

Fire ProWrestling D (Import) Mil Mascaras Character FAQ

by B.Wood

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FIRE PROWRESTLING D CHARACTER GUIDE: MIL MASCARAS

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Version 1.0

by Bill Wood (billwood661@attbi.com)

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NOTE: This guide views and prints best with a monospace typeface.

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==SECTION 1: HISTORY OF MIL MASCARAS==

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"If it weren't for Mil Mascaras, there would be no Jyushin Lyger, no Ultimo Dragon, or Great Sasuke today..."

-Satoru Sayama, The original Tigermask

The man with a thousand masks, Mil Mascaras, has established himself as both a top luchador and a crowd pleaser, through four decades of high flying ring action.

In his long career, he played a major role in establishing lucha libre as a viable form of wrestling both in Japan and the United States.

He has also appeared or been connected with a number of lucha libre adventure films, both starring on his own and appearing teamed with Santo, Blue Demon, or his brother Dos Caras.

Mil Mascaras info obtained from this site:
<http://www.savethegalaxy.com/milindex1.html>

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==SECTION 2: SKILL AND PARAMETER STATS==

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SKILL

Real Name.....Mil Mascaras

FPD Name.....Mascara Condor

Promotion.....none*
 FPD Promotion.....Three A
 Size.....Medium
 Class.....Free
 Height.....188 cm
 Weight.....105 kg
 Country.....Mexico
 Birthdate.....07.15.1942
 Stance.....Technical
 Offensive Skill.....Orthodox
 Return Skill.....Orthodox
 Critical Type.....Finisher
 Special Skill.....Stardom
 Recovery.....Medium
 Recovery (when bleeding).....Slow
 Respiratory.....Above
 Respiratory (when bleeding).....Medium
 Awareness.....Strong
 Awareness (when bleeding).....Medium
 Neck Strength.....Medium
 Arm Strength.....Medium
 Waist Strength.....Medium
 Foot Strength.....High
 Movement Speed.....Medium Fast
 Ascend Speed.....Medium Fast
 Ascend Skill.....Jump

* = Mil Mascaras has wrestled all over the world for many promotions, including IWA, ALLL, NWA, AWA, WWA and WWWF.

PARAMETER - OFFENSE	PARAMETER - DEFENSE
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Punch.....3	Punch.....7
Kick.....3	Kick.....5
Suplex.....4	Suplex.....7
Submission.....7	Submission.....7
Stretch.....9	Stretch.....8
Power.....5	Flying.....10
Instant-P.....10	Crush.....4
Arm Power.....5	Vs Lariat.....2
Technical.....10	Technical.....10
Rough.....1	Rough.....2
Ground.....4	Ground.....6

TOTAL SKILL POINTS (on a scale from 0-300): 188

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 ==SECTION 3: MOVELIST==
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NOTE: This movelist is my direct translation of the Japanese Fire Pro D Player's Guide, there may be some minor errors. If I was unable to translate, I looked up the move in Edit Mode.

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

STRIKES

Standing (X).....Punch
 Standing (A).....Horizontal Chop

Standing (B) + d-pad.....Kick
Standing (B).....One Spin Dropkick
Standing (X) + (A).....Rolling Prawn Hold
Running (X).....FLYING BODY SCISSORS DROP [S]
Running (A).....FLYING CROSS CHOP [F]
Running Counter (X).....Cyclone Whip
Running Counter (A).....Satellite Head Scissors Whip
Running to corner.....Monkey Flip

GRAPPLES

Grapple (X).....Horizontal Chop
Grapple (X) + Up.....Body Slam
Grapple (X) + Left/Right.....Cyclone Whip
Grapple (X) + Down.....Arm Whip
Grapple (A).....Back Switch
Grapple (A) + Up.....Brainbuster
Grapple (A) + Left/Right.....Pendulum Backbreaker
Grapple (A) + Down.....Piledriver
Grapple (B).....Hi-Angle Rolling Prawn Hold
Grapple (B) + Up.....Huracanrana
Grapple (B) + Left/Right.....Ground Octopus Hold
Grapple (B) + Down.....Jumping Piledriver
Grapple (X) + (A).....Powerbomb
Back Grapple (X).....Leg Trip
Back Grapple (A).....Atomic Drop
Back Grapple (B).....Cobra Twist
Back Grapple (B) + Up/Down.....LEGHOLD WRISTLOCK [S]
Back Grapple (B) + Left/Right.....Carry Backdrop
Back Grapple (X) + (A).....German Suplex
Back Grapple Counter (X).....Kangaroo Kick
Back Grapple Counter (A).....Arm Whip

OPPONENT DOWN MOVES

Opponent Face Up at Head (A).....Pin
Opponent Face Up at Head (B).....Stomping
Opponent Face Up at Feet (A).....Boston Crab
Opponent Face Up at Feet (B).....Kick to groin
Opponent Face Down at Head (A).....La Magistral
Opponent Face Down at Head (B).....Stomping
Opponent Face Down at Feet (A).....ROMERO SPECIAL [S]
Opponent Face Down at Feet (B).....Stomping
Running at Downed Opponent (B).....Stomping

MOUNT MOVES

Mount Position (X).....Mount Knuckle Arrow
Mount Position (A).....Collar Hold
Mount Position (B).....Boston Crab
Mount Position Counter.....Arm Lock
Front Facelock Attack (X).....Side Body Knee Lifts
Front Facelock Attack (A).....Front Neck Lock
Front Facelock Attack (B).....Piledriver
Front Facelock Attack Counter.....Hammerlock
Back Mount Position (X).....Back Mount Knuckle Arrow
Back Mount Position (A).....Choke Sleeper
Back Mount Position (B).....Reverse Powerbomb
Back Mount Position Counter.....Rolling Prawn Hold

POST AND APRON MOVES

Post (X).....Diving Body Press
Post (A).....Diving Headbutt
Post (B).....Sledgehammer
Post (X) + (A).....DIVING BODY ATTACK [S]
Run-Up Post vs Standing (X).....3 Pt. Body Attack
Run-Up Post vs Downed (A).....none
Corner Grapple (B) + Up.....2nd Rope Av. Brainbuster
Corner Grapple (B) + Left/Right.....Corner Shoulder
Corner Grapple (B) + Down.....Machine Gun Horiz. Chops
Front Avalanche Counter.....Powerbomb Whip
Back Avalanche Counter.....Body Press
Apron Grapple from inside.....In-Ring Brainbuster
Apron Grapple from outside.....Shoulder Butt
Running to out of bounds.....Tope Suicida
Slingshot to outside.....Plancha Suicida
Slingshot to inside.....Flying Body Attack

DOUBLE AND TRIPLE TEAM MOVES

Two Platon Front Grapple.....W.Brainbuster
Two Platon Back Grapple.....W.Backdrop
Two Platon Corner.....Highjack Piledriver
Three Platon Front Grapple.....Triple Beatdown
Three Platon Back Grapple.....Triple Beatdown
Three Platon Corner.....Triple Impact

PERFORMANCE

Analog Stick Left.....raises arms for crowd support
Analog Stick Right.....adjusts wristbands
Analog Stick Up.....raises arms
Analog Stick Down.....points upward

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==SECTION 4: STRATEGY==

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GENERAL STRATEGY

Before we begin with Mil Mascaras, there's something you should know; he is one of the best technical wrestlers in Fire Pro D. Stick with pure grappling, concentrating primarily on basic holds and strikes from an Irish whip.

STRIKES

Because his punch and kick stats are low, you really don't want to use Mascaras' basic strikes. Instead you should grapple and whip your opponent into the ropes to use the running strikes, where he has a Specialty Move and his Finisher, the Flying Cross Chop.

GRAPPLES

As expected, Mil Mascaras has a solid set of moves he can perform from a grapple. Follow the basic Fire Pro strategy of weak-to-strong and you will get results with Mil.

You have to love the fact that Mil Mascaras has the Back Switch as a regular grapple move. This means he can switch to a front grapple to a back grapple with the press of a button, something most of the other wrestlers cannot do. You will want to use this to your advantage.

Last but not least, don't forget to use the Romero Special when the opponent is face down on the mat and use the Diving Body Attack off the top turnbuckle.

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==SECTION 5: CLOSING==
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In closing, I would like to thank:

* ViperMask, who borrowed my formatting for his great Tiger Mask FAQ.
In return I borrowed some of his! =)

* www.puroresu.com and www.wwf.com for historical reference.

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

* CJayC and GameFAQs for hosting this guide.

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