

Fire ProWrestling D (Import) Giant Baba FAQ

by GokuKenshiro

Updated to v1.1 on Jan 2, 2004

=====
FIRE PROWRESTLING D CHARACTER GUIDE: GIANT BABA
=====

by GokuKenshiro (supercrazyininja@aol.com)

note: If you e-mail me, please write "FPWD" and the
wrestler's name on the subject.

Original Character Guide Format by Bill Wood

Version 1.1

Fire ProWrestling D (c) 2001 Spike/VAiLL

=====
==VERSION HISTORY==
=====

1.1 - Combos added to Strategy. Fixed spelling errors.

1.0 - Initial release of the guide.

=====
=TABLE OF CONTENTS=
=====

SECTION 1: HISTORY OF GIANT BABA
SECTION 2: SKILL AND PARAMETER STATS
SECTION 3: MOVELIST
SECTION 4: STRATEGY
SECTION 5: CLOSING

=====
====SECTION 1: HISTORY OF GIANT BABA====
=====

"The Giant of the Orient"

After the death of Rikidozan, the future of Japanese wrestling was
in jeopardy. It's fate changed when wrestlers such as Giant Baba
took center stage in the 60's. With his large appearance and style,
Baba became popular in the J.W.A. After many years of wrestling
with the J.W.A, Baba formed All Japan Pro Wrestling in 1972. Baba
made history in 1974 when he defeated Jack Brisco for the NWA Heavyweight
Title, being first non-white to acheive that title. During the 70's
and 80's, All Japan became popular and Baba became a national icon.

Sadly, Baba died on January 1, 1999 of liver failure at the age of 61.

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

SKILL

Real Name.....Giant Baba

FPD Name.....Great Shiba
 Promotion.....AJPW*
 FPD Promotion.....OJP
 Size.....Large
 Class.....Heavy
 Height.....209 cm
 Weight.....135 kg
 Country.....Japan
 Birthdate.....01.23.1938
 Stance.....Power
 Offensive Skill.....Giant
 Return Skill.....Giant
 Critical type.....Finisher
 Special Skill.....One Hit Finisher
 Recovery.....Medium
 Recovery (when bleeding).....Medium
 Respiratory.....Medium
 Respiratory (when bleeding).....Medium
 Awareness.....Strong
 Awareness (when bleeding).....Strong
 Neck Strength.....High
 Arm Strength.....High
 Waist Strength.....Medium
 Foot Strength.....High
 Movement Speed.....Medium Slow
 Ascend Speed.....Slow
 Ascend Skill.....Yes

*Since he's dead, he belongs in "Legends", but Spike has left him in AJPW even in FPZ and KoC.

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

TOTAL SKILL POINTS (on a scale from 0-300): 203

=====
 ==SECTION 3: MOVELIST==
 =====

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).....Chest Slap
Standing (A).....Horizontal Chop
Standing (B) + d-pad.....Kick
Standing (B).....Giant Kick
Standing (X) + (A).....DROP KICK [S]
Running (X).....Shoulder Tackle
Running (A).....RUNNING NECKBREAKER [F]
Running Counter (X).....Horizontal Chop
Running Counter (A).....GIANT KICK [S]
Running to corner.....Giant Kick

GRAPPLES

Grapple (X).....Windpipe Chop
Grapple (X) + Up.....Body Slam
Grapple (X) + Left/Right.....Arm Whip
Grapple (X) + Down.....Leg Spin
Grapple (A).....Headlock
Grapple (A) + Up.....Crown of the Head Chop
Grapple (A) + Left/Right.....Coconut Crush
Grapple (A) + Down.....Shoulder Arm Breaker
Grapple (B).....Windpipe Chop Renda
Grapple (B) + Up.....NOUTEN-KARATAKE-WARI [S]
Grapple (B) + Left/Right.....RUSSIAN LEG SWEEP [S]
Grapple (B) + Down.....Piledriver
Grapple (X) + (A).....Giant DDT
Back Grapple (X).....Leg Trip
Back Grapple (A).....Atomic Drop
Back Grapple (B).....Cobra Twist
Back Grapple (B) + Up/Down.....High Angle Leg Lift Style Back Drop
Back Grapple (B) + Left/Right.....Backslide
Back Grapple (X) + (A).....Giant Backbreaker
Back Grapple Counter (X).....Elbow Butt
Back Grapple Counter (A).....Coconut Crush

OPPONENT DOWN MOVES

Opponent Face Up at Head (A).....Crucifix Arm Hold
Opponent Face Up at Head (B).....Stomping (Face)
Opponent Face Up at Feet (A).....Single Prawn Hold
Opponent Face Up at Feet (B).....Thigh Kick
Opponent Face Down at Head (A).....Tai Gatame
Opponent Face Down at Head (B).....Stomping (Head)
Opponent Face Down at Feet (A).....STF
Opponent Face Down at Feet (B).....Stomping (Back)
Running at Downed Opponent (B).....Stomping

MOUNT MOVES

Mount Position (X).....Mount Knuckle Arrow
Mount Position (A).....Collar Hold
Mount Position (B).....Boston Crab
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.....Watermill Drop
Back Mount Position (X).....Back Mount Knuckle Arrow
Back Mount Position (A).....Crucifix Arm Hold
Back Mount Position (B).....Reverse Powerbomb
Back Mount Position Counter.....Back Press

POST AND APRON MOVES

Post (X).....none
Post (A).....none
Post (B).....none
Post (X) + (A).....Missile Kick
Run-Up Post vs Standing (X).....none
Run-Up Post vs Downed (A).....none
Corner Grapple (B) + Up.....Kushi-zashi Windpipe Chop
Corner Grapple (B) + Left/Right.....Kushi-zashi Shoulder
Corner Grapple (B) + Down.....Kushi-zashi Hammer Blow
Front Avalanche Counter.....Headbutt
Back Avalanche Counter.....Elbow Butt
Apron Grapple from inside.....Chest Hammer Blow
Apron Grapple from outside.....Shoulder Armbreaker
Running to out of bounds.....none
Slingshot to outside.....Sledgehammer
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.....Combination D.D.T
Three Platon Front Grapple.....Triple Hammer Blow
Three Platon Back Grapple.....Triple Hammer Blow
Three Platon Corner.....Triple Hammer Blow

PERFORMANCE

Analog Stick Left.....Arm Crossing and Raise
Analog Stick Right.....OH!
Analog Stick Up.....Single Arm Spinning
Analog Stick Down.....Single Arm Raised

=====
==SECTION 4: STRATEGY==
=====

GENERAL STRATEGY

Giant Baba may be strong on the offensive and defensive, but he is one of the most slowest characters in the game. Stay close to the opponent in order for them to not get an opportunity to strike you or attack you with a weapon. Always strike and grapple, not letting your opponent escape. Baba can get tired quickly, so the best thing to do is rest after a 2 or 3 minutes of consecutive fighting.

Like most Giants in the game, Baba can easily reverse most weak grapple attacks. Be sure to rest since Baba can lose this advantage as well. Since his defense rating for Suplex is 3, try your best to keep him in shape to avoid this.

STRIKES

Baba has a high Punch rating, so keep on attacking your opponent with Horizontal Chops. His running strikes are quite useful. Since he has "One Hit Finisher", Baba's Running Neckbreaker will become more powerful after a couple of uses. Use it often to gain an advantage.

Baba's kicks aren't as useful as his punches. His Giant Kicks are slow, so try to have a distance between you and the opponent to do those. Although his Dropkick is a special, try to avoid the use of this move since he will fall and be open to attacks. This also applies to his Missile Kick.

GRAPPLES

CHOP,CHOP,CHOP!! Your main focus should be on the opponent's neck. Use Piledrivers, Coconut Crushers, his chop attacks, and his DDT. These attacks leave an enemy severely weak and vulnerable to the Running Neckbreaker. There's nothing better than watching Baba CRITICAL his opponent after beating the pulp out of them.

COMBOS:

- 1) Shoulder Arm Breaker -> Crucifix Arm Hold
- 2) Piledriver -> STF

=====
==SECTION 5: CLOSING==
=====

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.
- * www.puroresu.com for most of the info on Giant Baba.

=====

This may not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.

Copyright 2003 Carlos Osegueda

This document is copyright GokuKenshiro and hosted by VGM with permission.