

Fire ProWrestling D (Import) The Great Sasuke Character FAQ

by B.Wood

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FIRE PROWRESTLING D CHARACTER GUIDE: THE GREAT SASUKE

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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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==TABLE OF CONTENTS==

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SECTION 1: HISTORY OF THE GREAT SASUKE

SECTION 2: SKILL AND PARAMETER STATS

SECTION 3: MOVELIST

SECTION 4: STRATEGY

SECTION 5: CLOSING

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==SECTION 1: HISTORY OF THE GREAT SASUKE==

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Bottom line; The Great Sasuke is one of the most important and influential wrestlers in the history of puroresu. Instead of trying to write my own convoluted Sasuke bio, I'll simply give you a list of his many career accomplishments:

- * Founder of Michinoku Pro, one of the all-time best wrestling feds
- * Inventor of the Moonsault Senton Splash, Sasuke Special and Sasuke Special 2
- * Titles held at one point in his career:

- UWA/UWF Intercontinental Tag Team Title
- UWA World Welterweight Title
- Independent World Junior Heavyweight Title
- British Commonwealth Junior Heavyweight Title
- WWF Light Heavyweight Title
- IWGP Junior Heavyweight Title
- WWA World Middleweight Title
- NWA World Junior Heavyweight Title
- WWA World Junior Light Heavyweight Title
- UWA World Junior Light Heavyweight Title
- WAR International Junior Heavyweight Title
- NWA World Welterweight Title
- NWA World Middleweight Title
- IWGP Junior Heavyweight Tag Team Title

Oh yeah, and he filmed a porno wearing his wrestling gear (!).

Sasuke career accomplishments obtained from this website:
<http://www.angelfire.com/wrestling2/lkwrestling/sasuke.html>

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

Real Name.....Great Sasuke (M. Murakawa)
FPD Name.....Blade Hayate
Promotion.....Michinoku Pro
FPD Promotion.....Yukiguni Puroresu
Size.....Small
Class.....Junior
Height.....180 cm
Weight.....90 kg
Country.....Japan
Birthdate.....07.18.1969
Stance.....Lucha
Offensive Skill.....Panther
Return Skill.....Junior
Critical Type.....Finisher
Special Skill.....Stardom
Recovery.....Medium
Recovery (when bleeding).....Medium
Respiratory.....Above
Respiratory (when bleeding).....Above
Awareness.....Strong
Awareness (when bleeding).....Medium
Neck Strength.....Medium
Arm Strength.....Low
Waist Strength.....Medium
Foot Strength.....Low
Movement Speed.....Fast
Ascend Speed.....Fast
Ascend Skill.....Jump

PARAMETER - OFFENSE

Punch.....3
Kick.....3
Suplex.....5
Submission.....4
Stretch.....5
Power.....2
Instant-P.....10
Arm Power.....2
Technical.....9
Rough.....5
Ground.....2

PARAMETER - DEFENSE

Punch.....5
Kick.....5
Suplex.....5
Submission.....4
Stretch.....6
Flying.....10
Crush.....2
Vs Lariat.....1
Technical.....10
Rough.....6
Ground.....2

TOTAL SKILL POINTS (on a scale from 0-300): 173

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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).....Low Kick
Standing (A).....Middle Kick
Standing (B) + d-pad.....Sobat
Standing (B).....Rolling Sobat
Standing (X) + (A).....Spin Kick
Running (X).....One Spin Dropkick
Running (A).....Flying Kneel Kick
Running Counter (X).....Back Switch
Running Counter (A).....Huracanrana
Running to corner.....Monkey Flip

GRAPPLES

Grapple (X).....Knuckle Arrow
Grapple (X) + Up.....Body Slam
Grapple (X) + Left/Right.....Cyclone Whip
Grapple (X) + Down.....Drop Toe Hold
Grapple (A).....Chin Crusher
Grapple (A) + Up.....Brainbuster
Grapple (A) + Left/Right.....DDT
Grapple (A) + Down.....Piledriver
Grapple (B).....Octopus Hold
Grapple (B) + Up.....Huracanrana
Grapple (B) + Left/Right.....Powerbomb Whip
Grapple (B) + Down.....SASUKE THUNDERFIRE POWERBOMB [F]
Grapple (X) + (A).....Reverse Tombstone Piledriver
Back Grapple (X).....Flying Kneel Kick
Back Grapple (A).....Side Angle Backdrop
Back Grapple (B).....Rolling Prawn Hold
Back Grapple (B) + Up/Down.....Cross Arm Suplex
Back Grapple (B) + Left/Right.....German Suplex
Back Grapple (X) + (A).....Tiger Suplex
Back Grapple Counter (X).....Elbow Butt
Back Grapple Counter (A).....Back Switch

OPPONENT DOWN MOVES

Opponent Face Up at Head (A).....Pin
Opponent Face Up at Head (B).....Soccer Ball Kick
Opponent Face Up at Feet (A).....Sharpshooter
Opponent Face Up at Feet (B).....Achilles Heel Lock
Opponent Face Down at Head (A).....Arm Lock
Opponent Face Down at Head (B).....Guillotine Drop
Opponent Face Down at Feet (A).....Roll over and pin
Opponent Face Down at Feet (B).....Kneebreaker
Running at Downed Opponent (B).....Stomping

MOUNT MOVES

Mount Position (X).....Mount Knuckle Arrow
Mount Position (A).....Arm Lock
Mount Position (B).....Jackknife Hold

Mount Position Counter.....Hammerlock
Front Facelock Attack (X).....Striking Knee Lifts
Front Facelock Attack (A).....Front Neck Lock
Front Facelock Attack (B).....Back Switch
Front Facelock Attack Counter.....Hammerlock
Back Mount Position (X).....Back Mount Knuckle Arrow
Back Mount Position (A).....Choke Sleeper
Back Mount Position (B).....Arm Lock
Back Mount Position Counter.....Rolling Prawn Hold

POST AND APRON MOVES

Post (X).....SENTON ATOMICO [S]
Post (A).....Turning Body Press
Post (B).....Missile Kick
Post (X) + (A).....Moonsault Attack
Run-Up Post vs Standing (X).....MOONSAULT ATTACK [S]
Run-Up Post vs Downed (A).....none
Corner Grapple (B) + Up.....Aval. Frankensteiner
Corner Grapple (B) + Left/Right.....Corner Punch Rush
Corner Grapple (B) + Down.....Av. Rvrse. Brainbuster
Front Avalanche Counter.....Flipping Prawn Hold
Back Avalanche Counter.....Super Av. Frankensteiner
Apron Grapple from inside.....In-Ring Brainbuster
Apron Grapple from outside.....Brainbuster reversal
Running to out of bounds.....SASUKE SPECIAL 2 [S]
Slingshot to outside.....LA QUEBRADA [S]
Slingshot to inside.....Ultra Huracanrana

DOUBLE AND TRIPLE TEAM MOVES

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

Analog Stick Left.....raises fist
Analog Stick Right....."throat slit" gesture
Analog Stick Up....."Number 1" gesture
Analog Stick Down.....extends both arms in air

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==SECTION 4: STRATEGY==

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GENERAL STRATEGY

If you check Sasuke's stats, you'll notice he excels at high-flying and technical moves and is average or below average at everything else (I think he may have been short-changed by Spike, but that's my opinion!). His selection of high-flying post and corner moves is excellent, so that's where you'll spend most of your time. In fact, all of the Great Sasuke's Specialty Moves involve the post or the ropes, so get used to using them!

Just remember, a Great Sasuke match would not be complete without throwing your opponent to the outside and nailing a Sasuke Special 2

or La Quebrada!

One word of caution; if you're up against a really good heavyweight, you may be in for a long match. And watch for repeated submissions to the arms and legs, his defense is lowest in those areas.

STRIKES

Sasuke's strike set is certainly nothing special. It's almost as if Spike is daring you to take to the skies with him. I say you take that challenge and stay away from strikes, with the exception of the Sobat and Rolling Sobat, which are good distance attacks.

GRAPPLES

With Sasuke's high technical stats, you'll have success with most of his grapple moves. The Sasuke Thunderfire Powerbomb is an exciting and effective finisher. Late in the match, you should concentrate on nailing moonsaults and such after landing grapples.

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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.

Fire ProWrestling D Character Guide: The Great Sasuke
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