

# Fire ProWrestling D (Import) Mick Foley FAQ

by GokuKenshiro

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FIRE PROWRESTLING D CHARACTER GUIDE:  
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note: If you e-mail me, please write "FPWD" and the  
wrestler's name on the subject. I also accept any  
other strategies.

Original Character Guide Format by Bill Wood

Version 1.0

Fire ProWrestling D (c) 2001 Spike/VAiLL

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====SECTION 1: HISTORY OF MICK FOLEY  
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"Cactus Jack, Dude Love, Mandkind"

Mick Foley has to be one of the craziest wrestlers in the  
world. (He's right up there with Onita and Sabu) Love him or  
hate him, Mick has put his body on the line everytime for his fans  
and the job he loves.

Instead of me writing his history, I'd suggest to go buy a copy of  
his New York Times #1 Bestseller "Have a Nice Day : A Tale of Blood  
and Sweatsocks" and the follow-up "Foley Is Good".

Career Injuries (from the WWE):

Six concussions from 1986 to 1998

One broken jaw in 1986

Two broken noses in 1993

One broken cheekbone in 1998

Lost four front teeth from 1989 to 1998

Two-thirds of his ear ripped off in 1993 (Against Vader in Germany)

A separated shoulder in 1990

A fractured left shoulder in 1989

A dislocated shoulder in 1998

Second degree burn on his shoulder in 1995 (In the King of the Death Match in  
Japan)

Second degree burns on his arm in 1995 (In the King of the Death Match in Japan)

54 stitches on his left arm in 1995 (In the King of the Death Match in Japan)  
 A broken right wrist in 1989  
 Bone chips in his right elbow in 1996  
 Six broken ribs from 1991 to 1998  
 A torn abdominal in 1992  
 A torn ACL  
 A broken toe in 1991  
 A total of over 300 stitches in his arms, head, eyebrows, hands, ears, shin,  
 cheek and lip  
 Thousands of thumb tack holes

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 ==SECTION 2: SKILL AND PARAMETER STATS==  
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SKILL

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Real Name.....Mick Foley  
 FPD Name.....Omega  
 Promotion.....WWE  
 FPD Promotion.....WFW  
 Size.....Medium  
 Class.....Heavy  
 Height.....188 cm  
 Weight.....130 kg  
 Country.....America  
 Birthdate.....06.07.1965  
 Stance.....Power  
 Offensive Skill.....Heel  
 Return Skill.....Heel  
 Critical type.....Finisher  
 Special Skill.....None  
 Recovery.....Low  
 Recovery (when bleeding).....High  
 Respiratory.....Medium  
 Respiratory (when bleeding).....High  
 Awareness.....Low  
 Awareness (when bleeding).....High  
 Neck Strength.....High  
 Arm Strength.....High  
 Waist Strength.....Medium  
 Foot Strength.....Medium  
 Movement Speed.....Medium Slow  
 Ascend Speed.....Slow  
 Ascend Skill.....I can Ascend

PARAMETER - OFFENSE

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Punch.....7  
 Kick.....4  
 suplex.....3  
 Submission.....2  
 Stretch.....7  
 Power.....7  
 Instant-P.....2  
 Arm Power.....7  
 Technical.....3

PARAMETER - DEFENSE

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Punch.....8  
 Kick.....7  
 Suplex.....5  
 Submission.....3  
 Stretch.....6  
 Flying.....7  
 Crush.....7  
 vs Lariat.....7  
 Technical.....5

Rough.....10      Rough.....10  
Ground.....4      Ground.....3

TOTAL SKILL POINTS (on a scale from 0-300): 169

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==SECTION 3: MOVELIST==  
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Note: I don't own the official guidebook, so I used the movelist in the  
FAQS section and my dictionary.

Specialty moves are marked with [S]. Finisher is marked with [F].

#### STRIKES

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Standing (X).....Punch  
Standing (A).....Toe Kick  
Standing (B) + d-pad.....American Hook  
Standing (B).....Lariat Attack  
Standing (X) + (A).....Football Tackle  
Running (X).....Kitchen Sink  
Running (A).....Lariat  
Running Counter (X).....Back Elbow  
Running Counter (A).....Knuckle Straight  
Running to corner.....Bodypress

#### GRAPPLES

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Grapple (X).....Headhold Punch  
Grapple (X) + Up.....High Angle Body Slam  
Grapple (X) + Left/Right.....;.....Face Scratch  
Grapple (X) + Down.....Hammer Blow  
Grapple (A).....Headbutt  
Grapple (A) + Up.....Brainbuster  
Grapple (A) + Left/Right.....Headlock Punch  
Grapple (A) + Down.....Neckbreaker Drop  
Grapple (B).....Headbutt Rush  
Grapple (B) + Up.....Avalanche Press  
Grapple (B) + Left/Right.....MANDIBLE CLAW [F]  
Grapple (B) + Down.....Jumping Piledriver  
Grapple (X) + (A).....Double Arm DDT  
Back Grapple (X).....Neck Smash  
Back Grapple (A).....Back Brain Lariat  
Back Grapple (B).....Shoulder Claw  
Back Grapple (B) + Up/Down.....Fork Attack  
Back Grapple (B) + Left/Right.....Carry Style Backdrop  
Back Grapple (X) + (A).....FACE CRUSHER [S]  
Back Grapple Counter (X).....Elbow Pat  
Back Grapple Counter (A).....Vital Spot Kick

#### OPPONENT DOWN MOVES

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Opponent Face Up at Head (A).....COBRA CLAW [S]  
Opponent Face Up at Feet (A).....Single Prawn Hold  
Opponent Face Down at Head (A).....Camel Clutch  
Opponent Face Down at Feet (A).....Single Back Prawn Hold  
Opponent Face Up at Head (B).....Mount Knuckle Arrow  
Opponent Face Down at Feet (B).....Stomping

(Stomach)

Opponent Face Up at Feet (B).....Jumping Elbow Drop  
Opponent Face Down at Head (B).....Stomping (Back)  
Running at Downed Opponent (B).....Guillotine Leg Drop

MOUNT MOVES

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Mount Position (X).....Mount Knuckle Arrow  
Mount Position (A).....Boston Crab  
Mount Position (B).....Lift-Up Press  
Mount Position Counter.....Front Neck Lock  
Front Facelock Attack (X).....Standing Knee Lift  
Front Facelock Attack (A).....Front Neck Lock  
Front Facelock Attack (B).....Piledriver  
Front Facelock Attack Counter.....Watermill Drop  
Back Mount Position (X).....Mount Headbutt  
Back Mount Position (A).....Mount Knuckle Arrow  
Back Mount Position (B).....Reverse Powerbomb  
Back Mount Position Counter.....Back Press

POST AND APRON MOVES

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Post (X)..... Diving Elbow Drop  
Post (A).....DIVING BACK ELBOW DROP [S]  
Post (B).....Sledgehammer  
Post (X) + (A).....Tope Con Hilo  
Run-Up Post vs Standing (X).....none  
Run-Up Post vs Downed (A).....none  
Corner Grapple (B) + Up.....Avalanche Style DDT  
Corner Grapple (B) + Left/Right.....Kushi-zashi Shoulder  
Corner Grapple (B) + Down.....Kushi-zashi Stomping  
Front Avalanche Counter.....Headbutt  
Back Avalanche Counter.....Shoulder Patt  
Apron Grapple from inside.....Face Scratch  
Apron Grapple from outside.....Backhand Elbow  
Running to out of bounds.....Plancha Suicide  
Slingshot to outside.....Plancha Suicide  
Slingshot to inside.....none

DOUBLE AND TRIPLE TEAM MOVES

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Two Platon Front Grapple.....W. Brainbuster  
Two Platon Back Grapple.....W. Backdrop  
Two Platon Corner.....Backdrop + Neckbreaker  
Three Platon Front Grapple.....Triple Hammer Blow  
Three Platon Back Grapple.....Triple Hammer Blow  
Three Platon Corner.....Triple Hammer Blow

PERFORMANCE

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Analog Stick Left.....One Arm Raised  
Analog Stick Right.....Item Appeal  
Analog Stick Up.....BANG! BANG!  
Analog Stick Down.....Mic Appeal

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==SECTION 4: STRATEGY==  
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#### GENERAL STRATEGY

Mick Foley needs to bleed in order to fight well. His stats will get better once this occurs. Focus on the opponent's head/neck area and keep on applying the Mandible Claw. Foley can take a lot of damage, but try to stay away from Submission specialists.

REMEMBER!!, a Foley match wont be complete without the use of a weapon.

#### STRIKES

Foley's punches are good so they can be used as pokers. Don't forget to use any punch grapples as those moves come in handy to lower the face strength.

#### GRAPPLES

Foley' moves are rough, so keep on applying them. If you want to make your opponent bleed, start by biting and then with some Knuckle Arrows on the floor. Follow it up with some head crushing manuverers or weapon use, and finish it off with the Mandible Claw.

The Mandible Claw can Critical, so use it often.

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==SECTION 5: CLOSING==  
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In closing, I'd like to give thanks to:

- \* GameFAQS.com for hosting this FAQ and for everything they have done over the years.
- \* Neoseeker.com for hosting as well.
- \* www.gswf.org for Skill and Parameter stats.
- \* Bill Wood for creating the official format for the FPW FAQs.
- \* IceMaster's and Kilroys' movelist which helped me when I had trouble translating.

And I promise that there are few to no errors on this FAQ.

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