

Fire ProWrestling D (Import) Don Frye FAQ

by GokuKenshiro

Updated to v1.0 on Mar 21, 2005

=====
FIRE PROWRESTLING D CHARACTER GUIDE: DON FRYE
=====

by GokuKenshiro (supercrazyninja@aol.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

Fire ProWrestling D (c) 2001 Spike/VAiLL

=====
=TABLE OF CONTENTS=
=====

SECTION 1: HISTORY OF DON FRYE
SECTION 2: SKILL AND PARAMETER STATS
SECTION 3: MOVELIST
SECTION 4: RE-EDITING DON FRYE
SECTION 5: STRATEGY
SECTION 6: CLOSING

=====
====SECTION 1: HISTORY OF DON FRYE
=====

"The Predator"

A former boxer and amatuer wrestler, Don Frye began his MMA career in UFC 8, winning the show's tournament. Frye gained success once more in UFC 9 and 10 and Ultimate Ultimate 96. An injury would cause Frye to be sidelined for 5 years. During his time off, Frye joined New Japan and became one of the company's biggest heels. Frye was hated so much that the fans filled the Tokyo Dome with garbage.

Frye returned to MMA in 2001, but this time for PRIDE. Frye fought against Gilbert Yvel and Ken Shamrock, but those matches weren't as brutal as his fight against Yoshihiro Takayama. Everest was no match against the Predator, as Frye nearly destroyed Takayama's face in less than 7 minutes.

Frye now works for K-1, but hasn't won a fight yet. With age as a factor, the time might be near for Frye to retire.

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

SKILL

Real Name.....Don Frye
 FPD Name.....Bone Cry
 Promotion.....New Japan*
 FPD Promotion.....View Japan
 Size.....Medium
 Class.....Heavy
 Height.....185 cm
 Weight.....93 kg
 Country.....America
 Birthdate.....11.23.1965
 Stance.....Mix Style
 Offensive Skill.....Grappler
 Return Skill.....Grappler
 Critical Type.....Finisher
 Special Skill.....None
 Recovery.....Medium
 Recovery (when bleeding).....Medium
 Respiratory.....Medium
 Respiratory (when bleeding).....Medium
 Awareness.....Medium
 Awareness (when bleeding).....Medium
 Neck Strength.....Medium
 Arm Strength.....Medium
 Waist Strength.....Medium
 Foot Strength.....Medium
 Movement Speed.....Medium
 Ascend Speed.....Slow
 Ascend Skill.....Yes

*Can go to either PRIDE, K-1, UFC, or Freelance,
 but he's currently working in K-1.

PARAMETER - OFFENSE	PARAMETER - DEFENSE
-----	-----
Punch.....8	Punch.....7
Kick.....5	Kick.....6
Throw.....6	Throw.....4
Joint.....7	Joint.....7
Stretch.....7	Stretch.....8
Power.....6	Flying.....2
Instant-P.....5	Body.....3
Arm Power.....5	vs Lariat.....3
Technical.....4	Technical.....4
Rough.....7	Rough.....7
Ground.....8	Ground.....7

TOTAL SKILL POINTS (on a scale from 0-300): 147

=====
 ==SECTION 3: MOVELIST==
 =====

Note: I used FPD and Z to make this. If there any differences, please
 contact me.

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

STRIKES

Standing (X).....Jab
Standing (A).....Low Kick
Standing (B) + d-pad.....HOOK [S]
Standing (B).....Uppercut
Standing (X) + (A).....2 Leg Tackle
Running (X).....2 Leg Tackle
Running (A).....Back Switch
Running Counter (X).....Sleeper Hold
Running Counter (A).....Powerslam
Running to corner.....none

GRAPPLES

Grapple (X).....Straight
Grapple (X) + Up.....Knuckle Arrow
Grapple (X) + Left/Right.....Fireman's Carry
Grapple (X) + Down.....Haraikoshi
Grapple (A).....Low Blow
Grapple (A) + Up.....Brainbuster
Grapple (A) + Left/Right.....Belly to Belly Suplex
Grapple (A) + Down.....BODY PUNCH RUSH [S]
Grapple (B).....Front Necklock
Grapple (B) + Up.....Headbutt Rush
Grapple (B) + Left/Right.....DYNAMITE PUNCH RUSH [S]
Grapple (B) + Down.....Uranage
Grapple (X) + (A).....IMPACT STRAIGHT [F]
Back Grapple (X).....Enzui Punches
Back Grapple (A).....Machine Knee Lift
Back Grapple (B).....Doushime Sleeper Hold
Back Grapple (B) + Up/Down.....High Speed Backdrop
Back Grapple (B) + Left/Right.....German Suplex Whip
Back Grapple (X) + (A).....Carry Takedown
Back Grapple Counter (X).....Vital Spot Kick
Back Grapple Counter (A).....Ankle Lock

OPPONENT DOWN MOVES

Opponent Face Up at Head (A).....Arm and Neck Lock
Opponent Face Up at Feet (A).....Achilles Hold
Opponent Face Down at Head (A).....Choke Sleeper
Opponent Face Down at Feet (A).....Ankle Lock
Opponent Face Up at Head (B).....MOUNT PUNCH [S]
Opponent Face Down at Feet (B).....Guard Position
Opponent Face Up at Feet (B).....Back Mount
Opponent Face Down at Head (B).....Knee Twist
Running at Downed Opponent (B).....Elbow Drop

MOUNT MOVES

Mount Position (X).....Mount Punch
Mount Position (A).....Collar Hold
Mount Position (B).....Mounted Diving Knee Strikes
Mount Position Counter.....Triangle Choke
Front Facelock Attack (X).....Face Punch
Front Facelock Attack (A).....Knees to Head

Front Facelock Attack (B).....Back Switch
Front Facelock Attack Counter.....Lifted Tackle
Back Mount Position (X).....Back Mount Head Butt
Back Mount Position (A).....Back Mount Punch
Back Mount Position (B).....Choke Sleeper
Back Mount Position Counter.....Ankle Lock

POST AND APRON MOVES

Post (X).....Sledgehammer
Post (A).....Sledgehammer
Post (B).....Sledgehammer
Post (X) + (A).....Sledgehammer
Run-Up Post vs Standing (X).....none
Run-Up Post vs Downed (A).....none
Corner Grapple (B) + Up.....Kushi-zashi Punch Rush
Corner Grapple (B) + Left/Right.....Kushi-zashi Body Blow
Corner Grapple (B) + Down.....Kushi-zashi Shouder
Apron Grapple from inside.....Hook
Apron Grapple from outside.....Hook
Front Avalanche Counter.....Headbutt
Back Avalanche Counter.....Backhand Elbow
Running to out of bounds.....none
Slingshot to outside.....none
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.....Two Open Hands Raised
Analog Stick Right.....Two Hand Provoke
Analog Stick Up.....Middle Finger with Arm Cross
Analog Stick Down.....Two Fingers Raised

=====
==SECTION 4: STRATEGY==
=====

GENERAL STRATEGY

Don Frye has a fairly balanced movelist that helps him in both MMA and wrestling fights. For an easier victory, one should focus on Frye's punch moves, as they cause most damage in a fight. Bring in a throw or two and the match should end in a quick fashion.

NOTE: When this game was made, Don was still a wrestler for New Japan. That is why he has a couple of wrestling moves.

STRIKES

Frye's main arsenal consists of powerful punches. Concentrate on bashing your opponent with strikes and move on to mount moves and keep on bashing the opponent. Jump on to a couple of grapples and finish with the

Impact Straight.

GRAPPLES

These moves are great to use in MMA bouts, as many fighters get tired from the throws. Start off with a few fireman carries and punches, move on to the brainbuster and belly to belly suplex (which are a must in MMA matches). The last great grapple lies with the Uranage, which can be a lifesaver late in a match. Frye's back grapples aren't bad either, as the German Suplex Whip can be done early in a match (as well as the backdrop).

=====
==SECTION 5: CLOSING==
=====

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.
- * www.obsessedwithwrestling.com and www.mmareview.com for info on Frye.

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

=====

This may be not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.

Copyright 2004-5 Carlos Osegueda

This document is copyright GokuKenshiro and hosted by VGM with permission.