

Fire ProWrestling D (Import) Ultimo Dragon FAQ

by GokuKenshiro

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FIRE PROWRESTLING D CHARACTER GUIDE: ULTIMO DRAGON
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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 ULTIMO DRAGON
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"Toryumon"

Before Toryumon and the WWE, ultimo Dragon used to go by his real name, Yoshihiro Asai. Trained by Antonio Inoki and Yoshiaki Fujimara, Asai would have a bumpy start in New Japan, struggling to get to a midcarder status. After a few months, Asai decided to leave Japan and head to Mexico and learned the Lucha style. Afterwards, Asai would work for Universal Pro-Wrestling Federation for a while. A few years later, Asai would change his appearance and style and transform into Ultimo Dragon.

His popularity took off as he won both the IWGP Jr. Heavyweight Belt and the UWA Middleweight title. Soon, he'd work with the WAR promotion and fight many challengers from other promotions. Ultimo then participated in the J-Crown tournament, defeating El Samurai for the WWF Lightweight Belt, Shinjiro Ohtani for the UWA Junior Light Heavyweight and NWA Welterweight titles, and finally the Great Sasuke for the tournament final. Ultimo soon went to WCW and defeated Dean Malenko for the WCW Cruiserweight title. Ultimo would use his martial arts skills and the Dragon Sleeper to win the WCW TV Title from William Regal.

Fate played a sad role in Ultimo's career, as he needed surgery for his injured arm. The surgery was horribly done and Ultimo's arm was dramatically weakened. Instead of leaving the spotlight, Ultimo started his own gyms called "Toryumon" in Mexico and Japan. His gyms would achieve great success with students such as Cima and Dragon Kid.

In 2003, Ultimo would return to pro-wrestling by joining the WWE. Currently, he was only shown in Velocity and not much on Smackdown. He did get his dream of fighting at Madison square Garden at Wrestlemania XX, although he lost in the Cruiserweight Open. Right now, he is currently wrestling in Japan for many promotions and is returning to the WWE this fall.

UPDATE: Ultimo Dragon is no longer a part of Toryumon Japan. Toryumon is now called "Dragon's Gate" with Magnum TOKYO running it. However, Ultimo is now concentrated with his gym in Mexico.

Ultimo Dragon held 24 titles:

- WCW TV Title (2x)
- WCW Cruiserweight Title (2x)
- J-Crown
- IWGP Jr. Heavyweight Title (2x)
- NWA Welterweight Title (2x)
- NWA Middleweight Title (2x)
- UWA World Jr. Heavyweight (2x)
- UWA World Middleweight (3x)*
- WWF Lightheavyweight
- WWA World Jr. Heavyweight
- British Commonwealth Jr. Heavyweight (2x)
- WAR International Jr. Heavyweight (3x)
- WAR 6-Man Tag

* Asai won the title once before becoming Ultimo.

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

Real Name.....Yoshihiro Asai
Wrestling Name.....Ultimo Dragon
FPD Name.....Azteca Dragon
Promotion.....WWE*
FPD Promotion.....Super Dragon Pavillion
Size.....Small
Class.....Junior
Height.....173cm
Weight.....87kg
Country.....Japan
Birthdate.....12.12.1962
Stance.....Lucha
Offensive Skill.....Panther
Return Skill.....Luchadore
Critical Type.....Finisher
Special Skill.....Stardom
Recovery.....Medium
Recovery (when bleeding).....Medium

Respiratory.....Above
 Respiratory (when bleeding).....Below
 Awareness.....Medium
 Awareness (when bleeding).....Medium
 Neck Strength.....Medium
 Arm Strength.....Medium
 Waist Strength.....Medium
 Foot Strength.....Medium
 Movement Speed.....Medium Fast
 Ascend Speed.....Fast
 Ascend Skill.....Jump

*At the time this game was made, Ultimo was still in Toryumon.
 He is no longer a part of Toryumon Japan.

PARAMETER - OFFENSE	PARAMETER - DEFENSE
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Punch.....4	Punch.....5
Kick.....5	Kick.....5
Suplex.....4	Suplex.....7
Submission.....6	Submission.....4
Stretch.....2	Stretch.....7
Power.....2	Flying.....10
Instant-P.....8	Crush.....3
Arm Power.....8	vs Lariat.....1
Technical.....9	Technical.....9
Rough.....2	Rough.....4
Ground.....1	Ground.....2

TOTAL SKILL POINTS (on a scale from 0-300): 154

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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
 Standing (A).....Middle Kick
 Standing (B) + d-pad.....Rolling Solebutt
 Standing (B).....Flying Kneel Kick
 Standing (X) + (A)..... Flipping Victory Roll
 Running (X).....Shoulder Tackle
 Running (A).....Flying Kneel Kick
 Running Counter (X).....Crab Nip
 Running Counter (A).....Quebradora Con Hilo
 Running to corner.....Space Rolling Elbow

GRAPPLES

 Grapple (X).....Elbow Smack
 Grapple (X) + Up.....Body Slam

Grapple (X) + Left/Right.....Cyclone Whip
 Grapple (X) + Down.....Drop Toe Hold
 Grapple (A).....Body Sole Butt
 Grapple (A) + Up.....Brainbuster
 Grapple (A) + Left/Right.....DDT
 Grapple (A) + Down.....Tombstone Piledriver
 Grapple (B).....High Angle Forward victory Roll
 Grapple (B) + Up.....Hurricane
 Grapple (B) + Left/Right.....Rolling Sole Butt Rush
 Grapple (B) + Down.....Running Lyger Bomb
 Grapple (X) + (A).....Fisherman Buster
 Back Grapple (X).....Back Brain Kneel Kick
 Back Grapple (A).....Carry Style Back Drop
 Back Grapple (B).....Japanese Leg Roll Clutch
 Back Grapple (B) + Up/Down.....CROSS ARM GERMAN SUPLEX [S]
 Back Grapple (B) + Left/Right.....Dragon Suplex
 Back Grapple (X) + (A).....Maya Style Suplex
 Back Grapple Counter (X).....Elbow Pat
 Back Grapple Counter (A).....Back Switch

OPPONENT DOWN MOVES

 Opponent Face Up at Head (A).....DRAGON SLEEPER[F]
 Opponent Face Up at Feet (A).....Tai Gatame
 Opponent Face Down at Head (A).....LA MAGISTRAL [S]
 Opponent Face Down at Feet (A).....Back Single Prawn Hold
 Opponent Face Up at Head (B).....Soccer Ball Kick
 Opponent Face Down at Feet (B).....Spinning Toe Hold
 Opponent Face Up at Feet (B).....Face Kick
 Opponent Face Down at Head (B).....Knee Breaker
 Running at Downed Opponent (B).....Stomping

MOUNT MOVES

 Mount Position (X).....Mount Knuckle Arrow
 Mount Position (A).....Crucifix Arm Hold
 Mount Position (B).....Jackknife Hold
 Mount Position Counter.....Hurricane
 Front Facelock Attack (X).....Face Knee Lift
 Front Facelock Attack (A).....Front Neck Lock
 Front Facelock Attack (B).....Powerbomb Whip
 Front Facelock Attack Counter.....Drop Toe Hold
 Back Mount Position (X).....Back Mount Knuckle Arrow
 Back Mount Position (A).....Back Mount Elbow
 Back Mount Position (B).....Crucifix Arm Hold
 Back Mount Position Counter.....Victory Roll

POST AND APRON MOVES

 Post (X).....Side Roll Body Press
 Post (A).....CANCUN TORNADO [S]
 Post (B).....Missile Kick
 Post (X) + (A).....Moonsault Attack
 Run-Up Post vs Standing (X).....Moonsault Attack
 Run-Up Post vs Downed (A).....None
 Corner Grapple (B) + Up.....Avalanche Style Frankensteiner
 Corner Grapple (B) + Left/Right.....Kushi-zashi Windpipe Chop
 Corner Grapple (B) + Down.....Avalanche Style Victory Roll
 Apron Grapple from inside.....Ring Inside Brainbuster
 Apron Grapple from outside.....Shoulder Pat

Front Avalanche Counter.....Victory Roll
Back Avalanche Counter.....Super Avalanche Style Frankensteiner
Running to out of bounds.....Tope Suicida
Slingshot to outside.....ASAI MOONSAULT [S]
Slingshot to inside.....Swan Dive Body Attack

DOUBLE AND TRIPLE TEAM MOVES

Two Platon Front Grapple.....W. Brainbuster
Two Platon Back Grapple.....W. Backdrop
Two Platon Corner.....Backdrop + Neckbreaker
Three Platon Front Grapple.....Triple Hammer Blow
Three Platon Back Grapple.....Triple Hammer Blow
Three Platon Corner.....Triple Impact

PERFORMANCE

Analog Stick Left.....Panther Pose
Analog Stick Right.....Both Arms Raised
Analog Stick Up.....Finger Spinning 1
Analog Stick Down.....Finger and Head Shaking

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==SECTION 4: STRATEGY==
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GENERAL STRATEGY

A. OFFENSE

Ultimo is a pure luchadore, and he should be played like one. He has an action packed movelist with few submissions. High flying moves are necessary as he has the Cancun Tornado as a special and the rope move Asai Moonsault as well (It's named after him!). In order to take a better advantage of his Dragon Sleeper, Ultimo has a great amount of neck crushing maneuvers.

B. DEFENSE

Stay away from fighters like Vader, Kobashi, Satoshi Kojima, or Hansen. They can easily murder Ultimo in a few minutes. Best thing is to strike from far away and slowly grapple. Ultimo also has a hard time against submission experts and and rough fighters, so try to carefully strike and grapple.

STRIKES

Although Ultimo's strikes are weak, they are quick and helpful. His Running Flying Kneel Kick should be used often, as it can knock the opponent over the ropes, giving you time to rest and plan. The Standing Flying Kneel Kick should not be used as much as it can be missed and an opponent can capitalize on it.

GRAPPLES

Many of Ultimo's moves affect the neck area, so keep on working on that area. Chain wrestle your way in order to perform the Dragon Sleeper. Although his grapples are weak, you have to keep on working at a body part for a win.

COMBOS

1. Irish Whip => Flying Kneel Kick => Asai Moonsault*
2. Tombstone or DDT => Dragon Sleeper

*Must be timed correctly in order to work.

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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 Kilroy for their movelist and FAQ which helped me when I had trouble translating.
- * <http://www.accelerator3359.com/Wrestling/> for their bio on Ultimo.
- * Many sites which I've lost that helped with this FAQ.

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