

# Fire ProWrestling D (Import) Steve Williams Walkthrough

by GokuKenshiro

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FIRE PROWRESTLING D CHARACTER GUIDE: STEVE WILLIAMS  
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note: If you e-mail me, please write "FPWD" and the  
wrestler's name on the subject.

I also accept reader strategies!! :)

Original Character Guide Format by Bill Wood

Version 1.0

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====SECTION 1: HISTORY OF STEVE WILLIAMS  
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"Dr. Death"

Steve Williams is one of the sport's most internationally  
respected wrestlers. Originally a football player, Williams  
was too rough, so he became a wrestler instead. He worked  
in the UWF(US,not Japan) for a couple of years alongside  
Ted DiBiase. After a few years, he went Japan, and the rest  
is history

He became famous due to his memorable run in All Japan Pro  
Wrestling. During his tme in All Japan, he won the World  
Tag-Team title 8 times, 5 with Terry Gordy. Williams also  
was able to win the Triple Crown in a tough match against  
Mistuharu Misawa.

Williams returned to the US a few times between All Japan  
tours. He worked for ECW, WCW, and the WWE. However, he  
didn't acheive the same success. He was badly used, as in  
one run in the WWE,he entered the Brawl-For-All, a boxing-  
style tournament, only to get KO'ed by Bart Gunn.

Last year, Williams tried to get into K-1, only to get KO'ed  
in under a minute. It was then revealed that Williams was

suffering from throat cancer. Luckily, Williams was operated on time and was able to return to All Japan recently, winning a tag match with Gen'ichiro Tenryu.

A FUN BIT OF TRIVIA: Steve Williams got the name "Dr. Death" due to his defense-breaking skills in football.

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

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Real Name.....Steve Williams  
FPD Name.....Steel James  
Promotion.....All Japan  
FPD Promotion.....Olive Japan  
Size.....Medium  
Class.....Heavy  
Height.....6ft 2in  
Weight.....282 lbs  
Country.....America  
Birthdate.....05.14.1960  
Stance.....Power  
Offensive Skill.....Power  
Return Skill.....Power  
Critical Type.....Finisher  
Special Skill.....One Hit Finisher  
Recovery.....Medium  
Recovery (when bleeding).....Medium  
Respiratory.....Medium  
Respiratory (when bleeding).....Medium  
Awareness.....Medium  
Awareness (when bleeding).....Medium  
Neck Strength.....High  
Arm Strength.....High  
Waist Strength.....High  
Foot Strength.....High  
Movement Speed.....Medium Slow  
Ascend Speed.....Medium Slow  
Ascend Skill.....Yes

PARAMETER - OFFENSE

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Punch.....7  
Kick.....5  
Suplex.....9  
Submission.....1  
Stretch.....4  
Power.....10  
Instant-P.....8  
Arm Power.....9  
Technical.....1  
Rough.....7  
Ground.....6

PARAMETER - DEFENSE

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

TOTAL SKILL POINTS (on a scale from 0-300): 184

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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

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Standing (X).....American Jab  
Standing (A).....Kick  
Standing (B) + d-pad.....American Hook  
Standing (B).....Football Tackle  
Standing (X) + (A).....Dropkick  
Running (X).....Football Tackle  
Running (A).....Clothesline  
Running Counter (X).....Turn Around Spine Buster  
Running Counter (A).....POWERSLAM [S]  
Running to corner.....Bodysplash

GRAPPLES

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Grapple (X).....Face Scrtach  
Grapple (X) + Up.....High Angle Bodyslam  
Grapple (X) + Left/Right.....Flying Mare  
Grapple (X) + Down.....Hammer Blow  
Grapple (A).....Back Switch  
Grapple (A) + Up.....Front Drop Lift Up Slam  
Grapple (A) + Left/Right.....Backbreaker Slam  
Grapple (A) + Down.....Piledriver  
Grapple (B).....Bearhug  
Grapple (B) + Up.....Vertical Drop Style Brainbuster  
Grapple (B) + Left/Right.....AVALANCHE HOLD [S]  
Grapple (B) + Down.....DOCTOR BOMB [S]  
Grapple (X) + (A).....Discus Punch  
Back Grapple (X).....Sledgehammer  
Back Grapple (A).....Sidebuster  
Back Grapple (B).....Cobra Clutch  
Back Grapple (B) + Up/Down.....MONSTER BACKDROP [F]  
Back Grapple (B) + Left/Right.....Dragon Suplex Whip  
Back Grapple (X) + (A).....Backdrop Hold  
Back Grapple Counter (X).....Elbow Pat  
Back Grapple Counter (A).....Struggle

OPPONENT DOWN MOVES

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Opponent Face Up at Head (A).....Sleeper Hold  
Opponent Face Up at Feet (A).....Prawn Hold  
Opponent Face Down at Head (A).....Double Hand Press Fall  
Opponent Face Down at Feet (A).....STF  
Opponent Face Up at Head (B).....Elbow Drop  
Opponent Face Down at Feet (B).....Thigh Kick  
Opponent Face Up at Feet (B).....Guillotine Drop  
Opponent Face Down at Head (B).....Stomping (Back)  
Running at Downed Opponent (B).....Elbow Drop

MOUNT MOVES

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Mount Position (X).....Mount Knuckle Arrow  
Mount Position (A).....Boston Crab  
Mount Position (B).....Lift-Up Press  
Mount Position Counter.....Eject  
Front Facelock Attack (X).....Body Punch  
Front Facelock Attack (A).....Front Neck Lock  
Front Facelock Attack (B).....Powerbomb Whip  
Front Facelock Attack Counter.....Watermill Drop  
Back Mount Position (X).....Back Mount Knuckle Arrow  
Back Mount Position (A).....Belly-to-Back  
Back Mount Position (B).....Reverse Powerbomb  
Back Mount Position Counter.....Back Press

POST AND APRON MOVES

-----  
Post (X).....Sledgehammer  
Post (A).....Sledgehammer  
Post (B).....Diving Body Attack  
Post (X) + (A).....Diving Shoulder Attack  
Run-Up Post vs Standing (X).....none  
Run-Up Post vs Downed (A).....none  
Corner Grapple (B) + Up.....Avalanche Style Front Suplex  
Corner Grapple (B) + Left/Right.....Kushi-zashi Shoulder  
Corner Grapple (B) + Down.....TURN BACK OKLAHOMA STAMPEDE [S]  
Apron Grapple from inside.....Brainbuster  
Apron Grapple from outside.....Shoulder Pat  
Front Avalanche Counter.....Avalanche Style Oklahoma Stampede  
Back Avalanche Counter.....Backhand Elbow  
Running to out of bounds.....Elbow Suicide  
Slingshot to outside.....Sledgehammer  
Slingshot to inside.....none

DOUBLE AND TRIPLE TEAM MOVES

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Two Platon Front Grapple.....Combination Powerbomb  
Two Platon Back Grapple.....Back Drop + Neckbreaker  
Two Platon Corner.....Combination Oklahoma Stampede  
Three Platon Front Grapple.....Triple Hammer Blow  
Three Platon Back Grapple.....Triple Hammer Blow  
Three Platon Corner.....Triple Impact

PERFORMANCE

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Analog Stick Left.....Indicate  
Analog Stick Right.....Animal Pose  
Analog Stick Up.....Arms Raised Diagonally  
Analog Stick Down.....Stamping in Place

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==SECTION 4: STRATEGY==  
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GENERAL STRATEGY

Dr. Death has a maxed out power rating, so use and abuse of those grapples at all costs. His strikes are pretty average, so just use them as pokers and stick to the slams and suplexes. If you win grapples, the match is yours. Just remember to breathe after a few slams.

On the defensive side, he has a weak Suplex rating, considering the fact that his offensive rating is near max. Submissions and Technical moves also damage him as well, so stay clear from those attacks.

#### STRIKES

Although he has a Punch rating of 7, don't use his punches as much. Use them as pokers for tough opponents or the giants. Stick to the grapples.

#### GRAPPLES

Williams' high points are in the grapple area. From his specials to his powerful finisher, Steve can deal much pain at a fast rate. For a quick finish, keep on using the Dragon Suplex Whip and the Monster Backdrop. With the One Hit Finisher, the Monster Backdrop is one nasty move to use.

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==SECTION 5: 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.
- \* Neoseeker.com for hosting as well.
- \* 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.
- \* <http://www.accelerator3359.com/Wrestling/> for their bio on Williams.
- \* Dr. Death's official site, <http://www.oklastamped.com/>

And I promise that there are few to no errors on this FAQ.

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