

Fire ProWrestling D (Import) Big Show FAQ

by B.Wood

Updated to v1.0 on Apr 9, 2002

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FIRE PROWRESTLING D CHARACTER GUIDE: THE BIG SHOW
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Version 1.0

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Last modified: 4/9/02

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NOTE: This guide views and prints best with a monospace typeface.

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==SECTION 1: HISTORY OF THE BIG SHOW==
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"Weeeellll, well it's...." umm, you know the rest. The Big Show is currently the biggest wrestler in the biz, "officially" clocking in at 7 feet, 500 lbs. And while those stats may be inflated, he certainly is a mountain of a man. Only the late Andre the Giant may equal his girth.

Early in his career with WCW, The Big Show (real name Paul Wight) was actually promoted as a relative of Andre, going by the moniker of "The Giant". He eventually jumped ship to the WWF, where he was first known by his real name and was later dubbed "The Big Show".

Both a former WCW champion (as the Giant) and former WWF champion (as the Big Show), Paul Wight is still the man the WWF calls from behind the curtain when they need an enforcer.

Factoid: Always the comedian, one of the Wight's earlier gimmicks was to walk down to the ring smoking a cigarette while the TV announcers warned viewers that smoking would stunt their growth!

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

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Real Name.....The Big Show (Paul Wight)
FPD Name.....Giant Joe
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Promotion.....WWF
 FPD Promotion.....WFW
 Size.....Large
 Class.....Heavy
 Height.....224 cm
 Weight.....227 kg
 Country.....America
 Birthdate.....02.08.1971
 Stance.....Power
 Offensive Skill.....Power
 Return Skill.....Power
 Critical Type.....Finisher
 Special Skill.....One-Hit Finisher
 Recovery.....Fast
 Recovery (when bleeding).....Fast
 Respiratory.....Above
 Respiratory (when bleeding).....Medium
 Awareness.....Medium
 Awareness (when bleeding).....Medium
 Neck Strength.....High
 Arm Strength.....High
 Waist Strength.....High
 Foot Strength.....Low
 Movement Speed.....Medium
 Ascend Speed.....Medium Slow
 Ascend Skill.....Can Ascend

PARAMETER - OFFENSE	PARAMETER - DEFENSE
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Punch.....8	Punch.....10
Kick.....6	Kick.....9
Suplex.....4	Suplex.....1
Submission.....1	Submission.....1
Stretch.....8	Stretch.....4
Power.....10	Flying.....7
Instant-P.....5	Crush.....1
Arm Power.....10	Vs Lariat.....8
Technical.....1	Technical.....2
Rough.....7	Rough.....6
Ground.....3	Ground.....4

TOTAL SKILL POINTS (on a scale from 0-300): 175

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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

Standing (X).....Chest Slap
 Standing (A).....Kick
 Standing (B) + d-pad.....HOOK SHOUDA [S]
 Standing (B).....GIANT KICK [S]
 Standing (X) + (A).....Dropkick

Running (X).....Shoulder Tackle
Running (A).....Lariat
Running Counter (X).....SIDE BUSTER [S]
Running Counter (A).....Powerslam
Running to corner.....Body Press

GRAPPLES

Grapple (X).....Knuckle Arrow
Grapple (X) + Up.....High Angle Body Slam
Grapple (X) + Left/Right.....Face Scratch
Grapple (X) + Down.....Hammer Blow
Grapple (A).....Neck Hanging Tree
Grapple (A) + Up.....Overhead Press
Grapple (A) + Left/Right.....Headbutt
Grapple (A) + Down.....Schmidt Backbreaker
Grapple (B).....Bear Hug
Grapple (B) + Up.....GIANT CHOKESLAM [F]
Grapple (B) + Left/Right.....Russian Leg Sweep
Grapple (B) + Down.....Kamikaze Bomb
Grapple (X) + (A).....Coconut Crusher
Back Grapple (X).....Sledgehammer
Back Grapple (A).....Headbutt
Back Grapple (B).....Shoulder Claw
Back Grapple (B) + Up/Down.....High Angle Atomic Drop
Back Grapple (B) + Left/Right.....Carry Backdrop
Back Grapple (X) + (A).....Cobra Twist
Back Grapple Counter (X).....Elbow Butt
Back Grapple Counter (A).....Back Press

OPPONENT DOWN MOVES

Opponent Face Up at Head (A).....Cobra Claw
Opponent Face Up at Head (B).....Double Foot Stomp
Opponent Face Up at Feet (A).....Pin
Opponent Face Up at Feet (B).....Knee to groin
Opponent Face Down at Head (A).....Camel Clutch
Opponent Face Down at Head (B).....Double Foot Stomp
Opponent Face Down at Feet (A).....Roll over and pin
Opponent Face Down at Feet (B).....Stomping
Running at Downed Opponent (B).....Elbow Drop

MOUNT MOVES

Mount Position (X).....Mount Headbutt
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 Headbutt
Back Mount Position (A).....Back Mount Knuckle Arrow
Back Mount Position (B).....Reverse Powerbomb
Back Mount Position Counter.....Back Press

POST AND APRON MOVES

Post (X).....Sledgehammer

Post (A).....Sledgehammer
Post (B).....Sledgehammer
Post (X) + (A).....Missile Kick
Run-Up Post vs Standing (X).....none
Run-Up Post vs Downed (A).....none
Corner Grapple (B) + Up.....TOP ROPE CHOKESLAM [S]
Corner Grapple (B) + Left/Right.....Corner Chest Slaps
Corner Grapple (B) + Down.....Corner Stomping
Front Avalanche Counter.....Headbutt
Back Avalanche Counter.....Backhand Elbow
Apron Grapple from inside.....Headbutt
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.Backdrop
Two Platon Back Grapple.....Combo Backdrop + Chokeslam
Two Platon Corner.....Highjack Piledriver
Three Platon Front Grapple.....Triple Beatdown
Three Platon Back Grapple.....Triple Beatdown
Three Platon Corner.....Triple Powerbomb

PERFORMANCE

Analog Stick Left.....signals for chokeslam
Analog Stick Right.....Hogan-style muscle appeal
Analog Stick Up.....crosses forearms, extends arms
Analog Stick Down.....stares down opponent

==SECTION 4: STRATEGY==

GENERAL STRATEGY

As the Big Show, you'll want to nail lots of planchas, moonsaults and other high-flying...

SMACK!

Oh sorry, thought I was doing a Dragon Kid guide for a sec there. Anyway, it doesn't seem as though Spike got the Big Show quite right. His moveset is accurate enough, but both his offensive and defensive (return) skill need to be Giant. Also, his walking speed should be Medium Slow, not Medium. Without these attributes, Show is just another heavyweight in Fire Pro D.

This guide will assume you're not re-editing him, but if you're a Big Show fanatic, you probably should.

The Big Show, as you would expect, has an arsenal of giant-size power moves such as the Bear Hug, the Overhead Press, and of course, the Giant Chokeslam. And because he is fairly nimble for a big guy, you should be able to keep with the opponent, unless he happens to be a luchador or something.

From a defensive standpoint, your only concern should be taking care of the Big Show's legs, which will crumble to repeated strikes and/or

submissions (if you want to chop down a tree, start at the trunk!).

STRIKES

Unfortunately for his opponents, the Big Show has one of the most annoying strikes in Fire Pro D -- the Giant Kick (and it's a Specialty Move to boot, no pun intended). Even if it's a little on the slow side, it can be used to keep slow-to-medium paced opponents out of grappling range. After several of these kicks, your opponent will probably start dropping to the mat.

Mix up the Giant Kick (long distance) and the regular Kick (short distance) to supremely frustrate the opposition. And you should definitely use the running Lariat often as Show's arm strength is maxed out.

GRAPPLES

Show can absolutely obliterate an opponent with his grapple moves. As stated earlier, they are giant moves befitting a giant wrestler. Once you've worked your way up to the (A) grapples, you will begin to see results.

The match finish should consist of the following:

- 1) Slam the opponent to the mat, then pick him so he is standing dazed.
- 2) Hit the analog stick left to signal for the chokeslam.
- 3) Walk into the opponent for the grapple, then hit Up + (B).

The Giant Chokeslam, combined with Show's One-Hit Finisher skill, is a "Critical!"-ing weapon. If you're looking for that "Critical!" finish, you should have success with this move.

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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: The Big Show
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