

Fire ProWrestling D (Import) Undertaker FAQ

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FIRE PROWRESTLING D CHARACTER GUIDE: THE UNDERTAKER

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note: If you e-mail me, please write "FPWD" and the wrestler's name on the subject. I now accept reader strategies.

Original Character Guide Format by Bill Wood

Version 1.0

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====SECTION 1: HISTORY OF THE UNDERTAKER=====

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"Dead Man Walking"

Debuting in the 1990 Survivor Series alongside Brother Love (Paul Bearer would replace him later), the Undertaker defeated all of the WWF's most popular wrestlers of the moment. His haunting appearance and creepy attacks made him a popular character. He even beat Hulk Hogan for the World Championship. (Hogan would win it again a week later).

Undertaker would go on to beat many wrestlers but suffered a major loss against Yokozuna in the 1994 Royal Rumble. The No Holds Barred Casket Match saw the Undertaker defeated by Yokozuna and 8 other superstars. The Undertaker would disappear from the ring for a while, but returned when Ted DiBiase brought in a fake Undertaker to take his place. After that, the Undertaker would return as a powerful force. He would later have memorable matches against Crush, Yokozuna, and IRS.

Undertaker would later get a boost in popularity from his fights with Mankind. The firsts were the first to introduce gimmick matches like Hell in a Cell. After that, Undertaker would find out that he had a younger brother. Kane would emerge and that fued became quite popular. (WWE just brought it back again during the 2003 Survivor Series) When

that was over, he started the Ministry of Darkness and later the Corporate Ministry. Both failed and he later returned as the American Badass. By cutting his long hair and resembling a biker, Undertaker once again got a large audience and won the World Championship again.

With this year's Survivor Series, Undertaker was buried alive by Kane and Vince McMahon. As of this moment, it is uncertain if Undertaker will return to his old gimmick and feud with Kane, or just come back to whip Vince one last time. Since he has gotten a bit slower and older, it seems that the Undertaker might retire soon. However, he has made many accomplishments in the WWE which include winning the Championship 4 times and having a perfect streak at Wrestlemania. (Over 10 wins)

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

Real Name.....Undertaker
FPD Name.....Deathhead
Promotion.....WWE
FPD Promotion.....WFW
Size.....Large
Class.....Heavy
Height.....208 cm
Weight.....147 kg
Country.....America
Birthdate.....03.24.1965
Stance.....Power
Offensive Skill.....Heel
Return Skill.....Orthodox
Critical type.....Finisher
Special Skill.....One Hit Finisher
Recovery.....Fast
Recovery (when bleeding).....Fast
Respiratory.....Below
Respiratory (when bleeding).....Above
Awareness.....Medium
Awareness (when bleeding).....Strong
Neck Strength.....High
Arm Strength.....High
Waist Strength.....High
Foot Strength.....High
Movement Speed.....Medium
Ascend Speed.....Medium Slow
Ascend Skill.....Yes

PARAMETER - OFFENSE

Punch.....6
Kick.....5
suplex.....3
Submission.....4
Stretch.....3
Power.....8
Instant-P.....6
Arm Power.....8

PARAMETER - DEFENSE

Punch.....8
Kick.....8
Suplex.....4
Submission.....2
Stretch.....6
Flying.....7
Crush.....8
vs Lariat.....9

Technical.....5	Technical.....6
Rough.....8	Rough.....9
Ground.....3	Ground.....4

TOTAL SKILL POINTS (on a scale from 0-300): 188

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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).....Toe Kick
- Standing (B) + d-pad.....American Jab
- Standing (B).....Giant Kick
- Standing (X) + (A).....Lariat Attack
- Running (X).....FLYING LARIAT [S]
- Running (A).....Flying Jumping DDT
- Running Counter (X).....Front High Kick
- Running Counter (A).....Powerslam
- Running to corner.....Lariat

GRAPPLES

- Grapple (X).....Knuckle Arrow
- Grapple (X) + Up.....High Angle Body Slam
- Grapple (X) + Left/Right.....Face Scratch
- Grapple (X) + Down.....Shoulder Butt (Arm)
- Grapple (A).....Neck Hanging Tree
- Grapple (A) + Up.....Long Suspended Brainbuster
- Grapple (A) + Left/Right.....Side Buster
- Grapple (A) + Down.....Body Punch Rush
- Grapple (B).....Waki Gatame
- Grapple (B) + Up.....HIGH ANGLE CHOKE SLAM [S]
- Grapple (B) + Left/Right.....Oklahoma Slam
- Grapple (B) + Down.....FOLDING POWERBOMB [F] *
- Grapple (X) + (A).....Jumping Tombstone Piledriver
- Back Grapple (X).....Sledgehammer
- Back Grapple (A).....Back Brain Head Butt
- Back Grapple (B).....Shoulder Claw
- Back Grapple (B) + Up/Down.....One Hand Back Breaker
- Back Grapple (B) + Left/Right.....Backdrop
- Back Grapple (X) + (A).....Back Brain Lariat
- Back Grapple Counter (X).....Elbow Pat
- Back Grapple Counter (A).....Back Press

*Should be replaced by "The Last Ride"

OPPONENT DOWN MOVES

- Opponent Face Up at Head (A).....COBRA CLAW [S]

Opponent Face Up at Head (B).....Guillotine Drop
Opponent Face Up at Feet (A).....Single Prawn Hold
Opponent Face Up at Feet (B).....Ankle Hold
Opponent Face Down at Head (A).....Double Hand Press Fall
Opponent Face Down at Head (B).....Knee Drop (Head)
Opponent Face Down at Feet (A).....STF
Opponent Face Down at Feet (B).....Stomping (Back)
Running at Downed Opponent (B).....Diving Elbow Drop

MOUNT MOVES

Mount Position (X).....Mount Knuckle Arrow
Mount Position (A).....Collar Hold
Mount Position (B).....Lift-Up Press
Mount Position Counter.....Front Neck Lock
Front Facelock Attack (X).....Face Punch
Front Facelock Attack (A).....Front Neck Lock
Front Facelock Attack (B).....Jumping DDT
Front Facelock Attack Counter.....Watermill Drop
Back Mount Position (X).....Back Mount Knuckle Arrow
Back Mount Position (A).....Choke Sleeper
Back Mount Position (B).....Reverse Powerbomb
Back Mount Position Counter.....Body Press

POST AND APRON MOVES

Post (X).....Diving Guillotine Drop
Post (A).....Diving Body Press
Post (B).....Sledgehammer
Post (X) + (A).....Diving Lariat
Run-Up Post vs Standing (X).....None
Run-Up Post vs Downed (A).....None
Corner Grapple (B) + Up.....ROPE WALKING [S]
Corner Grapple (B) + Left/Right.....Kushi-zashi Punch Rush
Corner Grapple (B) + Down.....Kushi-zashi Stomping
Front Avalanche Counter.....Face Scratch
Back Avalanche Counter.....Backhand Elbow
Apron Grapple from inside.....Out-to-Floor Nodowa Otosh
Apron Grapple from outside.....Drop-Down Style Stun Gun
Running to out of bounds.....Tope Suicide
Slingshot to outside.....Sledgehammer
Slingshot to inside.....None

DOUBLE AND TRIPLE TEAM MOVES

Two Platon Front Grapple.....W.Brainbuster
Two Platon Back Grapple.....Combination Nodowa Otoshi
Two Platon Corner.....High Jack Piledriver
Three Platon Front Grapple.....Triple Hammer Blow
Three Platon Back Grapple.....Triple Hammer Blow
Three Platon Corner.....Triple Hammer Blow

PERFORMANCE

Analog Stick Left.....Chest Out
Analog Stick Right.....Open Arm Provoke
Analog Stick Up.....Single Hand Raised 1
Analog Stick Down.....Point Down

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==SECTION 4: RE-EDITING==
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NOTE: I'd like some other ways to edit the Undertaker. If anyone has suggestions or any errors, please e-mail me.

His most critical update should be to replace the folding powerbomb with Add-On Move #9 (The Last Ride).

These are other suggestions:

1)Classic Undertaker: Keep costume #4 (the one with the purple gloves) and change some of the following:

Raise:

Suplex Defense rating to 6

Submission Defense to 6

Power Offense to 10

Arm Power to 10

Respiratory to Medium

Changes:

Grapple (X) + (A).....Jumping Tombstone Piledriver [F]

Change the folding powerbomb into a DDT or brainbuster and turn it into [S].

He can either have Second Wind, Hardbody, Strike Back, Monster or Great Counterattack because of

his power to get back up and fight after a huge beating.

2)Modern Undertaker: You can either change his head to the mustache and short hair look or keep it the same. Color his shirt black.

Raise:

Submission Offense to 6

Punch Offense to 7

Kick Offense to 6

Offensive Skill to Power

Lower:

Recovery to Medium

Undertaker has adapted a semi-shoot style to his movelist.

Replace:

Opponent Face Up at Head (A).....Dragon Sleeper [S]

Mount Position Counter.....Triangle Hold

Grapple (B) + Left/Right.....Machine Gun Style Jabs

Standing (B).....Combination 3

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==SECTION 5: STRATEGY==
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GENERAL STRATEGY

Don't let his parameter stats fool you. Undertaker is a really strong wrestler that can be used in different types of matches. He is fast for his size, so rest after using running attacks. (use running attacks a lot). Work your way

up to the stronger grapples and a you can win quickly. Taker can't take much submission moves, so try to grapple and be under caution.

STRIKES

Taker's strikes are weak (especially his kicks) and shouldn't be used that much. Like most American wrestlers, Taker has the two generic punches which should act as pokers. His Giant Kick should only be used with slow-medium wrestlers since the move itself is slow. Running attacks are your main weapons. The running lariat and DDT can be life savers and they are easy to combo with. When the opponent is down, keep on using the Guillotine Drop to add on to the damage.

GRAPPLES

When using grapples, move your way up to his signature moves. Your main focus should be on his more powerful moves like the Choke Slam, Tombstone, and Side Buster. Repeat the use of these moves and go on to use the folding powerbomb (or Last Ride if he's updated).

COMBOS

- 1) High Angle Choke Slam -> Collar Hold
- 2) Flying Jumping DDT -> STF

The next one can only be done when your opponent is weak enough to get hit twice while he is down. It's worth the wait.

- 3) Flying Lariat -> Guillotine Drop -> Ankle Lock

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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.
- * 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.
- * www.lumastar.com for information on the Undertaker.
- * The WWE for entertaining me for the last 12 years.
- * The Senator for his suggestions on re-editing the Undertaker.

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