

# Fire ProWrestling D (Import) Jyushin "Thunder" Lyger Character FAQ

by B.Wood

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FIRE PROWRESTLING D CHARACTER GUIDE: JYUSHIN "THUNDER" LYGER

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Version 1.2

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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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1.2 - Combos added to Strategy, courtesy of Richard Bownes.

1.1 - Added "Run-Up Post" moves to the Movelist section.

1.0 - Initial release of the guide.

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==SECTION 1: HISTORY OF JYUSHIN "THUNDER" LYGER==

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On April 24, 1989, New Japan Pro Wrestling held the first pro wrestling card at the Tokyo Dome. Making his debut that night was Jyushin "Thunder" Lyger, a costumed junior wrestler that would lead New Japan's junior division for the next decade.

Over the next 10 years, Lyger would win the IWGP Junior title an unprecedented 11 times, the IWGP Tag Team title twice, and the Octuple Crown Unified Title once in 1997.

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==SECTION 2: SKILL AND PARAMETER STATS==

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SKILL

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Real Name.....Jyushin "Thunder" Lyger

FPD Name.....Emperor Super Kaiser

Promotion.....New Japan Pro Wrestling

FPD Promotion.....View Japan

Size.....Small  
 Class.....Junior  
 Height.....170 cm  
 Weight.....97 kg  
 Country.....unknown  
 Birthdate.....unknown  
 Stance.....Koppo  
 Offensive Skill.....Junior  
 Return Skill.....Junior  
 Critical Type.....Finisher  
 Special Skill.....None  
 Recovery.....Fast  
 Recovery (when bleeding).....Medium  
 Respiratory.....Above  
 Respiratory (when bleeding).....Medium  
 Awareness.....Medium  
 Awareness (when bleeding).....Medium  
 Neck Strength.....Medium  
 Arm Strength.....Medium  
 Waist Strength.....Medium  
 Foot Strength.....Low  
 Movement Speed.....Medium Fast  
 Ascend Speed.....Medium  
 Ascend Skill.....Jump

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

TOTAL SKILL POINTS (on a scale from 0-300): 174

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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).....Horizontal Chop  
 Standing (A).....Toe Kick  
 Standing (B) + d-pad.....Upper Shouda  
 Standing (B).....Thrust Shouda  
 Standing (X) + (A).....Abise Geri  
 Running (X).....Shoulder Tackle  
 Running (A).....THRUST SHOUDA [S]

Running Counter (X).....Drop Toe Hold  
Running Counter (A).....Thrust Shouda  
Running to corner.....Thrust Shouda

#### GRAPPLES

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Grapple (X).....Body Knee Lift  
Grapple (X) + Up.....Body Slam  
Grapple (X) + Left/Right.....Flying Mare  
Grapple (X) + Down.....Dragon Screw  
Grapple (A).....Punch Rush to face  
Grapple (A) + Up.....Brainbuster  
Grapple (A) + Left/Right.....DDT  
Grapple (A) + Down.....Tombstone Piledriver  
Grapple (B).....Rolling Prawn Hold  
Grapple (B) + Up.....STALLING VERTICAL BRAINBUSTER [F]  
Grapple (B) + Left/Right.....SHOUDA UPPER [S]  
Grapple (B) + Down.....RUNNING LYGER BOMB [S]  
Grapple (X) + (A).....Wild Bomb Whip  
Back Grapple (X).....Neck Smash  
Back Grapple (A).....Leglift Backdrop  
Back Grapple (B).....Chickenwing Facelock  
Back Grapple (B) + Up/Down.....Back Brain Shouda  
Back Grapple (B) + Left/Right.....German Suplex  
Back Grapple (X) + (A).....Release German Suplex  
Back Grapple Counter (X).....Elbow Butt  
Back Grapple Counter (A).....Back Switch

#### OPPONENT DOWN MOVES

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Opponent Face Up at Head (A).....Pin  
Opponent Face Up at Head (B).....Mount Shouda  
Opponent Face Up at Feet (A).....Figure Four Leglock  
Opponent Face Up at Feet (B).....Stomping  
Opponent Face Down at Head (A).....Arm Lock  
Opponent Face Down at Head (B).....Camel Clutch  
Opponent Face Down at Feet (A).....La Magistral  
Opponent Face Down at Feet (B).....Romero Special  
Running at Downed Opponent (B).....Sunset Flip

#### MOUNT MOVES

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Mount Position (X).....Mount Shouda  
Mount Position (A).....Mount Elbow Butt  
Mount Position (B).....Arm Lock  
Mount Position Counter.....Back Switch  
Front Facelock Attack (X).....Striking Knee Lifts  
Front Facelock Attack (A).....Powerbomb Whip  
Front Facelock Attack (B).....Back Switch  
Front Facelock Attack Counter.....Hammerlock  
Back Mount Position (X).....Back Mount Shouda  
Back Mount Position (A).....Choke Sleeper  
Back Mount Position (B).....Arm Lock  
Back Mount Position Counter.....Rolling Prawn Hold

#### POST AND APRON MOVES

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Post (X).....Diving Headbutt  
Post (A).....Frog Splash  
Post (B).....Missile Kick

Post (X) + (A).....Shooting Star Press  
Run-Up Post vs Standing (X).....Moonsault Attack  
Run-Up Post vs Downed (A).....none  
Corner Grapple (B) + Up.....AV. VERT. BRAINBUSTER [S]  
Corner Grapple (B) + Left/Right...Av. Fisherman Buster  
Corner Grapple (B) + Down.....Av. German Suplex  
Front Avalanche Counter.....Flipping Prawn Hold  
Back Avalanche Counter.....Super Aval. Frankensteiner  
Apron Grapple from inside.....Shouda  
Apron Grapple from outside.....Out-Ring Brainbuster  
Running to out of bounds.....Tope Con Hilo  
Slingshot to outside.....Plancha Suicida  
Slingshot to inside.....Flying Body Attack

#### DOUBLE AND TRIPLE TEAM MOVES

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Two Platon Front Grapple.....Double Powerbomb  
Two Platon Back Grapple.....W.Backdrop  
Two Platon Corner.....Backdrop + D.Neckbreaker  
Three Platon Front Grapple.....Triple Beatdown  
Three Platon Back Grapple.....Triple Beatdown  
Three Platon Corner.....Triple Impact

#### PERFORMANCE

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Analog Stick Left.....twirls finger in air  
Analog Stick Right.....leans head back, pumps fists  
Analog Stick Up.....grabs wrists, bring forearms down  
Analog Stick Down.....points down

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

#### GENERAL STRATEGY

Jyushin "Thunder" Lyger has always been one of the better wrestlers in the Fire Pro series, and here is no exception. He's an offensive powerhouse, and although you would think as a junior he would excel at high-flying, high-risk moves, that's not really the case. Lyger is a solid technical wrestler with a good set of strikes, plus the ability to get rough when he has to.

#### STRIKES

Lyger has good punching/kicking and good respiratory stats. What this means is Lyger is a wrestler you want to strike with. Strike hard, strike often. Your opponent will definitely feel the sting!

#### GRAPPLES

My two favorite Lyger mid-level grapples are the DDT and the Tombstone Piledriver. I always try to wear the opponent down a bit, then start abusing these moves!

Although the Stalling Vertical Brainbuster is his finisher, you really should use the Running Lyger Bomb instead. It's such a stylish finishing move you'll never get tired of seeing it.

Running Lyger Bomb - Basically a running powerbomb into a pin. You'll want gauge your distance when using this move to make sure you don't end up in a rope break by the time Lyger has his opponent pinned.

## COMBOS

Note: These are not combos in the "fighting game" sense of the word, as grapples can be countered and opponents can recover in between moves. These combos are more akin to natural wrestling combinations for this particular wrestler.

Also, unlike fighting games, Fire Pro D combos are easier to perform when the opponent is worn down as his recovery time is longer.

- 1) Tombstone -> Shooting Star Press
- 2) Any Shouda -> Corner Shouda
- 3) Wild Bomb -> Running Lyger Bomb
- 4) Figure 4 -> Romero Special

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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! =)
- \* Richard Bownes for combo contributions.
- \* [www.puroresu.com](http://www.puroresu.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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