

Fire ProWrestling D (Import) Igor Vovchanchyn

by B.Wood

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FIRE PROWRESTLING D CHARACTER GUIDE: IGOR VOVCHANCHYN

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Version 1.0

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

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==VERSION HISTORY==

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1.0 - Initial release of the guide.

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==SECTION 1: HISTORY OF IGOR VOVCHANCHYN==

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The Japanese mixed martial arts promotion PRIDE is widely considered to be the premier fighting organization in the world today. Featuring a diverse roster of fighters with equally diverse backgrounds, PRIDE martial arts contests are usually anything but boring. Muay Thai vs. pro wrestling, jujitsu vs. boxing, PRIDE takes the reality fighting concept to the next level with unrivalled production and flair.

Unless you're a major PRIDE fan, the name Igor Vovchanchyn probably doesn't mean anything to you. So why would you want to use him in Fire Pro D? Simple. He's a brilliant striker and can "Critical!" opponents in seconds flat. Interested? Read on.

Igor Vovchanchyn (pronounced "Vove-Chan-Chin") hails from the Ukraine, and won several kickboxing and vale tudo (no holds barred) world championships early in his career. He later moved to PRIDE, where his specialty is his devastating punching. His lethal right hand leaves the opposition napping on the canvas.

Mild mannered and humble in interviews, Igor Vovchanchyn is a true example of class and sportsmanship in the world of mixed martial arts,

and one of PRIDE's strongest competitors.

For more info, here's Igor's official website:

<http://www.vovchanchyn.kharkov-ua.com/>

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

Real Name.....Igor Vovchanchyn
 FPD Name.....Rugal Rovhankin
 Promotion.....PRIDE FC
 FPD Promotion.....Gruesome Fighters
 Size.....Small
 Class.....Free
 Height.....176 cm
 Weight.....108 kg
 Country.....Russia
 Birthdate.....8/6/1973
 Stance.....Mix Style
 Offensive Skill.....Fighter
 Return Skill.....Fighter
 Critical Type.....Striking
 Special Skill.....Wild Warrior
 Recovery.....Fast
 Recovery (when bleeding).....Medium
 Respiratory.....Above
 Respiratory (when bleeding).....Medium
 Awareness.....Strong
 Awareness (when bleeding).....Medium
 Neck Strength.....Medium
 Arm Strength.....Medium
 Waist Strength.....Medium
 Foot Strength.....Medium
 Movement Speed.....Medium
 Ascend Speed.....Slow
 Ascend Skill.....Cannot Ascend

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

TOTAL SKILL POINTS (on a scale from 0-300): 228

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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.

KEY

[S].....Specialty move
[F].....Finisher
[C].....this move can "Critical!"
[M].....results in a mount
[B].....results in a back mount

STRIKES

Standing (X).....Low Kick
Standing (A).....Middle Kick
Standing (B) + d-pad.....Combination 2
Standing (B).....Combination 3
Standing (X) + (A).....RUSSIAN HOOK [F] [C]
Running (X).....Double Leg Tackle [M]
Running (A).....Back Switch
Running Counter (X).....Knuckle Butt
Running Counter (A).....Back Switch
Running to corner.....none

GRAPPLES

Grapple (X).....Body Punch
Grapple (X) + Up.....Straight Punch
Grapple (X) + Left/Right.....Body Knee Lift
Grapple (X) + Down.....Low Kick
Grapple (A).....Back Switch
Grapple (A) + Up.....Karate Punch Rush
Grapple (A) + Left/Right.....Middle Kick
Grapple (A) + Down.....Body Punch Rush
Grapple (B).....Impact Straight [C]
Grapple (B) + Up.....Direct Attack Rush
Grapple (B) + Left/Right.....Mach. Gun Stom. Knee Lift [C]
Grapple (B) + Down.....DYNAMITE PUNCH RUSH [S] [C]
Grapple (X) + (A).....RUSSIAN HOOK RUSH [S] [C]
Back Grapple (X).....Back Liver Blow
Back Grapple (A).....Middle Kick
Back Grapple (B).....Machine Gun Knee Lift
Back Grapple (B) + Up/Down.....Uranage
Back Grapple (B) + Left/Right.....German Suplex Whip
Back Grapple (X) + (A).....Back Tackle [B]
Back Grapple Counter (X).....Elbow Butt
Back Grapple Counter (A).....Back Switch

OPPONENT DOWN MOVES

Opponent Face Up at Head (A).....Mount Punch
Opponent Face Up at Head (B).....go to Mount [M]
Opponent Face Up at Feet (A).....Low Kick
Opponent Face Up at Feet (B).....Low Kick
Opponent Face Down at Head (A).....Mount Punch
Opponent Face Down at Head (B).....Elbow Grind to Face
Opponent Face Down at Feet (A).....Lifting Belly-to-Back
Opponent Face Down at Feet (B).....go to Back Mount [B]

Running at Downed Opponent (B).....none

MOUNT MOVES

Mount Position (X).....MOUNT PUNCH [S][C]
Mount Position (A).....Mount Knuckle Arrow
Mount Position (B).....Guillotine Choke
Mount Position Counter.....Front Neck Lock
Front Facelock Attack (X).....FACE PUNCH [S][C]
Front Facelock Attack (A).....Face Knee Lift [C]
Front Facelock Attack (B).....go to Back Mount [B]
Front Facelock Attack Counter.....Double Leg Tackle [M]
Back Mount Position (X).....Back Mount Punch [C]
Back Mount Position (A).....Back Mount Knuckle Arrow
Back Mount Position (B).....Belly-to-Back Suplex
Back Mount Position Counter.....Evade

POST AND APRON MOVES

Post (X).....none
Post (A).....none
Post (B).....none
Post (X) + (A).....none
Run-Up Post vs Standing (X).....none
Run-Up Post vs Downed (A).....none
Corner Grapple (B) + Up.....Corner Punch Rush
Corner Grapple (B) + Left/Right.....Corner Body Blows
Corner Grapple (B) + Down.....Corner Knee Lift
Front Avalanche Counter.....Shouda
Back Avalanche Counter.....Backhand Elbow
Apron Grapple from inside.....Hook
Apron Grapple from outside.....Hook
Running to out of bounds.....none
Slingshot to outside.....none
Slingshot to inside.....none

DOUBLE AND TRIPLE TEAM MOVES

Two Platon Front Grapple.....W.Dropkick
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 Beatdown

PERFORMANCE

Analogue Stick Left.....Bows with hand together
Analogue Stick Right.....Bows with hands at side
Analogue Stick Up.....Flexes arm muscles
Analogue Stick Down.....Gestures for crowd support

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==SECTION 4: SHOOT FIGHTING IN FIRE PRO D==
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Because shoot fighters are such a unique class of fighter in Fire Pro D, I will outline the pros and cons of using them in what is primarily a pro wrestling game before we discuss Vovchanchyn's strategy:

PROS OF SHOOT FIGHTING IN FIRE PRO D:

- * Knowing the Fire Pro D shoot grapple system puts you at an advantage versus opponents that don't
- * Because shooters usually can "Critical!" opponents with a variety of submission holds or strikes, they can end a match quicker than most professional wrestlers
- * Shooters work well from the mount position, most professional wrestlers don't
- * High defensive stats vs. Submission and Stretch means shooters won't easily submit to holds

CONS OF SHOOT FIGHTING IN FIRE PRO D:

- * Higher learning curve as you will need to perfect the timing of shoot grapples and mounts
- * On average, you will need to win more grapples to have success in a shoot match
- * Shooters are poorly-equipped defensively versus both heavy and junior pro wrestlers (generally low defensive stats vs. Flying, Crush and Lariat)
- * Shooters can't perform high-flying moves or other moves that take advantage of the wrestling ring

Basically, if you're up to the challenge of mastering the learning curve of shoot fighting in Fire Pro D, you will be rewarded with a whole new aspect of gameplay.

SHOOT FIGHTING BASICS

There are three main shoot positions in Fire Pro D: mount, back mount and front facelock. Here is a brief description of these positions, along with their grapple timing:

MOUNT - The opponent is on the ground face up. The attacker mounts him, straddling his torso. The timing for the mount grapple is just after the attacker leans his torso back and is preparing his attack.

BACK MOUNT - The opponent is on the ground face down. The attacker mounts him, straddling his lower back. The timing for the back mount grapple is just after the attacker raises his fists and is preparing his attack.

FRONT FACELOCK - This is the rarest of shoot positions, and the easiest to master as far as timing goes. The front facelock is basically a counter to a mount attempt. The mount is countered by grabbing the attacker's torso when he is coming in for the shoot. The timing for the front facelock grapple is when the fighter that is countering slams his opponent to the mat. (NOTE: In MMA fighting, the front facelock position is commonly known as a "sprawl".)

You'll need to learn timing of each of these instances to master shoot fighting. Play against another shooter on Level 1 CPU difficulty and

practice your timing over and over until it becomes as instinctive as regular Fire Pro grappling.

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==SECTION 5: STRATEGY==
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NOTE: Please review Section 4 before continuing to this section!

GENERAL STRATEGY

Your entire gameplan with Igor should revolve around two things; striking and breathing. Keep measuring the distance between you and your opponent, dropping those bombs when he's within range. If/when your opponent backs away from you, breathe to restore the spent energy from throwing that constant barrage of strikes.

The great thing about using an MMA striker like Vovchanchyn in Fire Pro D is that, unlike other MMA guys in FPD, you can basically forget about the mount game if you want. Igor likes to keep it standing so he can unleash that deadly overhand right of his, so if the mount is frustrating for you, just ditch it!

If you do use the mount, formulate a "ground and pound" strategy, mounting the opponent as a precursor to throwing strikes from that position. A mounted striking "Critical!" always looks nice!

Vovchanchyn's mat skills are effective, as they should be. Although known for his punching, he has actually choked out opponents in PRIDE. His Submission/Stretch/Ground stats are high enough for him to be useful as a ground fighter.

STRIKES

Bottom line, punches are where it's at with Igor. Just use this simple FPD equation; $\text{Punch stats}(9) + \text{Critical Type}(\text{Striking}) = \text{Lethal Force!}$ First you must learn the timing and distance of all of Igor's strikes. From there, a very simple strategy is wait for your opponent to walk into a punch. Igor's "Striking" Critical Type should have smart opponents weary of his punching range, so some fancy footwork may be required to use this strategy!

Igor's finisher, the (X) + (A) Russian Hook, isn't really a hook. It's more of a looping overhead strike that looks nice when it connects (and when it "Critical!"s). And since you can use it from the get-go, you've got a serious KO weapon at your disposal early in the game.

GRAPPLES

Grappling with Igor is OK, since nearly all of his grapple result in a strike. Most of his (B) grapples have "Critical!" potential, and the Impact Straight makes a great looking knockout.

For the most part though, you should stay out of grappling range and play the striking game. Just know that if your opponent does get in close for the grapple, you have a few good weapons at your disposal.

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==SECTION 6: 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.pridefc.com for historical reference.

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

* CJayC and GameFAQs for hosting this guide.

Fire ProWrestling D Character Guide: Igor Vovchanchyn

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