

Fire ProWrestling D (Import) Satoshi Kojima FAQ

by GokuKenshiro

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FIRE PROWRESTLING D CHARACTER GUIDE: SATOSHI KOJIMA

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by GokuKenshiro (dangerouscmo@yahoo.com)

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

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====SECTION 1: HISTORY OF SATOSHI KOJIMA

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"Koji Cutter"

Satoshi Kojima debuted 13 years ago on July, 1991 for New Japan. During his debuting years, he was able to win the Young Lions Cup against Manabu Nakanishi in 1994. That same year, Kojima traveled to Germany and worked in the CWA. It was there in which he refined his skills and was able to bulk up. In 1996, he returned to New Japan and he teamed with Nakanishi, winning the IWGP Tg Team Titles against Riki Chosu and Kensuke Sasaki.

Things would change once Kojima joined forces with Keiji Mutoh. Mutoh's influence was so great on Kojima, that when Mutoh joined All Japan, Kojima went along with him. Kojima became an instant hit with the fans and gained status as one of the great aces of All Japan.

2004 has been a grand year for Kojima, as he was fought hard battles against NOAH's Mitsuharu Misawa and the Triple Crown Champion Toshiaki Kawada. The future looks bright for this young star.

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==SECTION 2: SKILL AND PARAMETER STATS==

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SKILL

Real Name.....Satoshi Kojima
FPD Name.....Satoru Kijima
Promotion.....New Japan*
FPD Promotion.....View Japan
Size.....Medium
Class.....Heavy
Height.....183 cm
Weight.....110 kg
Country.....Japan
Birthdate.....09.14.1970
Stance.....Power
Offensive Skill.....Orthodox
Return Skill.....Power
Critical Type.....Finisher
Special Skill.....Stardom
Recovery.....Medium
Recovery (when bleeding).....Medium
Respiratory.....Medium
Respiratory (when bleeding).....Medium
Awareness.....Medium
Awareness (when bleeding).....Medium
Neck Strength.....Medium
Arm Strength.....High
Waist Strength.....High
Foot Strength.....Medium
Movement Speed.....Medium
Ascend Speed.....Medium
Ascend Skill.....Yes

*Kojima moved to All Japan after this game was made.

PARAMETER - OFFENSE

Punch.....6
Kick.....4
Suplex.....5
Submission.....4
Stretch.....5
Power.....7
Instant-P.....6
Arm Power.....8
Technical.....4
Rough.....4
Ground.....3

PARAMETER - DEFENSE

Punch.....8
Kick.....7
Suplex.....6
Submission.....5
Stretch.....7
Flying.....7
Crush.....7
vs Lariat.....7
Technical.....4
Rough.....6
Ground.....4

TOTAL SKILL POINTS (on a scale from 0-300): 168

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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

Standing (X).....Face Slap
Standing (A).....Chest Slap
Standing (B) + d-pad.....Kick
Standing (B).....Tatakitsuke Lariat Attack
Standing (X) + (A).....Dropkick
Running (X).....Jumping Elbow
Running (A).....TAKAKISTUKE LARIAT [F]
Running Counter (X).....Manhattan Drop
Running Counter (A).....Spine Bomb
Running to corner.....Jumping Elbow

GRAPPLES

Grapple (X).....Elbow Smash
Grapple (X) + Up.....High Angle Bodyslam
Grapple (X) + Left/Right.....Flying Mare
Grapple (X) + Down.....Dragon Screw
Grapple (A).....Short Elbow
Grapple (A) + Up.....Uproot Brainbuster
Grapple (A) + Left/Right.....Pendulum Back Breaker
Grapple (A) + Down.....Vital Spot Punch
Grapple (B).....Head Butt Rush
Grapple (B) + Up.....Vertical Drop Style Brainbuster
Grapple (B) + Left/Right.....Head Hold Lariat
Grapple (B) + Down.....Power Bomb
Grapple (X) + (A).....KOJI CUTTER [S]
Back Grapple (X).....Sledgehammer
Back Grapple (A).....Enzui Lariat
Back Grapple (B).....Cobra Twist
Back Grapple (B) + Up/Down.....High Angle Leg Lift Style Back Drop
Back Grapple (B) + Left/Right.....German Suplex
Back Grapple (X) + (A).....Release German Suplex
Back Grapple Counter (X).....Elbow Pat
Back Grapple Counter (A).....Vital Spot Kick

OPPONENT DOWN MOVES

Opponent Face Up at Head (A).....Sleeper Hold
Opponent Face Up at Feet (A).....Leghook Pin
Opponent Face Down at Head (A).....STEP OVER ARM BREAKER [S]
Opponent Face Down at Feet (A).....Roll Over Leghook Pin
Opponent Face Up at Head (B).....Sunset Flip
Opponent Face Down at Feet (B).....Thigh Kick
Opponent Face Up at Feet (B).....Jumping Elbow Drop
Opponent Face Down at Head (B).....Stomping (Back)
Running at Downed Opponent (B).....Sunset Flip

MOUNT MOVES

Mount Position (X).....Knuckle Arrow
Mount Position (A).....Elbow Pat
Mount Position (B).....Cross Armbreaker
Mount Position Counter.....Front Neck Lock
Front Facelock Attack (X).....Body Punch
Front Facelock Attack (A).....Front Neck Lock
Front Facelock Attack (B).....Powerbomb Whip

Front Facelock Attack Counter.....Watermill Drop
Back Mount Position (X).....Knuckle Arrow
Back Mount Position (A).....Elbow Pat
Back Mount Position (B).....Cross Armbreaker
Back Mount Position Counter.....Back Press

POST AND APRON MOVES

Post (X).....DIVING ELBOW DROP [S]
Post (A).....Side Roll Body Press
Post (B).....Sledgehammer
Post (X) + (A).....Diving Lariat
Run-Up Post vs Standing (X).....none
Run-Up Post vs Downed (A).....none
Corner Grapple (B) + Up.....Second Avalanche Style Brainbuster
Corner Grapple (B) + Left/Right.....Avalanche Style Koji Cutter
Corner Grapple (B) + Down.....Kushi-zashi Canadian Back Breaker
Apron Grapple from inside.....Elbow Pat
Apron Grapple from outside.....Elbow Pat
Front Avalanche Counter.....Powerbomb Whip
Back Avalanche Counter.....Backhand Elbow
Running to out of bounds.....Tope Suicide
Slingshot to outside.....Sledgehammer
Slingshot to inside.....none

DOUBLE AND TRIPLE TEAM MOVES

Two Platon Front Grapple.....Combination Koji Cutter
Two Platon Back Grapple.....W.Back Drop
Two Platon Corner.....High Jack Piledriver
Three Platon Front Grapple.....Triple Hammer Blow
Three Platon Back Grapple.....Triple Hammer Blow
Three Platon Corner.....Triple Impact

PERFORMANCE

Analog Stick Left.....Open Arm Shout
Analog Stick Right.....Throat Cut Pose
Analog Stick Up.....Strong Throat Cut
Analog Stick Down.....Two Arm Cross Gash Pose

==SECTION 4: STRATEGY==

GENERAL STRATEGY

Kojima's strength lies within his suplexes and his Lariats. The match could be shorten by using this quick strategy. Attack the head till your opponent is down or CRITICAL'ed. Just stay way from any Tecnical or Submission experts.

STRIKES

"CRITICAL!". Kojima can hit you with his Lariat and finish the match from any angle. When the situation looks dangerous, run to the ropes and give your opponent a Lariat. Believe me, it can end a match real quick!

As for the other strikes, just focus on hitting your opponent with elbows and the Lariats. Remember to rarely use the Dropkick as it can let Kojima open to an attack.

GRAPPLES

Kojima has some great grapples in his arsenal. Use his weak grapples early on to combo with a Lariat Attack. His (A) moves aren't as great, but still provide some good offense when needed. You should concentrate more on his (B) and (X+A) moves as they help quicken the match. Remember to use the Avalanche Koji Cutter against Misawa!

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=SECTION 5: RE-EDITING=
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Stats (from FPZ):
Power Up by 1
Respiratory - Above

Move Set:

You need his new move, the Koji MAX hold. It is Add-On Move #50 and it can be downloaded from www.gswf.com in their Downloads section.

Opponent Face Down at Head (A).....Koji MAX Hold [S]

Roster: Move to All Japan Pro Wrestling.

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==SECTION 6: 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.
- * <http://www.puroresufan.com> for a ton of info on Kojima.
- * 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 help me when I had trouble translating.
- * <http://geocities.com/jpuroresu/> for the bio on Kojima.
- * The Senator for some info on Kojima from his NJPW Guide.

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

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