

Fire ProWrestling D (Import) Gran Naniwa Character FAQ

by B.Wood

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FIRE PROWRESTLING D CHARACTER GUIDE: GRAN NANIWA
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Version 1.3

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

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

1.1 - Added more history. Minor formatting changes and corrections.

1.0 - Initial release of the guide.

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==SECTION 1: HISTORY OF GRAN NANIWA==
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Gran Naniwa, the junior from Japan with the zany crab mask, is probably best known for his stint in Michinoku Pro, where he worked with such talents as the Great Sasuke and TAKA Michinoku. He now wrestles freelance for several different Japanese promotions, including All Japan Pro Wrestling.

Naniwa's wrestling style is similar to that of Osaka Pro's Super Delfin, focusing on an almost comedic style of intense, high-energy junior wrestling. Very entertaining stuff.

Contrary to popular belief, naniwa is not the Japanese word for crab! This comes from JLong on the GameFAQs FPD board (who was paraphrasing the Great Hisa from puroresu.com):

"'Naniwa' is the old name of Osaka area. There is a seafood restaurant in Osaka that is nationally famous for (its food and) a big crab model at the entrance. The advertisement song of this restaurant is used as Gran Naniwa's entrance music.

Also for his entrance, he wears the uniform of the rooters for the Hanshin Tigers, a pro baseball team in Osaka."

On a related note, Gran Naniwa's theme song is the best ever! =)

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

Real Name.....Gran Naniwa
FPD Name.....Doran Otawa
Promotion.....none
FPD Promotion.....Freelance
Size.....Small
Class.....Junior
Height.....177 cm
Weight.....97 kg
Country.....Japan
Birthdate.....02.15.1977
Stance.....Amateur
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

PARAMETER - OFFENSE

Punch.....4
Kick.....3
Suplex.....3
Submission.....3
Stretch.....3
Power.....3
Instant-P.....6
Arm Power.....3
Technical.....7
Rough.....5
Ground.....3

PARAMETER - DEFENSE

Punch.....5
Kick.....4
Suplex.....5
Submission.....3
Stretch.....4
Flying.....7
Crush.....3
Vs Lariat.....2
Technical.....5
Rough.....6
Ground.....3

TOTAL SKILL POINTS (on a scale from 0-300): 113

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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).....Face Slap
Standing (A).....Horizontal Chop
Standing (B) + d-pad.....Kick
Standing (B).....Dropkick
Standing (X) + (A).....Low Dropkick
Running (X).....Charging Lariat
Running (A).....Flying Jump DDT
Running Counter (X).....Powerslam
Running Counter (A).....Frankensteiner
Running to corner.....Lariat

GRAPPLES

Grapple (X).....Face Scratch
Grapple (X) + Up.....Body Slam
Grapple (X) + Left/Right.....Arm Whip
Grapple (X) + Down.....Elbow Stamp
Grapple (A).....Leg Grab Enzuigiri
Grapple (A) + Up.....Brainbuster
Grapple (A) + Left/Right.....DDT
Grapple (A) + Down.....Tombstone Piledriver
Grapple (B).....SPINNING DOCTOR BOMB [S]
Grapple (B) + Up.....SUPERBOMB [F]
Grapple (B) + Left/Right.....Doctor Bomb
Grapple (B) + Down.....Michinoku Driver 2
Grapple (X) + (A).....EMERALD FROSION [S]
Back Grapple (X).....Headbutt to back of head
Back Grapple (A).....Reverse DDT
Back Grapple (B).....Flipping Prawn Hold
Back Grapple (B) + Up/Down.....Tiger Suplex
Back Grapple (B) + Left/Right.....Quick German Suplex
Back Grapple (X) + (A).....German Suplex Whip
Back Grapple Counter (X).....Elbow Butt
Back Grapple Counter (A).....Flipping Prawn Hold

OPPONENT DOWN MOVES

Opponent Face Up at Head (A).....R.Y.U Special
Opponent Face Up at Head (B).....Chin Lock
Opponent Face Up at Feet (A).....Pin
Opponent Face Up at Feet (B).....Stomping
Opponent Face Down at Head (A).....La Magistral
Opponent Face Down at Head (B).....Jumping Elbow Drop
Opponent Face Down at Feet (A).....STF
Opponent Face Down at Feet (B).....Stomping
Running at Downed Opponent (B).....Jumping Elbow Drop

MOUNT MOVES

Mount Position (X).....Mount Shouda
Mount Position (A).....Boston Crab
Mount Position (B).....Jackknife Hold

Mount Position Counter.....Front Neck Lock
Front Facelock Attack (X).....Striking Knee Lifts
Front Facelock Attack (A).....Front Neck Lock
Front Facelock Attack (B).....Jumping DDT
Front Facelock Attack Counter.....Toe Hold
Back Mount Position (X).....Back Mount Knuckle Arrow
Back Mount Position (A).....Armbar Submission
Back Mount Position (B).....Jado Clutch
Back Mount Position Counter.....Rolling Prawn Hold

POST AND APRON MOVES

Post (X).....Flying Elbow Drop
Post (A).....Flying Body Splash
Post (B).....Flying Body Attack
Post (X) + (A).....Super Huracanrana
Run-Up Post vs Standing (X).....none
Run-Up Post vs Downed (A).....none
Corner Grapple (B) + Up.....AVAL. FRANKENSTEINER [S]
Corner Grapple (B) + Left/Right.....Swinging DDT
Corner Grapple (B) + Down.....OUT RING FRANKENSTEINER [S]
Front Avalanche Counter.....Powerbomb Whip
Back Avalanche Counter.....Body Press Reversal
Apron Grapple from inside.....Powerbomb to floor
Apron Grapple from outside.....Brainbuster reversal
Running to out of bounds.....Tope Con Hilo
Slingshot to outside.....Plancha Suicida
Slingshot to inside.....Flying Body Attack

DOUBLE AND TRIPLE TEAM MOVES

Two Platon Front Grapple.....Double Powerbomb
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 Impact

PERFORMANCE

Analog Stick Left.....raises arm
Analog Stick Right.....Naniwa "peace taunt"
Analog Stick Up.....raises both arms
Analog Stick Down.....raises arms, brings elbow down

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==SECTION 4: STRATEGY==
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GENERAL STRATEGY

In the world of Fire Pro D, Gran Naniwa is merely an average-to-below average grappler. This means you must be very resourceful, knowing when to strike, when to grapple, and when to run like hell and catch your breath!

Mainly, you want to put on an entertaining match with Gran Naniwa, winning should come second (!). Unfortunately, one of his more entertaining moves, the Crab Elbow, isn't in the game. As a weak substitute, you can climb the post, do his "peace taunt", and drop an elbow from the top turnbuckle.

STRIKES

As with most juniors, strikes aren't where it's at with Gran Naniwa. His kicks work well as a keepaway tactic, but you should be going for grapples, Irish whipping, diving out of the ring, climbing the post, etc., just like the real Naniwa would.

But if your strategy is set to win the match (and especially if your opponent is bigger than you), get used to being on the defensive, always backing away and poking with strikes to systematically wear the opponent down.

GRAPPLES

Gran Naniwa's three big grapples are the Doctor Bomb, Spinning Doctor Bomb, and his Superbomb finisher. They are surprisingly powerful moves for a junior, so you should use them a lot!

Two of his Specialty moves are from a corner grapple, so you should get used to working from this position.

Also, throw your opponent out of the ring and perform a Tope Con Hilo every now and then. This would make Gran Naniwa proud! =)

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) Doctor Bomb -> Swinging Doctor Bomb

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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.
- * JLong for his contribution to this guide.
- * 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.

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