

# Fire ProWrestling D (Import) Jun Akiyama Character FAQ

by B.Wood

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FIRE PROWRESTLING D CHARACTER GUIDE: JUN AKIYAMA  
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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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==SECTION 1: HISTORY OF JUN AKIYAMA==  
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Pro Wrestling NOAH's Jun Akiyama made his debut with All Japan Pro Wrestling in 1992, and since then has been one of Japan's most successful wrestlers. He's held All Japan's tag team belts on several occasions and was NOAH's GHC Heavyweight Champion for nearly a year. His T-Bone Suplex, dubbed the Exploder, is probably the best in all of professional wrestling.

Akiyama has been in many memorable matches in both NOAH and All Japan, where he was a member of the tag team The Burning with 'brother figure' Kenta Kobashi. The opponents in these matches read like a who's who list of puroresu -- Misawa, Vader, Kawada, Taue, Mutoh and so on.

Since leaving All Japan in the mass exodus to NOAH, Akiyama has been the main opposition to NOAH founder Misawa and his one-time partner Kobashi, and it looks like future opponents are going to have a tough time slowing him down.

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

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Real Name.....Jun Akiyama  
FPD Name.....Shun Akisawa  
Promotion.....Pro Wrestling NOAH

FPD Promotion.....Super NOVA  
 Size.....Medium  
 Class.....Heavy  
 Height.....188 cm  
 Weight.....106 kg  
 Country.....Japan  
 Birthdate.....10.09.1969  
 Stance.....Strong  
 Offensive Skill.....Orthodox  
 Return Skill.....Orthodox  
 Critical Type.....Finisher  
 Special Skill.....Quick Return  
 Recovery.....Fast  
 Recovery (when bleeding).....Medium  
 Respiratory.....Medium  
 Respiratory (when bleeding).....Medium  
 Awareness.....Strong  
 Awareness (when bleeding).....Medium  
 Neck Strength.....Medium  
 Arm Strength.....Medium  
 Waist Strength.....High  
 Foot Strength.....Medium  
 Movement Speed.....Medium  
 Ascend Speed.....Medium  
 Ascend Skill.....Can Ascend

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

TOTAL SKILL POINTS (on a scale from 0-300): 200

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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

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 Standing (X).....Face Slap  
 Standing (A).....Kick  
 Standing (B) + d-pad.....Clothesline  
 Standing (B).....Dropkick  
 Standing (X) + (A).....Low Dropkick  
 Running (X).....Jumping Elbow

Running (A).....JUMPING KNEE BUTT [S]  
Running Counter (X).....Thrust Kick  
Running Counter (A).....Front Suplex  
Running to corner.....Jumping Knee Butt

#### GRAPPLES

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Grapple (X).....Elbow Smash  
Grapple (X) + Up.....Body Slam  
Grapple (X) + Left/Right.....Flying Mare  
Grapple (X) + Down.....Dragon Screw  
Grapple (A).....Stomach Crusher  
Grapple (A) + Up.....Brainbuster  
Grapple (A) + Left/Right.....DDT  
Grapple (A) + Down.....Piledriver  
Grapple (B).....FRONT NECK LOCK [S]\*  
Grapple (B) + Up.....EXPLODER '98 [S]  
Grapple (B) + Left/Right.....EXPLODER [F]  
Grapple (B) + Down.....Mod. Tombstone Piledriver  
Grapple (X) + (A).....SCREW BOMB (BLUE THUNDER) [S]  
Back Grapple (X).....Neck Smash  
Back Grapple (A).....Face Crusher  
Back Grapple (B).....Cobra Twist  
Back Grapple (B) + Up/Down.....Twisted Backdrop  
Back Grapple (B) + Left/Right.....German Suplex  
Back Grapple (X) + (A).....Sheer Drop Backdrop  
Back Grapple Counter (X).....Elbow Butt  
Back Grapple Counter (A).....Rolling Prawn Hold

\* = See the "RE-EDITING JUN AKIYAMA" Section.

#### OPPONENT DOWN MOVES

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Opponent Face Up at Head (A).....Pin  
Opponent Face Up at Head (B).....Chin Lock  
Opponent Face Up at Feet (A).....Figure Four Leglock  
Opponent Face Up at Feet (B).....Thigh Kick  
Opponent Face Down at Head (A).....Roll over and pin  
Opponent Face Down at Head (B).....Guillotine Drop  
Opponent Face Down at Feet (A).....High Crab (Jericho)  
Opponent Face Down at Feet (B).....Stomping  
Running at Downed Opponent (B).....Double Knee Drop

#### MOUNT MOVES

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Mount Position (X).....Mount Elbow Butt  
Mount Position (A).....Crucifix Arm Lock  
Mount Position (B).....Figure Four Leglock  
Mount Position Counter.....Front Neck Lock  
Front Facelock Attack (X).....Striking Knee Lift  
Front Facelock Attack (A).....Front Neck Lock  
Front Facelock Attack (B).....Jumping DDT  
Front Facelock Attack Counter.....Drop Toe Hold  
Back Mount Position (X).....Back Mount Elbow  
Back Mount Position (A).....Choke Sleeper  
Back Mount Position (B).....Crucifix Arm Lock  
Back Mount Position Counter.....Rolling Prawn Hold

#### POST AND APRON MOVES

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Post (X).....Diving Elbow Drop  
Post (A).....Missile Kick  
Post (B).....Diving Elbow Butt  
Post (X) + (A).....Diving Knee Attack  
Run-Up Post vs Standing (X).....none  
Run-Up Post vs Downed (A).....none  
Corner Grapple (B) + Up.....Avalanche Backdrop  
Corner Grapple (B) + Left/Right.....Avalanche DDT  
Corner Grapple (B) + Down.....Avalanche Dragon Screw  
Front Avalanche Counter.....Powerbomb Whip  
Back Avalanche Counter.....Body Press  
Apron Grapple from inside.....Apron Exploder  
Apron Grapple from outside.....Drop Down Stun Gun  
Running to out of bounds.....Plancha Suicida  
Slingshot to outside.....Plancha Suicida  
Slingshot to inside.....Flying Body Attack

#### DOUBLE AND TRIPLE TEAM MOVES

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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 Beatdown

#### PERFORMANCE

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Analog Stick Left.....adjust wristbands  
Analog Stick Right.....crosses forearms, extends arms  
Analog Stick Up.....motions for crowd support  
Analog Stick Down.....raises fists, yells

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

##### GENERAL STRATEGY

Jun Akiyama is an extremely solid wrestler in Fire Pro D. He becomes very dangerous late in the match as his strong grapples are some of the best in the game. Your strategy with Akiyama should be to wear down your opponent as quickly as possible in order to use these deadly (B) and (X)+(A) grapples.

Akiyama is also well prepared defensively. It will take opponents a long to wear him down and break his intense fighting spirit.

Jun Akiyama possesses the 'Quick Return' special skill, which can be the most annoying skill in the game for the opposition. Once Jun starts to wear down, instead of staying down after a major move, he'll pop right back up, disallowing his adversary an opportunity for a ground assault.

##### STRIKES

Since the majority of Jun's grapples are extremely effective, you should prefer sticking close and winning grapples to playing a long distance striking game. Learn the timing and distance of the clothesline, which will surprise and floor an opponent quickly.

From an Irish whip, the Jumping Knee Butt is also effective, plus it's a Specialty Move. You should work it into your matches.

## GRAPPLES

Again, your main objective is to beat the opponent down and use Jun's (B) and (X)+(A) grapples. Once you've reached this point in the match, the other guy is going to be in trouble. Take your pick from Jun's impressive array of holds and suplexes. With an offensive suplex rating of 9, both the Exploder and the Exploder '98 (which is a pumphandle variation of the same move) are going to get the job done.

Two true combos you can use from a grapple right from the start are Body Slam -> Chin Lock and Flying Mare -> Chin Lock. Switch these up (for no other reason than to add some variety) and use them often early in the match. Jun's offensive stretch rating of 8 means the Chin Lock will get results.

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==SECTION 5: RE-EDITING JUN AKIYAMA==  
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### THE FRONT NECK LOCK

Fire Pro D does not feature Jun's latest submission hold, the Front Neck Lock. But it is available as an add-on move, so you should download it and re-edit him for the most accurate and up-to-date version. All other stats, etc. can stay the same.

### THE SHINING WIZARD

Whether or not you choose to give him the Shining Wizard, Keiji Mutoh's trademark move, is up to you. Jun has used it in a few matches, but it can be argued that he doesn't use it often enough to make it a part of his standard moveset. If you do decide to use it, I'd put the move in the Grapple Down + (B) position (Tombstone Piledriver).

### THE FINISHER: TO CHANGE OR NOT TO CHANGE?

FPD veteran ViperMask suggests changing Akiyama's finisher from the Exploder to the Exploder '98, while fellow FPD vet AxxB suggests keeping the regular Exploder as Jun's finisher. It's your call, either way works.

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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! Thanks also to ViperMask for Jun Akiyama statistical and re-edit info.
- \* AxxB for Jun Akiyama statistical and re-edit info.
- \* [www.puroresu.com](http://www.puroresu.com) and [www.wwf.com](http://www.wwf.com) for historical reference.
- \* [www.gswf.org](http://www.gswf.org) for Skill and Parameter stats.
- \* CJayC and GameFAQs for hosting this guide.

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