MANUAL

CONTENTS

CONTROLS

Rules

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

*Controller vibration can be turned ON/OFF from the Options menu. (→P.57)

OPTIONS button	Start match/Pause/Resume match.
Directional button	Move cursor/Navigate menu/Change wrestler outfit (4 types)/Move wrestler/Select move/Select run direction.
Right stick	Perform for the crowd. (4 types: Up/down/left/right)
✕ button	Confirm selection/Medium move.
◎ button	Cancel selection/Big move.
◻ button	Small move/Delete entry.
△ button	Run/Delete all entries.
L1 button	Move cursor left/Breathing recvoery/Ukemi. (Allow opponent's move to succeed.)
R1 button	Move cursor right/3-D walk. (Walk around opponent.)
R2 button	Match controls.

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.

Fighting Road

Step into the ring with real-life pro wrestlers and fight your way to the top! The outcome of each bout and your match rating determine how the story develops.

Options

Change gameplay settings.
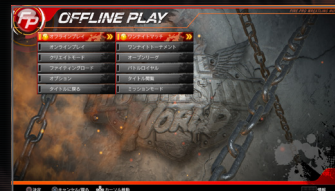
Return To Title

Returns to title screen.

Quit

Closes application.

Offline Play

Selcet from 6 gameplay modes.
Use the directional button/left stick to navigate and ⊗ button to confim.

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.(*1)

*1 Default Setting is CP.

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

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

*1 If a wrestler only has one costume, it will automatically be chosen by default.

■WRESTLER SELECT CONTROLS

Directional button	Select wrestler/costume/toggle through promotions and stables.
⊗ button	Confirm selection.
L1 button／R1 button	Toggle between promotions.
L2 button／R2 button	Toggle between stables.
OPTIONS button	Random select.

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 ⊗ button to select "Settings" to open the options menu.

Press the ⊗ button over a category to open a pull-down menu. Navigate using the directional button/left stick, then press the ⊗ button to select a menu item.

■MATCH RULES

Win Condition	Decide the victory condition: 3 count, 2 count, Fall Only, Give Up, and Escape in Cage Deathmatch.
Over-Top Rope(→P.43)	Wrestlers can be eliminated by being thrown over the top rope.
Time	Decide match duration: 3, 5, 10, 15, 20, 30, 45, 60 minutes, or unlimited.
Matches	Set number of matches to play: 1 match or best of 3.
CPU Level	Set CPU skill level. (1 lowest ˜ 10 highest.)
Speed	Set match speed from 100% ˜ 800%.
COM Skip	Set ON/OFF to skip a match between CPU wrestlers.
Rope	Pins and submission holds are broken if a wrestler is touching the rope.
Elimination	Match continues until all the wrestlers from one team are eliminated in a multi-wrestler match.
Lumber	Wrestlers automatically return to the ring after being thrown out or exiting the ring.
Tornado	All participating wrestlers in a tag match are allowed in the ring at the same time.
Cut Play	During a tag match, teammates are allowed to interfere if a wrestler is in danger of being pinned or under a submission hold.
DQ Count	The referee counts to 5 for an illegal act, and the wrestler is disqualified if the act is still present at count 5.
Outside	The referee counts to 20 when a wrestler is outside the ring.

Critical	Select the frequency rate for Critical Hits.
Match BGM	Select the background music for the match.
Entrance Style	Set wrestler entrance style. (Individual/Team)
Interference	Set the probability of a surprise wrestler running in to interfere.

Title Match

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

Use the directional button/left stick to select from title belts created in Edit Mode. Press the ✖ 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/S-1 Rule

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.)

GAME MODES

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 button (towards cage) + ◉(✗) button	Grab the cage.
Directional button (towards cage) + ◉ button	Shake the cage.

■While grabbing the cage

Directional button/Left stick	Move on cage.
Directional button/Left stick + ◉ button	Attack while grabbing the cage.

■Near the top of the cage

Directional button Up + ◉(✗)	Go over to the opposite side of the cage.

■Near the bottom of the cage

Directional button Down + ◉(✗) button	Go down to the outside ring or apron.

■Near top of the cage around corner

Directional button Left or Right + ◉(✗) button	Climb on the cage corner.

■ON STOP OF CAGE

◉/✗/◉ button	Flying attack from cage corner.
Directional button/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 BOMBS

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 △ button + towards the corner on the directional button/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 marital 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.

S-1 Rules Match

Fight in a match that only allows the use of striking attacks, similar to boxing or stand-up fighting. Singles match only.

■Special rules for S-1 matches

No grappling	Combatants automatically break out of grapples.
No running	Combatants may not run in the ring.

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

Mark	Result	Points
○	Win: fall/give up/KO	5
□	Win: DQ/ring-out	4
△	Draw: time up	2
▲	Draw: ring-out	0
■	Lose: DQ/ring-out	0
×	Lose: fall/give up/KO	0

■2 Point System

Mark	Result	Points
○	Win: fall/give up/KO	2
□	Win: DQ/ring-out	2
△	Draw: time up	1
▲	Draw: ring-out	0
■	Lose: DQ/ring-out	0
×	Lose: fall/give up/KO	0

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.

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.
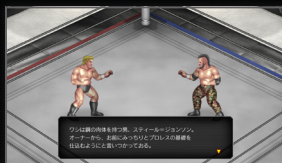
EDIT MODE

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

Wrestler Name and Profile	Change the name of a wrestler.
Wrestler Appearance	Edit the appearance of a wrestler.
Skill	Edit the skills of a wrestler.
Parameter	Edit the parameters of the wrestler.
Moveset	Edit the moves and decide special/critical and voices.
CPU Logic	Edit the CPU Logic of the wrestler.
Delete Wrestler	Deletes this wrestler.

Wrestler Name and Profile

Nickname	20 character maximum.
First Name	8 character maximum.
Last Name	12 character maximum.
Swap Order	Switch order of Short Name and Long Name.
Space	Decide which symbol to use between the Short Name and Long Name, if any.
Class	Select either Heavy or Junior. A Junior can also hold Heavy titles, but a Heavy can't hold Junior titles.
Gender	Select from 4 options.

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

* Change numbers by pressing the directional button left/right.

Wrestler Appearance

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

Stance	Select stance.
Size	Select size of wrestler. (F/S/M/L/G)
Costume	Select costume. Each wrestler can have up to 4 costumes.
Preset	Load sample costumes.
Part Size	Adjust body part size. Each part can be adjusted individually.
Pose	Select stance for full-body wrestler preview. (Standing or Fighting Stance)
Skin Color	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.
Part	Select body part to edit. Refer to "Body Parts" graph for details.
BASE	Select base layer for current body part and adjust the color and highlights.
LAYERS	Select layer to add to base and adjust the color and highlights.

■BODY PARTS

Face	Head parts.
Chest	Chest parts.
Waist	Waist parts.
Upper Arm	Upper arm parts.
Forearm	Lower arm parts.
Calf	Calf parts.
Thigh	Thigh parts.
Hand	Wrist parts.
Feet	Feet parts.

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.

Fight Style

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

Orthodox	Traditional Orthodox style.
Technician	Great at technical moves.
Wrestling	Amateur wrestling style using tackles and Suplexes.
Ground	Good at ground attacks and submissions.
Power	Main style is to maximize strength.
American	Mixed style of technical moves and rough attacks.
Junior	Mixed style of various styles.
Luchador	Traditional Lucha Libre.
Heel	Main style is rough.
Mysterious	Technical style heel with oriental elements.
Shooter	No entertainment element for this style.
Fighter	Main style is kick boxing and karate.
Grappler	Main style is Jujutsu.
Panther	Main style is Junior with an emphasis on kicks.
Giant	Large size prevents them from being thrown by opponent.
Vicious	Favors rough moves and holds/submissions.

Return Skill

Counter move category.

Orthodox	Orthodox counter style.
Technician	Counter-pinfall moves.
Power	Power-based counter moves.
American	Tough and technical counter moves.
Junior	Lucha Libre based counter moves with Japanese arrangement.
Luchador	Orthodox Lucha Libre based counter moves.
Heel	Rough attack based counter moves.
Mysterious	Heel-based elegant counter moves.
All-Round	Mixed styles of counter moves.
Shooter	Kick and submission based counter moves.
Fighter	Standing-based counter moves.
Grappler	Submission hold based counter moves.
Giant	Uses large size to execute counter moves.
Vicious	More likely to counter when in a tight spot.

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.

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

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.

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

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 5 voice when attacking.

Parameter Edit

Decide parameter value for abilities.
There are two main categories: Offense and
Defense. Each parameter can be set from
1 - 10.

■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 join 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.
Body	Defense parameter against attacks using opponent's body weight.
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 △ button to display a preview of a selected move. You can move the wrestler's display by using the left analog stick. Use the L1 button and ◎ buttons to zoom in and out.

Main (Main Attribute)	The main parameter in deciding damage for this move. Dispalys 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 compatability. But remember: Style is as important as stats.

Signature Move, Favorite Move, Voices

You can assign extra attributes to a move: Signature move, Favorite move, and voice. Open the Movesets list and press the ✕ button to move to the bottom section. Use the left directional button 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 ✕ button once to set "Favorite" (represented as "F") and press the ✕ 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 should you like.

CPU Logic

Set detailed CPU action patterns of an edit wrestler.

* Change numbers by pressing the directional button left/right.

■PERSONALITY

Showmanship	The higher this value, the more the wrestler tries to work an enertaining 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.

* Select belt and faceplate color using the color picker on the right.

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.

FPW NET

FPW NET allows you to upload and share edit wrestlers and edit referees.
Other players can download your creations onto their PlayStation®4.

View FPW NET	Access FPW NET via browser.
Publish item	Publish custom data to the FPW NET.
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 FPW NET 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.

*After subscribing to an item on FPW NET, restart the application to download it.
*Subscribed wrestlers are placed in "Retired" by default. Transfer them to a team to use them.
   (Edit Mode > Team Edit > Transfer Wrestler)

View FPW NET

Browse FPW NET via 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 FPW NET.

Select an item from the data list on the left and press the ⊗ button to open FPW NET 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 ⊗ button to enter text. Next return to the Item Registration Screen and select "Register to FPW NET" to upload the ticked item.
The item will be shared on FPW NET 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 subscircbed item. This will delete the data from your PlayStation®4 and cancel FPW NET 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.

Quick Match

Search for a match with general conditions.

Custom Match

Search for a match with specific conditions.

■Conditions

# of Participants	Maximum number of players allowed in room.
PLAYER	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.
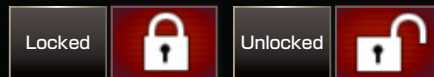
Lobby

While waiting for participants you can select your wrestler and adjust the rules.

PLAYER & WRESTLER ENTRY

Player 1 is the host. Other players will be assigned a number as they join.
Select the empy field under your name and press ✕ 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 ✕ 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 ✕ button over the chat window to display the chat input menu.

Leave Room

Press the ✕ 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.

FIGHTING ROAD

Step into the ring with real-life pro wrestlers and fight your way to the top!

The outcome of each bout and your match rating determine how the story develops. Train between matches and develop a fight style in the ring to produce your ideal wrestler.

Fighting Road Start Menu

Selecting "Fighting Road" from the main menu grants you the following options.

Load Data	Continue scenario where you left off.
Start from Beginning	Start scenario from the beginning.
Skip Training	Start scenario from the unit of your choice. *Appears when you have cleared Fighting Road once.
Delete Data	Delete scenario data.

Training

You can train mainly before matches. Spend "Training Points" to train and raise your wrestler's parameters and skills. When you obtain enough experience, you will gain a level.

You gain Training Points after finishing a match.

Edit Wrestler

Customize your wrestler's appearance, moves and abilities. Refer to the "Edit Mode" section for details.

Earning New Moves/Training Points

After a match, your wrestler will earn Training Points. You may also earn new moves. You can assign new moves from the Wrestler Edit > Moveset menu. Categories with new moves will be marked "NEW."

Missions

Fighting Road matches will give you an objective with certain criteria. You will be given the option to continue the story even if you fail to clear the objective.

Opponent/Match Rules

You can only control your own wrestler. In a tag team match, your partners will be CPU controlled. Your opponent and tag team partner are preset and can't be changed. Match rules are also preset, though you may change the Entrance Style and Match BGM.

MATCH CONTROLS

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.

Directional button/left stick	Move wrestler.
◉ button	Weak strike.
⊗ button	Medium strike.
◎ button + directional button/left stick	Strong strike 1.
◎ button	Strong strike 2.
◉ + ⊗ buttons	Strong strike 3.
△ button + directional button/left stick	Run towards the selected direction.
△ button + directional button/left stick (Left or Right)	Run left or right (when the wrestler is on the diagonal line between the corner posts).
L1 button	Breathe to avoid fatigue.
R1 + directional button/left stick (Left or Right)	Circle around the opponent.
R1 + directional button/left stick (Up or Down)	Walk toward the opponent or away from the opponent.
Right stick	Perform for crowd.

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.

◉ button	Small move (different move with directional button).
⊗ button	Medium move (different move with directional button).
◎ button	Big move 1 (finisher) (different move with directional button).
◉ + ⊗ buttons	Big move 2 (finisher).
△ button + directional button/left stick	Irish Whip (throw opponent toward the rope).
R1 + △ button	Throw opponent over the top rope.
R1 button	Front face lock.

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 button or left stick rapidly to win.

Over-Top Rope

While front grappling press the △ + R1 button to throw the opponent over the top rope (outside the ring).

■MOVE ATTRIBUTES

◉ button grapple	Opponent recovers quickly.
⊗ button grapple	Opponent recovers slowly.
◎ button grapple	Opponent recovers quickly but is dazed.
◉ + ⊗ button grapple	Opponent recovers slowly.

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.

◎ button	Back small move (different move with directional button).
✕ button	Back medium move (different move with directional button).
◉ button	Back big move 1 (finisher) (different move with directional button).
◎ + ✕ buttons	Back big move 2 (finisher).
▲ button + directional button/left stick	Irish Whip (throw opponent toward the rope).

Back Grapple Counter

Press the ◎ or ✕ button to perform a counter move when grabbed from behind by the opponent. The timig 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.

◎ button near opponent's head	Lift opponent to feet.
◎ button near opponent's feet	Roll the opponent to face down.
✕ button near opponent's head	Down move 1 (to opponent's upper body).
✕ button near opponent's feet	Down move 2 (to opponent's lower body).
◉ button near opponent's head	Down move 3 (to opponent's upper body).
◉ button near opponent's feet	Down move 4 (to opponent's lower body).
R2 button near opponent's head	Pinfall.
R2 button near opponent's feet	Pinfall.
Run toward opponent + ◎	Running strike.

Opponent Down (Face Down)

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.

◎ button near opponent's head	Lift opponent to feet.
◎ button near opponent's feet	Roll the opponent to face down.
✕ button near opponent's head	Down move 5 (to opponent's upper body).
✕ button near opponent's feet	Down move 6 (to opponent's lower body).
◉ button near opponent's head	Down move 7 (to opponent's upper body).
◉ button near opponent's feet	Down move 8 (to opponent's lower body).
R2 button near opponent's head	Pinfall.
R2 button near opponent's feet	Pinfall.
Run toward opponent + ◎ button	Running strike.

Dragging Downed Opponent

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

R1 button	Drag opponent in the ring in one of the following 3 directions.
R1 button + horizontal	Drag opponent to the left or right.
R1 button + up	Drag opponent diagonally up.
R1 button + 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.

◎ button	Stand up.
✕ button	Play dead.
✕ button + directional button Up/Down	Roll.
While playing dead; L1 button / R1 button + directional button	Roll while on the mat. Can be used to avoid attacks. (Or to set up an attack for the opponent.)

Running Attack

Use the following commands to use moves while running.

Directional button/left stick	Press toward the opposite direction while running to stop.
◎ button	Small move.
⊗ button	Medium move.
◎ button	Big move.
Run toward opponent + ◎ button	Running strike.
Run toward corner post + ◎ button	Execute corner move when the opponent is dazed in the corner.
Run toward corner post + hold ◎ button	Run towards the corner and run-up a corner post to attack a standing opponent.
Run toward corner post + hold ⊗ button	Run towards the corner and run-up a corner post to attack a downed opponent.

*Some wrestlers cannot use corner post climbing attack.

Running Counter

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

◎ button	Small move counter
⊗ button	Medium move counter
◎ button	Big move counter
◎+⊗ buttons	Standing attack counter
L1 button	Feint move

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

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 button/ left stick.
Note that some wrestlers can't climb the corner post.

Attacking a Standing Opponent

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

Attacking a Downed Opponent

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

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.

Run toward outside + hold ◎ button	Diving attack from inside the ring to the opponent outside the ring.
◎ button + directional button while on the apron	Slingshot attack from the apron to the opponent inside the ring.
◎ button + directional button near the rope	Slingshot attack from inside the ring to the opponent outside the ring.

Throw the Opponent Outside the Ring

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

◎ button + Directional button/left stick	Corner grapple move (three different moves depending on the direction pressed).
R1 button	Tree of woe (hang the opponent upside down).

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 ◎ button to a use top-rope move.

Avalanche Counter

When the opponent sets you on top of turnbuckle, press the ◎, ⊗, or ◉ button to counter the move.

Irish Whip Counter

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

◉ button

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

⊗ 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 ◉, ⊗, or ◎ button to use an apron move.

THROW OPPONENT TO THE APRON

When your wrestler grapples the opponent near the rope, press the R1 button + directional button (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 ◉, ⊗, or ◎ button at the correct timing to perform an attack.

■GUARD POSITION MOVES

Standing	Double leg tackle.	Opponent Down - Face Up, Near Head	Guard position.
Running	Double leg tackle.	Opponent Down - Face Up, Near Legs	Guard position.
Grapple	Single leg tackle.	Mount position	Lift and drop.
Grapple	Sweep mount.	Mount position counter	Leg roll.

Guard Position (Mount Position) Counter

If the opponent takes the guard position on your wrestler, press the ◉, ✕, or ◎ button to perform a counter move.

Face Lock Position

When the opponent tries to tackle and take you down to the ground, your wrestler sometimes puts the opponent under a face lock position while standing. Press the ◉, ✕, or ◎ button to perform an attack.

Face Lock Position Counter

Press the ◉, ✕, or ◎ button to perform a counter move when the opponent performs a face lock position.

Back-Mount Position

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

■BACK MOUNT POSITION MOVES

Back grapple	Back tackle.
Mount position counter	Back switch.
Mount position	Back switch.
Opponent Down - Face Down, Near Head	Back mount position.
Opponent Down - Face Down, Near Legs	Back mount position.

Back-Mount Position Counter

Press the ◉, ✕, or ◎ 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 ◎ button + directional button (press towards the post) to perform the corner-to-center move.

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

Hit	Miss

This move will only be successful if the opponent is standing dazed.

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 L1 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.

▲ button + towards the ring on the directional button/left stick (outside ring)

Pull out a weapon from under the ring. The wrestler's Weapon attribute determines the weapon pulled.

▲ button + down on the directional button/left stick

Pick a weapon off the ground.

▲ 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 [◎ or ▲ button]

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

Descend corner post [Down on the directional key/left stick]

Descend from the post without taking damage.

Run Up Post [◎ button while running]

Faster than climbing up normally.

Stand on Apron [✕ button + directional button/left stick while near ropes]

Step through the ropes to stand on the outside apron.

Climb Onto Apron [✕ button + directional button/left stick while outside ring]

Climb onto apron from outside the ring.

Apron Attack [◎ or ✕ button]

Attack opponent on apron to send them to the ground.

Circle Corner [✕ button + towards post on directional button/left stick while on apron]

Shimmy around the corner post while on the apron. Vital in tag matches.

Exit Ring [◎ button + directional button/left stick while in ring]

Move outside of the ring. Great for catching a breather.
Press the ◎ + ✕ buttons to perform a sliding exit.

Return to Ring [◎ button + directional button/left stick while outside ring]

Return to the ring before the referee DQs you.
Press the ◎ + ✕ buttons to perform a sliding entrance.

Press ✕ rapidly

Escape from a pin.

Press directional button 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 [⊗ button]

Voluntarily release the pin, submission, or hold. This can be used to make the match more exciting.

> **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

Tag matches allow for unique commands unavailable in single matches.

[L1 button + directional button (near corner)]

Tag out. It can be done while having the opponent under a face lock position.

[R1 button after grappling from behind]

Grab the opponent.

[R1 button + diretional 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 [R1 button + directional button/left stick]

Grab the opponent inside the ring while standing on the apron.

Opponent on the top of corner post [◉ button + directional button]

Grab the opponent who is standing on top of the corner post while you're on the apron.

Double Team Grapple (Front)

Press the ◉, ⊗, or ◎ 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 ◉, ⊗, or ◎ 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 ◉, ✕, or ◎ 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 ◎ + R1 buttons until the move connects.

Strike Contest

A front grapple will sometimes escalate into a strike contest.

1 Both wrestlers will land a blow, then pause for a stare down.

2 When they start to exchange blows, rapidly press the ◉, ✕, ◎, ▲ 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 L1/R1 button + quickly rotate the directional button/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

Options

Configure game settings.
Use the directional button/left stick up and down to make selections and use the directional button/left stick left and right to change the values. You can also press the ◉ 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.
Controller Settings	Reconfigure button layout.
Credits	View staff credits.