

# Fire ProWrestling D (Import) Kenta Kobashi Character FAQ

by B.Wood

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FIRE PROWRESTLING D CHARACTER GUIDE: KENTA KOBASHI  
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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 - Minor corrections.

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

Reader submitted strategy added, courtesy of Kazuki 1313.

1.0 - Initial release of the guide.

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==SECTION 1: HISTORY OF KENTA KOBASHI==  
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Kenta Kobashi and several other former All Japan wrestlers, most of whom now work for Pro Wrestling NOAH, are responsible for an era of puroresu that only be described as classic.

Along with Misawa, Kawada and others, Kobashi waged wars that tested the spirit and often left the body broken. One of the more memorable matches was a Kobashi vs. Misawa Triple Crown match that lasted nearly an hour and ended with both combatants unable to move, having spent every last inch of energy in the heat of battle.

Perhaps like no other, Kenta Kobashi represents the embodiment of the true spirit of puroresu.

Factoid: Kobashi plans to debut a new finisher, the Diamondhead, in 2002.

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==SECTION 2: SKILL AND PARAMETER STATS==

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SKILL

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Real Name.....Kenta Kobashi  
 FPD Name.....Keiji Togashi  
 Promotion.....Pro Wrestling NOAH  
 FPD Promotion.....Super NOVA  
 Size.....Medium  
 Class.....Heavy  
 Height.....187 cm  
 Weight.....118 kg  
 Country.....Japan  
 Birthdate.....03.27.1967  
 Stance.....Strong  
 Offensive Skill.....Orthodox  
 Return Skill.....Orthodox  
 Critical Type.....Finisher  
 Special Skill.....Second Wind  
 Recovery.....Fast  
 Recovery (when bleeding).....Medium  
 Respiratory.....Medium  
 Respiratory (when bleeding).....Medium  
 Awareness.....Strong  
 Awareness (when bleeding).....Medium  
 Neck Strength.....High  
 Arm Strength.....High  
 Waist Strength.....High  
 Foot Strength.....Low  
 Movement Speed.....Medium  
 Ascend Speed.....Medium  
 Ascend Skill.....Can Ascend

PARAMETER - OFFENSE

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Punch.....8  
 Kick.....4  
 Suplex.....7  
 Submission.....2  
 Stretch.....6  
 Power.....8  
 Instant-P.....8  
 Arm Power.....9  
 Technical.....5  
 Rough.....2  
 Ground.....4

PARAMETER - DEFENSE

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Punch.....8  
 Kick.....8  
 Suplex.....9  
 Submission.....5  
 Stretch.....6  
 Flying.....7  
 Crush.....8  
 Vs Lariat.....8  
 Technical.....8  
 Rough.....7  
 Ground.....5

TOTAL SKILL POINTS (on a scale from 0-300): 209

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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).....Kick  
Standing (B) + d-pad.....Lariat Attack  
Standing (B).....Thrust Kick  
Standing (X) + (A).....Dropkick  
Running (X).....Flying Shoulder Attack  
Running (A).....TATAKITSUKE LARIAT [S]  
Running Counter (X).....Thrust Kick  
Running Counter (A).....Powerslam  
Running to corner.....Jumping Knee Pat

## GRAPPLES

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Grapple (X).....Knuckle Arrow  
Grapple (X) + Up.....Body Slam  
Grapple (X) + Left/Right.....Flying Mare  
Grapple (X) + Down.....Hammerlock  
Grapple (A).....Machine Gun Chops  
Grapple (A) + Up.....Stalling Brainbuster  
Grapple (A) + Left/Right.....DDT  
Grapple (A) + Down.....Sobat  
Grapple (B).....Rolling Machine Gun Chops  
Grapple (B) + Up.....Orange Crush  
Grapple (B) + Left/Right.....HEAD HOLD LARIAT [F]  
Grapple (B) + Down.....Jackknife Powerbomb  
Grapple (X) + (A).....Powerbomb Whip  
Back Grapple (X).....Sledgehammer  
Back Grapple (A).....Back Brain Lariat  
Back Grapple (B).....Sheer Drop Backdrop  
Back Grapple (B) + Up/Down.....HALF NELSON SUPLEX [S]  
Back Grapple (B) + Left/Right.....Sleeper Suplex  
Back Grapple (X) + (A).....Dragon Suplex  
Back Grapple Counter (X).....Elbow Butt  
Back Grapple Counter (A).....Bulldogging Headlock

## OPPONENT DOWN MOVES

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Opponent Face Up at Head (A).....Sleeper Hold  
Opponent Face Up at Head (B).....Chin Lock  
Opponent Face Up at Feet (A).....Pin  
Opponent Face Up at Feet (B).....Texas Cloverleaf  
Opponent Face Down at Head (A).....Roll over and pin  
Opponent Face Down at Head (B).....Guillotine Drop  
Opponent Face Down at Feet (A).....Half crab  
Opponent Face Down at Feet (B).....Stomping  
Running at Downed Opponent (B).....Guillotine Drop

## MOUNT MOVES

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Mount Position (X).....Mount Knuckle Arrow  
Mount Position (A).....Boston Crab  
Mount Position (B).....Lift Up Press  
Mount Position Counter.....Arm Lock  
Front Facelock Attack (X).....Striking Knee Lift  
Front Facelock Attack (A).....Front Neck Lock  
Front Facelock Attack (B).....Powerbomb Whip  
Front Facelock Attack Counter.....Watermill Drop  
Back Mount Position (X).....Back Mount Knuckle Arrow

Back Mount Position (A).....Choke Sleeper  
Back Mount Position (B).....Reverse Powerbomb  
Back Mount Position Counter.....Back Press

#### POST AND APRON MOVES

-----  
Post (X).....Diving Guillotine Drop  
Post (A).....MOONSAULT PRESS [S]  
Post (B).....Sledgehammer  
Post (X) + (A).....Diving Shoulder Attack  
Run-Up Post vs Standing (X).....none  
Run-Up Post vs Downed (A).....none  
Corner Grapple (B) + Up.....BURNING HAMMER [S]  
Corner Grapple (B) + Left/Right.....Machine Gun Chops  
Corner Grapple (B) + Down.....Turnbuckle Bomb  
Front Avalanche Counter.....Powerbomb Whip  
Back Avalanche Counter.....Backhand Elbow  
Apron Grapple from inside.....Apron Half Nelson Suplex  
Apron Grapple from outside.....Shoulder Butt  
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.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

-----  
Analog Stick Left.....raises fists to crowd  
Analog Stick Right....raises fist, brings forearm down  
Analog Stick Up.....raises fist, yells  
Analog Stick Down.....stares down opponent

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

##### GENERAL STRATEGY

As stated in the history section above, Kenta Kobashi is a fierce competitor with a strong fighting spirit. He is extremely tough to break defensively, his only weakness being his leg strength. (In real life, Kobashi has had a history of knee injuries and operations that probably should have ended his career a long time ago.)

Your focus here should be a no-nonsense offensive barrage. If you win grapples, you will win the match. It's as simple as that.

Kobashi's arm strength means you should use his lariats often, both from a strike and from a grapple. If you've ever seen a real Kobashi match, you know the kind of impact he can deliver.

##### STRIKES

You want to abuse Kobashi's lariats as much as humanly possible. Both the Lariat Attack and the Tatakitsuke Lariat are extremely effective.

And since Kobashi's punch stats are at 8, you should work in the Horizontal Chop as well.

#### GRAPPLES

Kenta Kobashi's set of grapples is superb, they perfectly compliment his stats. In other words, his moveset does a good job of taking advantage of his abilities in Fire Pro.

The Machine Gun Chops can quickly bring an opponent to his knees, as can Kobashi's patented Orange Crush, which I like to use as his finisher. And don't forget the (B) + Left/Right Lariat finisher.

Another trademark Kobashi move is the Burning Hammer, which is done from a corner grapple. Again, this is a move you want to use often.

#### 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) Running Lariat -> Lift Up Lariat
- 2) Running Knee Pat (corner) -> Burning Hammer

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==SECTION 5: READER SUBMITTED STRATEGY==  
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This additional strategy section comes from Kazuki 1313:

R "Looking at his stats and his fighting style, you're probably  
E guessing the man can do just about anything...well, you are right.  
A From lariats, to powerbombs, even to moonsaults, the man can pull  
D off a lot of moves and still have enough left to go on, but if  
E you can PLAY as Kobashi, then the real hurting begins..."

R  
STRATEGY

S "Don't waste a lot of time doing strikes or kicks unless you  
U really just want to show off. At the start, just mainly do his  
B Hammerlock (Grapple X+Down) because his other X moves leave the  
M opponent face up and all Kobashi has are submission moves when  
I they are face up, but face down you can either stomp or  
T guillotine drop (B button).

T  
E "When you get around to A moves, you want to stay away from his  
D little Sobat (Grapple A+Down) because it's the worst attack he has  
for A grapple moves. Also, you probably want to start wearing the  
S opponent down a little with either headlock when they're face up  
T on the mat or start doing some lariats.

R  
A "When the B moves start, just pound away at them. Both B+Up or  
T B+Down are pinning moves, so the basic idea is to do the other  
E moves! His Burning Lariat (Grapple B+Left/Right) is his finisher,  
G and for good reason since the thing Criticals like mad and can  
Y stop just about anybody in their tracks.

R "You can opt to do his back grapple moves but when he can actually

E pull somebody up, walk behind them and grapple, they would already  
A be pretty banged up so only do these if you are trying to make a  
D better match (see below) but if you are going to, just mainly do  
E his Half-Nelson Suplex (B+Up/Down) since it IS a favorite."

R

#### FIGHTING STYLE/MAKING A BETTER MATCH

S "It doesn't take a genius to figure out what works with him and  
U what doesn't. You want to go a little slow, taking in a breather  
B every now and then or taking your time stomping on them. When you  
M go a little slow, those big moves turn into BIG moves against your  
I friends and they'll even feel the hit. Since his ascend speed is  
T near awful, don't try to do his right taunt then do a moonsault  
T because you WILL miss. Just do it way before the set up move, do  
E a Powerbomb Whip (Grapple X+A) then climb up and go for the  
D moonsault! (Post A)

S "If you are trying to make a historic fight against a friend who  
T knows what he's doing, start pulling out everything against him.  
R Suicide Planchas? Kobashi can do it. Back Grapples? Kobashi can do  
A it. His R taunt and a Moonsault?...maybe after 20 Powerbomb Whips  
T and 5 Burning Lariats but he can do it! Just stay away from using  
E his kick moves and everything else is fine. The main idea is for  
G you, the reader, the apply these helpful hints and make your own  
Y style. Just mess around with Kobashi a couple of matches to see  
what his moves are and go from there...and above all else, have  
fun."

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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! =)
- \* Richard Bownes for combo contributions.
- \* Kazuki 1313 for his contribution.
- \* [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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