

# Fire ProWrestling D (Import) The Rock Character FAQ

by B.Wood

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FIRE PROWRESTLING D CHARACTER GUIDE: THE ROCK
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Version 1.2
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Last modified: 3/31/02
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Fire ProWrestling D (c) 2001 Spike/VaiLL
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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 THE ROCK==
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When Dwayne Johnson left behind a sagging football career for a career in wrestling that had been in his family for generations, little did he know he would almost singlehandedly turn the wrestling business upside down. He would become The Rock, a slogan-spewing narcissist, and arguably the most popular performer in the history of sports entertainment. He has attained more success before the age of 30 than most wrestlers will ever see in their entire career.

Yet for all of his accomplishments (youngest wrestler ever to win the WWF Heavyweight Championship for starters), The Rock will probably be remembered for one thing -- his mouth. Coining catchphrase after catchphrase, cutting one classic promo after another, Rocky has an entire generation of wrestling fans glued to their set, wondering what will come out of his mouth next.

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

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Real Name.....The Rock (Dwayne Johnson)  
 FPD Name.....Rocky Reipia  
 Promotion.....WWF  
 FPD Promotion.....WFW  
 Size.....Medium  
 Class.....Heavy  
 Height.....189 cm  
 Weight.....123 kg  
 Country.....America  
 Birthdate.....05.02.1972  
 Stance.....Power  
 Offensive Skill.....American  
 Return Skill.....American  
 Critical Type.....Finisher  
 Special Skill.....Superstar  
 Recovery.....Medium  
 Recovery (when bleeding).....Medium  
 Respiratory.....Above  
 Respiratory (when bleeding).....Below  
 Awareness.....Medium  
 Awareness (when bleeding).....Medium  
 Neck Strength.....High  
 Arm Strength.....Medium  
 Waist Strength.....High  
 Foot Strength.....Medium  
 Movement Speed.....Medium Fast  
 Ascend Speed.....Medium  
 Ascend Skill.....Can Ascend

PARAMETER - OFFENSE

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

PARAMETER - DEFENSE

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

TOTAL SKILL POINTS (on a scale from 0-300): 193

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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  
Standing (B).....Clothesline  
Standing (X) + (A).....Football Tackle  
Running (X).....Clothesline  
Running (A).....SPINNING DDT [S]  
Running Counter (X).....Front Suplex  
Running Counter (A).....SPINEBUSTER [S]  
Running to corner.....Lariat

#### GRAPPLES

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Grapple (X).....Face Scratch  
Grapple (X) + Up.....Body Slam  
Grapple (X) + Left/Right.....Elbow Stomp  
Grapple (X) + Down.....Dragon Screw  
Grapple (A).....Swinging Neckbreaker Drop  
Grapple (A) + Up.....Brainbuster  
Grapple (A) + Left/Right.....Belly-to-Belly Suplex  
Grapple (A) + Down.....Low Blow  
Grapple (B).....American Punch Rush  
Grapple (B) + Up.....Back Flip (Samoan Drop)  
Grapple (B) + Left/Right.....Russian Leg Sweep  
Grapple (B) + Down.....DDT [S]  
Grapple (X) + (A).....THE ROCK BOTTOM [F]  
Back Grapple (X).....Sledgehammer  
Back Grapple (A).....Low Blow  
Back Grapple (B).....Sleeper Hold  
Back Grapple (B) + Up/Down.....Leglift Backdrop  
Back Grapple (B) + Left/Right.....German Suplex Whip  
Back Grapple (X) + (A).....Rollover Bridging Pin\*  
Back Grapple Counter (X).....Elbow Butt  
Back Grapple Counter (A).....Kick to groin

\* = I don't know the actual name for this move, but I can pretty much guarantee The Rock's never done it!

#### OPPONENT DOWN MOVES

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Opponent Face Up at Head (A).....Pin  
Opponent Face Up at Head (B).....Stomping  
Opponent Face Up at Feet (A).....Sharpshooter  
Opponent Face Up at Feet (B).....Kick to groin  
Opponent Face Down at Head (A).....Roll over and pin  
Opponent Face Down at Head (B).....Stomping  
Opponent Face Down at Feet (A).....Boston Crab  
Opponent Face Down at Feet (B).....Stomping  
Running at Downed Opponent (B).....THE PEOPLE'S ELBOW [S]

#### MOUNT MOVES

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Mount Position (X).....Mount Knuckle Arrow  
Mount Position (A).....Sharpshooter  
Mount Position (B).....Jackknife Hold  
Mount Position Counter.....Arm Lock  
Front Facelock Attack (X).....Body 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).....Choke Sleeper  
Back Mount Position (B).....Arm Lock  
Back Mount Position Counter.....Back Press

#### POST AND APRON MOVES

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Post (X).....Diving Elbow Drop  
Post (A).....Diving Knee 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.....Avalan. Brainbuster  
Corner Grapple (B) + Left/Right.....Punch Rush  
Corner Grapple (B) + Down.....Avalanche Backdrop  
Front Avalanche Counter.....Face Scratch  
Back Avalanche Counter.....Body Press  
Apron Grapple from inside.....In-Ring Brainbuster  
Apron Grapple from outside.....Shoulder Butt  
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.....Combo Bulldog Headlock  
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.....glares at audience  
Analog Stick Right.....motion for People's Elbow  
Analog Stick Up....."Bring it" gesture  
Analog Stick Down.....points down, then away

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

The Rock is an entertainer at heart, therefore your goal should be to entertain when playing as him. This means a lot of taunting, posing, and of course, nailing your signature moves. His medium fast walking pace means you can dictate the pace of the match against most heavyweights.

The Rock's defensive stats are extremely good, so he can take a great deal of punishment. Stay patient, even if you start losing. All it takes is one Irish whip into a Spinebuster to get the party started (see below for details).

#### STRIKES

The Rock has big American-style punches and kicks. If you can learn the timing and distance of the (B) clothesline, you should definitely use it. Unlike most strikes, the clothesline will immediately send the opponent to the mat, where you can work on ground moves.

## GRAPPLES

As if you didn't know, Rocky's two big grapple moves are the Rock Bottom and the People's Elbow. And just because I've seen it asked before, I'm going to give you step-by-step directions on how to execute a "proper" People's Elbow:

- 1) In the center of the ring, grapple your opponent.
- 2) Use (Y) to Irish whip him into the ropes.
- 3) When he's headed back toward you, hold (A) to do a Spinebuster.
- 4) Hold the analog stick Right to motion for The People's Elbow.
- 5) Use (Y) to run and rebound off the ropes.
- 6) When approaching your opponent (who should still be on the ground), simply hold (B) to drop the elbow.

By the way, The People's Elbow won't Critical, so don't be surprised! Use the Rock Bottom if you want a Critical!

## 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) Rock Bottom -> People's Elbow
- 2) Spinebuster -> People's Elbow
- 3) Dragon Screw -> Sharpshooter
- 4) Spinebuster -> Sharpshooter

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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: The Rock  
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