

Fire ProWrestling D (Import) Nobuhiko Takada FAQ

by GokuKenshiro

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FIRE PROWRESTLING D CHARACTER GUIDE: NOBUHIKO TAKADA
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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

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====SECTION 1: HISTORY OF NOBUHIKO TAKADA
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"New Japan, UWF, UWF*i*, Kingdom, PRIDE, Hustle...."

Nobuhiko Takada always wanted to be a pro-wrestler like his idol Antonio Inoki. He finally got the chance at the age of 19, as he started out in New Japan Pro Wrestling as a junior heavyweight. In 1983, Akira Maeda created UWF, a promotion that was based on a stiff form of wrestling, but with worked results. Takada joined, and he soon became one of the promotion's top wrestlers.

When UWF closed its doors, Takada created UWF*i* in 1991. Takada quickly became a popular cultural icon with his fighting spirit and his promotion became quite popular. Takada would often battle against strong wrestlers like Gary Albright and Super Vader (whose arm was severely damaged by Takada), interchanging belts along the way. His promotion became so popular, UWF*i* fought against New Japan for a while. During this time, Takada won the IWGP Heavyweight Title against Keiji Mutoh, but later lost it against Shinya Hashimoto.

After the promotion closed, Takada was called by Dream Stage Entertainment in order to help their new promotion, PRIDE. Soon, Takada would fight against fighters like Rickson Gracie, Mark Kerr, Igor Vovchanchyn, Alexander

Otsuka, and Mark Coleman. With his help, PRIDE gained a large audience.

At 40 years of age and 21 years of wrestling, Takada finally called it quits. He retired against former UWF-i worker Kiyoshi Tamura on November 24, 2002. He now works at his Dojo and is PRIDE's spokesperson. He also acts in a villain role in the Hustle shows, along with his Takada Army.

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

Real Name.....Nobuhiko Takada
FPD Name.....N/A*
Promotion.....PRIDE or Takada Dojo**
FPD Promotion.....Freelance
Size.....Medium
Class.....Heavy
Height.....184 cm
Weight.....98 kg
Country.....Japan
Birthdate.....4.12.1962
Stance.....Shooting
Offensive Skill.....Shooter
Return Skill.....Shooter
Critical Type.....Striking
Special Skill.....Quick Return
Recovery.....Medium
Recovery (when bleeding).....Slow
Respiratory.....Medium
Respiratory (when bleeding).....Below
Awareness.....Medium
Awareness (when bleeding).....Medium
Neck Strength.....Medium
Arm Strength.....Medium
Waist Strength.....Low
Foot Strength.....Low
Movement Speed.....Medium
Ascend Speed.....Slow
Ascend Skill.....No

*Available on a future update

**He's currently retired, but he works for many DSE events, such as PRIDE and Hustle. He also works in his dojo.

PARAMETER - OFFENSE

Punch.....6
Kick.....8
Suplex.....6
Submission.....7
Stretch.....6
Power.....4
Instant-P.....7
Arm Power.....4
Technical.....7
Rough.....2
Ground.....6

PARAMETER - DEFENSE

Punch.....6
Kick.....7
Suplex.....4
Submission.....7
Stretch.....6
Flying.....4
Crush.....3
vs Lariat.....3
Technical.....6
Rough.....5
Ground.....5

TOTAL SKILL POINTS (on a scale from 0-300): 173

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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].
CRITICAL! moves are marked with [C].

STRIKES

Standing (X).....LOW KICK [S]
Standing (A).....Mid Kick
Standing (B) + d-pad.....HIGH KICK [S]
Standing (B).....Solebutt
Standing (X) + (A).....Double Leg Tackle
Running (X).....Double Leg Tackle
Running (A).....Back Switch
Running Counter (X).....Solebutt
Running Counter (A).....Waki Gatame
Running to corner.....none

GRAPPLES

Grapple (X).....Forceful Knee
Grapple (X) + Up.....Face Knee Lift
Grapple (X) + Left/Right.....Judo Takedown
Grapple (X) + Down.....Neck Throw
Grapple (A).....Machine Gun Face Knee Lift
Grapple (A) + Up.....Hip Throw
Grapple (A) + Left/Right.....Body Punch Rush
Grapple (A) + Down.....Watermill Drop
Grapple (B).....Front Neck Lock
Grapple (B) + Up.....HIGH KICK COMBINATION [S] [C]
Grapple (B) + Left/Right.....Twisted Backdrop
Grapple (B) + Down.....Back Spin Kick Rush
Grapple (X) + (A).....Front Neck Chanchery
Back Grapple (X).....Mid Kick
Back Grapple (A).....Enzui High Kick
Back Grapple (B).....Dou-Jimi Sleeper Hold
Back Grapple (B) + Up/Down.....Twisted Backdrop
Back Grapple (B) + Left/Right.....German Suplex Whip
Back Grapple (X) + (A).....Dragon Suplex Whip
Back Grapple Counter (X).....Elbow Patt
Back Grapple Counter (A).....Ipponzei

OPPONENT DOWN MOVES

Opponent Face Up at Head (A).....Chicken Wing Armlock
Opponent Face Up at Feet (A).....Cross Knee Hold
Opponent Face Down at Head (A).....CROSS ARM HOLD [F]
Opponent Face Down at Feet (A).....Achilles Tendon Hold
Opponent Face Up at Head (B).....Mount Position
Opponent Face Down at Feet (B).....Achilles Tendon Hold
Opponent Face Up at Head (B).....Step Over Arm Breaker
Opponent Face Down at Feet (B).....Back Mount Position

Running at Downed Opponent (B).....none

MOUNT MOVES

Mount Position (X).....Mount Punch [C]
Mount Position (A).....Cross Arm Hold
Mount Position (B).....Heel Hold
Mount Position Counter.....Cross Arm Hold
Front Facelock Attack (X).....Face Punch [C]
Front Facelock Attack (A).....Front Neck Lock
Front Facelock Attack (B).....Back Switch
Front Facelock Attack Counter.....Watermill Drop
Back Mount Position (X).....Back Mount Punch [C]
Back Mount Position (A).....Choke Sleeper
Back Mount Position (B).....Cross Arm Hold
Back Mount Position Counter.....Under Escape

POST AND APRON MOVES

Post (X).....none
Post (A).....none
Post (B).....none
Post (X) + (A).....none
Run-Up Post vs Standing (X).....none
Run-Up Post vs Downed (A).....none
Corner Grapple (B) + Up.....Kushi-zashi Knee Lift
Corner Grapple (B) + Left/Right.....Kushi-zashi Stomping
Corner Grapple (B) + Down.....Kushi-zashi Body Blow
Apron Grapple from inside.....Hook
Apron Grapple from outside.....Hook
Front Avalanche Counter.....Shouda
Back Avalanche Counter.....Backhand Elbow
Running to out of bounds.....none
Slingshot to outside.....none
Slingshot to inside.....none

DOUBLE AND TRIPLE TEAM MOVES

Two Platon Front Grapple.....W. Brainbuster
Two Platon Back Grapple.....W.Back Drop
Two Platon Corner.....High Jack Piledriver
Three Platon Front Grapple.....Triple Hammer Blow
Three Platon Back Grapple.....Triple Hammer Blow
Three Platon Corner.....Triple Hammer Blow

PERFORMANCE

Analog Stick Left.....Wrist Check and Arm Raised
Analog Stick Right.....Both Arms Raised
Analog Stick Up.....One Finger Pointing up
Analog Stick Down.....Both Arms Guts Pose

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=SECTION 4: RE-EDITING=

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Injustice!!

IMO, Compared to other MMA/Wrestling types in the game, Takada has low stats, not counting his Parameter rating. (Compared to

Sakuraba or Maeda) The game depicts Takada after his prime (in PRIDE) He needs to be re-edited a bit, so he can be more like his UWF-i days or at least up to Maeda's standards. (He beat Maeda twice)

Stick with either the 2nd or 4th Costume (4th is better)

DEFENSE:

Recovery (Bloody) - Medium

Breathing - Above

Breathing (Bloody) - Medium

Suplex - Up 3

Rough - Up 3

Ground - Up 3

OFFENSE:

Kick - Up 1

Stretch - Up 1

If you want, you can also change his Critical Type to Submission or Finisher instead of Striking.

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==SECTION 5: STRATEGY==
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GENERAL STRATEGY

Takada is an MMA fighter, so you need to perfect your mount timing as well as your defense. Takada can either be played as a Striker or as a submission fighter. If you would like to go for an easier time, use him as a Striker. His attacks will be able to Critical the opponent, plus Takada is known for his dangerous high kicks. On the other hand, Takada can focus on separate body parts as a submission fighter and another plus would be that his finisher is a submission move. Combine both styles for strategic destruction of a body part.

In MMA fights, Takada has preferred to stand-up fighting over ground attacks. He has more control that way in this game as well. However, the mount attacks produce more Criticals.

Strangely, Takada has low Rough and Ground ratings, so be careful during shoot fights. Also, Takada has the same weaknesses like other MMA fighters, so be cautious of pro-wrestlers like Luchadores and Lariat-heavy fighters.

Be aware that if Takada gets a lot of damage, his Quick return special will kick in, enabling him to get up faster from big attacks. Keep on using special moves and taunts to raise your spiritual level in order to attain this special.

STRIKES

His 'Critical' type is Striking, so this should be a main area of interest. Takada's normal kicks can target three areas:

LOW KICK [S] - Legs

MID KICK/SOLEBUTT - Body

HIGH KICK [S] - Head/Face

Remember this while fighting in order to damage certain body parts at first.

Some of his Standing strikes can be Critical, but there is a higher chance while on Mount position, so if you're going for a quicker finish, try mount attacks.

Overall, his Standing and Mount strikes are both effective towards weakening the opponent.

GRAPPLES

Takada's Submission rating is a 7, so he's fair in this department. His attacks can either weaken the head or legs. Choose which one to finish off for an easier time. Takada's finisher is the Cross Arm Hold, so try to weaken the arms of your opponent for most of the fight to finish them off. His Grapple (A) moves are great to use as they land more damage to specific body parts.

Along with the submissions, Takada's suplexes should be used a lot for tiring opponents and for head damage.

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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.
- * 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.
- * <http://www.puroresufan.com> for their bio on Takada.
- * <http://www.shootangle.com/tabe/> for information on Takada.
- * Puroresu Power for information on PRIDE and Hustle.

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

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