

Fire ProWrestling D (Import) Tigermask IV Character FAQ

by B.Wood

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FIRE PROWRESTLING D CHARACTER GUIDE: 4th GENERATION TIGERMASK
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Version 1.2

by Bill Wood (billwood661@attbi.com)

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NOTE: This guide views and prints best with a monospace typeface.

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==VERSION HISTORY==
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1.2 - Combos added to Strategy, courtesy of Richard Bownes.

1.1 - Added "Run-Up Post" moves to the Movelist section.

1.0 - Initial release of the guide.

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==SECTION 1: HISTORY OF 4th GENERATION TIGERMASK==
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The mask of the tiger has quite a storied history in Japan. Tigermask was originally an anime character, and Satoru Sayama was the first to wear the famous mask in a wrestling ring, followed by Mitsuharu Misawa and Koji Kanemoto. There have also been variations such as Black Tiger and White Panther, but none have gained the admiration or respect of the original.

The most recent Tigermask (known as 4th Generation Tigermask, after Sayama, Misawa and Kanemoto) made his exciting debut in 1995 and is the only Tigermask officially endorsed by Satoru Sayama.

(For more information on the history of the original Tigermask, I strongly suggest reading ViperMask's Fire Pro D Tigermask FAQ.)

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

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Real Name.....4th Generation Tigermask
FPD Name.....Mask de Panther IV
Promotion.....Michinoku Pro
FPD Promotion.....Yukiguni Puroresu
Size.....Small
Class.....Junior
Height.....176 cm
Weight.....86 kg
Country.....Parts Unknown
Birthdate.....10.20.1970
Stance.....Lucha
Offensive Skill.....Panther
Return Skill.....Junior
Critical Type.....Finisher
Special Skill.....Concentrated Strength
Recovery.....Medium
Recovery (when bleeding).....Slow
Respiratory.....Medium
Respiratory (when bleeding).....Medium
Awareness.....Medium
Awareness (when bleeding).....Medium
Neck Strength.....Medium
Arm Strength.....Medium
Waist Strength.....Medium
Foot Strength.....Low
Movement Speed.....Fast
Ascend Speed.....Fast
Ascend Skill.....Jump

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PARAMETER - OFFENSE	PARAMETER - DEFENSE
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Punch.....6	Punch.....6
Kick.....7	Kick.....7
Suplex.....5	Suplex.....6
Submission.....8	Submission.....8
Stretch.....7	Stretch.....7
Power.....2	Flying.....8
Instant-P.....9	Crush.....3
Arm Power.....2	Vs Lariat.....2
Technical.....7	Technical.....7
Rough.....6	Rough.....6
Ground.....5	Ground.....5

TOTAL SKILL POINTS (on a scale from 0-300): 180

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==SECTION 3: MOVELIST==
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NOTE: This movelist is my direct translation of the Japanese Fire Pro D Player's Guide, there may be some minor errors. If I was unable to translate, I looked up the move in Edit Mode.

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

STRIKES

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Standing (X).....Low Kick
Standing (A).....Middle Kick

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Standing (B) + d-pad.....High Kick
Standing (B).....RUSSIAN HOOK [S]
Standing (X) + (A).....Jumping High Kick
Running (X).....One-Spin Dropkick
Running (A).....Frankensteiner
Running Counter (X).....Front Suplex
Running Counter (A).....Windmill Backbreaker
Running to corner.....Somersault Kick

GRAPPLES

Grapple (X).....Elbow Butt
Grapple (X) + Up.....Body Slam
Grapple (X) + Left/Right.....Cyclone Whip
Grapple (X) + Down.....Body Knee Lift
Grapple (A).....Leg Grab Enzuigiri
Grapple (A) + Up.....Brainbuster
Grapple (A) + Left/Right.....Double Arm Suplex
Grapple (A) + Down.....Sobat
Grapple (B).....Rolling Sobat Rush
Grapple (B) + Up.....Tiger Neck Chancery
Grapple (B) + Left/Right.....FLYING CRUCIFIX ARM HOLD [S]
Grapple (B) + Down.....Tiger Driver
Grapple (X) + (A).....Jumping Tombstone Piledriver
Back Grapple (X).....Neck Smash
Back Grapple (A).....Twist Backdrop
Back Grapple (B).....Chickenwing Facelock
Back Grapple (B) + Up/Down....High Angle German Suplex
Back Grapple (B) + Left/Right..HIGH ANGLE TIGER SUPLEX [F]
Back Grapple (X) + (A).....CHICKENWING SUPLEX [S]
Back Grapple Counter (X).....Elbow Butt
Back Grapple Counter (A).....Back Switch

OPPONENT DOWN MOVES

Opponent Face Up at Head (A).....Pin
Opponent Face Up at Head (B).....Soccer Ball Kick
Opponent Face Up at Feet (A).....Crucifix Knee Hold
Opponent Face Up at Feet (B).....Knee Stomp
Opponent Face Down at Head (A).....Arm Lock
Opponent Face Down at Head (B).....Sleeper Hold
Opponent Face Down at Feet (A).....Jado Clutch
Opponent Face Down at Feet (B).....Stomping
Running at Downed Opponent (B).....Stomping

MOUNT MOVES

Mount Position (X).....Mount Punch
Mount Position (A).....Arm Lock
Mount Position (B).....Heel Lock
Mount Position Counter.....TRIANGLE HOLD [S]
Front Facelock Attack (X).....Striking Knee Lifts
Front Facelock Attack (A).....Front Neck Lock
Front Facelock Attack (B).....Back Switch
Front Facelock Attack Counter.....Leg Tackle
Back Mount Position (X).....Back Mount Punch
Back Mount Position (A).....Choke Sleeper
Back Mount Position (B).....Arm Lock
Back Mount Position Counter.....Knee Hold

POST AND APRON MOVES

Post (X).....Diving Headbutt
Post (A).....Spinning Body Press
Post (B).....Missile Kick
Post (X) + (A).....Diving Body Attack
Run-Up Post vs Standing (X)...3-Point Jump Body Attack
Run-Up Post vs Downed (A).....none
Corner Grapple (B) + Up.....Av. Double Arm Suplex
Corner Grapple (B) + Left/Right.....Av. Frankensteiner
Corner Grapple (B) + Down.....Av. Tiger Suplex
Front Avalanche Counter.....Av. Flipping Prawn Hold
Back Avalanche Counter.....Back Elbow into Prawn Hold
Apron Grapple from inside.....In-Ring Brainbuster
Apron Grapple from outside.....Brainbuster Reversal
Running to out of bounds.....Tope Suicida
Slingshot to outside.....Plancha Suicida
Slingshot to inside.....Flying Body Attack

DOUBLE AND TRIPLE TEAM MOVES

Two Platon Front Grapple.....Sandwich High Kick
Two Platon Back Grapple.....W.Backdrop
Two Platon Corner.....Backdrop + D.Neckbreaker
Three Platon Front Grapple.....Triple Beatdown
Three Platon Back Grapple.....Triple Beatdown
Three Platon Corner.....Triple Impact

PERFORMANCE

Analog Stick Left....."Number One" gesture
Analog Stick Right.....raises arms, pumps fists
Analog Stick Up.....claps hands
Analog Stick Down.....raises fist, brings down forearm

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==SECTION 4: STRATEGY==

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GENERAL STRATEGY

4th Generation Tigermask's style is a mixture of high-flying lucha libre and high-impact martial arts kicking. In fact, his kicks are so effective, you should be using them constantly, whenever you see an opportunity.

Judging from his stats, he would have the most trouble defensively against powerful heavyweights, especially if he insists on ignoring his kicks and going for the grapple.

One interesting thing about Tigermask IV's moveset is that one of his Specialty moves, the Triangle Hold, is done from a Mount Position Counter (!).

STRIKES

Tigermask IV has an incredible arsenal of kicks at his disposal. They should be your primary offense. He can easily frustrate opponents by staying out of their grappling range and throwing out kick after kick. When the opponent starts dropping to the mat from the impact of the kicks, pick him up and head to the Grapples section.

GRAPPLES

Tigermask IV has a good set of grapple attacks. He works best from a back grapple, where he has brilliant array of suplexes, including a Specialty (Chickenwing Suplex) and his Finisher (High Angle Tiger Suplex). Get in the habit of picking your opponent off the mat so you can set up a back grapple.

COMBOS

Note: These are not combos in the "fighting game" sense of the word, as grapples can be countered and opponents can recover in between moves. These combos are more akin to natural wrestling combinations for this particular wrestler.

Also, unlike fighting games, Fire Pro D combos are easier to perform when the opponent is worn down as his recovery time is longer.

1) Tiger Wall Flip (run to corner) -> Rolling Sobat

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==SECTION 5: CLOSING==
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In closing, I would like to thank:

- * ViperMask, who borrowed my formatting for his great Tiger Mask FAQ. In return I borrowed some of his! =)
- * Richard Bownes for combo contributions.
- * www.puroresu.com and www.wwf.com for historical reference.
- * www.gswf.org for Skill and Parameter stats.
- * CJayC and GameFAQs for hosting this guide.

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