

# Fire ProWrestling D (Import) Steve Austin Character FAQ

by B.Wood

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FIRE PROWRESTLING D CHARACTER GUIDE: "STONE COLD" STEVE AUSTIN

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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 - Combos added to Strategy, courtesy of Richard Bownes.

1.0 - Initial release of the guide.

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==SECTION 1: HISTORY OF "STONE COLD" STEVE AUSTIN==

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The mid-90's were lean years for the WWF. Fans were switching channels in droves, tuning in to Ted Turner's rival WCW promotion, which had hired away most of the WWF's top talent. But even with the popularity of WCW, it was obvious wrestling needed a kick in the pants. It was time for a change.

That change would come in the form of "Stone Cold" Steve Austin, who ironically enough, had previously worked for WCW. Austin assumed the persona of a rebellious, beer-swilling, foul-mouthed southern outlaw, and the fans ate it up. As a result, the WWF's popularity soared to unequalled heights, and Steve Austin became a household name, his face plastered across the t-shirts of half of young America.

What Austin brought to the WWF was what would become their motto for years to come -- "Attitude".

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==SECTION 2: SKILL AND PARAMETER STATS==

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SKILL

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Real Name.....Steve Austin (S. Williams)  
 FPD Name....."Steel Gold" Steam Odin  
 Promotion.....WWF  
 FPD Promotion.....WFW  
 Size.....Medium  
 Class.....Heavy  
 Height.....188 cm  
 Weight.....115 kg  
 Country.....America  
 Birthdate.....12.18.1964  
 Stance.....Strong  
 Offensive Skill.....Orthodox  
 Return Skill.....Orthodox  
 Critical Type.....Finisher  
 Special Skill.....Superstar  
 Recovery.....Fast  
 Recovery (when bleeding).....Medium  
 Respiratory.....Above  
 Respiratory (when bleeding).....Medium  
 Awareness.....Strong  
 Awareness (when bleeding).....Strong  
 Neck Strength.....Low  
 Arm Strength.....High  
 Waist Strength.....Medium  
 Foot Strength.....Medium  
 Movement Speed.....Medium  
 Ascend Speed.....Medium Slow  
 Ascend Skill.....Can Ascend

PARAMETER - OFFENSE

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Punch.....7  
 Kick.....5  
 Suplex.....6  
 Submission.....3  
 Stretch.....4  
 Power.....8  
 Instant-P.....7  
 Arm Power.....7  
 Technical.....5  
 Rough.....9  
 Ground.....5

PARAMETER - DEFENSE

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

TOTAL SKILL POINTS (on a scale from 0-300): 210

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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).....American Jab

Standing (A).....Toe Kick  
Standing (B) + d-pad.....AMERICAN HOOK [S]  
Standing (B).....Lariat Attack  
Standing (X) + (A).....Football Tackle  
Running (X).....Lariat  
Running (A).....FLYING BODY SCISSORS ATTACK [S]  
Running Counter (X).....Backhand Elbow  
Running Counter (A).....Turning Spinebuster  
Running to corner.....Lariat

#### GRAPPLES

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Grapple (X).....Upper Blow  
Grapple (X) + Up.....Body Slam  
Grapple (X) + Left/Right.....Face Scratch  
Grapple (X) + Down.....Hammer Blow  
Grapple (A).....Body Punch Rush  
Grapple (A) + Up.....Brainbuster  
Grapple (A) + Left/Right.....Hip Toss  
Grapple (A) + Down.....SWINGING NECKBREAKER DROP [S]  
Grapple (B).....Side Arm Hold  
Grapple (B) + Up.....AMERICAN PUNCH RUSH [S]  
Grapple (B) + Left/Right.....Russian Leg Sweep  
Grapple (B) + Down.....Jumping Piledriver  
Grapple (X) + (A).....STONE COLD STUNNER [F]  
Back Grapple (X).....Sledgehammer  
Back Grapple (A).....Neck Smash  
Back Grapple (B).....Sleeper Hold  
Back Grapple (B) + Up/Down.....Back Brain Lariat  
Back Grapple (B) + Left/Right.....Leglift Backdrop  
Back Grapple (X) + (A).....Low Blow  
Back Grapple Counter (X).....Elbow Butt  
Back Grapple Counter (A).....Kick to groin

#### OPPONENT DOWN MOVES

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Opponent Face Up at Head (A).....Armlock Neckhold  
Opponent Face Up at Head (B).....Mount Knuckle Arrow  
Opponent Face Up at Feet (A).....Pin  
Opponent Face Up at Feet (B).....Kick to groin  
Opponent Face Down at Head (A).....Side Arm Hold  
Opponent Face Down at Head (B).....Elbow 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).....Collar Hold  
Mount Position Counter.....Front Neck Lock  
Front Facelock Attack (X).....Face Punch  
Front Facelock Attack (A).....Front Neck Lock  
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).....Choke Sleeper  
Back Mount Position Counter.....Back Press

## POST AND APRON MOVES

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Post (X).....Diving Elbow Drop  
Post (A).....Diving Fist Drop  
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.....Corner Punch Rush  
Corner Grapple (B) + Left/Right.....Corner Shoulder  
Corner Grapple (B) + Down.....Corner Stomping  
Front Avalanche Counter.....Face Scratch  
Back Avalanche Counter.....Backhand Elbow  
Apron Grapple from inside.....In-Ring Brainbuster  
Apron Grapple from outside.....Drop Down Stun Gun  
Running to out of bounds.....none  
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.....raises hands, yells  
Analog Stick Right.....double middle fingers  
Analog Stick Up.....stares down opponent  
Analog Stick Down.....points up, down, away

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==SECTION 4: STRATEGY==

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## GENERAL STRATEGY

It doesn't take a scientist to figure out Austin's gameplan; heavy-hitting American Heavyweight wrestling. By sticking to the basics and concentrating on winning grapple after grapple, you are virtually guaranteed a victory with the Texas Rattlesnake.

Austin's strike set suits him to a tee, and his grapple set is equally impressive. Just work your offense from the middle of the ring and don't try anything overly fancy.

True to his real-life counterpart, Austin's neck defense is low, so you don't want him taking a lot of high-impact moves to this area.

## STRIKES

Use Austin's punches, specifically the American Jab and the American Hook, which is one of his Specialty Moves. Mix in the Football Tackle and the Lariat when your opponent is walking in and doesn't expect it.

## GRAPPLES

Initially you should concentrate on using various punch rushes and

blows from the grapple. These are good for breaking down an opponent. And since Stone Cold's rough stats are phenomenal, his roughhouse attacks from a corner grapple also work well (especially the Stomping, which really should have been one of his Specialty Moves).

Of course, you want to finish your opponent with a Stunner. No, you \*need\* to finish with the Stunner! No Austin match is complete without one! And don't forget the one-finger salute!

#### 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) Lou Thesz Press -> American Punch Combo
- 2) Superplex -> Superplex

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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](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.

Fire ProWrestling D Character Guide: "Stone Cold" Steve Austin  
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