

Fire ProWrestling D (Import) Rikidozan FAQ

by GokuKenshiro

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FIRE PROWRESTLING D CHARACTER GUIDE: RIKIDOZAN
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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

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====SECTION 1: HISTORY OF RIKIDOZAN
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"Puroresu God"

After Japan was defeated in World War II, the nation was
faced with a severe depression. They desperately needed a
hero, and that is when Rikidozan, a former sumo, stepped
in to save the day. Using his powerful karate chops,
Rikidozan would defeat the "evil" American wrestlers,
who were "overweight cheaters". Soon, pro-wrestling
became popular in Japan and Rikidozan would be its #1 star.
He would go on to defeat Lou Thez, Killer Kowalski,
Bobo Brazil and other foreigners.

Sadly, an argument between Rikidozan and a yakuza member would
result in his death on December 8, 1963. Not only did he die,
but along with him went puroresu as well. After his death, it
was discovered that he was actually from North Korea, not a
Japanese like everyone thought he was.

Rikidozan's legacy would not die, as two of his pupils, Kanji
Inoki and Shoei Baba, would soon bring back wrestling and
its cultural importance to its former glory.

A BIT OF TRIVIA: Rikidozan's real name was Kim Sin-Nak. Riki
was planning to retire, but delayed it since he found no worthy

successor.

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

Real Name.....Rikidozan
FPD Name.....N/A*
Promotion.....JWA
FPD Promotion.....LEGEND
Size.....Small
Class.....Heavy
Height.....180 cm
Weight.....113 kg
Country.....Japan**
Birthdate.....11.14.1924
Stance.....Power
Offensive Skill.....Orthodox
Return Skill.....Orthodox
Critical Type.....Striking
Special Skill.....One Hit finisher
Recovery.....Medium
Recovery (when bleeding).....Fast
Respiratory.....Above
Respiratory (when bleeding).....Medium
Awareness.....Medium
Awareness (when bleeding).....Strong
Neck Strength.....High
Arm Strength.....High
Waist Strength.....high
Foot Strength.....High
Movement Speed.....Medium
Ascend Speed.....Slow
Ascend Skill.....no

*Available on a future update.

**It's actually Korea.

PARAMETER - OFFENSE	PARAMETER - DEFENSE
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Punch.....10	Punch.....10
Kick.....4	Kick.....7
Suplex.....6	Suplex.....10
Submission..... 5	Submission.....5
Stretch.....6	Stretch.....7
Power.....8	Flying.....8
Instant-P.....4	Crush.....6
Arm Power.....3	vs Lariat.....2
Technical.....4	Technical.....6
Rough.....9	Rough.....9
Ground.....9	Ground.....9

TOTAL SKILL POINTS (on a scale from 0-300): 242

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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).....Slap (Face)
Standing (A).....Slap (Chest)
Standing (B) + d-pad.....Kick
Standing (B).....KESA GARI CHOP [F]
Standing (X) + (A).....Football Tackle
Running (X).....Open Chest Palm Blow
Running (A).....Shoulder Tackle
Running Counter (X).....Shoulder Throw
Running Counter (A).....Kitchen Sink
Running to corner.....Body Press

GRAPPLES

Grapple (X).....Windpipe Chop
Grapple (X) + Up.....Bodyslam
Grapple (X) + Left/Right.....Arm Whip
Grapple (X) + Down.....Neck Throw
Grapple (A).....Headbutt
Grapple (A) + Up.....Crown of the Head Chop
Grapple (A) + Left/Right.....Neck Breaker Drop
Grapple (A) + Down.....NOUTEN-KARATAKE-WARI [S]
Grapple (B).....WINDPIPE CHOP RENDA [S]
Grapple (B) + Up.....HEADBUTT RUSH [S]
Grapple (B) + Left/Right.....Russian Leg Sweep
Grapple (B) + Down.....Jumping Piledriver
Grapple (X) + (A).....Chokeslam
Back Grapple (X).....Back Brain Head Butt
Back Grapple (A).....Atomic Drop
Back Grapple (B).....Sleeper Hold
Back Grapple (B) + Up/Down.....Backslide
Back Grapple (B) + Left/Right.....Carry Style Backdrop
Back Grapple (X) + (A).....Cobra Twist
Back Grapple Counter (X).....Elbow Pat
Back Grapple Counter (A).....Coconut Crusher

OPPONENT DOWN MOVES

Opponent Face Up at Head (A).....Sleeper Hold
Opponent Face Up at Feet (A).....Tai Gatame
Opponent Face Down at Head (A).....Pin
Opponent Face Down at Feet (A)...Back Single Prawn Hold
Opponent Face Up at Head (B).....Face Cut
Opponent Face Down at Feet (B).....Thigh Kick
Opponent Face Up at Head (B).....Stomping (Head)
Opponent Face Down at Feet (B).....Stomping (Back)
Running at Downed Opponent (B).....Stomping

MOUNT MOVES

Mount Position (X).....Mount Headbutt
Mount Position (A).....Mount Shouda
Mount Position (B).....Collar Hold

Mount Position Counter.....Arm Lock
Front Facelock Attack (X).....Face Punch
Front Facelock Attack (A).....Body Punch
Front Facelock Attack (B).....Front Neck Lock
Front Facelock Attack Counter.....Watermill Drop
Back Mount Position (X).....Back Mount Headbutt
Back Mount Position (A).....Back Mount Shouda
Back Mount Position (B).....Choke Sleeper
Back Mount Position Counter.....Back Press

POST AND APRON MOVES

Post (X).....none
Post (A).....none
Post (B).....none
Post (X) + (A).....none
Run-Up Post vs Standing (X).....none
Run-Up Post vs Downed (A).....none
Corner Grapple (B) + Up.....KUSHI-ZASHI WINDPIPE CHOPS [S]
Corner Grapple (B) + Left/Right....Kushi-zashi Shoulder
Corner Grapple (B) + Down.....Kushi-zashi Hammer Blow
Apron Grapple from inside.....Headbutt
Apron Grapple from outside.....Headbutt
Front Avalanche Counter.....Headbutt
Back Avalanche Counter.....Backhand Elbow
Running to out of bounds.....none
Slingshot to outside.....Sledgehammer
Slingshot to inside.....none

DOUBLE AND TRIPLE TEAM MOVES

Two Platon Front Grapple.....W. Brainbuster
Two Platon Back Grapple.....W. Backdrop
Two Platon Corner.....High Jack Piledriver
Three Platon Front Grapple.....Triple Hammer Blow
Three Platon Back Grapple.....Triple Hammer Blow
Three Platon Corner.....Triple Hammer Blow

PERFORMANCE

Analog Stick Left.....Single Hand Raised 1
Analog Stick Right.....Two Hand Invitation
Analog Stick Up.....Head and Finger Shaking
Analog Stick Down.....Two Hand Raise

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==SECTION 4: STRATEGY==
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GENERAL STRATEGY

Rikidozan is one of the strongest characters in the game. His chops are powerful, and they are the only thing necessary to win a match. You can easily dominate someone like Kenta Kobashi, who's Lariat should beat Riki easily. Strikes are the key to victory. Don't worry about defense, as only Lariat attacks hurt Riki more than anything else.

STRIKES

Rikidozan is a striker, and that should be the main area of interest.

With a punch rating of 10, Riki should often use his chops in every match. Combined with One Hit Finisher, his finishing chop can easily takedown anyone. Forget about kicks, stay with the chops.

GRAPPLES

Rikidozan shouldn't be used as a grappler that much, as his ratings are average compared to his strikes. Use his strike grapples like the Windpipe Chops and the Headbutt Rush. Anything that weakens that area is fine.

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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.
- * <http://www.puroresu.com> for their bio on Rikidozan.

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

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