

Fire ProWrestling D (Import) Hayabusa Character FAQ

by B.Wood

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FIRE PROWRESTLING D CHARACTER GUIDE: HAYABUSA
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Version 1.4
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Last modified: 3/31/02
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Fire ProWrestling D (c) 2001 Spike/VaiLL
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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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1.4 - Combos added to Strategy, courtesy of Richard Bownes.
1.3 - Added "Run-Up Post" moves to the Movelist section.
1.2 - Minor formatting changes and corrections.
1.1 - Minor corrections.
1.0 - Initial release of the guide.
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==SECTION 1: HISTORY OF HAYABUSA==
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Anyone even vaguely familiar with Japanese wrestling probably knows the name of Hayabusa, FMW's high-flying wrestler. Taking on both technical matches and bloody deathmatches with a blend of style and grace, Hayabusa trained in Mexico in the ways of Lucha Libre before becoming a star in his native country of Japan.

Hayabusa briefly disappeared from pro wrestling and was replaced by an impostor. The "real" Hayabusa later returned, going by the moniker of "H", and eventually reclaimed his original persona (ahh, the trials and tribulations of professional wrestling!).

In 2001, Hayabusa suffered a tragic in-ring accident that most likely ended his career, but his graceful aerial style and fierce fighting spirit will never be forgotten by those fortunate enough to have seen "The Falcon" in action.

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==SECTION 2: SKILL AND PARAMETER STATS==

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SKILL

Real Name.....Hayabusa (Eiji Esaki)
 FPD Name.....Ranmaru
 Promotion.....FMW
 FPD Promotion.....Independent World
 Size.....Medium
 Class.....Free
 Height.....183 cm
 Weight.....95 kg
 Country.....Japan
 Birthdate.....11.29.1968
 Stance.....Technical
 Offensive Skill.....Junior
 Return Skill.....Junior
 Critical Type.....Finisher
 Special Skill.....Stardom
 Recovery.....Medium
 Recovery (when bleeding).....Slow
 Respiratory.....Above
 Respiratory (when bleeding).....Medium
 Awareness.....Medium
 Awareness (when bleeding).....Medium
 Neck Strength.....High
 Arm Strength.....Low
 Waist Strength.....Medium
 Foot Strength.....Low
 Movement Speed.....Medium Fast
 Ascend Speed.....Fast
 Ascend Skill.....Jump

PARAMETER - OFFENSE

Punch.....6
 Kick.....5
 Suplex.....5
 Submission.....3
 Stretch.....4
 Power.....3
 Instant-P.....10
 Arm Power.....3
 Technical.....8
 Rough.....4
 Ground.....3

PARAMETER - DEFENSE

Punch.....6
 Kick.....5
 Suplex.....6
 Submission.....3
 Stretch.....7
 Flying.....9
 Crush.....4
 Vs Lariat.....4
 Technical.....8
 Rough.....5
 Ground.....3

TOTAL SKILL POINTS (on a scale from 0-300): 164

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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).....Straight Shouda
Standing (A).....Middle Kick
Standing (B) + d-pad.....Upper Shouda
Standing (B).....One Spin Dropkick
Standing (X) + (A).....Screw High Kick
Running (X).....Jumping Elbow
Running (A).....Flying Kneel Kick
Running Counter (X).....Rolling Sobat
Running Counter (A).....Frankensteiner
Running to corner.....Jumping Knee Butt

GRAPPLES

Grapple (X).....Elbow Smash
Grapple (X) + Up.....Body Slam
Grapple (X) + Left/Right.....Flying Mare
Grapple (X) + Down.....Cyclone Whip
Grapple (A).....Sobat
Grapple (A) + Up.....Brainbuster
Grapple (A) + Left/Right.....DDT
Grapple (A) + Down.....Schmidt Backbreaker
Grapple (B).....DRIVING FALCON ARROW [S]
Grapple (B) + Up.....Fisherman Buster
Grapple (B) + Left/Right.....Falcon Arrow
Grapple (B) + Down.....EMERALD FROSION [S]
Grapple (X) + (A).....R. EDGE [S]
Back Grapple (X).....Back Kneel Kick
Back Grapple (A).....Twisted Backdrop
Back Grapple (B).....School Boy
Back Grapple (B) + Up/Down.....German Suplex
Back Grapple (B) + Left/Right.....Dragon Suplex Whip
Back Grapple (X) + (A).....Dragon Suplex
Back Grapple Counter (X).....Overhead Kick
Back Grapple Counter (A).....Rolling Prawn Hold

OPPONENT DOWN MOVES

Opponent Face Up at Head (A).....Moonsault Pin
Opponent Face Up at Head (B).....Kick to face
Opponent Face Up at Feet (A).....Figure Four Leglock
Opponent Face Up at Feet (B).....Kick to groin
Opponent Face Down at Head (A).....Roll over and pin
Opponent Face Down at Head (B).....Guillotine Drop
Opponent Face Down at Feet (A).....Kamagatame
Opponent Face Down at Feet (B).....Stomping
Running at Downed Opponent (B).....Sunset Flip

MOUNT MOVES

Mount Position (X).....Mount Shouda
Mount Position (A).....Figure Four Leglock
Mount Position (B).....Jackknife Hold
Mount Position Counter.....Triangle Hold
Front Facelock Attack (X).....Striking Knee Lifts
Front Facelock Attack (A).....Front Neck Lock
Front Facelock Attack (B).....Double Arm Suplex
Front Facelock Attack Counter.....Hammerlock
Back Mount Position (X).....Back Mount Shouda

Back Mount Position (A).....Choke Sleeper
Back Mount Position (B).....Jado Clutch
Back Mount Position Counter.....Rolling Prawn Hold

POST AND APRON MOVES

Post (X).....Tope Atomico
Post (A).....FIREBIRD SPLASH [F]
Post (B).....Diving Near Kick
Post (X) + (A).....PHOENIX SPLASH [S]
Run-Up Post vs Standing (X).....Moonsault Attack
Run-Up Post vs Downed (A).....Moonsault Press
Corner Grapple (B) + Up.....Frankensteiner
Corner Grapple (B) + Left/Right.....Front Suplex
Corner Grapple (B) + Down.....Hollywood Star Press
Front Avalanche Counter.....Flipping Prawn Hold
Back Avalanche Counter.....Super Frankensteiner
Apron Grapple from inside.....Hook Shouda
Apron Grapple from outside.....Shoulder Butt
Running to out of bounds.....Tope Con Hilo
Slingshot to outside.....La Quebrada
Slingshot to inside.....Ultra Huracanrana

DOUBLE AND TRIPLE TEAM MOVES

Two Platon Front Grapple.....W.Brainbuster
Two Platon Back Grapple.....W.Backdrop
Two Platon Corner.....B.Backdrop + D.Neckbreaker
Three Platon Front Grapple.....Triple Beatdown
Three Platon Back Grapple.....Triple Beatdown
Three Platon Corner.....Triple Beatdown

PERFORMANCE

Analog Stick Left.....roars, arms extended
Analog Stick Right.....raises both arms
Analog Stick Up.....twirls finger in air
Analog Stick Down...makes circling motion with fingers

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==SECTION 4: STRATEGY==
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GENERAL STRATEGY

Perhaps more than any other wrestler in history, Hayabusa is famous for his insane aerial skills. As Hayabusa, you should be climbing the posts at every opportunity, always looking for the opportunity to land a Firebird Splash or Phoenix Splash.

Defensively, Hayabusa's weakness is submission holds to the arms and legs. If you see your opponent going for these areas, you'll have to react quickly.

STRIKES

Regular strikes aren't exactly Hayabusa's specialty. If you have to use them, I'd suggest the simple (A) Middle Kick, and only use it when you have to mix up your attacks to keep the opponent guessing. You'll want to concentrate more on slamming your opponent to the mat with a grapple so you can get airborne (see next section).

GRAPPLES

Hayabusa's best grapple attacks revolve around the Falcon Arrow, one of his signature moves. You'll want to wear the opponent down, nail a Falcon Arrow, then climb the ropes for an aerial move.

Falcon Arrow - Hayabusa sets his opponent up for a brainbuster, but instead twists and follows through with his opponent, slamming them to the mat for the pin. Use this one a lot.

Driving Falcon Arrow - Same as the above, but with more impact upon landing. Again, use this one a lot.

R.Edge - Basically a Rock Bottom with a 180 twist. I don't like this move a whole lot, but it's a Strong Grapple and one of Hayabusa's specialties, so I guess you should use it.

Emerald Frosion - Hayabusa hoists his opponent over his shoulder, cradling the neck, then drops his victim on his neck and shoulders.

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) Fisherman Buster -> Shooting Star Press
- 2) Fisherman Buster -> Firebird Splash
- 3) Fisherman Buster -> Stardust Press

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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.
- * www.puroresu.com for historical reference.
- * www.gswf.org for Skill and Parameter stats.
- * CJayC and GameFAQs for hosting this guide.

Fire ProWrestling D Character Guide: Hayabusa
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