

Fire ProWrestling D (Import) Curry Man Character FAQ

by B.Wood

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FIRE PROWRESTLING D CHARACTER GUIDE: CURRY MAN
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Version 1.1
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Last modified: 3/31/02
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Fire ProWrestling D (c) 2001 Spike/VaiLL
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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 CURRY MAN==
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Indy worker Christopher Daniels is currently enjoying success in the Land of the Rising Sun as Curry Man, a wrestler with one of the more bizarre masks in pro wrestling (no small feat there). If you haven't seen it, try to imagine a bright yellow mask with sharp teeth and a plate of curry sitting on the top! Strange to say the least.

And oh yeah, Daniels is currently one of the better wrestlers in the world today. Mmm, spicy!

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==SECTION 2: SKILL AND PARAMETER STATS==
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SKILL
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Real Name.....Curry Man (Chris Daniels)
FPD Name.....Curry Mask
Promotion.....Michinoku Pro
FPD Promotion.....Yukiguni Puroresu
Size.....Small
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Class.....Junior
 Height.....180 cm
 Weight.....90 kg
 Country.....India*
 Birthdate.....Unknown
 Stance.....Power
 Offensive Skill.....Junior
 Return Skill.....Junior
 Critical Type.....Finisher
 Special Skill.....none
 Recovery.....Medium
 Recovery (when bleeding).....Slow
 Respiratory.....Above
 Respiratory (when bleeding).....Below
 Awareness.....Poor
 Awareness (when bleeding).....Medium
 Neck Strength.....Low
 Arm Strength.....Medium
 Waist Strength.....Medium
 Foot Strength.....Medium
 Movement Speed.....Medium Fast
 Ascend Speed.....Medium
 Ascend Skill.....Jump

* = Strange that Fire Pro D should list Daniels' fictional country here when they usually list a wrestler's real country of origin.

PARAMETER - OFFENSE	PARAMETER - DEFENSE
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Punch.....3	Punch.....5
Kick.....2	Kick.....4
Suplex.....4	Suplex.....5
Submission.....2	Submission.....2
Stretch.....6	Stretch.....4
Power.....4	Flying.....6
Instant-P.....7	Crush.....3
Arm Power.....3	Vs Lariat.....3
Technical.....6	Technical.....4
Rough.....6	Rough.....7
Ground.....2	Ground.....3

TOTAL SKILL POINTS (on a scale from 0-300): 114

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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).....Punch
 Standing (A).....Kick
 Standing (B) + d-pad.....American Hook
 Standing (B).....Dropkick
 Standing (X) + (A).....Rolling Prawn Hold

Running (X).....Lariat
Running (A).....Zero Sen Kick
Running Counter (X).....Sleeper Hold
Running Counter (A).....Tilt Slam
Running to corner.....Jumping Knee Pat

GRAPPLES

Grapple (X).....Horizontal Chop
Grapple (X) + Up.....Body Slam
Grapple (X) + Left/Right.....Flying Mare
Grapple (X) + Down.....Face Scratch
Grapple (A).....Leg Grab Enzuigiri
Grapple (A) + Up.....Stalling Brainbuster
Grapple (A) + Left/Right.....Belly-to-Belly Suplex
Grapple (A) + Down.....Piledriver
Grapple (B).....KIDO CLUTCH [S]
Grapple (B) + Up.....Mexican Peace Crusher
Grapple (B) + Left/Right.....Exploder
Grapple (B) + Down.....Rock Bottom
Grapple (X) + (A).....SPICY DROP [F]
Back Grapple (X).....Sledgehammer
Back Grapple (A).....Face Crusher
Back Grapple (B).....Sleeper Hold
Back Grapple (B) + Up/Down.....REVERSE DDT [S]
Back Grapple (B) + Left/Right.....Leglift Backdrop
Back Grapple (X) + (A).....Cobra Twist
Back Grapple Counter (X).....Elbow Butt
Back Grapple Counter (A).....Back Switch

OPPONENT DOWN MOVES

Opponent Face Up at Head (A).....Sleeper Hold
Opponent Face Up at Head (B).....Illegal Choke
Opponent Face Up at Feet (A).....Leg grabbing pin
Opponent Face Up at Feet (B).....Kick to groin
Opponent Face Down at Head (A).....Camel Clutch
Opponent Face Down at Head (B).....Guillotine Drop
Opponent Face Down at Feet (A).....Roll over and pin
Opponent Face Down at Feet (B).....Stomping
Running at Downed Opponent (B).....Jumping Elbow Drop

MOUNT MOVES

Mount Position (X).....Mount Knuckle Arrow
Mount Position (A).....Boston Crab
Mount Position (B).....Jackknife Hold
Mount Position Counter.....Front Neck Lock
Front Facelock Attack (X).....Body Punch
Front Facelock Attack (A).....Front 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).....Jado Clutch
Back Mount Position Counter.....Rolling Prawn Hold

POST AND APRON MOVES

Post (X).....Diving Guillotine Drop

Post (A).....MOONSAULT PRESS [S]
Post (B).....Missile Kick
Post (X) + (A).....Diving Body Attack
Run-Up Post vs Standing (X).....none
Run-Up Post vs Downed (A).....Moonsault Press
Corner Grapple (B) + Up.....Corner Punch Rush
Corner Grapple (B) + Left/Right...HOLLYWOOD STAR PRESS [S]
Corner Grapple (B) + Down.....Avalanche Backdrop
Front Avalanche Counter.....Superplex Facedrop Revrsl.
Back Avalanche Counter.....Body Press
Apron Grapple from inside.....In-Ring Brainbuster
Apron Grapple from outside.....Drop-down Stun Gun
Running to out of bounds.....Tope Suicida
Slingshot to outside.....La Quebrada
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 Powerbomb

PERFORMANCE

Analog Stick Left.....Sabu "sky pointing" pose
Analog Stick Right....."throat slit" gesture
Analog Stick Up.....motions for crowd support
Analog Stick Down....."using my head" gesture

==SECTION 4: STRATEGY==

GENERAL STRATEGY

Due to his low stats, Curry Man can definitely be at a disadvantage if you don't use him correctly. This means making the most of his moveset, winning your grapples, resting often and attempting several high-flying moves per match.

Curry does not match up favorably vs. heavyweights, so you'll have to work a careful, calculated match to have success against them.

Above all, you want to put on a good show with Curry Man, win or lose. You should concentrating on entertainment at all times.

STRIKES

Curry Man has the basic punch and kick in his arsenal, plus the American Hook. All are respectable weapons if used correctly. The Rolling Prawn Hold, his (X) + (A) strike, isn't really a strike at all, but it looks cool if you can nail it during a match (the timing can be difficult).

GRAPPLES

If you find Curry Man challenging to use, perhaps you can find some consolation in knowing that his Spicy Drop finisher is one of Fire Pro's best! It's rewarding to be able to work your way up to the Spicy Drop, especially against a larger adversary.

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) Rock Bottom -> Hollywood Star Press OR Rock Bottom -> Running Moonsault (run at turnbuckle)

2) Snapmare -> Reverse 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 and www.wwf.com for historical reference.

* www.gswf.org for Skill and Parameter stats.

* CJayC and GameFAQs for hosting this guide.

Fire ProWrestling D Character Guide: Curry Man

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