

Fire ProWrestling D (Import) Maniac Challenge FAQ

by B.Wood

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FIRE PROWRESTLING D "MANIAC CHALLENGE!" PLAYER'S GUIDE v1.0
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NOTE: This guide views and prints best with a monospace typeface.
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==SECTION 1: INTRODUCTION==
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So what exactly is a "Maniac Challenge"? Maniac Challenges are challenges I issued to Fire Pro D players via the GameFAQs FPD message board. These contests were aimed primarily at intermediate to advanced players. A lot of Fire Pro players were willing to participate, some players even issued their own challenges. The goal was to create a common objective to gauge different players' abilities and strategies, and it seems to have worked.

I've decided to release these challenges as a player's guide for those of you who may have missed them. Some are easier than others, so if you're having a tough time with one, just move on to another. Please note that in every instance wrestler edits are disallowed, you must use the default wrestlers for all competition.

I guess this could be considered a "true" guide in a roundabout sort of way, since it introduces beginner and intermediate players to the many types of match psychology in Fire Pro D, which, as any Fire Pro fan will tell you, is where this series really excels.

I'm also listing the quickest times posted by players on the FPD board. Even if you happen to beat a certain time, it will not be added to this guide because the challenges have already expired!

Good luck, I hope you have as much fun with these challenges as we did!

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==SECTION 2: THE CHALLENGES==
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MANIAC CHALLENGE #1: Defeat Jumbo Tsuruta with the Great Sasuke!

Regular match rules apply:

- * Difficulty: 10
- * Ref: Joe Higuchi
- * Critical Rate: OFF
- * Default wrestlers only, no edits.
- * You may not use weapons.
- * You must win by pinfall or submission, no count out.

Best time: chris murder, 6:58

MANIAC CHALLENGE #2: Defeat Mr. Pogo & Matsunaga in a Barbedwire Deathmatch with Kanemura!

Regular 2-on-1 Barbedwire Deathmatch rules apply:

- * Difficulty: 10
- * Posts: Barbedwire
- * Ref: Ted Tanabe
- * Lumberjack: OFF
- * Tornado: OFF
- * Cut Play: ON
- * Critical Rate: OFF
- * You must win by pinfall or submission, no count out.
- * Default wrestlers only, no edits.
- * You must make both opponents bleed.
- * You yourself must be bleeding.
- * You may only use weapons your opponent has brought in to the ring!

Best time: chris murder, 10:17

MANIAC CHALLENGE #3: "CRITICAL!" the nWo with Stone Cold Steve Austin!

Tornado Lumberjack 3-on-1 match rules apply:

- * Difficulty: 1 (that's not a typo!)
- * Ref: Earl Hebner
- * Lumberjack: ON (everyone must remain in the ring!)
- * Tornado: ON (all three nWo members at once!)
- * Critical Rate: HIGH
- * Default wrestlers only, no edits.
- * You must critical either Nash, Hall or Hogan to end the match.

Best time: doublearmlockstf, 3:04 (Nash)

MANIAC CHALLENGE #4: Defeat Don Frye in the Octagon in 5 minutes or less with Ken Shamrock!

Regular Gruesome Fighting/Octagon match rules apply:

- * Difficulty: 10
- * Ref: your choice
- * Critical Rate: OFF
- * Must win by submission or KO.

- * 5 minute match limit.
- * Default wrestlers only, no edits.

Best time: chris murder, 3:11

MANIAC CHALLENGE #5: Win the Super J-Cup with Super Delfin!

Go to "One Night Tournament". Regular match rules apply:

- * Difficulty: 10
- * Ref: Tiger Hattori
- * Default wrestlers only, no edits.
- * Critical Rate: OFF
- * You must win by pinfall or submission, no count out.
- * No weapons allowed (unless your opponent brings them in!).

Tournament Bracket:

1P Super Delfin

CP El Samurai

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CP Hayabusa

CP Gran Naniwa

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CP Great Sasuke

CP Eddy Guerrero (4th outfit preferred!)

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CP Chris Benoit

CP Jyushin Lyger

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CP Koji Kanemoto

CP Minoru Tanaka

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CP Tigermask IV

CP Dragon Kid

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CP Kendo KaShin

CP Curry Man

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CP TAKA Michinoku

CP Ricky Fuji

You might want to Quick Save at this point so you can go back here if you lose, but no Quick Saving past this point! If you lose, you start over from the beginning!

You're going for best combined time here. And turn on COM Skip unless you want this challenge to take forever!

Best combined time: Muka, 20:36 (Hayabusa, Sasuke, Tigermask IV)

MANIAC CHALLENGE #6 (bonus challenge): Defeat TAKA Michinoku, Sho Funaki, Tazz and X-Pac with the Big Show!

Regular 4-on-1 handicap match rules apply:

- * Difficulty: 10
- * Ref: Earl Hebner
- * Default wrestlers only, no edits.

- * Lumberjack: OFF
- * Tornado: OFF
- * Cut Play: ON
- * Critical Rate: OFF
- * You must win by pinfall or submission, no count out.
- * No weapons allowed (even if your opponents are using them!).

Best time: 25:17, chokeslam on Tazz

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 ==SECTION 3: HINTS==
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If you're getting frustrated trying to complete any of the above challenges, read these tips. Hopefully they'll help you:

CHALLENGE #1: Jumbo is stronger, but Sasuke is faster. Stay on the move and use a lot of strikes to wear Jumbo down quickly, then move to grapples.

CHALLENGE #2: Pogo is the weak link here. Like Jumbo, Pogo is pitifully slow, so punish him before he tags to Matsunaga. But one of the stipulations is everyone must be bleeding, so you have to let him tag sooner or later!

CHALLENGE #3: Use the ring space to your advantage. There are certain places where it will be difficult for the nWo to pin you, stick to those spots! If you try to duke it out with all three of them in the middle of the ring, you will most likely be frustrated.

CHALLENGE #4: Use Shamrock's d-pad + (B) punch repeatedly. After a few shots, Frye will drop to the canvas. Start using submissions from there.

CHALLENGE #5: Your objective here is to end every match as quickly as possible. Since your fatigue carries over to the next match, make sure you are well rested when each match ends!

CHALLENGE #6: This can actually be the easiest of them all if you manage to prevent TAKA from tagging and keep him in your corner. If not, you'll have to be very accurate with grapples and strikes to beat them all!

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 ==SECTION 4: CLASSIC MATCHES==
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If you've completed all of the Maniac Challenges and are thirsty for more action, try reliving some of these classic matches. Note that all previous Maniac Challenge rules should apply (Level 10 difficulty, no edits!)

I'm certainly no wrestling historian, but I'll do my best to give you some insight into the history of each match.

 1) ALL-JAPAN TAG TEAM MATCH: Mitsuharu Misawa and Kenta Kobashi vs. Terry Gordy and "Dr. Death" Steve Williams

Match history: All Japan Pro Wrestling has become well known for its very competitive (and very stiff) style of wrestling. Gaijins (foreigners) such as Gordy and Williams were respected for their ring skills and were often squared off against native workers such as Misawa and Kobashi.

Regular tag team match rules

Ref: Joe Higuchi

Ring: Olive Japan (All Japan)

2) MICHINOKU PRO 6-MAN TAG MATCH: Great Sasuke, Gran Naniwa and TAKA Michinoku vs. Dick Togo, MENS Teioh and Kaz Hayashi (a.k.a. Shiryu)

Match history: When Michinoku Pro burst onto the puroresu scene in the early 90's, it gained instant popularity with its exciting blend of Japanese technical wrestling and Mexican lucha libre. 6-man tag matches were common as they were a perfect showcase of the wrestlers' skill and cooperation.

Regular 6-Man tag team match rules

Ref: Ted Tanabe

Ring: Yukiguni Puroresu (Michinoku Pro)

3) WRESTLEMANIA XV & XVII MAIN EVENT: Steve Austin vs. The Rock

Match history: Love them or hate them, Stone Cold Steve Austin and The Rock are responsible for some of the most popular matches in WWF history. Austin beat The Rock for the title at WMXV, then defeated him for the title again at WMXVII (with the help of the evil Vince McMahon!).

Regular match rules

Ref: Earl Hebner

Ring: WFW (WWF)

4) BIG JAPAN DEATHMATCH: Mitsuhiro Matsunaga vs. Mr. Pogo

Match history: The names Pogo and Matsunaga are synonymous with Japanese deathmatch wrestling. Scorpions, cacti, venomous snakes, you name it, these guys have wrestled in it. No wonder they call Matsunaga "Mr. Danger"!

Barbedwire Deathmatch rules

Post: Barbedwire

Ref: Yuuji Shimada

Ring: ZIP Japan (Big Japan)

5) 2 OUT OF 3 FALLS MATCH: Chris Benoit vs. Chris Jericho

Match history: These two have quite a history together, so it was only natural they should feud in the WWF. This is a reenactment of one of their classic PPV bouts, the other being an awesome ladder match.

Regular match rules

Falls: 3

Ref: Earl Hebner

Ring: WFW (WWF)

6) NEW JAPAN JUNIOR TAG MATCH: Jyushin "Thunder" Lyger & El Samurai vs. Koji Kanemoto and Shinjiro Ohtani

Match history: Some of the best wrestling ever in Japan came from New Japan Pro Wrestling's junior division in the 90's. Their leader; Jyushin "Thunder" Lyger, an exciting wrestler with a costume that would make Ultraman green with envy.

Regular tag team match rules

Ref: Tiger Hattori

Ring: View Japan (New Japan)

7) CLASSIC ALL JAPAN MATCH: Stan Hansen vs. Jumbo Tsuruta

Match history: Another classic AJPW match, this time featuring two of All Japan's most famous and most respected workers.

Regular match rules

Ref: Joe Higuchi

Ring: Olive Japan (All Japan)

8) ECW CHAMPIONSHIP MATCH: Terry Funk vs. Sabu

Match history: One of ECW's most brutal and bloody matches, both Sabu and the aging Funk were bathed in crimson at the finale. Sabu suffered a rather deep gash in his arm, courtesy of the barbedwire ropes.

Barbedwire Deathmatch rules

Post: Barbedwire

Ref: pick 'em

Ring: pick 'em

9) WRESTLEMANIA III MAIN EVENT: Hulk Hogan vs. Andre the Giant

Match history: One of the matches that made early the Wrestlemania events such a success. Use Hogan's third outfit for that true old-school flavor!

Regular match rules

Ref: Earl Hebner

Ring: WFW (WWF)

10) FMW GRUDGE MATCH: Hayabusa vs. "The Gladiator" Mike Awesome

Match history: Atsushi Onita's Frontier Martial Arts Wrestling promotion may not compare with the likes of NJPW and AJPW, but they've had their share of decent feuds, including the high-flying Hayabusa vs. Mike Awesome, who later left FMW to become ECW World Champion and WWF Hardcore Champion.

Regular match rules

Ref: Yuuji Shimada

Ring: Independent World (FMW)

11) CLASSIC TRIPLE CROWN MATCH: Toshiaki Kawada vs. Mitsuharu Misawa

Match history: Call it the Kawadadrivers. Call it the Ganso Bomb. Call it what you will, it will always be remembered as one of pro wrestling's more brutal spots. Kawada goes for a powerbomb, Misawa attempts a reversal into a huracanrana, Kawada counters by dropping Misawa on his head. This is the stuff history is made of.

Regular match rules

Ref: Joe Higuchi

Ring: Olive Japan (All Japan)

12) 2001 TRIPLE CROWN MATCH: Keiji Mutoh vs. Genichiro Tenryu

Match history: In 2001, the former Great Muta, Keiji Mutoh, went through a dramatic change in appearance and style, thus revitalizing his sagging career. The highlight of his year was defeating Tenryu for AJPW's Triple Crown. Mutoh was still in NJPW at the time (before his defection to All Japan), so this was a major coup for Mutoh and NJPW. Little did they know All Japan was planning the last laugh...

SPECIAL NOTE: This is one the few instances I where would highly recommend using an edit as the default Keiji Mutoh isn't nearly as accurate as most edits out there.

Regular match rules

Ref: Kyohei Wada

Ring: Olive Japan (All Japan)

13) UFC SUPERFIGHT: Royce Gracie vs. Ken Shamrock

Match history: Ever since he tapped out to Gracie in UFC I, Ken Shamrock had one thing on his mind; revenge. He would get his chance at the first ever UFC Superfight. Shamrock was able to dominate Gracie, but since there were no judges and Gracie would not submit, the best Shamrock could manage was a draw.

Octagon/Gruesome Fighting match rules

Ref: pick 'em

Ring: n/a

14) THE "EAR" MATCH: Vader vs. Cactus Jack

Match history: This infamous match (which took place in Germany I believe) is where Mick Foley got his head caught in the ropes and subsequently lost an ear. Ouch!

Regular match rules

Ref: pick 'em

Ring: pick 'em

15) SUPER J-CUP 2000 FINALS: CIMA vs. Jyushin "Thunder" Lyger

Match history: After a five year absence, the Super J-Cup tournament made its way back to the Land of the Rising Sun. This time it was the old guard (Lyger) facing the new guard (CIMA) in the finals.

SPECIAL NOTE: As with Mutoh, I recommend using a decent CIMA edit for this match. He's sorely in need of an update!

Regular match rules

Ref: Ted Tanabe

Ring: Yukiguni Puroresu (Michinoku Pro)

16) ALL JAPAN TAG TEAM MATCH: Mitsuharu Misawa & Kenta Kobashi vs.

Toshiaki Kawada & Akira Taue

Match history: If you haven't noticed by now, 90's era AJPW is one of my favorites. These four were the most prominent heavyweights during this era.

Regular tag team match rules
Ref: Joe Higuchi
Ring: Olive Japan (All Japan)

17) TIGERMASK DEBUT MATCH: Tigermask vs. Dynamite Kid

Match history: On April 23, 1981, Satoru Sayama made his debut as Tigermask with a win over the Dynamite Kid. Since then, many others have worn the mask of the tiger, including Koji Kanemoto and Mitsuharu Misawa.

Regular match rules
Ref: Tiger Hattori
Ring: View Japan (New Japan)

18) INAUGURAL IWGP TOURNAMENT FINAL: Hulk Hogan vs. Antonio Inoki

Match history: In 1983, the first ever IWGP took place, with Hulk Hogan KO'ing Inoki for the title. Rumor has it Hogan hit Inoki so hard with a clothesline that Inoki swallowed his tongue!

Regular match rules
Ref: Tiger Hattori
Ring: View Japan (New Japan)

19) MASK VS. MASK MATCH: Jyushin "Thunder" Lyger vs. Chris Benoit

Match history: In this historic match from 1991, Lyger defeated Pegasus Kid, who was unmasked as none other than "the Canadian Crippler" Chris Benoit, one of today's most respected wrestlers.

Regular match rules
Ref: Tiger Hattori
Ring: View Japan (New Japan)

20) ECW FAREWELL MATCH: Dean Malenko vs. Eddy Guerrero

Match history: After signing with WCW, Malenko and Guerrero, two of ECW's most respected wrestlers, put on a great a brilliant display of technical wrestling in an emotional farewell match that had the ECW crowd roaring their approval.

Regular match rules
Ref: pick 'em
Ring: pick 'em

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==SECTION 5: CLOSING==
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First and foremost, I want thank everyone who participated in the online challenges. I didn't know if people thought it was going to be a silly idea

or not, but quite a few players seemed to enjoy it!

Also, a special thank you to ViperMask for giving me the inspiration to create the "Classic Matches" section. For me, Fire Pro D has always been about reenacting these bouts, but he gets credit for posting it first! =)

www.puroresu.com and www.wwf.com for historical reference.

CJayC and GameFAQs for hosting this "not quite a guide"!

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