

Fire ProWrestling D (Import) Akira Maeda FAQ

by GokuKenshiro

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FIRE PROWRESTLING D CHARACTER GUIDE: AKIRA MAEDA
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by GokuKenshiro (supercrazyninja@aol.com)

note: If you e-mail me, please write "FPWD" and the
wrestler's name on the subject. I also accept any
other strategies.

Original Character Guide Format by Bill Wood

Version 1.0

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NOTE Akira Maeda is unlockable by completing any mode
in Victory Road

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====SECTION 1: HISTORY OF AKIRA MAEDA
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"Shoot"

If Nobuhiko Takada carried the future of Mixed Martial
Arts on his shoulders, then Akira Maeda was the one who
gave him the load. Without Akira Maeda, "shoot" wrestling
would not have existed nor helped set the standards for
the evolution of shoot fighting.

Before Maeda became a wrestler, he was already an
accomplished karateka. Once he entered the world of
professional wrestling, he was already considered to
be the successor of Antonio Inoki. Maeda detested
the fact that he would have to lose. Maeda left New Japan
and created the UWF, an organization with "shoot" matches.
(Pre-determined results with real hits and bruises). Maeda
became top star but trouble started brewing between him and
Satoru "Tiger Mask" Sayama for power in the federation. The
conflict would reach its peak during a match between both
men as Maeda kept attacking Sayama's groin until the match
was stopped as both men were about to seriously fight. Sayama
would soon leave the federation and UWF would soon close

its doors.

Maeda would return to New Japan along with the rest of UWF and invade the promotion. As successful as it was, Maeda still was still hard to work with, as he caused many problems during his time in New Japan. He almost went into another true fight, this time with Andre the Giant. Later, when he re-opened UWF, he pissed off Riki Chosu and gave a massive stiff kick to Tatsumi Fujinami.

After UWF closed once more, Maeda decided to create RINGS, another shoot promotion with many European and Japanese fighters. RINGS would become quite popular and the aging Maeda would be its star once more. He risked his health many times in order for the promotion to rise. With bad knees, Maeda had his final match against the once-invincible Russian Olympic Gold-Medalist Aleksandr Karelin, losing to the gold medalist. With the rise of PRIDE and K-1, RINGS closed their doors in Japan, with only one area in Europe still running.

Now retired and still busy, Maeda's legacy will live on as the father of shoot wrestling and another legend in the MMA books.

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

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Real Name.....Akira Maeda
FPD Name.....Akira Saeba
Promotion.....RINGS
FPD Promotion.....GONGS
Size.....Large
Class.....Heavy
Height.....192 cm
Weight.....115 kg
Country.....Japan
Birthdate.....01.24.1959
Stance.....Shooter
Offensive Skill.....Shooter
Return Skill.....Shooter
Critical Type.....Striking
Special Skill.....One Hit Finisher
Recovery.....Medium
Recovery (when bleeding).....Medium
Respiratory.....Medium
Respiratory (when bleeding).....Medium
Awareness.....Medium
Awareness (when bleeding).....Strong
Neck Strength.....High
Arm Strength.....High
Waist Strength.....Medium
Foot Strength.....Low
Movement Speed.....Medium
Ascend Speed.....Slow
Ascend Skill.....No
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PARAMETER - OFFENSE	PARAMETER - DEFENSE
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Punch.....6	Punch.....8
Kick.....8	Kick.....8
Throw.....8	Throw.....4
Submission.....8	Submission.....8
Stretch.....7	Stretch.....8
Power.....5	Flying.....3
Instant-P.....6	Crush.....3
Arm Power.....5	vs Lariat.....2
Technical.....6	Technical.....5
Rough.....8	Rough.....9
Ground.....6	Ground.....6

TOTAL SKILL POINTS (on a scale from 0-300): 208

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 ==SECTION 3: MOVELIST==
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Note: Currently, i'm using Fire Pro Z as my guide for this. If anything does not translate well into D, please tell me ASAP.

Specialty moves are marked with [S]. Finisher is marked with [F].
 Critical! moves are marked with [C].

STRIKES

 Standing (X).....Low Kick
 Standing (A).....Mid Kick
 Standing (B) + d-pad.....High Kick [C]
 Standing (B).....Two Leg Tackle
 Standing (X) + (A).....BIG KNEEL KICK [S]
 Running (X).....Two Leg Tackle
 Running (A).....Flying Kneel Kick
 Running Counter (X).....Go Behind
 Running Counter (A).....Fujiwara Armbar
 Running to corner.....none

GRAPPLES

 Grapple (X).....Body Punch
 Grapple (X) + Up.....Body Knee Lift
 Grapple (X) + Left/Right.....Hard Knee
 Grapple (X) + Down.....Low Kick
 Grapple (A).....Machine Gun Knee (Body)
 Grapple (A) + Up.....Kubinage
 Grapple (A) + Left/Right.....Haraikoshi
 Grapple (A) + Down.....Body Punch Rush
 Grapple (B).....Front Neck Lock
 Grapple (B) + Up.....High Kick Combo [C]
 Grapple (B) + Left/Right.....Shouda Combo [C]
 Grapple (B) + Down.....CAPTURED [F]
 Grapple (X) + (A).....Foot Sweep
 Back Grapple (X).....Leg Trip
 Back Grapple (A).....Enzui High Kick
 Back Grapple (B).....Choke Sleeper Hold
 Back Grapple (B) + Up/Down.....Twisting Backdrop
 Back Grapple (B) + Left/Right.....German Suplex

Back Grapple (X) + (A).....Back Tackle
Back Grapple Counter (X).....Elbow Drop
Back Grapple Counter (A).....Fujiwara Armbar

OPPONENT DOWN MOVES

Opponent Face Up at Head (A).....Chickenwing Facelock
Opponent Face Up at Feet (A).....Achilles Tendon Hold
Opponent Face Down at Head (A).....Kata-Hajime
Opponent Face Down at Feet (A).....ANKLE HOLD [S]
Opponent Face Up at Head (B).....Chickenwing Armlock
Opponent Face Down at Feet (B).....Guard Position
Opponent Face Up at Feet (B).....Back Mount Position
Opponent Face Down at Head (B).....Ankle Lock
Running at Downed Opponent (B).....none

MOUNT MOVES

Mount Position (X).....Mount Shouda [C]
Mount Position (A).....Shoulder Hold
Mount Position (B).....Heel Hold
Mount Position Counter.....Front Neck Lock
Front Facelock Attack (X).....Standing Knee Lift
Front Facelock Attack (A).....FRONT NECK LOCK [S]
Front Facelock Attack (B).....Back Mount
Front Facelock Attack Counter.....Leg Tackle
Back Mount Position (X).....Back Mount Shouda [C]
Back Mount Position (A).....TORSO WRAP CHOKE SLEEPER [S]
Back Mount Position (B).....Crucifix Arm Hold
Back Mount Position Counter.....Under Escape

POST AND APRON MOVES

Post (X).....none
Post (A).....none
Post (B).....none
Post (X) + (A).....none
Run-Up Post vs Standing (X).....none
Run-Up Post vs Downed (A).....none
Corner Grapple (B) + Up.....Kushi-zashi Knee Lift
Corner Grapple (B) + Left/Right.....Kushi-zashi Body Blow
Corner Grapple (B) + Down.....Kushi-zashi Knee Lift
Apron Grapple from inside.....Hook
Apron Grapple from outside.....Hook
Front Avalanche Counter.....Shouda
Back Avalanche Counter.....Backhand Elbow
Running to out of bounds.....none
Slingshot to outside.....none
Slingshot to inside.....none

DOUBLE AND TRIPLE TEAM MOVES

Two Platon Front Grapple.....W. Brainbuster
Two Platon Back Grapple.....W. Backdrop
Two Platon Corner.....High Angle Piledriver
Three Platon Front Grapple.....Triple Hammer Blow
Three Platon Back Grapple.....Triple Hammer Blow
Three Platon Corner.....Triple Hammer Blow

PERFORMANCE

Analog Stick Left.....Wrist Check with Single Arm Raise
Analog Stick Right.....Two Hand Raise
Analog Stick Up.....One Finger Pointing Up
Analog Stick Down.....Nods Head

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==SECTION 4: STRATEGY==

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GENERAL STRATEGY

Maeda is a great MMA fighter in FPD. Not only does he have great striking, but he also can cripple an opponent with his submissions. If you are using Maeda for wrestling matches, stay away from Lariat crazy opponents, high flyers, and technicians. Use Maeda's low kick and mid kick as pokers, and set up a high kick for much damage.

STRIKES

Maeda's strikes can be Critical!, either by mount, grapple, or his high kick. His strikes can lead to a quick and easy finish in hard matches. Don't blindly kick, or else Maeda will be an easy prey for mount tackles.

If you want to use Maeda's kicks to set up submission damage, then follow this:

Low Kick (X) : Legs
Mid Kick (A) : Body, Arms
High Kick (B) : Head

GRAPPLES

Maeda's grapples also have the power to cripple opponents. Focus on body part only, as the process will take longer if you jump around from part to part. Most of his submissions target the head or legs. Combine this with kicks, and the match should end easily.

Besides submissions, Maeda has throws which are handy when opponents have a low Throw rating. Stick to his (A) button throws for a while until it is possible to backdrop or suplex the opponent. Captured is an awesome move which does a lot of damage. If it's a wrestling match, use the German Suplex to pin, as it's Maeda's only pin move.

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==SECTION 5: CLOSING==

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In closing, I'd like to give thanks to:

- * GameFAQS.com for hosting this FAQ and for everything they have done over the years.
- * Neoseeker.com for hosting as well.
- * www.gswf.org for Skill and Parameter stats.
- * Bill Wood for creating the official format for the FPW FAQs.
- * Cactusjack1999's movelist which helped me when I had trouble translating.
- * The many people whose sites helped me write Maeda's history.

And I promise that there are few to no errors on this FAQ.

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