

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

by Bill Wood (billwood661@attbi.com)

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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

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

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

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

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

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

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

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

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

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==SECTION 4: STRATEGY==
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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 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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