

Fire ProWrestling D (Import) Dean Malenko FAQ

by GokuKenshiro

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FIRE PROWRESTLING D CHARACTER GUIDE: DEAN MALENKO

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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 1.0B

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=TABLE OF CONTENTS=

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SECTION 1: HISTORY OF DEAN MALENKO
SECTION 2: SKILL AND PARAMETER STATS
SECTION 3: MOVELIST
SECTION 4: STRATEGY
SECTION 5: CLOSING

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====SECTION 1: HISTORY OF DEAN MALENKO

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"Man With 1000 Holds"

Out of the many active wrestlers today, there are a few who seem to have the natural talent for the business. Dean Malenko, a second generation wrestler, is one of them.

Trained by his father Boris, Malenko first started to wrestle in Japan with the UWF and later All Japan with his brother Joe. Dean would soon move on to New Japan, where he had many spectacular matches. During his run, he would meet and become friends Chris Benoit and Eddie Guerrero.

In 1994, Malenko joined ECW and he soon would gain much popularity there. He would beat 2 Cold Scorpio for the Television title, team up with Benoit and win the tag belts, and finally regain the TV Title against Eddie Guerrero. After ECW, WCW would be Malenko's next stop.

Without delay, Malenko became a powerful force in the Cruiserweight Division, winning the title several times. He also won the US Title and the tag belts along with his old tag partner Chris Benoit. In 2000, Benoit was having trouble with WCW management and decided to leave. Malenko, along with Guerrero and Perry Saturn would leave as well. The four would later join the WWE and form the group known as The Radicalz.

As the Radicalz soon split up, Malenko became the WWF Light Heavyweight Champ twice and he'd later fued against D-X and several top wrestlers at that time. Malenko hasn't wrestled much as of now since he is currently working in the WWE's development team most of the time.

Not a bad end for this old wrestler.

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

Real Name.....Dean Malenko
FPD Name.....Tifu Latenco
Promotion.....WWE
FPD Promotion.....WFW
Size.....Small
Class.....Free
Height.....176 cm
Weight.....103 kg
Country.....America
Birthdate.....08.04.1960
Stance.....Stance
Offensive Skill.....Technican
Return Skill.....Technican
Critical Type.....Finisher
Special Skill.....None
Recovery.....Medium
Recovery (when bleeding).....Slow
Respiratory.....Above
Respiratory (when bleeding).....Medium
Awareness.....Medium
Awareness (when bleeding).....Poor
Neck Strength.....Medium
Arm Strength.....Medium
Waist Strength.....Medium
Foot Strength.....Medium
Movement Speed.....Medium Fast
Ascend Speed.....Medium
Ascend Skill.....Jump

PARAMETER - OFFENSE

Punch.....5
Kick.....3
Suplex.....6
Submission.....8
Stretch.....7
Power.....3
Instant-P.....6
Arm Power.....3
Technical.....9
Rough.....4
Ground.....2

PARAMETER - DEFENSE

Punch.....5
Kick.....5
Suplex.....6
Submission.....7
Stretch.....7
Flying.....7
Crush.....3
vs Lariat.....3
Technical.....7
Rough.....5
Ground.....4

TOTAL SKILL POINTS (on a scale from 0-300): 146

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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).....Punch
Standing (A).....Toe Kick
Standing (B) + d-pad.....Spinning Once Dropkick
Standing (B).....Low Dropkick
Standing (X) + (A)..... Flying Forward Rolling Prawn Hold
Running (X).....Lariat
Running (A).....ZERO-SEN KICK [S]
Running Counter (X).....Quebradora Con Hilo
Running Counter (A).....Powerslam
Running to corner.....Lariat

GRAPPLES

Grapple (X).....Knuckle Arrow
Grapple (X) + Up.....Bodyslam
Grapple (X) + Left/Right.....Flying Mare
Grapple (X) + Down.....Fireman's Carry
Grapple (A).....Headbutt
Grapple (A) + Up.....Brainbuster
Grapple (A) + Left/Right.....Shoulder Arm Breaker
Grapple (A) + Down.....Stomach Crusher
Grapple (B).....Side Arm Hold
Grapple (B) + Up.....Exploder
Grapple (B) + Left/Right.....NORTHERN LIGHTS SUPLEX [S]
Grapple (B) + Down.....TIGER DRIVER [S]
Grapple (X) + (A).....DOUBLE ARM WHIP [S]
Back Grapple (X).....Leg Trip
Back Grapple (A).....Hamstring Kick
Back Grapple (B).....Backslide
Back Grapple (B) + Up/Down.....Leg Lift Sheer Drop Style Back Drop
Back Grapple (B) + Left/Right.....Side Buster
Back Grapple (X) + (A).....German Suplex
Back Grapple Counter (X).....Elbow Patt
Back Grapple Counter (A).....Forward Roll Reverse Crucifix Knee Hold

OPPONENT DOWN MOVES

Opponent Face Up at Head (A).....Tai Gatame
Opponent Face Up at Feet (A).....TEXAS CLOVER HOLD [F]
Opponent Face Down at Head (A).....La Majistral
Opponent Face Down at Feet (A).....Forward Roll Camel Clutch
Opponent Face Up at Head (B).....Mount Knuckle Arrow
Opponent Face Down at Feet (B).....Crucifix Knee Hold
Opponent Face Up at Feet (B).....Stomping (Back)
Opponent Face Down at Head (B).....Knee Stamp (Leg)
Running at Downed Opponent (B).....,Stomping

MOUNT MOVES

Mount Position (X).....Mount Knuckle Arrow
Mount Position (A).....Ankle Hold
Mount Position (B).....Jackknife Hold
Mount Position Counter.....Small Package Hold
Front Facelock Attack (X).....Body 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.....Cross Knee Hold

POST AND APRON MOVES

Post (X).....Diving Elbow Drop
Post (A).....Diving Knee Drop
Post (B).....Missile Kick
Post (X) + (A).....Diving Body Attack
Run-Up Post vs Standing (X).....none
Run-Up Post vs Downed (A).....none
Corner Grapple (B) + Up.....Top Rope Brainbuster
Corner Grapple (B) + Left/Right.....Corner Mount Knuckle Arrow
Corner Grapple (B) + Down.....2nd Rope Backdrop
Apron Grapple from inside.....Ring Inside Brainbuster
Apron Grapple from outside.....Brainbuster Drop-Behind
Front Avalanche Counter.....Avalanche Style Swing DDT
Back Avalanche Counter.....Sunset Flip
Running to out of bounds.....Tope Suicide
Slingshot to outside.....Plancha Suicide
Slingshot to inside.....none

DOUBLE AND TRIPLE TEAM MOVES

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

PERFORMANCE

Analog Stick Left.....Single Hand Raised 2
Analog Stick Right.....Clapping
Analog Stick Up.....Finger and Head Shaking
Analog Stick Down.....Open Arm Provoke

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==SECTION 4: STRATEGY==
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GENERAL STRATEGY

Malenko should be used as a grappler only. This is the only thing he has going for him. No special skill nor strike power is necessary as he can get the job done with the moves. Just stick to damaging the back/neck. Avoid fighting against Kobashi/Vader type wrestlers as they can beat Malenko if you play carelessly.

STRIKES

Malenko isn't a great striker, so just use the Zero-Sen kick when needed, although his kick strength is quite low. The Zero-Sen kick is one of those moves that is able to take an opponent to the outside, so use it if you're in danger as well. Most of his strikes are kicks of some sort, so they are really weak. Avoid using other kicks at all costs.

GRAPPLES

Malenko was known for his awesome grapples and submissions. Quickly move up to his Grapple (B) moves so you can begin to use those great specials. Also use the back moves like the German Suplex. These should help lead up to the Texas Cloverleaf, and the enemy will tap easily. Back Grapples also target the back/neck area, so use them as well.

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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.accelerator3359.com/Wrestling/> for their bio on Malenko.

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

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