or disconnected while the controllers were in communication.
- "If the cables were connected to the unit incorrectly.
- d If you are using more than four units













BAM! ENTERTAINMENT, Inc. warrants to the original purchaser that this product shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, BAM ENTERTAINMENT, Inc. will repair or replace the product, at its option, free of charge.

This warranty shall not apply if the product has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship. To receive this warranty service, send the defective product, a copy of the original sales receipt, a return address and a small note describing the difficulties you are experiencing to the address listed below:

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