

Fire ProWrestling D (Import) Great Muta FAQ

by GokuKenshiro

Updated to v1.1 on May 11, 2004

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FIRE PROWRESTLING D CHARACTER GUIDE: GREAT MUTA
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by GokuKenshiro (supercrazyninja@aol.com)

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 - FAQ# 10 :)

Fire ProWrestling D (c) 2001 Spike/VaiLL

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=VERSION HISTORY=
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Version 1.1 - Thanks to fat dave, the Strategy section has
changed a bit!

Version 1.0 - Initial release

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=====SECTION 1: HISTORY OF GREAT MUTA=====
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NOTE: This FAQ is based upon the old NJPW/WCW Muta, not
the new AJPW version of Muta that Mutoh now does.

Keiji Mutoh is known to have many identities, and the
Great Muta was one of them. Whenever he put on that face
paint, he became the rule-breaking, hardcore wrestler
with that hidden poison mist.

It is quite hard to write the history for Muta since it's
closely linked to Mutoh's (check out B.Wood's great FAQ),
so I'll just give a few of his greatest hits:

His fued with Sting was an awesome one that spanned for
many years. If they were not beating the crap out of each
other, then they were tag teaming.

Muta also fought Lyger in a series that saw Muta rip off Lyger's mask, revealing Lyger with face paint. They soon had a match with Lyger turning into Lyger-Muta.

Muta also fought in a match against Atsushi Onita, but the already-crazy Onita put on some paint and turned into the Great Nita.

After a short retirement, Keiji Mutoh has revived the Great Muta gimmick. Instead of face paint, Mutoh now uses a mask and is now in All Japan.

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

Real Name.....Great Muta
FPD Name.....Buddah Bob
Promotion.....WCW
FPD Promotion.....WWC
Size.....Medium
Class.....Heavy
Height.....188 cm
Weight.....110 kg
Country.....Japan
Birthdate.....12.23.1962
Stance.....Mysterious
Offensive Skill.....Mysterious
Return Skill.....Mysterious
Critical type.....Finisher
Special Skill.....Blood
Recovery.....Medium
Recovery (when bleeding).....Fast
Respiratory.....Medium
Respiratory (when bleeding).....Above
Awareness.....Medium
Awareness (when bleeding).....Strong
Neck Strength.....Medium
Arm Strength.....Medium
Waist Strength.....High
Foot Strength.....Low
Movement Speed.....Medium Fast
Ascend Speed.....Fast
Ascend Skill.....Yes

PARAMETER - OFFENSE

Punch.....6
Kick.....5
suplex.....7
Submission.....5
Stretch.....5
Power.....5

PARAMETER - DEFENSE

Punch.....7
Kick.....8
Suplex.....8
Submission.....8
Stretch.....7
Flying.....8

Instant-P.....9	Crush.....6
Arm Power.....5	vs Lariat.....5
Technical.....8	Technical.....5
Rough.....8	Rough.....8
Ground.....3	Ground.....3

TOTAL SKILL POINTS (on a scale from 0-300): 195

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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).....	Punch
Standing (A).....	Kick
Standing (B) + d-pad.....	Rolling Solebutt
Standing (B).....	Drop Kick
Standing (X) + (A).....	POISON MIST [S]
Running (X).....	Clothesline
Running (A).....	Dropkick
Running Counter (X).....	Thrust Kick
Running Counter (A).....	Frankensteiner
Running to corner.....	Space Rolling Elbow

GRAPPLES

Grapple (X).....	Face Scratch
Grapple (X) + Up.....	Bodyslam
Grapple (X) + Left/Right.....	Flying Mare
Grapple (X) + Down.....	Jigoku Dski
Grapple (A).....	Headhold Punch
Grapple (A) + Up.....	Delayed Suplex
Grapple (A) + Left/Right.....	Schmidt Back Breaker
Grapple (A) + Down.....	Double Wrist Armsault
Grapple (B).....	Biting
Grapple (B) + Up.....	FORK ATTACK [S]
Grapple (B) + Left/Right.....	Jumping Backdrop
Grapple (B) + Down.....	Jumping Piledriver
Grapple (X) + (A).....	Jumping Chop
Back Grapple (X).....	Neck Smash
Back Grapple (A).....	Face Crusher
Back Grapple (B).....	FORK ATTACK [S]
Back Grapple (B) + Up/Down.....	Jumping Backdrop
Back Grapple (B) + Left/Right.....	German Suplex
Back Grapple (X) + (A).....	DRAGON SUPLEX [S]
Back Grapple Counter (X).....	Elbow Pat
Back Grapple Counter (A).....	Vital Spot Kick

OPPONENT DOWN MOVES

Opponent Face Up at Head (A).....	Crucifix Arm Hold
Opponent Face Up at Feet (A).....	Tai Gatame
Opponent Face Down at Head (A).....	Arrogant Pin

Opponent Face Down at Feet (A).....Kama-Gatame
Opponent Face Up at Head (B).....Choke Attack
Opponent Face Up at Feet (B).....Groin Stomping
Opponent Face Down at Head (B).....Flashing Elbow
Opponent Face Down at Feet (B).....Stomping (Back)
Running at Downed Opponent (B).....Flashing Elbow

MOUNT MOVES

Mount Position (X).....Mount Knuckle Arrow
Mount Position (A).....Crucifix Arm Hold
Mount Position (B).....Figure Four Leg hold
Mount Position Counter.....Crucifix Arm Hold
Front Facelock Attack (X).....Side Body Knee Lift
Front Facelock Attack (A).....Front Neck Hold
Front Facelock Attack (B).....Piledriver
Front Facelock Attack Counter.....Hammerlock
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.....Under Escape

POST AND APRON MOVES

Post (X).....Diving Knee Drop
Post (A).....LANDING BODY PRESS [F]
Post (B).....Sledgehammer
Post (X) + (A).....Missile Kick
Run-Up Post vs Standing (X).....none
Run-Up Post vs Downed (A).....none
Corner Grapple (B) + Up.....Avalanche Style Frankensteiner
Corner Grapple (B) + Left/Right.....Kushi-zashi Stomping
Corner Grapple (B) + Down.....Top Avalanche Style Brainbuster
Front Avalanche Counter.....Chest Hammer Blow
Back Avalanche Counter.....Leg Pull to Outside
Apron Grapple from inside.....Face Scratch
Apron Grapple from outside.....Body Fall
Running to out of bounds.....Tope Suicide
Slingshot to outside.....Plancha Suicide
Slingshot to inside.....Swandive Missilekick

DOUBLE AND TRIPLE TEAM MOVES

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

PERFORMANCE

Analog Stick Left.....Poison Mist in Air
Analog Stick Right.....Throat Cut Pose
Analog Stick Up.....Ninja Pose
Analog Stick Down.....Pointing Down

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GENERAL STRATEGY

Here's a good strategy for Muta:

A. Offense

1a. Make your opponent bleed. Muta has two Fork Attack specials and biting. They both do the job well.

1b. You, the player, must bleed. Muta gains a boost if he bleeds. Unless your fighter isn't a hardcore/rough fighter, get a barb-wire bat or glass and let your opponent bash you with it.

2. Attack the spine/back area. You have a ton of suplexes and the backbreaker, so keep on using them to set up the ...

3. Landing Body Press. It can CRITICAL, so use it a lot. One problem: If you miss, your legs are screwed big time. But it doesn't make you fall flat on your ass.

B. Defense

Muta can withstand a lot of pain, as he is easily one of the best wrestlers to use. Just be on the defensive against ground or technical opponents. Try not miss the Landing Body Press or those knees will be shot like Mutoh's. He has low foot strength, so the damage will strongly accumulate.

Remember to use the Poison Mist, as any Muta match can't go on without it.

STRIKES

For a mysterious fighter, Muta has some average moves. Use them as pokers and don't forget to use the poison mist. Remember to avoid the use of the dropkick, as it can be risky if missed.

GRAPPLES

Muta's moves are powerful, so try to average it out a bit. If you want a quick match, stick to using the suplexes, as they all target the back area, and it will help set up the finisher.

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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 Kilroys' movelist which helped me when I had trouble translating.
- * The Accelerator's Wrestling Rollercoaster for much information.
- * Fate Dave for telling me about Muta's problem with the bodypress.

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

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