

Fire ProWrestling D (Import) Mitsuharu Misawa Character FAQ

by B.Wood

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FIRE PROWRESTLING D CHARACTER GUIDE: MITSUHARU MISAWA

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Version 1.4

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

1.3 - Added "Run-Up Post" moves to the Movelist section.

1.2 - Minor formatting changes and corrections.

1.1 - Minor corrections.

1.0 - Initial release of the guide.

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==SECTION 1: HISTORY OF MITSUHARU MISAWA==

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Mitsuharu Misawa began his stint in All Japan Pro Wrestling as the 2nd Tigermask. During a tag team match, he shocked the crowd by commanding his teammate Toshiaki Kawada to unmask him and reveal his identity to the public. Soon, Misawa would rise to the top of All Japan Pro Wrestling, becoming their star attraction.

Misawa's first Triple Crown championship victory was over the legendary Jumbo Tsuruta. That match signaled a changing of the guard as Tsuruta made way for All Japan's new era of wrestling, led by Misawa.

During the 1990's Misawa had several classic matches with the likes of Kenta Kobashi, Stan Hansen and Toshiaki Kawada, who gave Misawa the legendary "Kawadadriverr". Most of these matches were fiercely fought battles, focusing on a very stiff style of wrestling that is rarely seen in America.

At the height of his career, Misawa and several of his co-workers resigned from All Japan Pro Wrestling to form their own promotion, Pro Wrestling NOAH. To this day, after over a decade of brutal matches and nagging injuries, Misawa continues to do battle and entertain wrestling fans.

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

Real Name.....Mitsuharu Misawa
FPD Name.....Mitsuhide Hikawa
Promotion.....Pro Wrestling NOAH
FPD Promotion.....Super NOVA
Size.....Medium
Class.....Heavy
Height.....185 cm
Weight.....110 kg
Country.....Japan
Birthdate.....06.18.1962
Stance.....Technical
Offensive Skill.....Technical
Return Skill.....All-around
Critical Type.....Striking
Special Skill.....Great Counterattack
Recovery.....Fast
Recovery (when bleeding).....Medium
Respiratory.....Medium
Respiratory (when bleeding).....Medium
Awareness.....High
Awareness (when bleeding).....High
Neck Strength.....Low
Arm Strength.....Medium
Waist Strength.....Medium
Foot Strength.....Low
Movement Speed.....Medium Fast
Ascend Speed.....Medium
Ascend Skill.....Can Ascend

PARAMETER - OFFENSE	PARAMETER - DEFENSE
Punch.....10	Punch.....8
Kick.....4	Kick.....8
Suplex.....9	Suplex.....9
Submission.....2	Submission.....5
Stretch.....6	Stretch.....6
Power.....5	Flying.....8
Instant-P.....8	Crush.....8
Arm Power.....5	Vs Lariat.....7
Technical.....8	Technical.....9
Rough.....2	Rough.....8
Ground.....5	Ground.....6

TOTAL SKILL POINTS (on a scale from 0-300): 241

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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).....Low Kick
Standing (B) + d-pad.....Middle Kick
Standing (B).....ROLLING ELBOW [S]
Standing (X) + (A).....Missile Dropkick
Running (X).....Elbow Butt
Running (A).....Flying Lariat
Running Counter (X).....Spin Kick
Running Counter (A).....Windmill Backbreaker
Running to corner.....Back Facing Elbow

GRAPPLES

Grapple (X).....Elbow Butt
Grapple (X) + Up.....Body Slam
Grapple (X) + Left/Right.....Flying Mare
Grapple (X) + Down.....Axe Kick to back of neck
Grapple (A).....Short Elbow
Grapple (A) + Up.....Brainbuster
Grapple (A) + Left/Right.....Double Arm Suplex
Grapple (A) + Down.....Shoulder Neckbreaker Drop
Grapple (B).....Rolling Elbow
Grapple (B) + Up.....Final Rolling Elbow
Grapple (B) + Left/Right.....TIGER DRIVER '91 [S]
Grapple (B) + Down.....TIGER DRIVER [F]
Grapple (X) + (A).....EMERALD FROSION [S]
Back Grapple (X).....Neck Smash
Back Grapple (A).....Rolling Back Drop
Back Grapple (B).....German Suplex Whip
Back Grapple (B) + Up/Down.....TIGER SUPLEX [S]
Back Grapple (B) + Left/Right.....Tiger Suplex Release
Back Grapple (X) + (A).....Tiger Suplex '85
Back Grapple Counter (X).....Elbow Butt
Back Grapple Counter (A).....Kangaroo Kick

OPPONENT DOWN MOVES

Opponent Face Up at Head (A).....Stepover Face Lock
Opponent Face Up at Head (B).....Senton
Opponent Face Up at Feet (A).....Pin
Opponent Face Up at Feet (B).....Kick to groin
Opponent Face Down at Head (A).....Roll over and pin
Opponent Face Down at Head (B).....Jumping Elbow Drop
Opponent Face Down at Feet (A).....Rollover Camel Clutch
Opponent Face Down at Feet (B).....Stomping
Running at Downed Opponent (B).....Jumping Elbow Drop

MOUNT MOVES

Mount Position (X).....Mount Elbow Butt
Mount Position (A).....Neck Lock Submission

Mount Position (B).....Armbaar Submission
Mount Position Counter.....Armbaar Submission
Front Facelock Attack (X).....Striking Knee Lifts
Front Facelock Attack (A).....Front Neck Lock
Front Facelock Attack (B).....Double Arm Suplex
Front Facelock Attack Counter.....Hammerlock
Back Mount Position (X).....Back Mount Elbow
Back Mount Position (A).....Choke Sleeper
Back Mount Position (B).....Armbaar Submission
Back Mount Position Counter.....Evade

POST AND APRON MOVES

Post (X).....Frog Splash
Post (A).....Diving Elbow Butt
Post (B).....Missile Kick
Post (X) + (A).....Diving Neckbreaker Drop
Run-Up Post vs Standing (X).....none
Run-Up Post vs Downed (A).....none
Corner Grapple (B) + Up.....Avalanche Brainbuster
Corner Grapple (B) + Left/Right.....Double Arm Suplex
Corner Grapple (B) + Down.....Stomping
Front Avalanche Counter.....Elbow Drop
Back Avalanche Counter.....Backhand Elbow
Apron Grapple from inside.....Tiger Driver to floor
Apron Grapple from outside.....Brainbuster
Running to out of bounds.....Elbow 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.....B.Backdrop + D.Neckbreaker
Three Platon Front Grapple.....Triple Beatdown
Three Platon Back Grapple.....Triple Beatdown
Three Platon Corner.....Triple Impact

PERFORMANCE

Analog Stick Left.....adjusts wristband, raises fist
Analog Stick Right.....adjusts both wristbands
Analog Stick Up.....loosens shoulder
Analog Stick Down.....swings arms, raises hand

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==SECTION 4: STRATEGY==
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GENERAL STRATEGY

Mitsuharu Misawa is a no-nonsense technical wrestler, and you should use him accordingly. Focus primarily on grapple moves, mixing in strikes every now and then to keep the opponent on his toes.

As you can see from the stats section, Misawa is highly-skilled, especially in terms of defense. His two weak points would be his neck and legs, so repeated submission holds to these areas could spell trouble.

STRIKES

Misawa's Critical Type is Striking and his Punch stats are maxed at 10, so you know what that means. If you're going for the quick KO, you can try the Rolling Elbow, done with the (B) button. Problem is the setup time is `_forever_` for this move, so it's very hard to connect with. My advice is to avoid going for the Critical and stick to Misawa's more reliable strikes, which will connect more often and eventually destroy your opponent.

Misawa's #1 striking weapon is his (B) + d-pad Middle Kick. It has incredible range and should be used every time an opponent is walking in at long range. If the opponent is too close for the Middle Kick, switch to the (A) Low Kick. Both of these strikes are overwhelmingly easy to connect with. Just don't forget to breathe every now and then, as strikes can rapidly deplete your stamina.

GRAPPLES

As with any wrestler in Fire Pro, with Misawa you want to quickly work your way up to your strongest grapples. When your opponent is worn down enough, you'll want to set him up for one of these four moves:

Tiger Driver (finisher) - Misawa locks both his opponent's arms into a double underhook, then lifts his opponent into the air, dropping them into a pin. An awesome finisher, although I prefer the '91 variation.

Tiger Driver '91 - Same as above, but instead of dropping the opponent on his back for a pin, Misawa drops them on their neck (ouch!), pinning the shoulders. This is my favorite move in real life, and it works great in Fire Pro. Use it to finish with style!

Final Rolling Elbow - Misawa unleashes a flurry of his patented elbow strikes, flooring his opponent. If you're going for the Critical finisher, this is your move.

Emerald Frosion - Misawa hoists his opponent over his shoulder, cradling the neck, then drops his victim on his neck and shoulders. Another stylish finishing move.

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) Running Elbow -> Rolling Elbow
- 2) Rolling Elbow -> Tiger Driver
- 3) Tiger Driver -> Tiger Driver -> Tiger Driver '91
- 4) Tiger Driver -> Tiger Suplex

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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 for historical reference.

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

* CJayC and GameFAQs for hosting this guide.

Fire ProWrestling D Character Guide: Mitsuharu Misawa

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