

Fire ProWrestling D (Import) Keiji Mutoh Character FAQ

by B.Wood

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FIRE PROWRESTLING D CHARACTER GUIDE: KEIJI MUTOH
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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 KEIJI MUTOH==
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Keiji Mutoh, the former Great Muta, found himself at a crossroads late in his career. And so, like so many other wrestlers have done in the past, he reinvented himself. It worked, and Mutoh became more popular than ever. He also created a new finisher, "Shining Wizard", a move that took the puroresu world by storm.

In 2001, Keiji Mutoh won All Japan Pro Wrestling's Triple Crown with a victory over Genichiro Tenryu, a match hailed as one of the best of the year.

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

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Real Name.....Keiji Mutoh
FPD Name.....Ken Shundo
Promotion.....All Japan Pro Wrestling*
FPD Promotion.....View Japan
Size.....Medium
Class.....Heavy
Height.....188 cm
Weight.....110 kg
Country.....Japan
Birthdate.....12.23.1962
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Stance.....Technical
 Offensive Skill.....Technician
 Return Skill.....All Around
 Critical Type.....Finisher
 Special Skill.....Stardom
 Recovery.....Medium
 Recovery (when bleeding).....Medium
 Respiratory.....Medium
 Respiratory (when bleeding).....Medium
 Awareness.....Medium
 Awareness (when bleeding).....Medium
 Neck Strength.....Medium
 Arm Strength.....Medium
 Waist Strength.....High
 Foot Strength.....Low
 Movement Speed.....Medium Fast
 Ascend Speed.....Fast
 Ascend Skill.....Jump

* = Mutoh was employed by New Japan Pro Wrestling when Fire Pro D was released.

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

TOTAL SKILL POINTS (on a scale from 0-300): 192

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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).....Kick
 Standing (B) + d-pad.....Rolling Sobat
 Standing (B).....One Spin Dropkick
 Standing (X) + (A).....Low Dropkick
 Running (X).....Clothesline
 Running (A).....One Spin Dropkick
 Running Counter (X).....Low Dropkick
 Running Counter (A).....FRANKENSTEINER [S]
 Running to corner.....Handspring Elbow

GRAPPLES

Grapple (X).....Elbow Smash
Grapple (X) + Up.....Body Slam
Grapple (X) + Left/Right.....Flying Mare
Grapple (X) + Down.....DRAGON SCREW [S]
Grapple (A).....Short Elbows
Grapple (A) + Up.....Brainbuster
Grapple (A) + Left/Right.....Schmidt Backbreaker
Grapple (A) + Down.....Shoulder Armbreaker
Grapple (B).....Cobra Twist
Grapple (B) + Up.....Spinning Inferno Kick
Grapple (B) + Left/Right.....Jumping Backdrop
Grapple (B) + Down.....Gotch (Cradle) Piledriver
Grapple (X) + (A).....Small Package
Back Grapple (X).....Neck Smash
Back Grapple (A).....FACE CRUSHER [S]
Back Grapple (B).....Sleeper Hold
Back Grapple (B) + Up/Down...Victory Crucifix Arm Lock
Back Grapple (B) + Left/Right.....German Suplex
Back Grapple (X) + (A).....Dragon Suplex
Back Grapple Counter (X).....Elbow Butt
Back Grapple Counter (A).....Kangaroo Kick

OPPONENT DOWN MOVES

Opponent Face Up at Head (A).....Pin
Opponent Face Up at Head (B).....Key Lock
Opponent Face Up at Feet (A).....FIGURE FOUR LEGLOCK [S]
Opponent Face Up at Feet (B).....Achilles Heel Hold
Opponent Face Down at Head (A).....Crucifix Arm Lock
Opponent Face Down at Head (B).....Stomping
Opponent Face Down at Feet (A).....Kamagatame
Opponent Face Down at Feet (B).....Stomping
Running at Downed Opponent (B).....Flashing Elbow

MOUNT MOVES

Mount Position (X).....Mount Knuckle Arrow
Mount Position (A).....Crucifix Arm Lock
Mount Position (B).....Figure Four Leglock
Mount Position Counter.....Crucifix Arm Lock
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).....Back Mount Elbow
Back Mount Position (B).....Crucifix Arm Lock
Back Mount Position Counter.....Evade

POST AND APRON MOVES

Post (X).....Diving Knee Drop
Post (A).....TURNING BODY PRESS [F]
Post (B).....Missile Kick
Post (X) + (A).....Diving Body Attack
Run-Up Post vs Standing (X).....none
Run-Up Post vs Downed (A).....none

Corner Grapple (B) + Up.....Aval. Frankensteiner
Corner Grapple (B) + Left/Right.....Low Dropkick
Corner Grapple (B) + Down.....Aval. Dragon Screw
Front Avalanche Counter.....Elbow Butt
Back Avalanche Counter.....Body Press
Apron Grapple from inside.....Dragon Screw to floor
Apron Grapple from outside.....Brainbuster reversal
Running to out of bounds.....Tope Suicida
Slingshot to outside.....Plancha Suicida
Slingshot to inside.....Swan Dive Missile Kick

DOUBLE AND TRIPLE TEAM MOVES

Two Platon Front Grapple.....W.Dropkick
Two Platon Back Grapple.....W.Backdrop
Two Platon Corner.....Double DDT
Three Platon Front Grapple.....Triple Beatdown
Three Platon Back Grapple.....Triple Beatdown
Three Platon Corner.....Triple Impact

PERFORMANCE

Analog Stick Left.....raises fist to crowd
Analog Stick Right.....crosses forearms, extends arms
Analog Stick Up.....double pointing
Analog Stick Down.....two finger "Victory" gesture

==SECTION 4: STRATEGY==

NOTE: Because Keiji Mutoh desperately needs an update in Fire Pro D, I've decided not to provide strategy for him. Instead, I have devoted a large section of this guide to re-editing him (see next section).

If you do choose to re-edit Mutoh, these attacks should be your main offense (in no particular order): Shining Wizard, Run to corner Shining Wizard, High-Speed Dragon Screw, Low Dropkick, Turning Body Press, Figure Four Leglock.

==SECTION 5: RE-EDITING KEIJI MUTOH==

This special section is devoted to creating a more accurate and up-to-date version of Keiji Mutoh. If you need help making edits, refer to Frank James Chan's FPD guide or my FPD Beginner's Guide.

The following re-edit info is a result of not only my own work, but the work of others who have uploaded edits on various Fire Pro sites. If you feel I've borrowed from your work, please let me know and I will credit you in future revisions.

APPEARANCE

If you don't know what Mutoh looks like, here is a site with pictures you can use as a reference:

<http://www.cty-net.ne.jp/~yj-k/>

Let's start with Mutoh's head. Edit head 281 is the bald Mutoh, but

it doesn't have the goatee. Use Austin or Goldberg's head instead, they both look more accurate in my opinion. While you're at it, alter Mutoh's skintone to give him a more bronze-ish appearance.

You can recreate a decent likeness of his tights by using Chris Benoit's or Mutoh's default tights as a reference, then altering the color to make them black with white markings. And lose the kneepads.

STATS

The default stats are pretty good, but you may want to change his special skill from Stardom to Superstar. He seems to have slowed down a bit as well (age will do that to you), so decreasing his walking and post climbing speed may be in order.

MOVESET

Here is a completely new moveset to give your Mutoh edit. Keep in mind you'll need the following download moves to make him accurate:

- * Shining Wizard
- * Run to corner Shining Wizard
- * High-Speed Dragon Screw

STRIKES

Standing (X)Punch
Standing (A)Toe Kick
Standing (B) + d-pad.....Low Dropkick
Standing (B)Rolling Koppo Kick
Standing (X) + (A)One Spin Dropkick
Running (X)Low Dropkick
Running (A)Jumping Elbow
Running Counter (X)Kitchen Sink
Running Counter (A)Frankensteiner
Running to corner.....RUN TO CORNER SHINING WIZARD [S]

GRAPPLES

Grapple (X)Elbow Smash
Grapple (X) + Up.....Body Slam
Grapple (X) + Left/Right.....Flying Mare
Grapple (X) + Down.....Single Leglock Takedown
Grapple (A)Short Elbows
Grapple (A) + Up.....Brainbuster
Grapple (A) + Left/Right.....Schimdt Backbreaker
Grapple (A) + Down.....HIGH-SPEED DRAGON SCREW [S]
Grapple (B)Cobra Twist
Grapple (B) + Up.....Frankensteiner
Grapple (B) + Left/Right.....Jumping Backdrop
Grapple (B) + Down.....Gotch (Cradle) Piledriver
Grapple (X) + (A)SHINING WIZARD [F]
Back Grapple (X)Neck Smash
Back Grapple (A)Face Crusher
Back Grapple (B)Sleeper Hold
Back Grapple (B) + Up/Down...Victory Crucifix Arm Lock
Back Grapple (B) + Left/Right.....German Suplex
Back Grapple (X) + (A)Dragon Suplex
Back Grapple Counter (X)Elbow Butt
Back Grapple Counter (A)Upper Head Kick

OPPONENT DOWN MOVES

Opponent Face Up at Head (A).....Pin
Opponent Face Up at Head (B).....Key Lock
Opponent Face Up at Feet (A).....FIGURE FOUR LEGLOCK [S]
Opponent Face Up at Feet (B).....Achilles Heel Hold
Opponent Face Down at Head (A).....Crucifix Arm Lock
Opponent Face Down at Head (B).....Stomping
Opponent Face Down at Feet (A).....Kamagatame
Opponent Face Down at Feet (B)...Rev. Indian Deathlock
Running at Downed Opponent (B).....Flashing Elbow

MOUNT MOVES

Mount Position (X).....Mount Knuckle Arrow
Mount Position (A).....Crucifix Arm Lock
Mount Position (B).....Figure Four Leglock
Mount Position Counter.....Crucifix Arm Lock
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).....Back Mount Elbow
Back Mount Position (B).....Crucifix Arm Lock
Back Mount Position Counter.....Evade

POST AND APRON MOVES

Post (X).....Diving Knee Drop
Post (A).....TURNING BODY PRESS [S]
Post (B).....Missile Kick
Post (X) + (A).....Diving Body Attack
Run-Up Post vs Standing (X).....none
Run-Up Post vs Downed (A).....none
Corner Grapple (B) + Up.....Aval. Frankensteiner
Corner Grapple (B) + Left/Right.....Low Dropkick
Corner Grapple (B) + Down.....Aval. Dragon Screw
Front Avalanche Counter.....Elbow Butt
Back Avalanche Counter.....Body Press
Apron Grapple from inside.....Dragon Screw to floor
Apron Grapple from outside.....Brainbuster reversal
Running to out of bounds.....Tope Suicida
Slingshot to outside.....Plancha Suicida
Slingshot to inside.....Swan Dive Missile Kick

Double/triple team moves and poses don't need to be changed.

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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! =)
- * Those who posted their Mutoh edits on various websites.
- * 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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