

# Fire ProWrestling D (Import) Mitsuhiro Matsunaga Character FAQ

by B.Wood

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FIRE PROWRESTLING D CHARACTER GUIDE: MITSUHIRO MATSUNAGA

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Version 1.1

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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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1.1 - Minor corrections.

1.0 - Initial release of the guide.

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==SECTION 1: HISTORY OF MITSUHIRO MATSUNAGA==

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One of the more bizarre genres of puroresu is Japanese Deathmatch wrestling, which involves dangerous gimmicks such as electrified barbedwire or venomous snakes. The combatants can be hurled into broken glass, shoved into scorpion pits or set afire with a torch.

One wrestler famous in Japan for deathmatch wrestling is Mitsuhiro "Mr. Danger" Matsunaga. With the scars of many a bloody battle carved into his forehead, Matsunaga faces opponent after opponent with the same reckless abandon, his bleach-blond hair turning a garish orange from the ensuing bloodbath.

Factoid: Matsunaga owns "Mr. Danger's Steak House" in Japan.

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==SECTION 2: SKILL AND PARAMETER STATS==

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SKILL

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Real Name.....Mitsuhiro Matsunaga

FPD Name.....Danger Matsubara  
 Promotion.....none\*  
 FPD Promotion.....Freelance  
 Size.....Small  
 Class.....Heavy  
 Height.....180 cm  
 Weight.....100 kg  
 Country.....Japan  
 Birthdate.....03.04.1966  
 Stance.....Shooting  
 Offensive Skill.....Heel  
 Return Skill.....Fighter  
 Critical Type.....Finisher  
 Special Skill.....none  
 Recovery.....Medium  
 Recovery (when bleeding).....Fast  
 Respiratory.....Medium  
 Respiratory (when bleeding).....Above  
 Awareness.....Poor  
 Awareness (when bleeding).....Medium  
 Neck Strength.....Low  
 Arm Strength.....Medium  
 Waist Strength.....Medium  
 Foot Strength.....Low  
 Movement Speed.....Medium  
 Ascend Speed.....Medium Slow  
 Ascend Skill.....Can Ascend

\* = Matsunaga has worked for several hardcore Japanese promotions over the years, including Big Japan, FMW, IWA and Onita Pro.

PARAMETER - OFFENSE	PARAMETER - DEFENSE
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Punch.....7	Punch.....6
Kick.....7	Kick.....6
Suplex.....2	Suplex.....3
Submission.....1	Submission.....2
Stretch.....3	Stretch.....3
Power.....4	Flying.....4
Instant-P.....5	Crush.....3
Arm Power.....5	Vs Lariat.....6
Technical.....3	Technical.....4
Rough.....8	Rough.....10
Ground.....3	Ground.....2

TOTAL SKILL POINTS (on a scale from 0-300): 115

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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

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Standing (X).....Low Roundhouse

Standing (A).....Middle Roundhouse  
Standing (B) + d-pad.....High Roundhouse  
Standing (B).....Jumping High Kick  
Standing (X) + (A).....Fire Breath  
Running (X).....Shoulder Tackle  
Running (A).....Kneel Kick  
Running Counter (X).....Spinning Hook Kick  
Running Counter (A).....Cobra Claw  
Running to corner.....Rolling Koppo Kick

#### GRAPPLES

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Grapple (X).....Knuckle Arrow  
Grapple (X) + Up.....Body Slam  
Grapple (X) + Left/Right.....Flying Mare  
Grapple (X) + Down.....AXE KICK TO BACK OF NECK [S]  
Grapple (A).....Headlock Punch  
Grapple (A) + Up.....Brainbuster  
Grapple (A) + Left/Right.....DDT  
Grapple (A) + Down.....Piledriver  
Grapple (B).....Head Bite  
Grapple (B) + Up.....Fork Attack  
Grapple (B) + Left/Right.....GUILLOTINE PEACE CRUSHER [S]  
Grapple (B) + Down.....CROSS-ARM THUNDERFIRE POWERBOMB [F]  
Grapple (X) + (A).....MARTIAL ARTS KICK COMBINATION [S]  
Back Grapple (X).....Headbutt  
Back Grapple (A).....Face Crusher  
Back Grapple (B).....Sleeper Hold  
Back Grapple (B) + Up/Down.....Backdrop  
Back Grapple (B) + Left/Right.....Flying Kneel Kick  
Back Grapple (X) + (A).....German Suplex  
Back Grapple Counter (X).....Elbow Butt  
Back Grapple Counter (A).....Flying Mare

#### OPPONENT DOWN MOVES

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Opponent Face Up at Head (A).....Pin  
Opponent Face Up at Head (B).....Cobra Claw  
Opponent Face Up at Feet (A).....Scorpion Deathlock  
Opponent Face Up at Feet (B).....Kick to groin  
Opponent Face Down at Head (A).....Camel Clutch  
Opponent Face Down at Head (B).....Knee Drop  
Opponent Face Down at Feet (A).....Roll over and pin  
Opponent Face Down at Feet (B).....Stomping  
Running at Downed Opponent (B).....Knee Drop

#### MOUNT MOVES

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Mount Position (X).....Mount Knuckle Arrow  
Mount Position (A).....Mount Elbow Butt  
Mount Position (B).....Boston Crab  
Mount Position Counter.....Front Neck Lock  
Front Facelock Attack (X).....Body Punch  
Front Facelock Attack (A).....Striking Knee Lifts  
Front Facelock Attack (B).....Front Neck Lock  
Front Facelock Attack Counter.....Watermill Drop  
Back Mount Position (X).....Back Mount Headbutt  
Back Mount Position (A).....Back Mount Knuckle Arrow  
Back Mount Position (B).....Back Mount Elbow  
Back Mount Position Counter.....Back Press

## POST AND APRON MOVES

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Post (X).....Diving Fist Drop  
Post (A).....Moonsault Press  
Post (B).....Sledgehammer  
Post (X) + (A).....DIVING KNEEL KICK [S]  
Run-Up Post vs Standing (X).....none  
Run-Up Post vs Downed (A).....none  
Corner Grapple (B) + Up.....2nd Rope Av. Brnbuster  
Corner Grapple (B) + Left/Right.....Corner Knee Lifts  
Corner Grapple (B) + Down.....Corner Body Blows  
Front Avalanche Counter.....Face Scratch  
Back Avalanche Counter.....Backhand Elbow  
Apron Grapple from inside.....Stranglehold Hammer Blow  
Apron Grapple from outside.....Leg pull to outside  
Running to out of bounds.....Plancha Suicida  
Slingshot to outside.....Sledgehammer  
Slingshot to inside.....none

## DOUBLE AND TRIPLE TEAM MOVES

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Two Platon Front Grapple.....W.Brainbuster  
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 Beatdown

## PERFORMANCE

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Analog Stick Left...crosses forearms, brings arms down  
Analog Stick Right....."throat slit" gesture  
Analog Stick Up.....Item get (Mr. Socko gesture)  
Analog Stick Down....."Tsk Tsk"

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==SECTION 4: STRATEGY==

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## GENERAL STRATEGY

As with most hardcore wrestlers in Fire Pro D, objective number one with Matsunaga is to get busted open. You want this to happen. Just remember, blood is to Matsunaga what spinach is to Popeye! =)

Leaving the ring to pull weapons from under the apron is a good Matsunaga strategy. He uses weapons well, and if your opponent decides to turn the tables on you, it could work in your favor!

Other than that, you should use a lot of strikes with Matsunaga as his punch and kick stats are relatively high. Don't bother with basic wrestling holds, he isn't exactly skilled in that department.

TIP: If you're up against a wrestler that you know has poor stats when bleeding (CIMA for example), abuse the Fork Attack and Head Bite until the opponent starts juicing, This will give you a nice advantage!

## STRIKES

Matsunaga has a full assortment of roundhouse kicks, which can be used to frustrate an opponent if you know their timing and distance. You

really want to be abusive with these kicks, using them excessively and stopping only to catch your breath every now and then.

That hardcore staple, the (X) + (A) Fire Breath, should also be used. Just don't get in the habit of overusing it and missing a lot as Matsunaga will tire out quickly.

#### GRAPPLES

Matsunaga's grappling ability is average at best. His strong (B) and (X) + (A) grapples are where his Specialty and Finishing moves are, they can be effective. Still, you should base the majority of your offense around kicking and roughhousing.

Rough attacks like the Head Bite and Fork Attack are effective grapple attacks for Matsunaga.

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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! =)
- \* [www.puroresu.com](http://www.puroresu.com) and [www.wwf.com](http://www.wwf.com) for historical reference.
- \* [www.gswf.org](http://www.gswf.org) for Skill and Parameter stats.
- \* CJayC and GameFAQs for hosting this guide.

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