

# Fire ProWrestling D (Import) Royce Gracie Character FAQ

by B.Wood

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FIRE PROWRESTLING D CHARACTER GUIDE: ROYCE GRACIE
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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 ROYCE GRACIE==
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Royce (pronounced "Hoyce") Gracie, along with his father Helio and many brothers, is a practitioner of Gracie Brazilian Jiu-jitsu, an extremely effective form of the martial arts focusing on submission holds. Royce and his brothers are famous throughout the world for using this discipline in both traditional and no-holds-barred fighting tournaments with great success.

Royce's major claim to fame is winning the first ever Ultimate Fighting Championship, a fighting tournament that would be the prototype for all future fighting tournaments. One of his UFC I victories was over Ken Shamrock, who was surprised by the effective holds applied by the smaller Gracie. They would have a rematch at UFC III in what was dubbed the "UFC Superfight". This time a better prepared Shamrock was able to dominate Gracie, but still could only manage a draw since there were no judges and Gracie would not submit.

Factoid: The Gracie Jiu-Jitsu Academy is located in Torrance, CA and is open to the public.

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

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Real Name.....Royce Gracie  
FPD Name.....Voice Stacie  
Promotion.....none  
FPD Promotion.....Gruesome Fighters  
Size.....Medium  
Class.....Free  
Height.....185 cm  
Weight.....80 kg  
Country.....Brazil  
Birthdate.....12.12.1966  
Stance.....Shooting  
Offensive Skill.....Grappler  
Return Skill.....Grappler  
Critical Type.....Submission  
Special Skill.....Quick Return  
Recovery.....Medium  
Recovery (when bleeding).....Slow  
Respiratory.....Above  
Respiratory (when bleeding).....Medium  
Awareness.....Strong  
Awareness (when bleeding).....Strong  
Neck Strength.....Medium  
Arm Strength.....Medium  
Waist Strength.....Medium  
Foot Strength.....Medium  
Movement Speed.....Fast  
Ascend Speed.....Slow  
Ascend Skill.....Cannot Ascend

PARAMETER - OFFENSE

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Punch.....6  
Kick.....6  
Suplex.....2  
Submission.....8  
Stretch.....9  
Power.....2  
Instant-P.....7  
Arm Power.....2  
Technical.....9  
Rough.....8  
Ground.....8

PARAMETER - DEFENSE

-----

Punch.....8  
Kick.....7  
Suplex.....3  
Submission.....8  
Stretch.....9  
Flying.....1  
Crush.....2  
Vs Lariat.....1  
Technical.....9  
Rough.....8  
Ground.....8

TOTAL SKILL POINTS (on a scale from 0-300): 221

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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].

Moves that can "Critical!" are marked with [C].

Moves that result in a mount are marked with [M].

Moves that result in a back mount are marked with [B].

#### STRIKES

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Standing (X).....Jab  
Standing (A).....Low Roundhouse  
Standing (B) + d-pad.....Front Kick  
Standing (B).....Hook  
Standing (X) + (A).....Double Leg Tackle [M]  
Running (X).....Double Leg Tackle [M]  
Running (A).....Back Switch  
Running Counter (X).....Back Switch  
Running Counter (A).....Front Kick  
Running to corner.....none

#### GRAPPLES

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Grapple (X).....Front Kick  
Grapple (X) + Up.....Body Knee Lift  
Grapple (X) + Left/Right.....Body Punch  
Grapple (X) + Down.....Single Leg Tackle [M]  
Grapple (A).....Back Switch  
Grapple (A) + Up.....Hip Toss  
Grapple (A) + Left/Right.....Body Punch Rush  
Grapple (A) + Down.....Neck Toss  
Grapple (B).....Machine Gun Stomach Knee Lift  
Grapple (B) + Up.....FRONT NECK LOCK [S]  
Grapple (B) + Left/Right.....Flying Crucifix Arm Hold [C]  
Grapple (B) + Down.....Back Roll Neck Lock [C]  
Grapple (X) + (A).....Shoulder Toss  
Back Grapple (X).....Leg Trip  
Back Grapple (A).....Kick to back of knee  
Back Grapple (B).....DOJIMI CHOKE SLEEPER HOLD [S] [C]  
Back Grapple (B) + Up/Down.....Machine Gun Knee Lift  
Back Grapple (B) + Left/Right.....Choke Sleeper [C]  
Back Grapple (X) + (A).....Back Tackle  
Back Grapple Counter (X).....Elbow Butt  
Back Grapple Counter (A).....Arm Lock [C]

#### OPPONENT DOWN MOVES

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Opponent Face Up at Head (A).....Mount Punch  
Opponent Face Up at Head (B).....go to Mount [M]  
Opponent Face Up at Feet (A).....Heel Hold [C]  
Opponent Face Up at Feet (B).....Achilles Tendon Lock [C]  
Opponent Face Down at Head (A).....CHOKE SLEEPER [C]  
Opponent Face Down at Head (B).....Dojimi Sleeper Hold [C]  
Opponent Face Down at Feet (A).....Rev. Cruc. Knee Hold [C]  
Opponent Face Down at Feet (B).....go to Back Mount [B]  
Running at Downed Opponent (B).....none

#### MOUNT MOVES

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Mount Position (X).....MOUNT PUNCH [S]  
Mount Position (A).....Guillotine Choke [C]  
Mount Position (B).....Shoulder Hold [C]  
Mount Position Counter.....Front Neck Lock

Front Facelock Attack (X).....Face Punch  
Front Facelock Attack (A).....Front Neck Lock [C]  
Front Facelock Attack (B).....Back Switch [B]  
Front Facelock Attack Counter.....Leg Tackle [M]  
Back Mount Position (X).....Back Mount Punch  
Back Mount Position (A).....CHOKE SLEEPER [F]  
Back Mount Position (B).....Crucifix Arm Hold [C]  
Back Mount Position Counter.....Evade

#### POST AND APRON MOVES

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Post (X).....none  
Post (A).....none  
Post (B).....none  
Post (X) + (A).....none  
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 Knee Lift  
Corner Grapple (B) + Down.....Corner Body Blow  
Front Avalanche Counter.....Shouda  
Back Avalanche Counter.....Backhand Elbow  
Apron Grapple from inside.....Hook  
Apron Grapple from outside.....Hook  
Running to out of bounds.....none  
Slingshot to outside.....none  
Slingshot to inside.....none

#### DOUBLE AND TRIPLE TEAM MOVES

-----  
Two Platon Front Grapple.....W.Dropkick  
Two Platon Back Grapple.....W. Backdrop  
Two Platon Corner.....Backdrop + D.Neckbreaker  
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 arm  
Analog Stick Right.....raises both arms  
Analog Stick Up.....two hand clapping  
Analog Stick Down.....raises fists, yells

#### ==SECTION 4: SHOOT FIGHTING IN FIRE PRO D==

Because shoot fighters are such a unique class of fighter in Fire Pro D, I will outline the pros and cons of using them in what is primarily a pro wrestling game before we discuss the Gracie strategy:

#### PROS OF SHOOT FIGHTING IN FIRE PRO D:

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- \* Knowing the Fire Pro D shoot grapple system puts you at an advantage versus opponents that don't
  - \* Because shooters usually can "Critical!" opponents with a variety of submission holds or strikes, they can end a match

quicker than most professional wrestlers

- \* Shooters work well from the mount position, most professional wrestlers don't
- \* High defensive stats vs. Submission and Stretch means shooters won't easily submit to holds

#### CONS OF SHOOT FIGHTING IN FIRE PRO D:

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- \* Higher learning curve as you will need to perfect the timing of shoot grapples and mounts
- \* On average, you will need to win more grapples to have success in a shoot match
- \* Shooters are poorly-equipped defensively versus both heavy and junior pro wrestlers (generally low defensive stats vs. Flying, Crush and Lariat)
- \* Shooters can't perform high-flying moves or other moves that take advantage of the wrestling ring

Basically, if you're up to the challenge of mastering the learning curve of shoot fighting in Fire Pro D, you will be rewarded with a whole new aspect of gameplay.

#### SHOOT FIGHTING BASICS

There are three main shoot positions in Fire Pro D: mount, back mount and front facelock. Here is a brief description of these positions, along with their grapple timing:

**MOUNT** - The opponent is on the ground face up. The attacker mounts him, straddling his torso. The timing for the mount grapple is just after the attacker leans his torso back and is preparing his attack.

**BACK MOUNT** - The opponent is on the ground face down. The attacker mounts him, straddling his lower back. The timing for the back mount grapple is just after the attacker raises his fists and is preparing his attack.

**FRONT FACELOCK** - This is the rarest of shoot positions, and the easiest to master as far as timing goes. The front facelock is basically a counter to a mount attempt. The mount is countered by grabbing the attacker's torso when he is coming in for the shoot. The timing for the front facelock grapple is when the fighter that is countering slams his opponent to the mat.

You'll need to learn timing of each of these instances to master shoot fighting. Play against another shooter on Level 1 CPU difficulty and practice your timing over and over until it becomes as instinctive as regular grappling.

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==SECTION 5: STRATEGY==  
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#### GENERAL STRATEGY

It goes without saying that Royce Gracie is better equipped to compete

in the Octagon than he is in a wrestling ring. But this is Fire Pro D we're talking here, and since most of your contests will take place in the squared circle, let's formulate a gameplan for this.

Simply put, shoot away, and then shoot some more. You always want your opponent on the ground or in the mount position, where a simple submission hold can quickly end the match. Since Gracie can't pin, you'll have to "Critical!" the opponent or make him submit to a hold.

And you shouldn't have a problem locking on submissions. Just look at all of those moves on his movelist with a [C] next to them, they are all submissions, and all can "Critical!".

If your opponent happens to be a pro wrestler and challenges you in the Octagon, boy is he in trouble! Submission and stretch moves seem to be twice as deadly here, so unless he has high defensive stats in those areas, your adversary is as good as dead. Of course, pinfalls are meaningless in the Octagon, plus there's no turnbuckle to climb! All of these factors combined will leave any pro wrestler scratching his head wondering what he was thinking challenging Gracie to a shoot!

With Gracie, you can easily move to a mount or a back mount when the opponent is lying down on the mat. Basically it's like this:

- \* Opponent is lying face up - walk over to his head and press (A). This will put you in the standard mount position.
- \* Opponent is lying face down - walk over to his feet and press (B). This will put you in the back mount position.

Also, Gracie's Quick Return skill can frustrate opponents. Just when they think they have him worn down enough to mount a good ground offense, he starts popping right back up off the mat!

#### STRIKES

Royce Gracie is a capable fighter as far as strikes are concerned, but strikes aren't always the best way to get the opponent on the ground. The Double Leg Tackles are by far Gracie's best strikes as they end in the Mount position, which is where you want to be.

#### GRAPPLES

Don't go looking for piledrivers and DDTs here, you won't find any. Instead you will find a wealth of punches, tackles and other moves designed to cripple an opponent and put him on the mat, where a choke hold or neck lock will make him tap.

Far and away, Royce's best moves from a standard grapple are the Front Neck Lock (front) and the Dojimi Choke Sleeper Hold (back). Both are Specialty Moves, and the Choke Sleeper can "Critical!".

Gracie actually has several "Critical!" options from both a front and back grapple, so study the movelist well and memorize all of his submissions. This will help you nail down a finish to the match.

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==SECTION 6: 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.

Fire ProWrestling D Character Guide: Royce Gracie  
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