

Fire ProWrestling D (Import) Dynamite Kid FAQ

by GokuKenshiro

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FIRE PROWRESTLING D CHARACTER GUIDE: DYNAMITE KID

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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 1.1

Fire ProWrestling D (c) 2001 Spike/VAiLL

NOTE: The Dynamite Kid is unlocked after completing Victory Road once.

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=VERSION HISTORY=

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Version 1.1 - Revised history. Many thanks to shotei_ness@yahoo.com

Version 1.0 - Initial release of the guide.

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NOTE Dynamite Kid is unlocked afer completing any mode in Vicory Mode.

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====SECTION 1: HISTORY OF DYNAMITE KID

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"Pure Dynamite"

If anyone wants to know the dark side of wrestling, one should research the Dynamite Kid, a gifted wrestler who was destroyed by injuries and steroids, now stuck in a wheelchair for the rest of his life.

Tom Billington wrote his autobiography "Pure Dynamite" detailing his career from his beginnings in Stampede

Wrestling, glory days in New Japan, the troubles in WWF, to his final matches in Michinoku Pro.

BIT OF TRIVIA:

Dynamite Kid never pinned Tiger Mask 1. He only won once via DQ on 7/23/82.

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

Real Name.....Tom Billington
Wrestling Name.....Dynamite Kid
FPD Name.....Dynamic Kid
Promotion.....New Japan*
FPD Promotion.....View Japan
Size.....Small
Class.....Junior
Height.....180 cm
Weight.....105 kg
Country.....Canada
Birthdate.....12.05.1958
Stance.....Power
Offensive Skill.....Junior
Return Skill.....Orthodox
Critical Type.....Finisher
Special Skill.....Quick Return
Recovery.....Medium
Recovery (when bleeding).....Medium
Respiratory.....Above
Respiratory (when bleeding).....Above
Awareness.....Medium
Awareness (when bleeding).....Strong
Neck Strength.....Low
Arm Strength.....High
Waist Strength.....High
Foot Strength.....Medium
Movement Speed.....Medium Fast
Ascend Speed.....Medium Fast
Ascend Skill.....Yes

* He really belongs in Legends, but can also go to WWE, or Freelance.

PARAMETER - OFFENSE

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

PARAMETER - DEFENSE

Punch.....7
Kick.....7
Suplex.....6
Submission.....7
Stretch.....7
Flying.....9
Crush.....5
vs Lariat.....4
Technical.....9
Rough.....7
Ground.....5

TOTAL SKILL POINTS (on a scale from 0-300): 199

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==SECTION 3: MOVELIST==
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Note: I used Fire Pro Z for the movelist, any changes between Z and D

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

STRIKES

Standing (X).....Punch
Standing (A).....Kick
Standing (B) + d-pad.....Lariat Attack
Standing (B).....Gridiron Tackle
Standing (X) + (A)..... Dropkick
Running (X).....Kitchen Sink
Running (A).....Hikitaoshi Lariat
Running Counter (X).....Go-Behind
Running Counter (A).....Shoulder Throw
Running to corner.....Lariat

GRAPPLES

Grapple (X).....Elbow Smash
Grapple (X) + Up.....High Angle Body Slam
Grapple (X) + Left/Right.....Arm Breaker
Grapple (X) + Down.....Hammer Blow
Grapple (A).....Headbutt
Grapple (A) + Up.....RAZOR BRAINBUSTER [S]
Grapple (A) + Left/Right.....Side Suplex
Grapple (A) + Down.....CHIN CRUSHER [S]
Grapple (B).....Headbutt Rush
Grapple (B) + Up.....Backflip
Grapple (B) + Left/Right.....Bulldog Headlock
Grapple (B) + Down.....Oklahoma Stampede
Grapple (X) + (A).....JUMPING TOMBSTONE [S]
Back Grapple (X).....Headbutt
Back Grapple (A).....Side Buster
Back Grapple (B).....Sleeper Hold
Back Grapple (B) + Up/Down.....Leg Lift Sheer Drop Style Backdrop
Back Grapple (B) + Left/Right.....German Suplex
Back Grapple (X) + (A).....Enzui Lariat
Back Grapple Counter (X).....Elbow Pat
Back Grapple Counter (A).....Arm Lock

OPPONENT DOWN MOVES

Opponent Face Up at Head (A).....Chickenwing Armlock
Opponent Face Up at Feet (A).....Pin
Opponent Face Down at Head (A).....Camel Clutch
Opponent Face Down at Feet (A).....Pin
Opponent Face Up at Head (B).....HEATBUTT (Head) [S]
Opponent Face Down at Feet (B).....Vital Spot Head Drop
Opponent Face Up at Feet (B).....Knee Drop (Head)

Opponent Face Down at Head (B).....Stomping (Back)
Running at Downed Opponent (B).....Drop Headbutt

MOUNT MOVES

Mount Position (X).....Mount Headbutt
Mount Position (A).....Mount Elbow Pat
Mount Position (B).....Boston Crab
Mount Position Counter.....Arm Lock
Front Facelock Attack (X).....Body Punch
Front Facelock Attack (A).....Front Neck Lock
Front Facelock Attack (B).....Back Mount
Front Facelock Attack Counter.....Hammer Lock
Back Mount Position (X).....Mount Headbutt
Back Mount Position (A).....Mount Elbow
Back Mount Position (B).....Choke Sleeper
Back Mount Position Counter.....Under Escape

POST AND APRON MOVES

Post (X).....Flying Double Knee Drop
Post (A).....SUPER DIVING HEADBUTT [F]
Post (B).....Sledgehammer
Post (X) + (A).....Missile Dropkick
Run-Up Post vs Standing (X).....none
Run-Up Post vs Downed (A).....none
Corner Grapple (B) + Up.....Tope Rope Brainbuster
Corner Grapple (B) + Left/Right.....Kushi-Zashi Shoulder
Corner Grapple (B) + Down.....Kushi-Zashi Stomping
Apron Grapple from inside.....Tope Suicida
Apron Grapple from outside.....Plancha Suicida
Front Avalanche Counter.....Flying Cross Body
Back Avalanche Counter.....Ring Inside Brainbuster
Running to out of bounds.....Outside Brainbuster
Slingshot to outside.....Headbutt
Slingshot to inside.....Body Fall

DOUBLE AND TRIPLE TEAM MOVES

Two Platon Front Grapple.....W. Brainbuster
Two Platon Back Grapple.....W. Backdrop
Two Platon Corner.....Combination Bulldog Headlock
Three Platon Front Grapple.....Triple Hammer Blow
Three Platon Back Grapple.....Triple Hammer Blow
Three Platon Corner.....Triple Impact

PERFORMANCE

Analog Stick Left.....Hulking Up
Analog Stick Right.....One Arm Raised
Analog Stick Up.....Turning Face Appeal
Analog Stick Down.....Both Arms Rasied

==SECTION 4: STRATEGY==

GENERAL STRATEGY

DK has a head crushing movelist filled with headbutts, head drops, head

stomps, and headlocks. The pattern is simple, crush your opponents' heads till they drop. Once they can't get up, set up the Super Diving Headbutt and pin for an easy victory.

STRIKES

Most of his strikes target the head in some manner. His punch and kick are better off being pokers for DK, as the laritas and headbutts are a must to use in every bout. Combo up with the Headbutt Drop on the floor and the opponent will have a hard time standing up. As a junior, no match would be complete with some high flying moves, especially the Super Diving Headbutt, as its range and power is incredible.

REMEMBER!!! DON'T MISS WITH THE DROPKICK! It leaves you vernerable for any attack!

GRAPPLES

The grapples are also based on head damage. Start off with a couple of strikes and Elbow Smashes, and move up to the Headbutt and Suplexes. Strike a bit more, and use the Headbutt Rush and the Jumping Tombstone. Finish with the Super Diving Headbutt. DK has only one submission move, the Camel Clutch. Use it to weaken the head or submit a hard opponent.

COMBOS

DK is combo crazy with all the attacks that hit the head.

After a minute of two

(Running at downed opponent) Headbutt Drop -> (Down Head Up) Headbutt
Chin Crusher -> (Down Head Up) Headbutt
Chin Crusher -> Camel Clutch

Late in Match

Running Corner Lariat -> Super Diving Headbutt
Headbutt Rush -> Sledgehammer (if dizzy) or Super Diving Headbutt (on ground)
Jumping Tombstone -> Super Diving Headbutt

FPZ ONLY

Running Corner Lariat -> Back Grapple Lariat -> Super Diving Headbutt *KILLER*

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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.

* Pure Dynamite himself, Tom Billington, for writing his autobiography.

* Japanese Buzzsaw for the info on Dynamite Kid's record against Tiger Mask 1.

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

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