

Fire ProWrestling D (Import) Masahiro Chono FAQ

by GokuKenshiro

Updated to v1.1 on Apr 20, 2004

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FIRE PROWRESTLING D CHARACTER GUIDE: MASAHIRO CHONO
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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 now accept reader strategies.

Original Character Guide Format by Bill Wood

Version 1.1

Fire ProWrestling D (c) 2001 Spike/VAiLL

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==VERSION HISTORY==
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- 1.3 - Added a bit in history.
- 1.2 - Added Re-Edit section and changed front kick to yakuza kick.
- 1.1 - Fixed spelling errors.
- 1.0 - Initial release of the guide.

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====SECTION 1: HISTORY OF MASAHIRO CHONO====
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"Team Wolf ,NwO Japan, Team 2000, and even ArisTrist"

Love him or hate him, Masahiro Chono is one of the worlds's most respected wrestlers. Who would have imagined that Chono graduated from the same dojo class as other greats such as Keiji Mutoh and Shinya Hashimoto? (Both are his real-life rivals and friends.)

Chono's debut to NJPW was a quiet one and he didn't take off until he beat Hashimoto to win the 1987 Young Lions Cup. He soon went to the U.S and won his first title. When he returned to Japan, he teamed up with Mutoh and they won the IWGP Tag-Team Belts. In 1991, Chono beat Mutoh to be the first G1 Climax champion. A year later, he beat Rick Rude to become the NWA World Heavyweight Champ.

By 1994, Chono became a heel and shocked his fans by forming Team Wolf with Hiro Saito and Hiroyoshi Tenzan, and winning the Tag-Team belts twice.

After that, Chono left to WCW and became the leader of NwO Japan. With Saito and Mutoh at his sides, the group was powerful and they dominated New Japan. After fueding with Mutoh, the NwO Japan group disbanded and Chono had a neck injury. (A very damaging one too). His return in 1999 would be a big one as he started Team 2000 and his old NwO members would return with him (excluding Mutoh). As of now, Chono appears a few times to fight in New Japan and overseas, but the man has had severe injuries and may have a few good matches left in him.

UPDATE FOR 2004: For those that liked Chono back in his Lone Wolf gimmick, he is currently doing it again as he gets disqualified frequently and he even busted old Lyger with a chair. Fun stuff to watch if you're a fan.

A FUN BIT OF TRIVIA: Back in his run in New Japan, Steve Austin gave Masahiro Chono a tombstone piledriver that injured his neck. Ironically, Steve Austin would get his neck injured a similar way a few years later.

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

Real Name.....Masahiro Chono
FPD Name.....Violence Kouno
Promotion.....NJPW
FPD Promotion.....VJP
Size.....Medium
Class.....Heavy
Height.....188 cm
Weight.....108 kg
Country.....Japan
Birthdate.....09.17.1963
Stance.....Technical
Offensive Skill.....Orthodox
Return Skill.....Technican
Critical type.....Finisher
Special Skill.....Strike Back
Recovery.....Medium
Recovery (when bleeding).....Medium
Respiratory.....Above
Respiratory (when bleeding).....Medium
Awareness.....Strong
Awareness (when bleeding).....Medium
Neck Strength.....Low
Arm Strength.....Medium
Waist Strength.....Medium
Foot Strength.....Medium
Movement Speed.....Medium
Ascend Speed.....Medium
Ascend Skill.....Yes

PARAMETER - OFFENSE

Punch.....5
Kick.....7
suplex.....6
Submission.....7

PARAMETER - DEFENSE

Punch.....7
Kick.....7
Suplex.....9
Submission.....8

Stretch.....8	Stretch.....8
Power.....5	Flying.....8
Instant-P.....6	Crush.....8
Arm Power.....5	vs Lariat.....6
Technical.....8	Technical.....7
Rough.....7	Rough.....8
Ground.....4	Ground.....5

TOTAL SKILL POINTS (on a scale from 0-300): 197

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 ==SECTION 3: MOVELIST==
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Note: I don't own the official guidebook, so I used the movelist in the FAQs section and my dictionary.

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

STRIKES

Standing (X).....	Punch
Standing (A).....	Toe Kick
Standing (B) + d-pad.....	Drop Kick
Standing (B).....	Kneel Kick
Standing (X) + (A).....	Enzuigiri
Running (X).....	Shoulder Tackle
Running (A).....	YAKUZA KICK [S]
Running Counter (X).....	Crab Nip
Running Counter (A).....	Sleeper Hold
Running to corner.....	Yakuza Kick

GRAPPLES

Grapple (X).....	Knuckle Arrow
Grapple (X) + Up.....	Body Slam
Grapple (X) + Left/Right.....	Face Scratch
Grapple (X) + Down.....	Elbow Stamp (Neck)
Grapple (A).....	Chin Crusher
Grapple (A) + Up.....	High Speed Brainbuster
Grapple (A) + Left/Right.....	Swing Neck Breaker Drop
Grapple (A) + Down.....	Manhattan Drop
Grapple (B).....	Groin Punch
Grapple (B) + Up.....	Backflip
Grapple (B) + Left/Right.....	Kushi-zashi DDT
Grapple (B) + Down.....	Gotch (Cradle) Piledriver
Grapple (X) + (A).....	Powerbomb
Back Grapple (X).....	Sledgehammer
Back Grapple (A).....	Hamstring Kick
Back Grapple (B).....	Octopus Hold
Back Grapple (B) + Up/Down.....	High Speed Back Drop
Back Grapple (B) + Left/Right.....	Reverse DDT
Back Grapple (X) + (A).....	German Suplex
Back Grapple Counter (X).....	Elbow Pat
Back Grapple Counter (A).....	Groin Kick

OPPONENT DOWN MOVES

Opponent Face Up at Head (A).....Tai Gatame
Opponent Face Up at Head (B).....Chin Lock
Opponent Face Up at Feet (A).....STF [F]
Opponent Face Up at Feet (B).....Groin Head Drop
Opponent Face Down at Head (A).....Double Arm Neck Lock [S]
Opponent Face Down at Head (B).....Stomping (Head)
Opponent Face Down at Feet (A).....Cross Style STF [S]
Opponent Face Down at Feet (B).....Knee Breaker
Running at Downed Opponent (B).....Stomping

MOUNT MOVES

Mount Position (X).....Mount Knuckle Arrow
Mount Position (A).....Guillotine Choke
Mount Position (B).....Collar Hold
Mount Position Counter.....Front Neck Lock
Front Facelock Attack (X).....Front Neck Lock
Front Facelock Attack (A).....Double Arm Neck Lock
Front Facelock Attack (B).....Piledriver
Front Facelock Attack Counter.....Hammerlock
Back Mount Position (X).....Back Mount Knuckle Arrow
Back Mount Position (A).....Back Mount Elbow
Back Mount Position (B).....Choke Sleeper
Back Mount Position Counter.....Under Escape

POST AND APRON MOVES

Post (X).....Diving Knee Drop
Post (A).....Sledgehammer
Post (B).....DIVING SHOULDER ATTACK [S]
Post (X) + (A).....Diving Lariat
Run-Up Post vs Standing (X).....none
Run-Up Post vs Downed (A).....none
Corner Grapple (B) + Up.....Second Avalanche Style Brainbuster
Corner Grapple (B) + Left/Right.....Avalanche Style DDT
Corner Grapple (B) + Down.....Kushi-zashi Stomping
Front Avalanche Counter.....Face Scratch
Back Avalanche Counter.....Backhand Elbow
Apron Grapple from inside.....Ring Inside Brainbuster
Apron Grapple from outside.....Leg Pull to Outside
Running to out of bounds.....Tope Suicide
Slingshot to outside.....Sledgehammer
Slingshot to inside.....none

DOUBLE AND TRIPLE TEAM MOVES

Two Platon Front Grapple.....Combination Powerbomb
Two Platon Back Grapple.....W. Backdrop
Two Platon Corner.....High Jack Piledriver
Three Platon Front Grapple.....Triple Hammer Blow
Three Platon Back Grapple.....Triple Hammer Blow
Three Platon Corner.....Triple Impact

PERFORMANCE

Analog Stick Left.....Two Hand Shaking
Analog Stick Right.....Kneeling Double Arm Pose

Analog Stick Up.....Double Pointing
Analog Stick Down.....Head Point Appeal

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==SECTION 4: RE-EDITING==
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Note: As before, if any suggestions arise, email-me and I'll add it.

If you have seen some of the latest Chono matches or if you have played FPZ, then it is obvious that Chono is a bit outdated in FPD. Follow these steps to get him as close as possible to his FPZ counterpart:

1. Appearance

The only thing to change is Chono's hair. He has bleached it, so a light yellow color should do.

2. Skill and Parameter Stats

Since FPD already has his neck strength as low, he really does not need any more down-sizing, but he can have his respiratory lowered to Medium.

3. Move List

Chono uses the Shining Black. It is Add-On Move #39. It should replace the Grapple (B) + Up move.

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==SECTION 5: STRATEGY==
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GENERAL STRATEGY

As one of FPD's best, Chono is a well-rounded wrestler. He shows no real weaknesses and he has a strong offense. Your battle plan should be to grapple as much as possible and land a few strikes in the middle. Remember to take your opponent down to the mat a lot as Chono's best specials and finisher are ground moves.

Chono has "Strike Back", so if you are tired and near defeat, take your opponent outside and start to beat him up with a weapon. As your opponent shows signs of weakening, you'll regain some strength and your stats will get a boost.

STRIKES

The punch and toe kick are best used as pokers. Try to stay away from using the enzuigiri and drop kick as they are hard to connect and they tend to leave Chono open. Only use them if the opponent is dizzy. (Chono has a high kick stat ,so they are effective) The yakuza kick is good to use when you want to take an opponent outside or weaken him a bit (Helpful if you need "Strike Back"). Use it a bit since it's a special.

GRAPPLES

Most of Chono's grapples target the head. Use and abuse these moves as it will help weaken that body part. Even the elbow stamp should be used frequently. All those moves will lead up to the killer STF and that should be your main concern.

Once the opponent is down on the mat, go for the neck lock or STF. (The normal STF can CRITICAL, not the Cross version.)

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==SECTION 6: 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.
- * www.gswf.org for Skill and Parameter stats.
- * Bill Wood for creating the official format for the FPW FAQs.
- * IceMaster's and Kilroys' movelist which helped me when I had trouble translating.
- * www.puroresufan.com and <http://www.accelerator3359.com> for their information on Chono
- * The Senator for fixing my error and suggesting a Re-Edit chapter.
- * www.pwinsider.com for that bit of trivia.

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