

Fire ProWrestling D (Import) Bill Goldberg FAQ

by GokuKenshiro

Updated to v1.1 on Apr 21, 2004

=====

FIRE PROWRESTLING D CHARACTER GUIDE: BILL GOLDBERG

=====

by GokuKenshiro (supercrazyninja@aol.com)

note: If you e-mail me, please write "FPWD" and the
wrestler's name on the subject. I also accept any
other strategies.

Original Character Guide Format by Bill Wood

Version 1.0

Fire ProWrestling D (c) 2001 Spike/VAiLL

=====

==VERSION HISTORY==

=====

1.1 - Updated history

1.0 - Initial release

=====

=TABLE OF CONTENTS=

=====

SECTION 1: HISTORY OF BILL GOLDBERG
SECTION 2: SKILL AND PARAMETER STATS
SECTION 3: MOVELIST
SECTION 4: STRATEGY
SECTION 5: CLOSING

=====

====SECTION 1: HISTORY OF BILL GOLDBERG====

=====

"Who's Next?"

Like many wrestlers, Goldberg never thought of this career.
He preferred football and went on to become a player in the NFL.
Everything changed when Goldberg was injured and could no longer play.

With his football career behind him, Goldberg started to learn martial
arts and went to WCW's wrestling school. In 1997, Goldberg debuted and
his gained popularity quickly. Goldberg went on to become WCW Heavyweight
Champion and had a huge undefeated streak. Due to an injury, Goldberg did
not return to WCW in time before it was bought by the WWE.

Goldberg did not join WWE quickly. Instead, he went to wrestle in Japan
with the AJPW. Goldberg was well recieved and went on to have a few great
matches with the likes of Taiyo Kea, Rick Steiner, and he teamed up with
Keiji Mutoh against Kronix. (Sadly, there was no Goldberg/Mutoh dream match).
During this time, the WWE was having negotiations with Goldberg.

In a surprise move, Goldberg appeared in the WWE right after wrestlemania 19. His

popularity quickly rose again and he became WWE champion after defeating Triple H. His title reign would be short and the title was returned to Triple H. Right after that, Goldberg became furious at the WWE by the way he was being used by them. Goldberg returned to Japan again for a few matches left in his contract afterwards. He would then start a feud with Brock Lesnar once he returned. His final match in the WWE would be against Lesnar at Wrestlemania XX. Goldberg has signed on to return to fight in Japan. Chances are that he will no longer return to the WWE.

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

SKILL

```
Real Name.....Bill Goldberg
FPD Name.....Diefinger
Promotion.....WCW
FPD Promotion.....WWC
Size.....Medium
Class.....Heavy
Height.....190 cm
Weight.....120 kg
Country.....America
Birthdate.....12.27.1966
Stance.....Power
Offensive Skill.....Power
Return Skill.....Power
Critical type.....Finisher
Special Skill.....One Hit Finisher
Recovery.....Fast
Recovery (when bleeding).....Medium
Respiratory.....Above
Respiratory (when bleeding).....Medium
Awareness.....Strong
Awareness (when bleeding).....Medium
Neck Strength.....High
Arm Strength.....High
Waist Strength.....Medium
Foot Strength.....Medium
Movement Speed.....Medium
Ascend Speed.....Medium Slow
Ascend Skill.....Yes
```

PARAMETER - OFFENSE

```
Punch.....7
Kick.....5
suplex.....7
Submission.....4
Stretch.....5
Power.....10
Instant-P.....9
Arm Power.....9
Technical.....4
Rough.....7
Ground.....6
```

PARAMETER - DEFENSE

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

TOTAL SKILL POINTS (on a scale from 0-300): 207

=====
==SECTION 3: MOVELIST==
=====

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

Standing (X).....Punch
Standing (A).....Kick
Standing (B) + d-pad.....American Jab
Standing (B).....Solebutt
Standing (X) + (A).....SPEAR [S]
Running (X).....Flying Shoulder Attack
Running (A).....SPEAR [S]
Running Counter (X).....Thrust Kick
Running Counter (A).....Powerslam
Running to corner.....Lariat

GRAPPLES

Grapple (X).....Knuckle Arrow
Grapple (X) + Up.....Body Slam
Grapple (X) + Left/Right.....Fireman's Carry
Grapple (X) + Down.....Elbow Stamp
Grapple (A)..... Neck Hanging Tree
Grapple (A) + Up.....Front Drop Lift Up Slam
Grapple (A) + Left/Right.....Headbutt
Grapple (A) + Down.....Shoulder Buster
Grapple (B).....Victory Crucifix Knee Hold
Grapple (B) + Up.....Oklahoma Stampede
Grapple (B) + Left/Right.....AMERICAN PUNCH RUSH [S]
Grapple (B) + Down.....STRETCH BUSTER [S]
Grapple (X) + (A).....JACKHAMMER [F]
Back Grapple (X).....Sledgehammer
Back Grapple (A).....Back Brain Head Butt
Back Grapple (B).....Sleeperhold
Back Grapple (B) + Up/Down.....Full Nelson Buster
Back Grapple (B) + Left/Right.....Side Buster
Back Grapple (X) + (A)..... High Angle Leg Lift Style Back Drop
Back Grapple Counter (X).....Elbow Patt
Back Grapple Counter (A).....Forward Roll Reverse Crucifix Knee Hold

OPPONENT DOWN MOVES

Opponent Face Up at Head (A).....Double Hand Press Fall
Opponent Face Up at Head (B).....Stomping (Face)
Opponent Face Up at Feet (A).....Ankle Hold
Opponent Face Up at Feet (B).....Stomping (Stomach)
Opponent Face Down at Head (A).....Crucifix Arm Hold
Opponent Face Down at Head (B).....Stomping (Head)

Opponent Face Down at Feet (A).....Single Prawn Hold
Opponent Face Down at Feet (B).....Stomping (Back)
Running at Downed Opponent (B).....Stomping

MOUNT MOVES

Mount Position (X).....Mount Knuckle Arrow
Mount Position (A).....Crucifix Arm Hold
Mount Position (B).....Ankle Hold
Mount Position Counter.....Front Neck Lock
Front Facelock Attack (X).....Face Knee Lift
Front Facelock Attack (A).....Front Neck Lock
Front Facelock Attack (B).....Double Arm Suplex
Front Facelock Attack Counter.....Watermill Drop
Back Mount Position (X).....Back Mount Knuckle Arrow
Back Mount Position (A).....Crucifix Arm Hold
Back Mount Position (B).....Reverse Powerbomb
Back Mount Position Counter.....Cross Knee Hold

POST AND APRON MOVES

Post (X).....Diving Elbow Drop
Post (A).....Diving Elbow Drop
Post (B).....Sledgehammer
Post (X) + (A).....Diving Shoulder Attack
Run-Up Post vs Standing (X).....none
Run-Up Post vs Downed (A).....none
Corner Grapple (B) + Up.....Kushi-zashi Knee Lift
Corner Grapple (B) + Left/Right.....Kushi-zashi Shoulder
Corner Grapple (B) + Down.....Kushi-zashi Stomping
Front Avalanche Counter.....Head Butt
Back Avalanche Counter.....Body Fall
Apron Grapple from inside.....Ring Inside Brainbuster
Apron Grapple from outside.....Headbutt
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.Back Drop
Two Platon Corner.....B.Drop + D.Neckbreaker
Three Platon Front Grapple.....Triple Hammer Blow
Three Platon Back Grapple.....Triple Hammer Blow
Three Platon Corner.....Triple Hammer Blow

PERFORMANCE

Analog Stick Left.....Loud Shouting
Analog Stick Right.....Animal Pose
Analog Stick Up.....Two Hand Cross Cut
Analog Stick Down.....Cracking Fingers

=====
==SECTION 4: STRATEGY==
=====

GENERAL STRATEGY

Goldberg is a powerful wrestler and a tough opponent as well. Don't use your strikes a lot and just grapple as much as you can. He can end a match in a few minutes, so try to quickly weaken your opponent with throws. Goldberg's main weakness is submission holds. Fighters like Inoki can have a large advantage because of this, so try to take care often.

STRIKES

Goldberg's strikes aren't as powerful like their real-life counterparts... (I didn't want to bring up a Bret Hart reference, but...)

Use strikes when an opponent keeps on trying to get close to you. His Spear is your main strike weapon. Connecting the spear isn't hard, so use it as often as you like. Remember that Goldberg has two Spears, so use them to trick your opponents.

Example:

Run and Shoulder Tackle, then when your opponent gets up, Spear them with X+A.

GRAPPLES

Most of Goldberg's grapples are graded A or B, so use these often as possible. Once available, don't hesitate to use the Stretch Buster, as it is fast and powerful. The stretch buster is capable of tiring out an opponent and leaving him open for the Jackhammer. Since he has the "One-Hit Finisher", the Jackhammer can be critical and be very powerful.

COMBOS

- 1) Flying Shoulder Attack -> Spear(X+A)
- 2) Any Corner Grapple -> Diving Elbow Drop

=====

==SECTION 5: CLOSING==

=====

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.

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

=====

This may not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.

Copyright 2003 Carlos Osegueda