**Rules**

White text describes menu controls. Blue text describes match controls.

*Controller vibration can be turned ON/OFF from the Options menu. (*P.55)

<table>
<thead>
<tr>
<th>Controller</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start</td>
<td>Start game/Confirm/Return to mode select/Pause/Resume match.</td>
</tr>
<tr>
<td>Directional Pad/Left Stick</td>
<td>Move cursor/Navigate menu/Change wrestler outfit (4 types)/Move wrestler/Select move/Select run direction.</td>
</tr>
<tr>
<td>Right Stick</td>
<td>Perform for the crowd. (4 types: Up/down/left/right)</td>
</tr>
<tr>
<td>A Button</td>
<td>Confirm selection/Medium move.</td>
</tr>
<tr>
<td>B Button</td>
<td>Cancel selection/Big move.</td>
</tr>
<tr>
<td>X Button</td>
<td>Small move.</td>
</tr>
<tr>
<td>Y Button</td>
<td>Run.</td>
</tr>
<tr>
<td>LB</td>
<td>Move cursor left/ Breathing recovery/Ukemi. (Allow opponent’s move to succeed.)</td>
</tr>
<tr>
<td>RB</td>
<td>Move cursor right/3-D walk. (Walk around opponent.)</td>
</tr>
<tr>
<td>RT</td>
<td>Match controls.</td>
</tr>
</tbody>
</table>
STARTING A GAME

Title Screen
Press any button at the Title Screen.

Main Menu
Select from the following gameplay modes.

Offline Play
Play offline without connecting to the Internet.

Online Play
Play online with users from across the globe.

Edit Mode
Edit custom wrestlers and more.

Options
Change gameplay settings.

Return To Title
Returns to title screen.

Quit
Closes application.

Offline Play
Select from 6 gameplay modes. Use the directional pad/left stick to navigate and the A button to confirm.

Exhibition
Set up a single match with custom rules.

Tournament
Set up a single-elimination tournament with custom rules.

League
Set up a league and compete with custom rules.

Battle Royal
Set up a free-for-all with custom rules.

View Title
View current championship belts.

Mission Mode
Compete in matches with specific conditions. Start your career here!
### Match Setup

Toggle the cursor between the red corner and blue corner to select a wrestler for each player slot.

Press the A button with the cursor over the inner box to bring up the Wrestler Select screen. Use the directional pad/left stick to navigate and use up/down on the right stick to toggle between teams.

(*1) Press the A button to select a wrestler, then left/right on the directional pad/left stick to change their outfit. Press the A button again to confirm outfit. (*2)

*1 No teams are available until you create one from the Team Edit menu.
*2 If a wrestler only has one costume, it will automatically be chosen by default.

#### WRESTLER SELECT CONTROLS

- **Directional pad**: Select wrestler/Color/Cycle organizations/Select costume/Cycle teams.
- **A button**: Confirm selection.

You can set a wrestler as a second if there are 2 or more wrestlers in a corner. A wrestler set as a second will automatically be reordered below all wrestlers in their corner.

Once both corners have selected the appropriate number of participants, you may start the match.

### Settings

Configure the match rules and settings before the match.

Press the A button to select “Settings” to open the options menu. Press the A button over a category to open a pull-down menu. Navigate using the directional pad/left stick, then press the A button to select a menu item.

#### MATCH RULES

<table>
<thead>
<tr>
<th>Rule</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Win Condition</strong></td>
<td>Decide the victory condition: 3 count, 2 count, Fall Only, Give Up, and Escape in Cage Deathmatch.</td>
</tr>
<tr>
<td><strong>Over-Top Rope</strong></td>
<td>Wrestlers can be eliminated by being thrown over the top rope.</td>
</tr>
<tr>
<td><strong>Time</strong></td>
<td>Decide match duration: 3, 5, 10, 15, 20, 30, 45, 60 minutes, or unlimited.</td>
</tr>
<tr>
<td><strong>Matches</strong></td>
<td>Set number of matches to play: 1 match or best of 3.</td>
</tr>
<tr>
<td><strong>CPU Level</strong></td>
<td>Set CPU skill level. (1 lowest ~ 10 highest.)</td>
</tr>
<tr>
<td><strong>Speed</strong></td>
<td>Set match speed from 100% ~ 800%.</td>
</tr>
<tr>
<td><strong>COM Skip</strong></td>
<td>Set ON/OFF to skip a match between CPU wrestlers.</td>
</tr>
<tr>
<td><strong>Rope</strong></td>
<td>Pins and submission holds are broken if a wrestler is touching the rope.</td>
</tr>
<tr>
<td><strong>Elimination</strong></td>
<td>Match continues until all the wrestlers from one team are eliminated in a multi-wrestler match.</td>
</tr>
<tr>
<td><strong>Lumber</strong></td>
<td>Wrestlers automatically return to the ring after being thrown out or exiting the ring.</td>
</tr>
<tr>
<td><strong>Tornado</strong></td>
<td>All participating wrestlers in a tag match are allowed in the ring at the same time.</td>
</tr>
<tr>
<td><strong>Cut Play</strong></td>
<td>During a tag match, teammates are allowed to interfere if a wrestler is in danger of being pinned or under a submission hold.</td>
</tr>
<tr>
<td><strong>DQ Count</strong></td>
<td>The referee counts to 5 for an illegal act, and the wrestler is disqualified if the act is still present at count 5.</td>
</tr>
<tr>
<td><strong>Outside</strong></td>
<td>The referee counts to 20 when a wrestler is outside the ring.</td>
</tr>
<tr>
<td><strong>Critical</strong></td>
<td>Select the frequency rate for Critical Hits.</td>
</tr>
<tr>
<td><strong>Match BGM</strong></td>
<td>Select the background music for the match.</td>
</tr>
</tbody>
</table>
Title Match

From the Match Settings screen, cursor over "Non-Title Match" and press the A button to select the title the match will be fought over.

Use the directional pad/left stick to select from title belts created in Edit Mode. Press the A button to confirm your selection.

The selected title will be displayed in the upper-right.

During a title match, the defending champion(s) will be placed in the red corner and the appropriate number of participants and rules will be set automatically. Title matches can also be held in Exhibition, Open League and Battle Royal matches.

*Exhibition and Open League title matches may be held without a champion.
*Battle Royal matches may only use Normal Match titles.

MATCH RULES

Basic match rules are as follows:

Normal Match

1. WIN: Take count 3 in pinned position.
2. WIN: Opponent gives up (taps) under a submission hold.
3. LOSE: Staying on top of a corner post when count 5 is called.
4. LOSE: Illegal act is present when count 5 is called.
5. LOSE: Outside the ring when count 20 is called.
6. BREAK: A pin, hold, or submission near the rope.

SWA (In addition to Rules 1-6)

7. LOSE: Unable to stand within a 10 count after being knocked down.

Change Match Rules

Rules can be changed with the following options.

1. 3 COUNT: Match ends when taking 3 counts in pinned position or give up.
2. 2 COUNT: Match ends when taking 2 counts in pinned position or give up.
3. GIVE UP: Match ends when the participants give up or by a knockout.
4. FALL ONLY: Match ends when taking 3 counts in pinned position.
5. ESCAPE: Match ends when participant escapes from the steel cage.
   (Only available in Cage Deathmatch.)
Exhibition

Play a single match with custom settings.

Normal Match

Normal rules.

Cage Deathmatch

Ring is enclosed in a steel cage. The Match Rule "Escape" may be used in this mode.
The first participant to successfully escape from the cage wins.

Cage With Escape Enabled

Can climb the cage from the apron.
See the following page for controls.

Cage Deathmatch Controls

- From Apron
  Directional pad (towards cage) + X (A) button
  Grab the cage.
  Directional pad (towards cage) + B button
  Shake the cage.

- While grabbing the cage
  Directional pad/Left stick
  Move on cage.
  Directional pad/Left stick + B button
  Attack while grabbing the cage.

- Near the top of the cage
  Directional pad Up + X (A)
  Go over to the opposite side of the cage.

- Near the bottom of the cage
  Directional pad Down + X (A)
  Go down to the outside ring or apron.

- Near top of the cage around corner
  Directional pad Left or Right + X (A)
  Climb on the cage corner.

- ON STOP OF CAGE
  X/A/B button
  Flying attack from cage corner.
  Directional pad/Left analog stick
  Climb down cage.

Barbed Wire Deathmatch

A deathmatch fought in a special ring.

Ring features:

- BARBED WIRE
  This deadly deathmatch is enclosed in electrified barbed wire. When the wrestler is whipped into the wire, an explosion will occur and the wrestler may start to bleed.

- TIME BOMB
  Explosives are placed in barrels around the ring to detonate at a specified time. This explosion inflicts heavy damage to everyone in the ring and will KO worn-out wrestlers.
**Landmine Deathmatch**

The ring is surrounded by landmines wrapped in barbed wire. You can also set hazards in the corner posts.

**Ring features:**

- **BARBED WIRE**
  Landmines are set around the ring wrapped in barbed wire. When the wrestler is tossed outside the ring, an explosion occurs, inflicting damage to the wrestler.

- **CORNER OPTION: BARBED WIRE**
  Boards wrapped in barbed wire are placed on the corner posts. When the wrestler is whipped into the wire, they take heavy damage.

- **CORNER OPTION: FLOURESCENT TUBES**
  Boards lined with fluorescent tubes are placed on the corner posts. You can grab a tube to use as a weapon by pressing the Y button + towards the corner on the directional pad/left stick. If the wrestler is whipped into the tubes, they take heavy damage. The tubes break upon impact and all tubes will be broken after 3 impacts. Once all tubes are broken, you can no longer grab them as a weapon and impact damage returns to normal.

**SWA Rules Match**

This mode is played with mixed martial arts rules. New options include the number of rounds and TKO rule. Setting the rules to “Give Up Only” makes the fight more authentic. Everything else is the same as a Normal Match. It can only be played as a single match.

**Gruesome Fighting**

The match is played in a dodecagon (12-sided) ring. It can only be played as a single match.

**Dodecagon ring rules:**

- **NO PINFALLS**
  The match will be determined by KO or give up (tap out).

- **NO ROPES**
  There are no ropes around the ring. If you attempt an Irish Whip, the wrestlers will break the grapple instead.

**Tournament**

Organize an elimination-style tournament. Participating wrestlers are placed in brackets to face each other and the winner advances to the next round. Fatigue and damage is carried over to the next round. The match settings can be set in detail. Minimum of 3 wrestlers and maximum of 32 wrestlers can be assigned.
League
Organize a round robin-style league. The winner earns fixed points for a win or draw. The one with the most points will be the champion. A minimum of 4 wrestlers and a maximum 64 wrestlers can be assigned. Wrestlers can be placed into groups and the number for those groups can be decided by the player.

2 and 4 groups:
- PARTICIPANTS
  A maximum of 64 wrestlers can be assigned to a league and broken into groups.
- FINAL KNOCKOUT STAGE
  If the League is played in groups, the final knockout stage will decide the champion. From 1 to 3 qualifying wrestlers can be selected. The bracket will automatically be determined depending on the points earned.

5 Point System

<table>
<thead>
<tr>
<th>Mark</th>
<th>Result</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>○</td>
<td>Win: fall/give up/KO</td>
<td>5</td>
</tr>
<tr>
<td>□</td>
<td>Win: DQ/ring-out</td>
<td>4</td>
</tr>
<tr>
<td>△</td>
<td>Draw: time up</td>
<td>2</td>
</tr>
<tr>
<td>▲</td>
<td>Draw: ring-out</td>
<td>0</td>
</tr>
<tr>
<td>■</td>
<td>Lose: DQ/ring-out</td>
<td>0</td>
</tr>
<tr>
<td>×</td>
<td>Lose: fall/give up/KO</td>
<td>0</td>
</tr>
</tbody>
</table>

2 Point System

<table>
<thead>
<tr>
<th>Mark</th>
<th>Result</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>○</td>
<td>Win: fall/give up/KO</td>
<td>2</td>
</tr>
<tr>
<td>□</td>
<td>Win: DQ/ring-out</td>
<td>2</td>
</tr>
<tr>
<td>△</td>
<td>Draw: time up</td>
<td>1</td>
</tr>
<tr>
<td>▲</td>
<td>Draw: ring-out</td>
<td>0</td>
</tr>
<tr>
<td>■</td>
<td>Lose: DQ/ring-out</td>
<td>0</td>
</tr>
<tr>
<td>×</td>
<td>Lose: fall/give up/KO</td>
<td>0</td>
</tr>
</tbody>
</table>

Battle Royal
Up to eight wrestlers can fight against each other. There are 5 different rule options for Battle Royal.

Normal
Eliminated wrestlers are forced to leave the ring.

First Win
First pinfall wins the match.

Endless
Eliminated wrestlers stay in the ring and continue to fight.

Over-Rope
Any participant that is tossed over the rope (thrown outside the ring) is eliminated.

Time
The match starts with two wrestlers and the other participants enter the ring at timed intervals. After the participants are determined the entrance order must be assigned.

2 and 4 groups:
- PARTICIPANTS
  A maximum of 64 wrestlers can be assigned to a league and broken into groups.
- FINAL KNOCKOUT STAGE
  If the League is played in groups, the final knockout stage will decide the champion. From 1 to 3 qualifying wrestlers can be selected. The bracket will automatically be determined depending on the points earned.

5 Point System

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<tbody>
<tr>
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</tr>
<tr>
<td>□</td>
<td>Win: DQ/ring-out</td>
<td>4</td>
</tr>
<tr>
<td>△</td>
<td>Draw: time up</td>
<td>2</td>
</tr>
<tr>
<td>▲</td>
<td>Draw: ring-out</td>
<td>0</td>
</tr>
<tr>
<td>■</td>
<td>Lose: DQ/ring-out</td>
<td>0</td>
</tr>
<tr>
<td>×</td>
<td>Lose: fall/give up/KO</td>
<td>0</td>
</tr>
</tbody>
</table>

2 Point System

<table>
<thead>
<tr>
<th>Mark</th>
<th>Result</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>○</td>
<td>Win: fall/give up/KO</td>
<td>2</td>
</tr>
<tr>
<td>□</td>
<td>Win: DQ/ring-out</td>
<td>2</td>
</tr>
<tr>
<td>△</td>
<td>Draw: time up</td>
<td>1</td>
</tr>
<tr>
<td>▲</td>
<td>Draw: ring-out</td>
<td>0</td>
</tr>
<tr>
<td>■</td>
<td>Lose: DQ/ring-out</td>
<td>0</td>
</tr>
<tr>
<td>×</td>
<td>Lose: fall/give up/KO</td>
<td>0</td>
</tr>
</tbody>
</table>
Mission Mode

In this mode you must complete missions with various objectives. Each mission gives you a pre-determined wrestler and opponent.

When the match is over you will be ranked based on your performance. You can replay a mission as many times as you like.

Completing a mission may unlock new missions or secret content.
*You unlock the same content regardless of Mission Rank.

The first 6 missions are a tutorial. Steel Johnson will show you the ropes. Be you a grizzled Fire Pro veteran or a first-timer, it's best to review the basics.

Wrestler Edit

We recommend you jump right in to Edit Mode and use this section as a reference. It makes more sense if you try it yourself!
You are free to edit any aspect of your wrestler in any order, so you don't have to adhere to the following outline.

First decide if you want to build from a blank (generic body) or a model wrestler (use an existing wrestler as a base).

Edit Wrestler Window Commands

<table>
<thead>
<tr>
<th>Command</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wrestler Name and Profile</td>
<td>Change the name of a wrestler.</td>
</tr>
<tr>
<td>Wrestler Appearance</td>
<td>Edit the appearance of a wrestler.</td>
</tr>
<tr>
<td>Skill</td>
<td>Edit the skills of a wrestler.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Edit the parameters of the wrestler.</td>
</tr>
<tr>
<td>Moveset</td>
<td>Edit the moves and decide special/critical and voices.</td>
</tr>
<tr>
<td>CPU Logic</td>
<td>Edit the CPU Logic of the wrestler.</td>
</tr>
<tr>
<td>Delete Wrestler</td>
<td>Deletes this wrestler.</td>
</tr>
</tbody>
</table>
### Wrestler Name and Profile

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Nickname</td>
<td>20 character maximum.</td>
</tr>
<tr>
<td>First Name</td>
<td>8 character maximum.</td>
</tr>
<tr>
<td>Last Name</td>
<td>12 character maximum.</td>
</tr>
<tr>
<td>Swap Order</td>
<td>Switch order of Short Name and Long Name.</td>
</tr>
<tr>
<td>Space</td>
<td>Decide which symbol to use between the Short Name and Long Name, if any.</td>
</tr>
<tr>
<td>Class</td>
<td>Select either Heavy or Junior. A Junior can also hold Heavy titles, but a Heavy can’t hold Junior titles.</td>
</tr>
<tr>
<td>Gender</td>
<td>Select from 4 options.</td>
</tr>
</tbody>
</table>

You can also set their country of origin, height, weight and birthdate.

### Wrestler Appearance

Edit the appearance of a created wrestler. Select the base for each body part and decide the appearance for each layer.

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stance</td>
<td>Select stance.</td>
</tr>
<tr>
<td>Size</td>
<td>Select size of wrestler. (F/S/M/L/G)</td>
</tr>
<tr>
<td>Costume</td>
<td>Select costumes. Each wrestler can have up to 4 costumes.</td>
</tr>
<tr>
<td>Preset</td>
<td>Load sample costumes.</td>
</tr>
<tr>
<td>Part Size</td>
<td>Adjust body part size. Each part can be adjusted individually.</td>
</tr>
<tr>
<td>Pose</td>
<td>Select stance for full-body wrestler preview. (Standing or Fighting Stance)</td>
</tr>
<tr>
<td>Skin Color</td>
<td>Set all parts to match color of current part or allow each part a separate color. NOTE: Parts with different base colors will not match exactly.</td>
</tr>
<tr>
<td>Part</td>
<td>Select body part to edit. Refer to “Body Parts” graph for details.</td>
</tr>
<tr>
<td>BASE</td>
<td>Select base layer for current body part and adjust the color and highlights.</td>
</tr>
<tr>
<td>LAYERS</td>
<td>Select layer to add to base and adjust the color and highlights.</td>
</tr>
</tbody>
</table>

### Edit Skill

#### Wrestler Rank

Decide wrestler’s rank which affects the loudness of the cheer from the audience.

#### Charisma

Set the wrestler’s popularity which affects the loudness of the cheer from the audience.

<table>
<thead>
<tr>
<th>BODY PARTS</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Face</td>
<td>Head parts.</td>
</tr>
<tr>
<td>Chest</td>
<td>Chest parts.</td>
</tr>
<tr>
<td>Waist</td>
<td>Waist parts.</td>
</tr>
<tr>
<td>Upper Arm</td>
<td>Upper arm parts.</td>
</tr>
<tr>
<td>Forearm</td>
<td>Lower arm parts.</td>
</tr>
<tr>
<td>Calf</td>
<td>Calf parts.</td>
</tr>
<tr>
<td>Thigh</td>
<td>Thigh parts.</td>
</tr>
<tr>
<td>Hand</td>
<td>Wrist parts.</td>
</tr>
<tr>
<td>Feet</td>
<td>Feet parts.</td>
</tr>
</tbody>
</table>
**Fight Style**

A wrestler’s fight style determines their compatibility with various moves. Choose a style that fits your wrestler’s character!

<table>
<thead>
<tr>
<th>Style</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Orthodox</td>
<td>Traditional Orthodox style.</td>
</tr>
<tr>
<td>Technician</td>
<td>Great at technical moves.</td>
</tr>
<tr>
<td>Wrestling</td>
<td>Amateur wrestling style using tackles and Suplexes.</td>
</tr>
<tr>
<td>Ground</td>
<td>Good at ground attacks and submissions.</td>
</tr>
<tr>
<td>Power</td>
<td>Main style is to maximize strength.</td>
</tr>
<tr>
<td>American</td>
<td>Mixed style of technical moves and rough attacks.</td>
</tr>
<tr>
<td>Junior</td>
<td>Mixed style of various styles.</td>
</tr>
<tr>
<td>Luchador</td>
<td>Traditional Lucha Libre.</td>
</tr>
<tr>
<td>Heel</td>
<td>Main style is rough.</td>
</tr>
<tr>
<td>Mysterious</td>
<td>Technical style heel with oriental elements.</td>
</tr>
<tr>
<td>Shooter</td>
<td>No entertainment element for this style.</td>
</tr>
<tr>
<td>Fighter</td>
<td>Main style is kick boxing and karate.</td>
</tr>
<tr>
<td>Grappler</td>
<td>Main style is Jujutsu.</td>
</tr>
</tbody>
</table>

**Return Skill**

Counter move category.

<table>
<thead>
<tr>
<th>Style</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Orthodox</td>
<td>Orthodox counter style.</td>
</tr>
<tr>
<td>Technician</td>
<td>Counter-pinfall moves.</td>
</tr>
<tr>
<td>Power</td>
<td>Power-based counter moves.</td>
</tr>
<tr>
<td>American</td>
<td>Tough and technical counter moves.</td>
</tr>
<tr>
<td>Junior</td>
<td>Lucha Libre based counter moves with Japanese arrangement.</td>
</tr>
<tr>
<td>Luchador</td>
<td>Orthodox Lucha Libre based counter moves.</td>
</tr>
<tr>
<td>Heel</td>
<td>Rough attack based counter moves.</td>
</tr>
<tr>
<td>Mysterious</td>
<td>Heel-based elegant counter moves.</td>
</tr>
<tr>
<td>All-Round</td>
<td>Mixed styles of counter moves.</td>
</tr>
<tr>
<td>Shooter</td>
<td>Kick and submission based counter moves.</td>
</tr>
<tr>
<td>Fighter</td>
<td>Standing-based counter moves.</td>
</tr>
<tr>
<td>Grappler</td>
<td>Submission hold based counter moves.</td>
</tr>
</tbody>
</table>

**CRITICAL! Ability**

Some wrestlers have a move with a high chance to critical and cause crushing damage. The likelihood of a critical is pre-determined.

<table>
<thead>
<tr>
<th>Move</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Finisher</td>
<td>Critical can occur when Signature Move is executed.</td>
</tr>
<tr>
<td>Striking</td>
<td>Critical can occur when a punch or kick (striking attack) lands.</td>
</tr>
<tr>
<td>Suplex</td>
<td>Critical can occur when a throwing move is used (holding moves not included).</td>
</tr>
<tr>
<td>Submission</td>
<td>Critical can occur when a submission hold or locking move is executed.</td>
</tr>
<tr>
<td>Power</td>
<td>Critical can occur when throwing an opponent to the ring mat.</td>
</tr>
<tr>
<td>Technical</td>
<td>Can take 3 counts on pinfall no matter how fatigued the opponent is.</td>
</tr>
</tbody>
</table>

**Compatibility for critical and counter move:**

This parameter ranks the compatibility between fighting style and critical move/counter move. The effectiveness of the move increases with good compatibility, and decreases with poor compatibility.
**Special Skill**

A special skill that dictates the wrestler’s personality.

<table>
<thead>
<tr>
<th>Skill</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>None</td>
<td>No special skill.</td>
</tr>
<tr>
<td>Stardom</td>
<td>Gets involved with the audience and repeats popular moves.</td>
</tr>
<tr>
<td>Q. Return</td>
<td>Recover immediately after taking a big move.</td>
</tr>
<tr>
<td>Over Turn</td>
<td>Becomes more concentrated under disadvantage circumstances.</td>
</tr>
<tr>
<td>Start Dash</td>
<td>Shows great strength at the beginning of the match.</td>
</tr>
<tr>
<td>Guts</td>
<td>Doesn’t give up easily.</td>
</tr>
<tr>
<td>Strikeback</td>
<td>Rejuvenates and strikes back when the opponent shows signs of fatigue.</td>
</tr>
<tr>
<td>Finisher</td>
<td>Extremely effective finisher.</td>
</tr>
<tr>
<td>Blood</td>
<td>Becomes stronger when starting to bleed.</td>
</tr>
<tr>
<td>Hardcore</td>
<td>Weapon specialist.</td>
</tr>
<tr>
<td>Focus</td>
<td>Focused during the match and has a higher rate of evading a striking attack, submissions, and technical moves.</td>
</tr>
<tr>
<td>Adapt</td>
<td>Flexible body and has a higher rate to avoid suplexes and power moves.</td>
</tr>
<tr>
<td>Hardbody</td>
<td>Strong and healthy body.</td>
</tr>
<tr>
<td>Superstar</td>
<td>Stardom and a strong finisher (signature move).</td>
</tr>
<tr>
<td>Warrior</td>
<td>Quick kill and immediate recovery.</td>
</tr>
<tr>
<td>Second Wind</td>
<td>Strong will to stand up and the ability to over turn the match under disadvantage circumstances.</td>
</tr>
<tr>
<td>Rage</td>
<td>Strong will to stand up and be rejuvenated when the opponent is fatigued.</td>
</tr>
<tr>
<td>Banish</td>
<td>Very focused and can over turn the match under disadvantage circumstances.</td>
</tr>
<tr>
<td>Spirit</td>
<td>Bring out the best from your opponent and gain power when the chips are down.</td>
</tr>
<tr>
<td>Monster</td>
<td>Star power, a strong critical finisher, and a flexible body.</td>
</tr>
<tr>
<td>Do or Die</td>
<td>Strong guts and can strike back and over turn the match.</td>
</tr>
<tr>
<td>Reborn</td>
<td>Strong guts, concentration, and a strong iron body.</td>
</tr>
</tbody>
</table>

**Recovery**

Recovery speed has two variables: Normal and bleeding. Faster the recovery, the more resistant against attacks.

**Breathing**

Each wrestler has a “Breathing value” that decreases when executing a move against the opponent. When the value reaches 0, the wrestler won’t be able to perform moves for a certain period of time.

**Spirit**

Decide strength of fighting spirit. Higher the value, the faster a wrestler can recover from attacks.

**Endurance**

Decide the amount of punishment each body part can endure. Endurance doesn’t recover during a match.

**Movement Speed**

Decide the movement speed of a wrestler.

**Ascent Style**

Decide corner post climbing style: Disable, Enable, or Run.

**Favorite Weapon**

Decide the wrestler’s favorite weapon.
Theme Music

Decide the theme song for the wrestler.

Voice

Decide voice when attacking: Voice 1 and Voice 2.

Parameter Edit

Decide parameter value for abilities. There are two main categories: Offense and Defense. Each parameter can be set from 1 - 10. Use the directional buttons Up and Down to make selections and Left and Right to increase/decrease the value. Use the LB and RB buttons to switch between Offense and Defense category.

OFFENSE PARAMETER

- Punch: Offense parameter for attacks using hands.
- Kick: Offense parameter for attacks using legs.
- Throw: Offense parameter for suplexes and throws.
- Joint: Offense parameter for joint attacks.
- Stretch: Offense parameter for moves involving stretch.
- Power: Offense parameter for power based attacks.
- Agility: Offense parameter for aerial moves and suplexes.
- Arm: Offense parameter for attack using arm power.
- Technical: Offense parameter for technical moves.
- Rough: Offense parameter for attacks using weapons, head butts, and chokes.
- MMA Overall: Offense parameter for unique multi-style moves.
- Entertain: Offense parameter for entertainment based moves.

DEFENSE PARAMETER

- Punch: Defense parameter against attacks using hands.
- Kick: Defense parameter against attacks using legs.
- Throw: Defense parameter against suplexes.
- Joint: Defense parameter against joint attacks.
- Stretch: Defense parameter against moves involving stretch.
- Power: Defense parameter against aerial attack moves.
- Lariat: Defense parameter against lariat attacks.
- Technical: Defense parameter against technical moves.
- Rough: Defense parameter against weapons, head butts, and chokes.
- MMA Overall: Defense parameter against unique multi-style moves.
- Entertain: Defense parameter against entertainment based moves.
**Moveset Edit**

Assign moves to a wrestler. The move list is on the left with the wrestler displayed to the right. Use the Y button to display a preview of a selected move. You can move the wrestler’s display by using the left analog stick. Use the LB and B buttons to zoom in and out.

- **Main (Main Attribute)**: The main parameter in deciding damage for this move. Displays value set in Parameter Edit.

- **Sub (Sub Attribute)**: The secondary parameter in deciding damage for this move. Damage adds up, so this attribute is not to be ignored.

- **Compatibility**: The overall compatibility between a wrestler’s fight style and the move assigned. Grade A is the best compatibility. But remember: Style is as important as stats.

**Signature Move, Favorite Move, Voice 1 and Voice 2:**

You can assign extra attributes to a move: Signature move, Favorite move, and voice. Open the Movesets list and press the A button to move to the bottom section. Use the left directional pad to move the cursor to the left. Move the cursor to the left “•” to set the voice and move the cursor to right “•” to set the Signature and Favorite moves.

**SIGNATURE AND FAVORITE MOVES:** Press the A button once to set “Favorite” (represented as “F”) and press the A button twice to set “Signature” (represented as “S”). Only one signature and four favorite moves can be assigned to a wrestler.

*If you reassign a Signature move, when you leave the Moveset screen you will be prompted to rename it if you like.

**CPU Logic**

Set detailed CPU action patterns of an edit wrestler.

- **PERSONALITY**
  - **Showmanship**: The higher this value, the more the wrestler tries to work an entertaining match as opposed to fighting conservatively.
  - **Discretion**: The higher the value, the more the wrestler emphasizes winning. The lower the value, the more the wrestler focuses on dealing damage.
  - **Flexibility**: The higher the value, the more flexible the wrestler is in different circumstances. The lower the value, the more they stick to the script.
  - **Cooperation**: The higher the value, the more a wrestler will cooperate with their tag partner.

- **OTHER TENDENCIES**
  - **Outside Return Count**: Decide how fast a wrestler returns to the ring.
  - **Touchwork**: Decide how often a wrestler is likely to tag a partner.
  - **Weapons**: Decide how likely the wrestler will pick up a weapon.
  - **Second Interference**: Decide how likely a second will interfere during a match.
SAVE
Create new save data or overwrite existing data.

CAUTION!
Be sure to save your edit data before returning to the main menu. Otherwise you will lose any changes made since your previous save.

Belt Edit
| Belt Name | Enter the name for the belt. |
| Weight Class | Select either Heavy or Junior. |
| Participants | Select either Single, Tag, 6-man Tag or 8-man Tag. |
| Match Rules | Set title match rules. |
| Belt Design | Customize the belt design and color. |
| Faceplate Design | Customize the plate design and color. |

Ring Edit

Ring Name
Enter the name for your new ring.

Turnbuckle
Select the type of turnbuckle. Type A: Cylinder, Type B: Triangle, Type C: Triangle-shaped mat.

Ring Mat
Select the ring mat from Type A, Type B, and Type C.

Corner Color
Select the ring mat color.

Post Color
Select the corner post color.

Rope Color
Select the rope color.

Mat Color
Select the turnbuckle color.

Apron Color
Select the ring apron color.
Referee Edit
A custom referee can be created to officiate. Select “Referee” in the Edit main menu.

Name & Skill
Enter the name for the referee.

Appearance Edit
Referee appearance can be set in details. Please see wrestler appearance.

EDIT REFEREE SKILLS
- Down Time: Recovery time after colliding with a wrestler or involved in explosion.
- Fall Count: Fall count speed.
- DQ Count: DQ count speed.
- Ringout: Ringout count speed.
- Move SP: Movement speed.
- Run in Check: How fast the referee checks cut play during a tag match.
- Involvement: How often the referee calls interference from second.
- Voice: Select female or male voice.

CAUTION!
Be sure to save your edit data before returning to the main menu. Otherwise you will lose any changes made since your previous save.

Team Edit
Create a Promotion or Stable.

Create Team: Create a new team.
Configure Team: Edit team name and other details.
Transfer Team: Change team category.
Transfer Wrestler: Retire a wrestler or transfer to another team.
Wrestler Order: Change lineup order of Wrestler Select screen.

Create Team
Customize the following parameters and create a new team.

Team Size: Select either Promotion or Stable.
Short Name: 6 character maximum.
Long Name: 12 character maximum.
Alignment: Babyface, Neutral or Heel.
Create Team: Confirm selection and create team.

*How Teams Work
There are promotions (large) and stables (small). A stable can be part of a promotion. Stables have alignments: Babyface, Neutral or Heel. Promotions do not have an alignment.
Configure Team
Edit the team settings.

Transfer Team
Select a team to transfer, then select where to transfer it to.

Transfer Wrestler
Select a team to display a list of wrestlers, then select the wrestler to transfer and select which team to transfer them to.

Wrestler Order
Edit the order that team members are listed.

Change Move Name
All moves can be renamed. However, this change is only applied during local play. Custom move names will not be displayed in Online Mode.

Workshop
The Workshop tool allows you to upload and share edit wrestlers and edit referees. Other players can download your creations onto their local machine.

- View Workshop: Access the Workshop via the Steam browser.
- Publish Item: Publish custom data to the Workshop.
- Uninstall Item: Unsubscribe and uninstall item.

*Subscribe: Subscribe to an item to download it.
*Subscription: Once you have subscribed to an item, any updates will be downloaded automatically.
*To edit Workshop downloads, you must first load the data in Edit Mode and save it as a new item. This method also allows you to make a backup of the original in case the creator updates the item.
**View Workshop**

Browse the Workshop via the Steam browser using filters to find exactly what you’re looking for.

Press the "Subscribe" button to download an item.

**Publish Item**

Publish custom data to the Workshop.

Select an item from the data list on the left and press the A button to open the Workshop data entry window.

When you register a new item you will be able to define various fields using this window. Select a field and press the A button to enter text. Next return to the Item Registration screen and select "Register to Workshop" to upload the ticked item.

The item will be shared on the Workshop along with the information you provided and an automatically generated thumbnail.

*Every upload is treated as a separate item so there may be multiple items with the same name.*

**Uninstall Item**

Delete subscribed item. This will delete the data from your local machine and cancel the Workshop subscription.

*A warning will display if you try to delete a wrestler currently in a tournament or league or that is a title holder. Deleting this wrestler will also delete the in-progress league or tournament and all titles for that wrestler.*
ONLINE PLAY

Up to 4 players can play simultaneously. Both player-vs-player and simulated CPU-vs-CPU matches are available. Match types include single match, tag match and battle royal.

Quick Match | Search for a match with general conditions.
Custom Match | Search for a match with specific conditions.
Create Room | Create a room with custom rules.

Your match results are recorded and displayed in the lower left. Your best match evaluation for Pro Wrestling Style and win-loss ratio for Cement Style are recorded for both player-vs-player and CPU-vs-CPU matches.

### Conditions

| # of Participants | Maximum number of players allowed in room.
| PLAYERS | Select VS Player or VS CPU.
| Playstyle | Select Pro Wrestling or Cement.
| Mode | Select Single, Tag or Battle Royal.
| Match Rules | Single and Tag include the same options as an offline Exhibition match. Battle Royal includes the same options as an offline Battle Royal.
| Skill Level | Self-evaluate your skill level for player-vs-player matches.
| Edit Point | Select the maximum amount of edit points for CPU-vs-CPU matches.
| Connection | Select connection speed.

*Setting a condition to “Anything Goes” means this condition will not be factored into search results.

**LOCK ROOM**

The host can lock their room with a password. The padlock symbol in the upper left of the search results denotes a locked room.
**Lobby**

While waiting for participants you can select your wrestler and adjust the rules. Both a chat room and voice chat are available.

**PLAYER & WRESTLER ENTRY**

Player 1 is the host. Other players will be assigned a number as they join.
Select the empty field under your name and press A to bring up the wrestler entry screen. Once you select a wrestler, an "OK!" graphic will display next to your name. Once all participants have selected their wrestler, the host may start the match.

**CORNER SWAP**

Place the cursor over a player and press A to move them to a different corner/team. This makes it easy to setup tag team matches.

**Match Options**

You can also change rules after you create a room. Rules and options are the same as offline mode.

**Starting the Match**

Once all players have selected their wrestler, the "Start Match" button will activate. Only the host can press the button.

**Chat Room**

Press the A button over the chat window to display the chat input menu.

**Leave Room**

Press the A button over the icon in the lower left to leave a room. Be considerate and announce that you’re leaving in the room. If the host leaves, the room will be disbanded.

**Host-only Actions**

*Change room name, change corners/teams, unlock/lock room.
*Change match rules, start match, disband room.
**Standing (strike)**

The key to standing attacks is to use weak strikes at the start of a match. Once the opponent becomes tired or hurt, start using medium and strong strikes.

<table>
<thead>
<tr>
<th>Input</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>Directional pad/left stick</td>
<td>Move wrestler.</td>
</tr>
<tr>
<td>X button</td>
<td>Weak strike.</td>
</tr>
<tr>
<td>A button</td>
<td>Medium strike.</td>
</tr>
<tr>
<td>B button + directional pad/left stick</td>
<td>Strong strike 1.</td>
</tr>
<tr>
<td>B button</td>
<td>Strong strike 2.</td>
</tr>
<tr>
<td>X + A buttons</td>
<td>Strong strike 3.</td>
</tr>
<tr>
<td>Y button + directional pad/left stick</td>
<td>Run towards the selected direction.</td>
</tr>
<tr>
<td>Y button + directional pad/left stick (Left or Right)</td>
<td>Run left or right (when the wrestler is on the diagonal line between the corner posts).</td>
</tr>
<tr>
<td>LB</td>
<td>Breathe to avoid fatigue.</td>
</tr>
<tr>
<td>RB + directional pad/left stick (Left or Right)</td>
<td>Circle around the opponent.</td>
</tr>
<tr>
<td>RB + directional pad/left stick (Up or Down)</td>
<td>Walk toward the opponent or away from the opponent.</td>
</tr>
<tr>
<td>Right stick</td>
<td>Perform for crowd.</td>
</tr>
</tbody>
</table>

**Front Grapple**

When the wrestler makes contact (grapple), press the button once at the right timing to perform a grapple move.

*Pressing the button rapidly does NOT help.*

<table>
<thead>
<tr>
<th>Input</th>
<th>Move</th>
</tr>
</thead>
<tbody>
<tr>
<td>X button</td>
<td>Small move (different move with directional pad).</td>
</tr>
<tr>
<td>A button</td>
<td>Medium move (different move with directional pad).</td>
</tr>
<tr>
<td>B button</td>
<td>Big move 1 (finisher) (different move with directional pad).</td>
</tr>
<tr>
<td>X + A buttons</td>
<td>Big move 2 (finisher).</td>
</tr>
<tr>
<td>Y button + directional pad/left stick</td>
<td>Irish Whip (throw opponent toward the rope).</td>
</tr>
<tr>
<td>RB + Y button</td>
<td>Throw opponent over the top rope.</td>
</tr>
<tr>
<td>RB</td>
<td>Front face lock.</td>
</tr>
</tbody>
</table>

**Front Face Lock**

Use this command to grab the opponent by the head and drag them away from their partner or closer to your own partner.

**Contest of Strength**

When the wrestlers perform the same move while grappling, they go into a “Contest of Strength.” Rotate the directional pad or left stick rapidly to win.

**Over-Top Rope**

While front grappling press the Y button + the RB button to throw the opponent over the top rope (outside the ring).

**MOVE ATTRIBUTES**

<table>
<thead>
<tr>
<th>Input</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>X button grapple</td>
<td>Opponent recovers quickly.</td>
</tr>
<tr>
<td>A button grapple</td>
<td>Opponent recovers slowly.</td>
</tr>
<tr>
<td>B button grapple</td>
<td>Opponent recovers quickly but is dazed.</td>
</tr>
<tr>
<td>X + A button grapple</td>
<td>Opponent recovers slowly.</td>
</tr>
</tbody>
</table>
When the opponent is on the ground, various moves such as striking or submission holds can be performed. You can also pull them to their feet to execute a back grapple or back attack.

**Back Grapple**

Use this command to grab the opponent from behind. This command can be used when the opponent is standing dazed or facing other wrestlers in a multi-wrestler situation.

- **X button** near opponent’s head: Lift opponent to feet.
- **X button** near opponent’s feet: Roll the opponent to face down.
- **A button** near opponent’s head: Down move 1 (to opponent’s upper body).
- **A button** near opponent’s feet: Down move 2 (to opponent’s lower body).
- **B button** near opponent’s head: Down move 3 (to opponent’s upper body).
- **B button** near opponent’s feet: Down move 4 (to opponent’s lower body).
- **RT** near opponent’s head: Pinfall.
- **RT** near opponent’s feet: Pinfall.
- Run toward opponent + **B** button: Running strike.

**Back Grapple Counter**

Press the X or A button to perform a counter move when grabbed from behind by the opponent. The timing is the same as a normal grapple move.

**Opponent Down (Face Up)**

When the opponent is on the ground, various moves such as striking or submission holds can be performed.

- **X button** near opponent’s head: Lift opponent to feet.
- **X button** near opponent’s feet: Roll the opponent to face down.
- **A button** near opponent’s head: Down move 5 (to opponent’s upper body).
- **A button** near opponent’s feet: Down move 6 (to opponent’s lower body).
- **B button** near opponent’s head: Down move 7 (to opponent’s upper body).
- **B button** near opponent’s feet: Down move 8 (to opponent’s lower body).
- **RT** near opponent’s head: Pinfall.
- **RT** near opponent’s feet: Pinfall.
- Run toward opponent + **B** button: Running strike.

**Dragging Downed Opponent**

You can drag a downed opponent using the same command as a headlock.

- **RB**: Drag opponent in the ring in one of the following 3 directions.
- **RB** + horizontal: Drag opponent to the left or right.
- **RB** + up: Drag opponent diagonally up.
- **RB** + down: Drag opponent diagonally down.

**Dodging Attacks While Down**

When your wrestler is down on the ground, there are three ways to possibly avoid an opponent’s attack.

- **X button**: Stand up.
- **A button**: Play dead.
- **A button** + directional pad Up/Down: Roll.
**Running Attack**

Use the following commands to use moves while running.

<table>
<thead>
<tr>
<th>Command</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Directional pad/left stick</td>
<td>Press toward the opposite direction while running to stop.</td>
</tr>
<tr>
<td>X button</td>
<td>Small move.</td>
</tr>
<tr>
<td>A button</td>
<td>Medium move.</td>
</tr>
<tr>
<td>B button</td>
<td>Big move.</td>
</tr>
<tr>
<td>Run toward opponent + B button</td>
<td>Running strike.</td>
</tr>
<tr>
<td>Run toward corner post + B button</td>
<td>Execute corner move when the opponent is dazed in the corner.</td>
</tr>
<tr>
<td>Run toward corner post + hold X</td>
<td>Run towards the corner and run-up a corner post to attack a standing opponent.</td>
</tr>
<tr>
<td>Run toward corner post + hold A</td>
<td>Run towards the corner and run-up a corner post to attack a downed opponent.</td>
</tr>
</tbody>
</table>

*Some wrestlers cannot use corner post climbing attack.

**Diving Attack from the Corner Post**

After climbing the corner post you execute a diving attack. Normally this is used against an opponent in the ring, but you can also hit an opponent standing outside the ring. Press the button of the move + towards your opponent using the directional pad/left stick.

Note that some wrestlers can’t climb the corner post.

**Attacking a Standing Opponent**

Press the X/A/B/X+A button to execute a diving attack against a standing opponent. Each wrestler has a different move set.

**Attacking a Downed Opponent**

Press the X/A/B/X+A button to execute a diving attack against a downed opponent. Each wrestler has a different move set.

**Attacking an Opponent on the Corner Post**

Press the X or A button + directional pad (press towards the corner post) to use Deadly Drive and throw the opponent from the top of a corner post.

**Running Counter**

Use these commands to counter attack the opponent when Irish Whipped.

<table>
<thead>
<tr>
<th>Command</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>X button</td>
<td>Small move counter</td>
</tr>
<tr>
<td>A button</td>
<td>Medium move counter</td>
</tr>
<tr>
<td>B button</td>
<td>Big move counter</td>
</tr>
<tr>
<td>X+A buttons</td>
<td>Standing attack counter</td>
</tr>
<tr>
<td>LB</td>
<td>Feint move</td>
</tr>
</tbody>
</table>

*Feint move may not be used depending on the wrestler’s fight style.

**Diving Attack to the Outside/Inside the Ring**

Diving attacks can be used when the opponent is outside the ring. If nobody is outside, these moves cannot be used.

<table>
<thead>
<tr>
<th>Command</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Run toward outside + hold B button</td>
<td>Diving attack from inside the ring to the opponent outside the ring.</td>
</tr>
<tr>
<td>B button + directional pad while on the apron</td>
<td>Slingshot attack from the apron to the opponent inside the ring.</td>
</tr>
<tr>
<td>B button + directional pad near the rope</td>
<td>Slingshot attack from inside the ring to the opponent outside the ring.</td>
</tr>
</tbody>
</table>
**Throw the Opponent Outside the Ring**

When grappling near the rope, press the Y button + directional pad (towards outside) to throw the opponent outside the ring. If the opponent is fatigued, he/she will be dazed when getting up.

**Throw the Opponent Inside the Ring**

When grappling near the ring while outside the ring, press the Y button + directional pad (towards ring) to throw the opponent into the ring. If the opponent is fatigued, he/she will be dazed while getting up.

---

**Corner Grapple**

When throwing the opponent towards the left or right corners, he/she will be dazed while leaning on the post. Grapple the opponent while dazed to perform a corner attack. The more tired the opponent, the longer they stay dazed.

<table>
<thead>
<tr>
<th>B button + Directional pad/left stick</th>
<th>Corner grapple move (three different moves depending on the direction pressed).</th>
</tr>
</thead>
<tbody>
<tr>
<td>RB</td>
<td>Tree of woe (hang the opponent upside down).</td>
</tr>
</tbody>
</table>

---

**Top-Rope Move (Avalanche-Style Move)**

There are some corner post moves that set the opponent on top of a turnbuckle and throw him/her from it. When you set the opponent on top of a turnbuckle, the wrestlers grapple at which time you can press the B button to use top-rope move.

**Avalanche Counter**

When the opponent sets you on top of turnbuckle, press the X, A, or B button to counter the move.

---

**Irish Whip Counter**

When getting Irish Whipped by the opponent, press the A or X button when making contact with the rope to attempt a dodge.

- **X Button**
  - Put your arms around the rope to stop. This may not work if the opponent is running towards you to attack.

- **A Button**
  - Stop at the rope and counter attack.
  - In addition to the actions above, you may counter with your own Irish Whip.

---

**Grapple on the Apron**

When one of the wrestlers is on the apron and the other is inside the ring and they grapple, press the X, A, or B button to use an apron move.

**THROW OPPONENT TO THE APRON**

When your wrestler grapples the opponent near the rope, press the RB button + directional pad (towards the outside) to throw the opponent to the apron.

---

**Guard Position (Mount Position)**

Some moves take the opponent to the ground and assume guard position (mount position). Press the X, A, or B button at the correct timing to perform an attack.

### GUARD POSITION MOVES

<table>
<thead>
<tr>
<th>Standing</th>
<th>Opponent Down - Face Up, Near Head</th>
<th>Opponent Down - Face Up, Near Legs</th>
</tr>
</thead>
<tbody>
<tr>
<td>Running</td>
<td>Mount position</td>
<td>Mount position counter</td>
</tr>
<tr>
<td>Grapple</td>
<td>Lift and drop.</td>
<td>Leg roll.</td>
</tr>
<tr>
<td>Grapple</td>
<td>Guard position.</td>
<td>Guard position.</td>
</tr>
</tbody>
</table>

- **Guard Position**
  - Opponent Down - Face Up, Near Head
  - Opponent Down - Face Up, Near Legs
  - Mount position
  - Mount position counter
  - Lift and drop
  - Leg roll
This move will only be successful if the opponent is standing dazed.

Back-Mount Position

Some moves take the opponent to the ground and assume a back mount position. Press the X, A, or B button at the correct timing to perform an attack.

\[
\begin{array}{|l|l|}
\hline
\text{BACK MOUNT POSITION MOVES} & \\
\text{Back grapple} & \text{Back tackle.} \\
\text{Mount position counter} & \text{Back switch.} \\
\text{Mount position} & \text{Back switch.} \\
\text{Opponent Down - Face Down, Near Head} & \text{Back mount position.} \\
\text{Opponent Down - Face Down, Near Legs} & \text{Back mount position.} \\
\hline
\end{array}
\]

Back-Mount Position Counter

Press the X, A, or B button to perform a counter move when the opponent performs a back-mount position.

Corner-to-Center Move

When the opponent is down and around the center of the ring, go to the left or right side corner post and press the B button + directional pad (press towards the post) to perform the corner-to-center move.

Your wrestler will perform the attack move when the opponent stands up.

Ukemi

If the opponent uses a strong move while your wrestler is in good condition, you will automatically counter their move. However, if you press the LB button during a grapple or while downed, you will allow their move to succeed. Ukemi doesn't reduce damage, but it allows for a devastating counterattack based on damage received.
**Weapons**

Weapons are available by default.

- **Y button + towards the ring on the directional pad/left stick (outside ring)**
  Pull out a weapon from under the ring. The wrestler’s Weapon attribute determines the weapon pulled.

- **Y button + down on the directional pad/left stick**
  Pick a weapon off the ground.

- **Y button (when holding weapon)**
  Drop weapon.

**Special Rules**

If DQ is set to ON, a wrestler will be disqualified on a 5 count. Either drop the weapon before the 5 count or distract the ref to avoid a DQ.

A wrestler will automatically drop a weapon if they run, grapple, take a hit, climb the post, or tag their partner.

There is a limit to the number of weapons that can be on screen simultaneously. When this limit is reached, a wrestler may attempt to pull a weapon from under the ring, but will come up empty-handed.

**Other Controls**

There are a number of additional controls worth remembering.

- **Climb corner post [X or A button]**
  Note that some wrestlers can’t climb the corner post.

- **Descend corner post [Down on the directional pad/left stick]**
  Descend from the post without taking damage.

- **Run Up Post [B button while running]**
  Faster than climbing up normally.

- **Stand on Apron [A button + directional pad/left stick while near ropes]**
  Step through the ropes to stand on the outside apron.

- **Climb Onto Apron [A button + directional pad/left stick while outside ring]**
  Climb onto apron from outside the ring.

- **Apron Attack [X or A button]**
  Attack opponent on apron to send them to the ground.

- **Circle Corner [A button + towards post on directional pad/left stick while on apron]**
  Shimmy around the corner post while on the apron. Vital in tag matches.

- **Exit Ring [X button + directional pad/left stick while in ring]**
  Move outside of the ring. Great for catching a breather. Press the X + A buttons to perform a sliding exit.

- **Return to Ring [X button + directional pad/left stick while outside ring]**
  Return to the ring before the referee DQs you. Press the X + A buttons to perform a sliding entrance.

- **Press A rapidly**
  Escape from a pin.

- **Press directional pad or spin left stick rapidly**
  Escape from a submission or hold.

- **Press any button(s) rapidly**
  Recover from knockdown.
Voluntarily release the pin or hold [A button]

Tag matches allow for unique commands unavailable in single matches.

**Difference Between Knockdown and KO:**
The wrestler sometimes can be knocked out (KO). KO is different from a normal knockdown. When the wrestler is knocked out, the referee will stop the match immediately. If the opponent is knocked out but your wrestler gets him/her up on their feet, the match will continue until he/she is downed again.

**Tag Match Controls**

タッグマッチ時には、シングルマッチではできないような攻撃が可能となります。

- **[LB button + directional pad (near corner)]**
  Tag out. It can be done while having the opponent under a face lock position.

- **[RB button after grappling from behind]**
  Grab the opponent.

- **[RB button + directional pad/left stick up while grappling from behind]**
  Grab the opponent and have your partner attack from the corner post.

- **[Any button while getting pinned or under submission hold]**
  Cut play to help your partner escape from a pin, submission or hold.

- **From the apron [RB button + directional pad/left stick]**
  Grab the opponent inside the ring while standing on the apron.

- **Opponent on the top of corner post [X button + directional pad]**
  Grab the opponent who is standing on top of the corner post while you’re on the apron.

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**Double Team Grapple (Front)**

Press the X, A, or B button to perform a double team move when two wrestlers grab an opponent. The move is dependent on the wrestler and who is making the move.

**Double Team Grapple (Back)**

Press the X, A, or B button to perform a double team move when two wrestlers grab an opponent from behind. The move is dependent on the wrestler and who is making the move.

**Double Team Grapple (Corner)**

Press the X, A, or B button to perform a double team corner move when two wrestlers grab an opponent near the corner post. The move is dependent on the wrestler and who is making the move.

**Combo Corner Attack**

When it’s your turn to perform a corner attack, hold down the B + RB buttons until the move connects.

**Strike Contest**

A front grapple will sometimes escalate into a strike contest.

Both wrestlers will land a blow, then pause for a stare down.
2. When they start to exchange blows, rapidly press the A/B/X/Y buttons.

3. The outcome is determined by who initiated the strike contest and who won the button-pressing contest.

If a wrestler is tired, they will unleash a powerful blow after their victory pose.

Rope Escape

Hold the LB/RB button + quickly rotate the directional pad/left stick when in a submission or hold to inch towards the nearest rope.

Note that some moves can't be escaped from depending on the direction and some moves can't ever be escaped from.

Options

Configure game settings.
Use the directional pad/left stick up and down to make selections and use the directional pad/left stick left and right to change the values. You can also press the X button to open the submenu to make changes.

- Sound: Adjust the volume of SFX, music, etc.
- Controller Vibration: Turn controller vibration ON/OFF.
- Ring Entrance Skip: Turn ring entrance skip ON/OFF.
- Screen Mode: Select Windowed Mode or Fullscreen Mode.
- Controller Settings: Reconfigure button layout.
- Keyboard Settings: Reconfigure keyboard layout.
- Credits: View staff credits.