

# Fire ProWrestling D (Import) Ric Flair Character FAQ

by B.Wood

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FIRE PROWRESTLING D CHARACTER GUIDE: RIC FLAIR  
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Version 1.2

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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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1.2 - Combos added to Strategy, courtesy of Richard Bownes.

1.1 - Added "Run-Up Post" moves to the Movelist section.

1.0 - Initial release of the guide.

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==SECTION 1: HISTORY OF RIC FLAIR==  
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Strutting to the ring with a gimmick borrowed from the original "Nature Boy" Buddy Rogers, Ric Flair is the 14-time NWA/WCW champ, 2-time WWF champ and living legend. He's feuded with greats such as Jimmy "Superfly" Snuka, Dusty Rhodes and Kerry Von Erich, and modern superstars such as the Undertaker and even Vince McMahon.

Flair is credited with forming one of the first "outlaw" stables, the Four Horsemen, that would be the prototype for "heel" stables for years to come (D-X, nWo, Radicals, ad nauseum).

When Ric Flair decides to retire (if he ever decides to retire), he will certainly have cemented his status as one of wrestling's greatest performers. And future Fire Pro games will have no choice but to put him in the "Legends" category. Wooooooo!!!

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

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Real Name.....Ric Flair  
 FPD Name.....Dick Slender  
 Promotion.....WWF\*  
 FPD Promotion.....WWC  
 Size.....Medium  
 Class.....Heavy  
 Height.....185 cm  
 Weight.....110 kg  
 Country.....America  
 Birthdate.....02.25.1950  
 Stance.....Technical  
 Offensive Skill.....Orthodox  
 Return Skill.....Technician  
 Critical Type.....Finisher  
 Special Skill.....One-Hit Reversal  
 Recovery.....Medium  
 Recovery (when bleeding).....Fast  
 Respiratory.....Medium  
 Respiratory (when bleeding).....Above  
 Awareness.....Medium  
 Awareness (when bleeding).....Strong  
 Neck Strength.....High  
 Arm Strength.....High  
 Waist Strength.....Medium  
 Foot Strength.....High  
 Movement Speed.....Medium  
 Ascend Speed.....Medium Slow  
 Ascend Skill.....Can Ascend

\* = Flair was still in WCW when Fire Pro D was released.

PARAMETER - OFFENSE	PARAMETER - DEFENSE
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Punch.....8	Punch.....8
Kick.....3	Kick.....7
Suplex.....8	Suplex.....10
Submission.....7	Submission.....8
Stretch.....9	Stretch.....9
Power.....5	Flying.....7
Instant-P.....3	Crush.....7
Arm Power.....6	Vs Lariat.....7
Technical.....10	Technical.....10
Rough.....7	Rough.....8
Ground.....5	Ground.....7

TOTAL SKILL POINTS (on a scale from 0-300): 214

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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).....Horizontal Chop  
Standing (A).....Kick  
Standing (B) + d-pad.....Football Tackle  
Standing (B).....Dropkick  
Standing (X) + (A).....Low Dropkick  
Running (X).....Shoulder Tackle  
Running (A).....Toe Kick  
Running Counter (X).....Elbow Butt  
Running Counter (A).....Overhead Toss  
Running to corner.....Back Elbow

#### GRAPPLES

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Grapple (X).....Horizontal Chop  
Grapple (X) + Up.....Body Slam  
Grapple (X) + Left/Right.....Face Scratch  
Grapple (X) + Down.....Arm Whip  
Grapple (A).....Headlock Punch  
Grapple (A) + Up.....Stalling Brainbuster  
Grapple (A) + Left/Right.....Low Dropkick  
Grapple (A) + Down.....Chin Crusher  
Grapple (B).....School Boy  
Grapple (B) + Up.....LONG STALLING BRAINBUSTER [S]  
Grapple (B) + Left/Right.....Bulldogging Headlock  
Grapple (B) + Down.....Piledriver  
Grapple (X) + (A).....JUMPING PILEDRIVER [S]  
Back Grapple (X).....Kick to knee  
Back Grapple (A).....KNEE CRUSHER [S]  
Back Grapple (B).....Sleeper Hold  
Back Grapple (B) + Up/Down.....Cobra Twist  
Back Grapple (B) + Left/Right.....Leglift Backdrop  
Back Grapple (X) + (A).....Backslide Pin  
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).....Pin  
Opponent Face Up at Head (B).....Illegal Choke  
Opponent Face Up at Feet (A).....FIGURE FOUR LEGLOCK [F]  
Opponent Face Up at Feet (B).....Knee to groin  
Opponent Face Down at Head (A).....Roll Over and pin  
Opponent Face Down at Head (B).....Knee Drop  
Opponent Face Down at Feet (A).....Half Crab  
Opponent Face Down at Feet (B).....KNEE STOMP [S]  
Running at Downed Opponent (B).....Knee Drop

#### MOUNT MOVES

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Mount Position (X).....Mount Knuckle Arrow  
Mount Position (A).....Collar Lock  
Mount Position (B).....Figure Four Leglock  
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.....Evade

#### POST AND APRON MOVES

-----  
Post (X).....Sledgehammer  
Post (A).....Sledgehammer  
Post (B).....Sledgehammer  
Post (X) + (A).....Sledgehammer  
Run-Up Post vs Standing (X).....none  
Run-Up Post vs Downed (A).....none  
Corner Grapple (B) + Up.....Guillotine Whip  
Corner Grapple (B) + Left/Right.....Shoulder Butts  
Corner Grapple (B) + Down.....Hammer Blow  
Front Avalanche Counter.....Face Scratch  
Back Avalanche Counter.....Backhand Elbow  
Apron Grapple from inside.....In-Ring Brainbuster  
Apron Grapple from outside.....Leg Pull to outside  
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.....motions for crowd support  
Analog Stick Right.....Flair-style pleading for mercy  
Analog Stick Up.....raises fist, brings down forearm  
Analog Stick Down....."Woooooo!" yell

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==SECTION 4: STRATEGY==  
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#### GENERAL STRATEGY

Rule number one; with Flair, you want to get busted open. That should be a priority if possible. Ric Flair's stats improve greatly when he's juiced (blading yourself should be an option in Fire Pro!).

Rule number two; you want your opponent laying on the mat. That may seem like a no-brainer, but look at Flair's moveset. A Specialty and his Finisher (Figure Four Leglock) from that position. Always work to get your opponent down, where he is prone to these moves.

Other than that, a simple ground offense is your key to success with Ric Flair. His defensive stats are astronomical, so don't be afraid to work a long match and take some punishment, Flair can handle it.

And always remember, to be the man you have to beat the man! =)

#### STRIKES

Flair's strikes are fairly standard. Of course he has the Horizontal

Chop and the handy Football Tackle, but he also has two dropkicks, and I\_hate\_dropkicks in Fire Pro. My advice; just stay close and go for the grapple.

#### GRAPPLES

Now we're talking! Brainbusters and piledrivers galore! A personal favorite of mine is the Jumping Piledriver (especially since the WWF has all but outlawed piledrivers). Old-school neck compression done as only the master can! =)

Seriously, just about any grapple that grounds your opponent is a good one. That's where you'll want to mount the majority of your offense.

Also take note that you can lock on the Figure Four almost from the get go. Even a simple body slam will put the opposition down long enough to use Flair's patented finisher. (But if you want to emulate the pace of a real match, hold off on using it until the very end.)

#### 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) Knee Crusher -> Figure 4 Leglock

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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.

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