

Fire ProWrestling D (Import) Lou Thesz Character FAQ

by B.Wood

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FIRE PROWRESTLING D CHARACTER GUIDE: LOU THESZ
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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 - Added "Run-Up Post" moves to the Movelist section.

1.0 - Initial release of the guide.

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==SECTION 1: HISTORY OF LOU THESZ==
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When you mention the names of different wrestlers to wrestling fans, you're likely to get various opinions. But in the world of pro wrestling, one name above all others commands unanimous praise and respect. That name is Lou Thesz.

Named after his hometown of St. Louis, Thesz was introduced to Greco-Roman wrestling at the age of eight by his father, who wrestled in his native homeland of Hungary. Lou Thesz went on to become world champion, beating the previous champ in a three-hour two-out-of-three falls match (!).

In the world of Fire Pro, the Legends category was created for men like Thesz, a truly classic competitor and an icon for future generations.

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

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Real Name.....Lou Thesz
FPD Name.....R.J. Feiz
Promotion.....none
FPD Promotion.....Legends
Size.....Medium
Class.....Heavy
Height.....191 cm
Weight.....110 kg
Country.....America
Birthdate.....04.24.1916
Stance.....Strong
Offensive Skill.....Orthodox
Return Skill.....Orthodox
Critical Type.....Finisher
Special Skill.....One-Hit Finisher
Recovery.....Fast
Recovery (when bleeding).....Fast
Respiratory.....Medium
Respiratory (when bleeding).....Medium
Awareness.....Strong
Awareness (when bleeding).....Strong
Neck Strength.....High
Arm Strength.....High
Waist Strength.....High
Foot Strength.....High
Movement Speed.....Medium
Ascend Speed.....Slow
Ascend Skill.....Cannot Ascend

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

TOTAL SKILL POINTS (on a scale from 0-300): 241

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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).....Punch
Standing (A).....Chest Slap

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Standing (B) + d-pad.....Kick
Standing (B).....Football Tackle
Standing (X) + (A).....Forward Dropkick
Running (X).....Shoulder Tackle
Running (A).....FLYING BODY SCISSORS DROP [S]
Running Counter (X).....Back Switch
Running Counter (A).....Overhead Toss
Running to corner.....Back Elbow

GRAPPLES

Grapple (X).....Elbow Smash
Grapple (X) + Up.....Body Slam
Grapple (X) + Left/Right.....Flying Mare
Grapple (X) + Down.....Elbow Stamp
Grapple (A).....Back Switch
Grapple (A) + Up.....Brainbuster
Grapple (A) + Left/Right.....Headlock Punch
Grapple (A) + Down.....Neckbreaker Drop
Grapple (B).....Cobra Twist
Grapple (B) + Up.....Vert. Drop Brainbuster
Grapple (B) + Left/Right.....Russian Leg Sweep
Grapple (B) + Down.....Jumping Piledriver
Grapple (X) + (A).....ORIGINAL POWERBOMB [S]
Back Grapple (X).....Leg Trip
Back Grapple (A).....Atomic Drop
Back Grapple (B).....Sleeper Hold
Back Grapple (B) + Up/Down.....Cobra Twist
Back Grapple (B) + Left/Right.....HIGHSPEED BACKDROP [F]
Back Grapple (X) + (A).....Backdrop Hold
Back Grapple Counter (X).....Elbow Butt
Back Grapple Counter (A).....Flying Mare

OPPONENT DOWN MOVES

Opponent Face Up at Head (A).....CHICKENWING ARMLOCK [S]
Opponent Face Up at Head (B).....Stomping
Opponent Face Up at Feet (A).....Pin
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).....Knee Stomp
Opponent Face Down at Feet (A).....STF [S]
Opponent Face Down at Feet (B).....Knee Stomp
Running at Downed Opponent (B).....Knee Stomp

MOUNT MOVES

Mount Position (X).....Mount Knuckle Arrow
Mount Position (A).....Collar Hold
Mount Position (B).....Boston Crab
Mount Position Counter.....Arm Lock
Front Facelock Attack (X).....Front Neck Lock
Front Facelock Attack (A).....Piledriver
Front Facelock Attack (B).....Back Switch
Front Facelock Attack Counter.....Watermill Drop
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).....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.....Hammer Blow
Corner Grapple (B) + Left/Right.....Shoulder
Corner Grapple (B) + Down.....Hammer Blow
Front Avalanche Counter.....Elbow Butt
Back Avalanche Counter.....Backhand Elbow
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

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

Analog Stick Left.....raises hand
Analog Stick Right.....raises both hands
Analog Stick Up.....raises fist, brings forearm down
Analog Stick Down.....adjust wristbands

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==SECTION 4: STRATEGY==

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GENERAL STRATEGY

OK, let's take a look at Lou's stats. See all those 9's and 10's? That should tell you something! When you choose Thesz, you choose one of the best wrestlers Fire Pro has to offer.

The gameplan with Thesz should be sticking to his array of basic holds and strikes. He can't climb the turnbuckle or do any of the fancier moves in Fire Pro, but you wouldn't want to do that with him anyway. Pure old-school grappling is clearly where Lou Thesz excels.

Also take note that two of his Specialty moves are done from an "Opponent Down" position. Concentrate on getting the opposition into that position, where Thesz is at his most dangerous.

STRIKES

Lou's strike set is very basic, nothing fancy here. A punch, a kick, and oh yeah, the Football Tackle. Mix up these three attacks to catch the opponent off-guard, then move straight to grapples.

The Flying Body Scissors Attack is actually Fire Pro's answer to the Lou Thesz Press, his patented move. This is done from an Irish whip,

and you should work it into his repertoire.

GRAPPLES

Your intent should be to win grapples, put your opponent on the mat, and work from there. Even a simple body slam or flying mare (also known as snapmare) will do the trick.

Once you've got the opponent down, execute a Chickenwing Armlock or STF. With Lou's offensive submission and stretch stats, it will only take a few of these to have your adversary aching.

One more thing -- you gotta love the Original Powerbomb. It's brutal!

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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! =)
- * www.puroresu.com and www.wwf.com for historical reference.
- * www.gswf.org for Skill and Parameter stats.
- * CJayC and GameFAQs for hosting this guide.

Fire ProWrestling D Character Guide: Lou Thesz
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