

# Fire ProWrestling D (Import) Super Delfin Character FAQ

by B.Wood

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FIRE PROWRESTLING D CHARACTER GUIDE: SUPER DELFIN
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Version 1.1

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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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1.1 - Combos added to Strategy, courtesy of Richard Bownes.

1.0 - Initial release of the guide.

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==SECTION 1: HISTORY OF SUPER DELFIN==
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Super Delfin is the founder of Osaka Puroresu, a wrestling promotion based in the Osaka region of Japan. Delfin, with his outlandish dolphin gimmick and innovative holds, wrestles a style coined by some as "lucharesu", combining the best parts of Mexican lucha libre and Japanese junior puroresu.

Super Delfin is respected by puroresu fans worldwide for his unique style and his ability to entertain with every single match.

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

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Real Name.....Super Delfin
FPD Name.....S. Dolphin
Promotion.....Osaka Puroresu
FPD Promotion.....Kansai Puroresu
Size.....Small
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Class.....Junior  
 Height.....170 cm  
 Weight.....88 kg  
 Country.....Japan  
 Birthdate.....09.22.1967  
 Stance.....Amateur  
 Offensive Skill.....Technician  
 Return Skill.....Junior  
 Critical Type.....Finisher  
 Special Skill.....none  
 Recovery.....Medium  
 Recovery (when bleeding).....Above  
 Respiratory.....Medium  
 Respiratory (when bleeding).....Medium  
 Awareness.....Medium  
 Awareness (when bleeding).....Medium  
 Neck Strength.....Medium  
 Arm Strength.....Medium  
 Waist Strength.....Medium  
 Foot Strength.....Medium  
 Movement Speed.....Medium Fast  
 Ascend Speed.....Medium  
 Ascend Skill.....Jump

PARAMETER - OFFENSE	PARAMETER - DEFENSE
-----	-----
Punch.....5	Punch.....5
Kick.....4	Kick.....5
Suplex.....5	Suplex.....7
Submission.....3	Submission.....3
Stretch.....4	Stretch.....5
Power.....2	Flying.....9
Instant-P.....7	Crush.....3
Arm Power.....2	Vs Lariat.....1
Technical.....8	Technical.....7
Rough.....5	Rough.....3
Ground.....3	Ground.....3

TOTAL SKILL POINTS (on a scale from 0-300): 136

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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).....Face Slap  
 Standing (A).....Toe Kick  
 Standing (B) + d-pad.....Thrust Kick  
 Standing (B).....One Spin Dropkick  
 Standing (X) + (A).....UPPER SHOUDA [S]  
 Running (X).....Satellite Head Scissors Whip  
 Running (A).....Lariat  
 Running Counter (X).....Cyclone Whip

Running Counter (A).....Delfin Backbreaker  
Running to corner.....Monkey Flip

#### GRAPPLES

-----  
Grapple (X).....Hammer Punch  
Grapple (X) + Up.....Body Slam  
Grapple (X) + Left/Right.....Cyclone Whip  
Grapple (X) + Down.....Single Leg Tackle\*  
Grapple (A).....Chin Crusher  
Grapple (A) + Up.....High Speed Brainbuster  
Grapple (A) + Left/Right.....Double Arm Suplex  
Grapple (A) + Down.....Manhattan Drop  
Grapple (B).....Step Up Kneel Kick  
Grapple (B) + Up.....Vertical Drop Brainbuster  
Grapple (B) + Left/Right.....Skewer DDT  
Grapple (B) + Down.....Jumping Powerbomb  
Grapple (X) + (A).....JOHNNY SPIKE [S]  
Back Grapple (X).....Sledgehammer  
Back Grapple (A).....Twisted Backdrop  
Back Grapple (B).....Misteriorana  
Back Grapple (B) + Up/Down.....Delfin Special 1  
Back Grapple (B) + Left/Right.....OSAKA CUTTER [F]  
Back Grapple (X) + (A).....Delfin Special 3  
Back Grapple Counter (X).....Elbow Butt  
Back Grapple Counter (A).....Arm Whip

\* = This moves ends in the "Mount" position.

#### OPPONENT DOWN MOVES

-----  
Opponent Face Up at Head (A).....Delfin Clutch  
Opponent Face Up at Head (B).....Chickenwing Armlock  
Opponent Face Up at Feet (A)..Goumon Single Prawn Hold  
Opponent Face Up at Feet (B).....Kick to groin  
Opponent Face Down at Head (A).....CAMEL CLUTCH [S]  
Opponent Face Down at Head (B).....Knee Drop  
Opponent Face Down at Feet (A).....Roll over and pin  
Opponent Face Down at Feet (B).....Kneebreaker  
Running at Downed Opponent (B).....Elbow Drop

#### MOUNT MOVES

-----  
Mount Position (X).....Mount Knuckle Arrow  
Mount Position (A).....Collar Hold  
Mount Position (B).....Arm Lock  
Mount Position Counter.....Arm Lock  
Front Facelock Attack (X).....Side Body Knee Lift  
Front Facelock Attack (A).....Front Neck Lock  
Front Facelock Attack (B).....Double Arm Suplex  
Front Facelock Attack Counter.....Drop Toe Hold  
Back Mount Position (X).....Back Mount Knuckle Arrow  
Back Mount Position (A).....Choke Sleeper  
Back Mount Position (B).....Arm Lock  
Back Mount Position Counter.....Rolling Prawn Hold

#### POST AND APRON MOVES

-----  
Post (X).....Diving Body Press  
Post (A).....Delfin Diving Elbow Drop

Post (B).....Diving Body Attack  
Post (X) + (A).....Flying Swinging DDT  
Run-Up Post vs Standing (X).....none  
Run-Up Post vs Downed (A).....none  
Corner Grapple (B) + Up.....Top Aval. Brainbuster  
Corner Grapple (B) + Left/Right.....ORIG. SWINGING DDT [S]  
Corner Grapple (B) + Down.....Avalanche DDT  
Front Avalanche Counter.....Powerbomb Whip  
Back Avalanche Counter.....Body Press  
Apron Grapple from inside.....In-Ring Brainbuster  
Apron Grapple from outside.....Shoulder Armbreaker  
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.Brainbuster  
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

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Analog Stick Left.....raises hand to crowd  
Analog Stick Right.....Super Delfin pose  
Analog Stick Up.....crosses forearms, extends arms  
Analog Stick Down.....grabs wrist, brings forearm down

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==SECTION 4: STRATEGY==  
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#### GENERAL STRATEGY

Delfin's many unique moves make him an interesting wrestler to use in Fire Pro D. He is most effective coming off the top rope and from a back and corner grapple.

The best Delfin strategy is to be diverse, attempting a wide variety of holds to entertain the audience.

#### STRIKES

Super Delfin's punch and kick stats aren't too hot, I'd suggest using grapples instead. The Standing (X) + (A) Upper Shouda is a Delfin Specialty Move, and the Toe and Thrust Kicks should be used from a distance. Other than that, you should stick with grappling.

#### GRAPPLES

Delfin has a great set of grapples, especially from a back grapple. Get in the habit of knocking the opponent down, then picking them up off the mat so they are standing dazed. Then walk behind them and execute a back grapple.

The Delfin Special 1, Delfin Special 3, Misteriorana and Osaka Cutter are four of the best "junior-style" back grapples in Fire Pro D.

From the corner, the Swinging DDT is great. Try to pull one of these off, then climb the post and do the (X) + (A) Swinging DDT!

Try to avoid the (X) + Down Single Leg Tackle, which ends in a mount, unless you're skilled at shoot-style ground manuevers. Otherwise you will get countered a lot.

#### 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) Tornado DDT -> Delfin Clutch
- 2) Tornado DDT -> Shouda
- 3) Skewer DDT -> Implant DDT

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==SECTION 5: 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.
- \* [www.puroresu.com](http://www.puroresu.com) and [www.wwf.com](http://www.wwf.com) for historical reference.
- \* [www.gswf.org](http://www.gswf.org) for Skill and Parameter stats.
- \* CJayC and GameFAQs for hosting this guide.

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