

Fire ProWrestling D (Import) Masato Tanaka FAQ

by GokuKenshiro

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FIRE PROWRESTLING D CHARACTER GUIDE: MASATO TANAKA
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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 1.1

Fire ProWrestling D (c) 2001 Spike/VAiLL

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=VERSION HISTORY=
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1.1 - Fixed error in movelist 7/12/05

1.0 - Initial release 7/10/05

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====SECTION 1: HISTORY OF MASATO TANAKA
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One of Japan's premiere wrestlers, Masato Tanaka is a master of many styles and his willingness to take pain is a sight to behold. An indy wrestler since his days at FMW, Tanaka now resides at Zero-One MAX, being one of its main stars along Shinjiro Ohtani and Takao Omori. Recently, he appeared in ECW: One Night Stand to take on his long time nemesis Mike Awesome (The Gladiator) one more time.

Notable Title Wins
FMW World Independent Heavyweight Title (twice)
ECW Heavyweight Title (Once)
and many tag team titles

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

Real Name.....Masato Tanaka
FPD Name.....Masahiko Hatanaka
Promotion.....FMW
FPD Promotion.....IWF
Size.....Small
Class.....Heavy
Height.....183 cm
Weight.....103 kg
Country.....Japan
Birthdate.....02.28.1973
Stance.....Power
Offensive Skill.....Power
Return Skill.....Power
Critical Type.....Finisher
Special Skill.....Guts
Recovery.....Medium
Recovery (when bleeding).....Medium
Respiratory.....Above
Respiratory (when bleeding).....Medium
Awareness.....Meddium
Awareness (when bleeding).....Strong
Neck Strength.....Medium
Arm Strength.....Medium
Waist Strength.....Medium
Foot Strength.....Medium
Movement Speed.....Medium
Ascend Speed.....Medium
Ascend Skill.....Yes

PARAMETER - OFFENSE

Punch.....6
Kick.....3
Suplex.....5
Submission.....2
Stretch.....4
Power.....7
Instant-P.....6
Arm Power.....6
Technical.....3
Rough.....6
Ground.....4

PARAMETER - DEFENSE

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

TOTAL SKILL POINTS (on a scale from 0-300): 156

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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).....Kick
Standing (B) + d-pad.....Thrust Kick
Standing (B).....ROLLING ELBOW [S]
Standing (X) + (A).....Dropkick
Running (X).....Lariat
Running (A).....Spear
Running Counter (X).....Mexican Ace Crusher
Running Counter (A).....Powerslam
Running to corner.....Lariat

GRAPPLES

Grapple (X).....Backhand Chop
Grapple (X) + Up.....Body Slam
Grapple (X) + Left/Right.....Elbow Pat
Grapple (X) + Down.....Dragon Screw
Grapple (A).....Short Elbows
Grapple (A) + Up.....Brainbuster
Grapple (A) + Left/Right.....DDT
Grapple (A) + Down.....Low Dropkick
Grapple (B).....Sleeper Hold
Grapple (B) + Up.....Black Tiger Bomb
Grapple (B) + Left/Right.....Rolling Elbow
Grapple (B) + Down.....Big Body Bomb
Grapple (X) + (A).....DEATH VALLEY BOMB [S]
Back Grapple (X).....Neck Smash
Back Grapple (A).....Facebuster
Back Grapple (B).....Rear Naked Choke
Back Grapple (B) + Up/Down.....Enzui Lariat
Back Grapple (B) + Left/Right.....German Suplex Whip
Back Grapple (X) + (A).....Sleeper Suplex
Back Grapple Counter (X).....Elbow Pat
Back Grapple Counter (A).....Flying Mare

OPPONENT DOWN MOVES

Opponent Face Up at Head (A).....Pin
Opponent Face Up at Feet (A).....Figure Four
Opponent Face Down at Head (A).....Pin
Opponent Face Down at Feet (A).....Half Crab
Opponent Face Up at Head (B).....Face Stomp
Opponent Face Down at Feet (B).....Thigh Kick
Opponent Face Up at Feet (B).....Guillotine Drop
Opponent Face Down at Head (B).....Stomping (Thigh)
Running at Downed Opponent (B).....Elbow Drop

MOUNT MOVES

Mount Position (X).....Mount Elbows
Mount Position (A).....Guillotine Choke
Mount Position (B).....Boston Crab
Mount Position Counter.....Front Neck Lock
Front Facelock Attack (X).....Knees to Head
Front Facelock Attack (A).....Front Neck Lock

Front Facelock Attack (B).....Jumping DDT
Front Facelock Attack Counter.....Watermill Drop
Back Mount Position (X).....Back Elbows
Back Mount Position (A).....Choke Sleeper
Back Mount Position (B).....Reverse Powerbomb
Back Mount Position Counter.....Back Press

POST AND APRON MOVES

Post (X).....Diving Elbow Drop
Post (A).....Frog Splash
Post (B).....Diving Elbow Drop
Post (X) + (A).....DIVING SWING DDT [S]
Run-Up Post vs Standing (X).....none
Run-Up Post vs Downed (A).....none
Corner Grapple (B) + Up.....DIAMOND DUST [F]
Corner Grapple (B) + Left/Right.....SWING DDT [S]
Corner Grapple (B) + Down.....2nd Rope Reverse Brainbuster
Apron Grapple from inside.....Out-to-Floor Powerbomb
Apron Grapple from outside.....Shoulderbutt
Front Avalanche Counter.....Avalanche Style Powerbomb
Back Avalanche Counter.....Backhand Elbow
Running to out of bounds.....Elbow Suicida
Slingshot to outside.....Plancha Suicida
Slingshot to inside.....none

DOUBLE AND TRIPLE TEAM MOVES

Two Platon Front Grapple.....Combination Diamond Cutter
Two Platon Back Grapple.....W. Backdrop
Two Platon Corner.....Combination DDT
Three Platon Front Grapple.....Triple Impact
Three Platon Back Grapple.....Triple Impact
Three Platon Corner.....Triple Impact

PERFORMANCE

Analog Stick Left.....Two Hand Raise
Analog Stick Right.....Bomber Appeal
Analog Stick Up.....Loud Shouting
Analog Stick Down.....Two Hand Guts Pose

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==SECTION 4: STRATEGY==
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GENERAL STRATEGY

Tanaka is one tough guy to beat, and he is a pain to submit. His movelist's main focus is the head/neck area, especially his strongest attacks. Try to avoid kicks and submissions even though Tanaka has Guts as it takes a while for activation.

STRIKES

His strikes are mostly face crushing maneuvers that tie in nicely with his grapple attacks. However, it should be noted that Tanaka has two moves that should be used with caution - the dropkick and rolling elbow. The best time to use those moves are when opponents are dizzy and enough space is between both fighters.

GRAPPLES

All grapples lead up to the Diamond Dust, which can be pretty devastating and can even CRITICAL!. The most important moves include the DDTs and the Back Grapple suplexes, as their power cripples the head area and gives the Diamond Dust a boost.

Remember, no Tanaka match can be complete without at least 2 or 3 Tornado DDTs and many Rolling Elbows.

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=SECTION 5: RE-EDITING=
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NOTE:: This is taken from Fire Pro Z and it is optional, but it does keep the game and the character a bit fresh before FPR is released...

-SKILLS AND STATS-

In four years, Tanaka has drastically improved and a lot has changed with him and the whole wrestling scene.

SKILL AND BIO:

He now belongs in either Zero-One or Freelance (Your choice as Zero-One did not exist at the time of FPD's release.)

AWareness.....Strong

Stats Change:

NOTE: *= increase **=decrease

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

-MOVELIST-

Specialty moves are marked with [S]. Finisher is marked with [F].

NOTE:

- * = changeable without download
- ** = needs downloadable move

STRIKES

Standing (X).....	Face Slap
Standing (A).....	Kick

Standing (B) + d-pad.....Thrust Kick
Standing (B).....ROLLING ELBOW [S]
Standing (X) + (A).....Dropkick
Running (X).....ELBOW PAT* [S]
Running (A).....Spear
Running Counter (X).....Mexican Ace Crusher
Running Counter (A).....Powerslam
Running to corner.....Lariat

GRAPPLES

Grapple (X).....Backhand Chop
Grapple (X) + Up.....Body Slam
Grapple (X) + Left/Right.....Elbow Pat
Grapple (X) + Down.....Sledgehammer*
Grapple (A).....Short Elbows
Grapple (A) + Up.....Brainbuster
Grapple (A) + Left/Right.....DDT
Grapple (A) + Down.....Low Dropkick
Grapple (B).....Fireball Bomb*
Grapple (B) + Up.....Black Tiger Bomb
Grapple (B) + Left/Right.....ROLLING ELBOW* [S]
Grapple (B) + Down.....YOKOSUKA CUTTER** [F]
Grapple (X) + (A).....Death Valley Driver
Back Grapple (X).....Neck Smash
Back Grapple (A).....Facebuster
Back Grapple (B).....Rear Naked Choke
Back Grapple (B) + Up/Down.....Enzui Lariat
Back Grapple (B) + Left/Right.....German Suplex Whip
Back Grapple (X) + (A).....Sleeper Suplex
Back Grapple Counter (X).....Elbow Pat
Back Grapple Counter (A).....Flying Mare

OPPONENT DOWN MOVES

Opponent Face Up at Head (A).....Chinlock*
Opponent Face Up at Feet (A).....Pin*
Opponent Face Down at Head (A).....Pin
Opponent Face Down at Feet (A).....Angle Lock**
Opponent Face Up at Head (B).....Face Stomp
Opponent Face Down at Feet (B).....Thigh Kick
Opponent Face Up at Feet (B).....Rear Naked Choke*
Opponent Face Down at Head (B).....Stomping (Thigh)
Running at Downed Opponent (B).....Elbow Drop

MOUNT MOVES

Mount Position (X).....Mount Elbows
Mount Position (A).....Guillotine Choke
Mount Position (B).....Boston Crab
Mount Position Counter.....Front Neck Lock
Front Facelock Attack (X).....Knees to Head
Front Facelock Attack (A).....Front Neck Lock
Front Facelock Attack (B).....Jumping DDT
Front Facelock Attack Counter.....Watermill Drop
Back Mount Position (X).....Back Elbows
Back Mount Position (A).....Choke Sleeper
Back Mount Position (B).....Reverse Powerbomb
Back Mount Position Counter.....Back Press

POST AND APRON MOVES

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Post (X).....Diving Elbow Drop
Post (A).....Frog Splash
Post (B)..... Diving Elbow Pat*
Post (X) + (A).....Diving Swing DDT
Run-Up Post vs Standing (X).....none
Run-Up Post vs Downed (A).....none
Corner Grapple (B) + Up.....DIAMOND DUST [S]
Corner Grapple (B) + Left/Right.....Swing DDT
Corner Grapple (B) + Down.....2nd Rope Reverse Brainbuster
Apron Grapple from inside.....Out-to-Floor Powerbomb
Apron Grapple from outside.....Shoulderbutt
Front Avalanche Counter.....Avalanche Style Powerbomb
Back Avalanche Counter.....Backhand Elbow
Running to out of bounds.....Elbow Suicida
Slingshot to outside.....Plancha Suicida
Slingshot to inside.....none

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DOUBLE AND TRIPLE TEAM MOVES

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Two Platon Front Grapple.....Combination Diamond Cutter
Two Platon Back Grapple.....W. Backdrop
Two Platon Corner.....Combination DDT
Three Platon Front Grapple.....Triple Impact
Three Platon Back Grapple.....Triple Impact
Three Platon Corner.....Triple Impact

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PERFORMANCE

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Analog Stick Left.....Two Hand Raise
Analog Stick Right.....Bomber Appeal
Analog Stick Up.....Loud Shouting
Analog Stick Down.....Two Hand Guts Pose

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WHERE TO DOWNLOAD

No.46-Yokosuka Cutter (<http://www.gswf.org/>)
No.30-Ankle Lock (<http://www.gswf.org/>)

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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.
- * Jason Blackhart (<http://www.angelfire.com/freak/jblackhart/>) for his stats list.
- * 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.obsessedwithwrestling.com> for their bio on Tanaka.

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