

Fire ProWrestling D (Import) Antonio Inoki FAQ

by GokuKenshiro

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FIRE PROWRESTLING D CHARACTER GUIDE: ANTONIO INOKI

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note: If you e-mail me, please write "FPWD" on the subject.

Original Character Guide Format by Bill Wood

Version 1.1

Fire ProWrestling D (c) 2001 Spike/VaiLL

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==VERSION HISTORY==

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1.1 - Combos added to Strategy. Fixed spelling errors, revised History of Inoki.

1.0 - Initial release of the guide.

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===SECTION 1: HISTORY OF ANTONIO INOKI===

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"inch, ni, san, DAAAHHHH!!!!!!!"

Without Antonio Inoki, Japan's great interest in wrestling would have died in the 60's. Inoki is probably the most internationally respected and well-known of Japan's wrestlers. Representing the "the fighting spirit that burns" Inoki had great fights against legends like Karl Gotch, Bruiser Brody, Lou Thez, Andre the Giant and Hulk Hogan.

However, Inoki's true claim to fame came from his MMA fights. Inoki defeated judo gold medalist Willem Ruska, boxer Chuck Wepner, Karate-ka Willie Williams, karate champ Everett Eddie, His biggest match was with Muhammad Ali, which ended up as a draw and considered to be the most boring fight of the century. However, these matches showed the true devastating power of wrestling.

During the 90's, Inoki served as an ambassador and traveled to many countries. One of his achievements was he held the Pyongyang International Sports and Culture Peace Festival in Korea and fought against Ric Flair. The event drew a total audience of 380,000 over two days.

Inoki retired in April 4, 1998 with a victory over Don Frye at the Tokyo Dome. In front of a record-breaking attendance of over 70,000, Inoki still had the immortal fighting spirit at the age of 55. Now that he

has retired, Inoki continues to have a huge influence in wrestling and politics.

A few bits of trivia:

*Antonio Inoki is the founder of New Japan Pro Wrestling and the Universal Fighting-Arts Association (UFO).

*Antonio's real name is Kanji Inoki. There is no known story as how he got the name Antonio.

*Inoki had a chance of going to the Olympics, but instead was scouted by Rikidozan in Brazil.

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

Real Name.....Antonio Inoki
 FPD Name.....Victory Musashi
 Promotion.....NJPW
 FPD Promotion.....VJP
 Size.....Medium
 Class.....Heavy
 Height.....190 cm
 Weight.....188 kg*
 Country.....Japan
 Birthdate.....02.20.1943
 Stance.....Strong
 Offensive Skill.....Vicious
 Return Skill.....Vicious
 Critical type.....Submission
 Special Skill.....Fighting Spirit
 Recovery.....Fast
 Recovery (when bleeding).....Fast
 Respiratory.....Medium
 Respiratory (when bleeding).....Above
 Awareness.....Strong
 Awareness (when bleeding).....Strong
 Neck Strength.....High
 Arm Strength.....Medium
 Waist Strength.....High
 Foot Strength.....Medium
 Movement Speed.....Medium Slow
 Ascend Speed.....Medium Slow
 Ascend Skill.....Yes

Note: He currently weighs 95 kg.

PARAMETER - OFFENSE	PARAMETER - DEFENSE
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Punch.....7	Punch.....9
Kick.....6	Kick.....8
suplex.....8	Suplex.....9
Submission.....9	Submission.....9
Stretch.....10	Stretch.....10
Power.....4	Flying.....8

Instant-P.....9	Crush.....7
Arm Power.....3	vs Lariat.....4
Technical.....8	Technical.....9
Rough.....10	Rough.....10
Ground.....7	Ground.....9

TOTAL SKILL POINTS (on a scale from 0-300): 283

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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).....	Thigh Kick
Standing (B) + d-pad.....	Drop Kick
Standing (B).....	BACK BRAIN KICK [F]
Standing (X) + (A).....	Rolling Koppu Kick
Running (X).....	Back Switch
Running (A).....	Drop Kick
Running Counter (X).....	Back Switch
Running Counter (A).....	Knuckle Pat
Running to corner.....	Drop Kick

GRAPPLES

Grapple (X).....	KNUCKLE ARROW [S]
Grapple (X) + Up.....	Body Slam
Grapple (X) + Left/Right.....	Arm Whip
Grapple (X) + Down.....	Drop Toe Hold
Grapple (A).....	Back Switch
Grapple (A) + Up.....	Brainbuster
Grapple (A) + Left/Right.....	Side Suplex
Grapple (A) + Down.....	Double Arm Suplex
Grapple (B).....	OCTOPUS HOLD [S]
Grapple (B) + Up.....	Shoulder Arm Breaker
Grapple (B) + Left/Right.....	Cobra Twist
Grapple (B) + Down.....	Original Powerbomb
Grapple (X) + (A).....	Front Neck Chancery
Back Grapple (X).....	Leg Trip
Back Grapple (A).....	Back Drop
Back Grapple (B).....	Octopus hold
Back Grapple (B) + Up/Down.....	Backslide
Back Grapple (B) + Left/Right.....	Original German Suplex
Back Grapple (X) + (A).....	CHOKE SLEEPER [S]
Back Grapple Counter (X).....	Elbow Butt
Back Grapple Counter (A).....	Kangaroo Kick

OPPONENT DOWN MOVES

Opponent Face Up at Head (A).....	Crucifix Arm Hold
Opponent Face Up at Head (B).....	Stomping (Face)
Opponent Face Up at Feet (A).....	Leghook Pin
Opponent Face Up at Feet (B).....	Thigh Kick

Opponent Face Down at Head (A).....STEP OVER ARM BREAKER [S]
Opponent Face Down at Head (B).....Stomping (Head)
Opponent Face Down at Feet (A).....Leghook Pin
Opponent Face Down at Feet (B).....Reverse Indian Deathlock
Running at Downed Opponent (B).....Stomping

MOUNT MOVES

Mount Position (X).....Mount Knuckle Arrow
Mount Position (A).....Guillotine Choke
Mount Position (B).....Crucifix Arm Hold
Mount Position Counter.....Crucifix Arm Hold
Front Facelock Attack (X).....Face Punch
Front Facelock Attack (A).....Front Neck Lock
Front Facelock Attack (B).....Back Switch
Front Facelock Attack Counter.....Hammerlock
Back Mount Position (X).....Back Mount Knuckle Arrow
Back Mount Position (A).....Choke Sleeper
Back Mount Position (B).....Crucifix Arm Hold
Back Mount Position Counter.....Under Escape

POST AND APRON MOVES

Post (X).....Diving Knee Drop
Post (A).....Diving Knee Drop
Post (B).....Sledgehammer
Post (X) + (A).....Diving Back Brain Kick
Run-Up Post vs Standing (X).....none
Run-Up Post vs Downed (A).....none
Corner Grapple (B) + Up.....Corner Mount Knuckle Arrow
Corner Grapple (B) + Left/Right.....Kushi-zashi Shoulder
Corner Grapple (B) + Down.....Kushi-zashi Stomping
Front Avalanche Counter.....Shouda
Back Avalanche Counter.....Body Press Counter
Apron Grapple from inside.....Suplex to Inside
Apron Grapple from outside.....Shoulder Armbreaker
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.....Double Jumping High Kick
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.....Fighting Spirit Appeal
Analog Stick Right.....Two Hand Invitation
Analog Stick Up.....Two Hand Clapping
Analog Stick Down.....Two Arm Wave

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==SECTION 4: STRATEGY==
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GENERAL STRATEGY

Overall, Inoki is a very strong and well-rounded wrestler. He does not have any big weaknesses when it comes to defense or offense, so he can take serious amounts damage (This will also enable the "One Hit Reversal") .Since he has the "FIGHTING SPIRIT" special, try to taunt your opponent as much as possible and keep on repeating your specials and finisher.

STRIKES

Most of Inoki's strikes are C-D moves and arent that effective. Try to avoid using the Back Brain Kick or a Drop Kick due to the disadvantage that occurs when it fails. The Knuckle Arrow tends to make wrestlers bleed fast, so keep on using to to wear down the opponent

GRAPPLES

Inoki's greatest weapons are submission holds. Try to get a hold on your opponent often as it might have an opportunity to get a CRITICAL . Since hisStretch and Submission ratings are high, you'll probably will injure their arms with ease Also, Inoki has a high suplex rating, so use them to quickly lower your opponents' power once you have the opportunity.

COMBOS

Inoki has a few combos as well:

- 1)Drop Toe Hold -> Reverse Indian Deathlock
- 2)Double Arm Suplex -> Crucifix Arm Hold
- 3)Shoulder Arm Breaker -> Step Over Arm Breaker

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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

* www.gswf.org for Skill and Parameter stats.

Neoseeker.com for hosting as well.

* Bill Wood for creating the official format for the FPW FAQs.

* IceMaster's and Kilroys' movelist which helped me when finding a move.

* www.puroresu.com for some info on Inoki.

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