

Fire ProWrestling D (Import) Karl Gotch FAQ

by GokuKenshiro

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FIRE PROWRESTLING D CHARACTER GUIDE: KARL GOTCH
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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

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====SECTION 1: HISTORY OF KARL GOTCH
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"Pro Wrestling God"

Even if you have never seen any of his matches, Karl Gotch should be
an important name to any puroresu fan.

Gotch started wrestling at an early age and went on to train in the famous
"Snake Pit" Billy Riley Gym in England. (The gym was famous for its hard
training in submissions) His talent was underappreciated in the United States
due to his long, technical matches, so he went to wrestle in Japan. Gotch's rough
scientific style was loved by the Japanese audience and gained much popularity.
He was so respected, that many legends went to learn from him. (some of his students
include Antonio Inoki, Tiger Mask 1, and Akira Maeda). Gotch did not win many titles
during his time, but they werent needed as his skills were enough to prove his greatness.

And yes, he is still alive and well at the age of 79.

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

Real Name.....Karl Gotch
FPD Name.....Carl Krauzer
Promotion.....Legend

FPD Promotion.....Legend
 Size.....Medium
 Class.....Heavy
 Height.....188 cm
 Weight.....110 kg
 Country.....Germany
 Birthdate.....10.21.1924
 Stance.....Technican
 Offensive Skill.....Shooter
 Return Skill.....Grappler
 Critical type.....Submission
 Special Skill.....One Hit Finisher
 Recovery.....Medium
 Recovery (when bleeding).....Medium
 Respiratory.....Medium
 Respiratory (when bleeding).....Medium
 Awareness.....Medium
 Awareness (when bleeding).....Medium
 Neck Strength.....High
 Arm Strength.....High
 Waist Strength.....High
 Foot Strength.....High
 Movement Speed.....Medium
 Ascend Speed.....Slow
 Ascend Skill.....No

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

TOTAL SKILL POINTS (on a scale from 0-300): 244

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 ==SECTION 3: MOVELIST==
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Note: I don't own the official guidebook, so I used the movelist in the FAQs section, my patched copy of FPZ, and my dictionary. Email if any errors are found.

Specialty moves are marked with [S]. Finisher is marked with [F].

STRIKES

Standing (X).....Punch

Standing (A).....Chest Slap
Standing (B) + d-pad.....Kick
Standing (B).....Football Tackle
Standing (X) + (A).....2 Leg Tacke
Running (X).....Go Behind
Running (A).....Shoulder Block
Running Counter (X).....Go Behind
Running Counter (A).....Drop Toe Hold
Running to corner.....Body Press

GRAPPLES

Grapple (X).....Elbow Smash
Grapple (X) + Up.....Body Slam
Grapple (X) + Left/Right.....Snapmare
Grapple (X) + Down.....Drop Toe Hold
Grapple (A).....Go Behind
Grapple (A) + Up.....Kubinage
Grapple (A) + Left/Right.....Schmidt Backbreaker
Grapple (A) + Down.....Double Wrist Armsault
Grapple (B).....Front Necklock
Grapple (B) + Up.....Front Neck Chancery
Grapple (B) + Left/Right.....Side Arm Hold
Grapple (B) + Down.....GOTCH PILEDRIIVER [S]
Grapple (X) + (A).....Octopus Hold
Back Grapple (X).....Leg Trip
Back Grapple (A).....Pendulum Backbreaker
Back Grapple (B).....Sleeper Hold
Back Grapple (B) + Up/Down.....Backslide
Back Grapple (B) + Left/Right.....ORIGINAL GERMAN SUPLEX [F]
Back Grapple (X) + (A).....Chickenwing Facelock
Back Grapple Counter (X).....Elbow Pat
Back Grapple Counter (A).....Legspin

OPPONENT DOWN MOVES

Opponent Face Up at Head (A).....CROOKED HEADSCISSORS [S]
Opponent Face Up at Feet (A).....Tai Gatame
Opponent Face Down at Head (A).....Face Away Style Single Prawn Hold
Opponent Face Down at Feet (A).....BOW AND ARROW HOLD [S]
Opponent Face Up at Head (B).....Chickenwing Facelock
Opponent Face Up at Feet (B).....Achilles Tendon Hold
Opponent Face Down at Head (B).....Crucifix Arm Hold
Opponent Face Down at Feet (B).....Reverse Cross Knee Hold [S]
Running at Downed Opponent (B).....none

MOUNT MOVES

Mount Position (X).....Collar Hold
Mount Position (A).....Crucifix Arm Hold
Mount Position (B).....Ankle Lock
Mount Position Counter.....Arm Hold
Front Facelock Attack (X).....Front Neck Lock
Front Facelock Attack (A).....Stomach Hold
Front Facelock Attack (B).....Back Switch
Front Facelock Attack Counter.....Leg Tackle
Back Mount Position (X).....Choke Sleeper
Back Mount Position (A).....Torso Wrap Choke Sleeper
Back Mount Position (B).....Crucifix Arm Hold
Back Mount Position Counter.....Cross Knee Hold

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.....Kushi-zashi Hammer Blow
 Corner Grapple (B) + Left/Right.....Kushi-zashi Shoulder
 Corner Grapple (B) + Down.....Kushi-zashi Hammer Blow
 Front Avalanche Counter.....Elbow Pat
 Back Avalanche Counter.....Backhand Elbow
 Apron Grapple from inside.....Ring Inside Brainbuster
 Apron Grapple from outside.....Shoulderbutt
 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.....High Jack Piledriver
 Three Platon Front Grapple.....Triple Hammer Blow
 Three Platon Back Grapple.....Triple Hammer Blow
 Three Platon Corner.....Triple Hammer Blow

PERFORMANCE

Analog Stick Left.....German Style Salute
 Analog Stick Right.....Finger and Head Shaking
 Analog Stick Up.....Wrist Check
 Analog Stick Down.....One Finger Pointing Up

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 ==SECTION 4: STRATEGY==
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GENERAL STRATEGY

Gotch is one of FPD's most powerful wrestlers and his stats prove it. Do not waist your time using punches and kicks and head straight for grappling. Take down more often as most of Gotch's specials are ground based. With a high defense, Gotch should be a tough wrestler to beat as well.

STRIKES

Gotch's strikes are really weak, so don't waste your time strat with grapples.

GRAPPLES

Gotch's Critical type is Submission, so start to put those submissions to use. Stick to a body part and wear it down during a fight. Gotch's holds are quite damaging so keep on taking down your opponent and grapple. Repeat this over and over till your opponent taps. Don't forget to use his Original German Suplex and his Gotch Piledriver for some great damage.

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==SECTION 5: CLOSING==

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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.
- * www.puroresu.com for info on Gotch.
- * GameFAQ member Senator for his help in corrections and suggestions.

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

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