

# Fire ProWrestling D (Import) Andy Hug FAQ

by GokuKenshiro

Updated to v1.0 on Aug 10, 2005

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FIRE PROWRESTLING D CHARACTER GUIDE: ANDY HUG  
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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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Note: Andy Hug is unlocked after successfully  
beating Victory Road once.

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====SECTION 1: HISTORY OF ANDY HUG  
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"Blue-Eyed Samurai"

Before Bob Sapp, Andy Hug was the most popular  
fighter (and foreigner) in K-1 and Japan. Inspired  
by the movie "Rocky", Hug trained to be the best  
and actually won numerous European championships  
and made it to the Kyokushin World Open finals  
twice.

Andy's popularity grew when he joined K-1. Hug  
improved in his skills after every fight, becoming  
stronger after every win and loss. With his special  
"Andy Kick", Hug would defeat K-1 greats like  
Peter Aerts, Ernesto Hoost, and Mirco Cro Cop.  
He achieved the highest prize in K-1 when he won the  
1996 World Grand Prix against Mike Bernardo.  
After that win, he would make it to the finals  
in 1997 and 1998.

Sadly, Hug would die from leukemia on August 24, 2000.

K-1 hasn't been the same without him.

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

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Real Name.....Andy Hug  
FPD Name.....Andre Fagg  
Promotion.....K-1  
FPD Promotion.....Gruesome  
Size.....Small  
Class.....Free  
Height.....180 cm  
Weight.....98 kg  
Country.....Swiss  
Birthdate.....09.07.1964  
Stance.....Boxing  
Offensive Skill.....Fighter  
Return Skill.....Fighter  
Critical Type.....Striking  
Special Skill.....None  
Recovery.....Medium  
Recovery (when bleeding).....Slow  
Respiratory.....Medium  
Respiratory (when bleeding).....Medium  
Awareness.....Medium  
Awareness (when bleeding).....Poor  
Neck Strength.....Medium  
Arm Strength.....High  
Waist Strength.....Medium  
Foot Strength.....High  
Movement Speed.....Medium  
Ascend Speed.....Slow  
Ascend Skill.....No

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

TOTAL SKILL POINTS (on a scale from 0-300): 121

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==SECTION 3: MOVELIST==  
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Note: This FAQ was written via a combination of me using a Japanese dictionary and the edit moves FAQ. If anything is incorrect, please email me ASAP.

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

#### STRIKES

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Standing (X).....Jab  
Standing (A).....Front Kick  
Standing (B) + d-pad.....Low Kick  
Standing (B).....Mid Kick  
Standing (X) + (A).....ANDY KICK [F]  
Running (X).....Kitchen Sink  
Running (A).....Jumping Knee Pat  
Running Counter (X).....Front Kick  
Running Counter (A).....Low Kick  
Running to corner.....None

#### GRAPPLES

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Grapple (X).....Straight  
Grapple (X) + Up.....Knee (Body)  
Grapple (X) + Left/Right.....Body Punch  
Grapple (X) + Down.....Low Kick  
Grapple (A).....Face Punch Rush  
Grapple (A) + Up.....Straight  
Grapple (A) + Left/Right.....Body Punch Rush  
Grapple (A) + Down.....SPIN KICK [S]  
Grapple (B).....PUNCH RUSH COMBO [S]  
Grapple (B) + Up.....AXE KICK COMBO [S]  
Grapple (B) + Left/Right.....High Kick Combo  
Grapple (B) + Down.....High Kick Rush  
Grapple (X) + (A).....Machine Gun Knee (Face)  
Back Grapple (X).....Enzui Punch  
Back Grapple (A).....Back Liver Blow  
Back Grapple (B).....Hamstring Kick  
Back Grapple (B) + Up/Down.....Mid Kick  
Back Grapple (B) + Left/Right.....Enzui High Kick  
Back Grapple (X) + (A).....Machine Gun Knee Lift  
Back Grapple Counter (X).....Elbow Pat  
Back Grapple Counter (A).....Struggle

#### OPPONENT DOWN MOVES

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Opponent Face Up at Head (A).....Soccer Ball Kick  
Opponent Face Up at Feet (A).....Low Kick  
Opponent Face Down at Head (A).....Chin Kick  
Opponent Face Down at Feet (A).....Knee Drop (Back)  
Opponent Face Up at Head (B).....Soccer Ball Kick  
Opponent Face Down at Feet (B).....Low Kick  
Opponent Face Up at Feet (B).....Chin Kick  
Opponent Face Down at Head (B).....Knee Drop (Back)  
Running at Downed Opponent (B).....none

#### MOUNT MOVES

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Mount Position (X).....Mount Punches  
Mount Position (A).....Mount Knuckle Arrow  
Mount Position (B).....Mount Elbow Pat

Mount Position Counter.....Eject  
Front Facelock Attack (X).....Face Punch  
Front Facelock Attack (A).....Face Knee Lift  
Front Facelock Attack (B).....Side Knee Lift  
Front Facelock Attack Counter.....Watermill Drop  
Back Mount Position (X).....Enzui Punches  
Back Mount Position (A).....Knuckle Arrow  
Back Mount Position (B).....Elbow Pat  
Back Mount Position Counter.....Under Escape

#### 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 Body Blow  
Corner Grapple (B) + Left/Right.....Kushi-zashi Punch Rush  
Corner Grapple (B) + Down.....Kushi-zashi Knee Lift  
Apron Grapple from inside.....Punch  
Apron Grapple from outside.....Punch  
Front Avalanche Counter.....Punch  
Back Avalanche Counter.....Backhand Elbow  
Running to out of bounds.....none  
Slingshot to outside.....none  
Slingshot to inside.....none

#### DOUBLE AND TRIPLE TEAM MOVES

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Two Platon Front Grapple.....W. Drop Kick  
Two Platon Back Grapple.....W. Backdrop  
Two Platon Corner.....High Jack Piledriver  
Three Platon Front Grapple.....Triple Impact  
Three Platon Back Grapple.....Triple Impact  
Three Platon Corner.....Triple Impact

#### PERFORMANCE

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Analog Stick Left.....Bow  
Analog Stick Right.....Arm Cross Pose  
Analog Stick Up.....Bow  
Analog Stick Down.....Cross Pose

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==SECTION 4: STRATEGY==  
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NOTE: Hug is a striker, so every move he uses requires punches and kicks. I combined both Strikes and Grapple sections into the general strategy for that reason.

#### GENERAL STRATEGY

Andy Hug is a powerful stand-up fighter, and his punch and kick ratings are up to the point. Andy is a fighter, not a wrestler. Unless he is able to have a good distance or KO the wrestler, he is bound to get squashed.

Like most strikers, it would be better to begin by circling your opponent and looking for an opportunity to strike. Start with his low kick or jab, as they have a higher success rate. After a bit of moving and striking, grapple and pull off an couple of body punches and knee strikes. Move on up until the opponent can't block low level strikes and start to hit the Axe Kick. A few well timed Axe Kicks and finish a match or even save you from a close defeat.

Just remember that short reach strikes like the Axe Kick can leave you open for other strikes if not timed correctly. Also, any strike can leave an opening for MMA fighters to grapple to a mount position.

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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.

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

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