

Fire ProWrestling D (Import) Vince McMahon FAQ

by GokuKenshiro

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FIRE PROWRESTLING D CHARACTER GUIDE: VINCE MCMAHON

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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 - FAQ #10!

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This is not a joke FAQ!!!

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====SECTION 1: HISTORY OF VINCENT K. MCMAHON

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"You've Got No Chance In Hell"

One can see Vince McMahon in two ways:

1. A genius and father of the modern pro wrestling business
2. The one who killed off any good name wrestling once had.

It all started back in the late 70's-early 80's as Vince Sr. was near death and sold the company to his son. The company was small and Vince had this dream of making the company large and he needed a draw. That is when he got Terry Bollea and turned him into Hulk Hogan. With Hogan on his side, McMahon became big and the company soon began to buy out promotions and make others run out of business. In a few years, the WWF was the biggest promotion in the country.

In the 90's, McMahon would finally meet his match, Ted Turner. Turner owned WCW, and the two companies competed for many years, each buying each other's wrestlers and turning fans attention away to watch the other company. This all led to the beginning of the McMahon heel turn/ Montreal Screw Job.

It was Survivor Series 1997 in Canada, as Bret Hart was fighting

Shawn Michaels. The plan was to have a draw as Hart was leaving to WCW, but McMahon didn't want it that way. As Bret Hart was in the Sharpshooter, Vince came out of nowhere and ended the match. He later did in interview saying that he did not screw Bret Hart, but Bret Hart screwed himself. The fans hated McMahon, but he saw it in a different way. He noticed the people kept on coming to see him, and he soon made the Mr. McMahon character, the company's most hated heel to this day.

In 2000, McMahon's company was going to beat WCW, as he finally bought it, ending major competition. At the same time, he also created the XFL, a football league. All seemed well, but soon McMahon faced several problems. The WCW purchase along with the ECW one created a huge roster of wrestlers. With a huge wrestling roster, McMahon would split the company into two brands: Smackdown and RAW. Also, the XFL became a total failure, as it only lasted one season.

As of today, McMahon still wrestles a few times and he still hasn't solved the problems facing the brand split. Besides beating his daughter and making a jackass out of someone when he makes him kiss his buttocks, McMahon's company looks pretty bad as of late, with his being the only big promotion around, he doesn't need to do anything spectacular to draw fans in. If any competition appears, you can look forward to seeing Mr. McMahon fight back and make the company rise again.

TRIVIA: Before the Montreal Screwjob, Vince used to be an announcer and he also used to greet everyone in the beginning of every Wrestlemania.

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

Real Name.....Vince McMahon
FPD Name.....Tinku Kakuracon
Promotion.....WWE
FPD Promotion.....WFW
Size.....Medium
Class.....Heavy
Height.....192 cm
Weight.....104 kg
Country.....America
Birthdate.....08.24.1945
Stance.....Power
Offensive Skill.....Orthodox
Return Skill.....Power
Critical type.....Finisher
Special Skill.....none
Recovery.....Slow
Recovery (when bleeding).....Slow
Respiratory.....Below
Respiratory (when bleeding).....Below
Awareness.....Poor
Awareness (when bleeding).....Poor
Neck Strength.....Low
Arm Strength.....Low
Waist Strength.....Low
Foot Strength.....Low
Movement Speed.....Medium Slow
Ascend Speed.....Slow

Ascend Skill.....Yes

PARAMETER - OFFENSE	PARAMETER - DEFENSE
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Punch.....2	Punch.....2
Kick.....1	Kick.....1
suplex.....1	Suplex.....1
Submission.....1	Submission.....1
Stretch.....1	Stretch.....2
Power.....2	Flying.....1
Instant-P.....1	Crush.....1
Arm Power.....2	vs Lariat.....2
Technical.....1	Technical.....1
Rough.....2	Rough.....2
Ground.....2	Ground.....2

TOTAL SKILL POINTS (on a scale from 0-300): 14

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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).....	FACE SLAP [S]
Standing (A).....	Toe Kick
Standing (B) + d-pad.....	American Jab
Standing (B).....	LARIAT ATTACK [S]
Standing (X) + (A).....	Saber Hammers
Running (X).....	Spear
Running (A).....	CLOTHESLINE [S]
Running Counter (X).....	Back Elbow
Running Counter (A).....	Lariat
Running to corner.....	Lariat

GRAPPLES

Grapple (X).....	FACE SLAP [S]
Grapple (X) + Up.....	Bodyslam
Grapple (X) + Left/Right.....	Upper Blow
Grapple (X) + Down.....	Hammer Blow
Grapple (A).....	Face Scratch
Grapple (A) + Up.....	Brainbuster
Grapple (A) + Left/Right.....	Headbutt
Grapple (A) + Down.....	Neck Breaker Drop
Grapple (B).....	Cobra Claw
Grapple (B) + Up.....	American Punch Rush
Grapple (B) + Left/Right.....	Skewer DDT
Grapple (B) + Down.....	Groin Punch
Grapple (X) + (A).....	SC STUNNER [F]

Back Grapple (X).....Sledgehammer
Back Grapple (A).....Groin Punch
Back Grapple (B).....Sleeper Hold
Back Grapple (B) + Up/Down.....Fork Attack
Back Grapple (B) + Left/Right...High Angle Leg Lift Style Back Drop
Back Grapple (X) + (A).....Rollup
Back Grapple Counter (X).....Elbow Pat
Back Grapple Counter (A).....Groin Kick

OPPONENT DOWN MOVES

Opponent Face Up at Head (A).....Mount Knucle Arrow
Opponent Face Up at Feet (A).....Holding One Leg Pin
Opponent Face Down at Head (A).....Camel Clutch
Opponent Face Down at Feet (A).....Tai Gatame
Opponent Face Up at Head (B).....Back Body Kick
Opponent Face Up at Feet (B).....Stomping
Opponent Face Down at Feet (B).....Chon Kick
Opponent Face Down at Head (B).....Back Stomping
Running at Downed Opponent (B).....People's Elbow

MOUNT MOVES

Mount Position (X).....Mount Knuckle Arrow
Mount Position (A).....Mount Shouda
Mount Position (B).....Boston Crab
Mount Position Counter.....Front Neck Hold
Front Facelock Attack (X).....Face Punch
Front Facelock Attack (A).....Body Punch
Front Facelock Attack (B).....Front Neck Lock
Front Facelock Attack Counter.....Hammerlock
Back Mount Position (X).....Back Mount Knuckle Arrow
Back Mount Position (A).....Back Mount Shouda
Back Mount Position (B).....Choke Sleeper
Back Mount Position Counter.....Under Escape

POST AND APRON MOVES

Post (X).....Diving Elbow Drop
Post (A).....Diving Body Press
Post (B).....Sledgehammer
Post (X) + (A).....Diving Lariat
Run-Up Post vs Standing (X).....none
Run-Up Post vs Downed (A).....none
Corner Grapple (B) + Up.....Corner Mount Knuckle Arrow
Corner Grapple (B) + Left/Right.....Corner Footchoke
Corner Grapple (B) + Down.....Kushi-zashi Stomping
Front Avalanche Counter.....Face Scratch
Back Avalanche Counter.....Back Elbow
Apron Grapple from inside.....Hook Shouda
Apron Grapple from outside.....Leg Pull to Outside
Running to out of bounds.....none
Slingshot to outside.....Sledgehammer
Slingshot to inside.....none

DOUBLE AND TRIPLE TEAM MOVES

Two Platon Front Grapple.....W. Backdrop
Two Platon Back Grapple.....Triple Hammer Blow

Two Platon Corner.....W.Back Drop
Three Platon Front Grapple.....Triple Hammer Blow
Three Platon Back Grapple.....Back Drop + Neckbreaker
Three Platon Corner.....Triple Hammer Blow

PERFORMANCE

Analog Stick Left.....Arena Scan Performance
Analog Stick Right.....Mic Appeal
Analog Stick Up.....Double Middle Finger
Analog Stick Down.....Surrender Pose

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==SECTION 4: STRATEGY==
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GENERAL STRATEGY

McMahon is awful; worst stats in the whole game. (Only 14 edit points!) Easily beaten in a few minutes. YET you can ACTUALLY win a match. Just play defensively and try not to get slammed and hit much. With a little practice, you can become an expert player with McMahon.

Few Pointers:

1. Don't use the Spear unless you have practiced with McMahon or can connect well.
2. The hit and run tactic should be used at all times.
3. The Stone Cold Stunner can be critical, but don't use it too early. Wait for the right time.
4. Don't go on fighting for too long. Vince will get tired and weaker without rest.

Seriously, you can win with Vince.

Fighters I defeated with McMahon (Level 6, No Weapons):

Masahiro Chono (CRITICAL!)
Shinya Hashimoto
Genichiro Tenryu (CRITICAL!)
Hulk Hogan
Antonio Inoki
Lou Thez
Mitsuharu Misawa (CRITICAL!)
Kenta Kobashi

STRIKES

Poke and run should be the key to winning. Lariats and the punches work, plus three of McMahon's specials are strikes, so use those often. Just remember to avoid the use of the Spear, as if it does not connect, it can lead to a quick defeat.

GRAPPLES

The Stunner is capable of giving you a Critical, so remember to use it outside in order to be cautious. For a crappy wrestler, McMahon has a good arsenal, so use his neck breaker, headbutt, and punch rush often.

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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.

* IceMaster's and Kilroys' movelist which helped me when I had trouble translating.

* A ton of websites with info on McMahon. Too many to add.

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

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