

# Fire ProWrestling D (Import) Kurt Angle FAQ

by B.Wood

Updated to v1.0 on Nov 13, 2002

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FIRE PROWRESTLING D CHARACTER GUIDE: KURT ANGLE
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Version 1.0

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Last modified: 11/13/02

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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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1.0 - Initial release of the guide.

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==SECTION 1: HISTORY OF KURT ANGLE==
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Most people recognize Kurt Angle as the Olympic gold medalist who made the successful transition to WWE superstar. But what most people don't realize is Kurt is also a two-time national champion and a one-time world champion in amateur wrestling, and one of the greatest athletes the sport has ever known.

Growing up as the youngest of six children in working class Pittsburgh, Kurt has wrestled since the age of six, always pushed forward by his tough older brothers. A star athlete in high school, Kurt later became focused on the winning the gold at the 1996 Atlanta games. So focused, in fact, that he wrestled with two cracked vertebrae in his neck just to reach the Olympic trials. He traveled as far as Siberia to hone his wrestling skills, and it paid off in gold for his country.

After Kurt won the gold, he immediately received a lucrative offer from the WWE, but turned it down as professional wrestling was seen by most amateur wrestlers as a disgrace to the sport. However, Kurt tuned into WWE TV sometime later and was instantly hooked. He admired the drama and athleticism of pro wrestling and decided to give it a shot.

As fate would have it, Kurt and pro wrestling were a perfect match. It would later be said that Kurt was the fastest learning worker the WWE had ever seen, he was a natural both in the ring and on the mic. In a whirlwind 11-month span, Kurt Angle would win the European and Intercontinental belts, the King of the Ring tournament, and finally the WWE Championship belt. His title reign lasted five months, an eternity by current WWE standards.

Kurt Angle is now regarded as one of the best heels the business has ever seen, and it's only a matter of time before he becomes one of professional wrestling's greatest babyfaces. After all, America can't boo their Olympic hero forever... can they?

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

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Real Name.....Kurt Angle  
FPD Name.....Burt Buckle  
Promotion.....WWE  
FPD Promotion.....WFW  
Size.....Medium  
Class.....Heavy  
Height.....188 cm  
Weight.....99 kg  
Country.....America  
Birthdate.....12/9/1974  
Stance.....Amaresu (Amateur)  
Offensive Skill.....Wrestling  
Return Skill.....Power  
Critical Type.....Finisher  
Special Skill.....One-Hit Finisher  
Recovery.....Medium  
Recovery (when bleeding).....Slow  
Respiratory.....Medium  
Respiratory (when bleeding).....Below  
Awareness.....Medium  
Awareness (when bleeding).....Medium  
Neck Strength.....High  
Arm Strength.....Medium  
Waist Strength.....High  
Foot Strength.....Medium  
Movement Speed.....Medium  
Ascend Speed.....Medium Slow  
Ascend Skill.....Can Ascend

PARAMETER - OFFENSE

-----

Punch.....5  
Kick.....3  
Suplex.....9  
Submission.....4  
Stretch.....6  
Power.....4  
Instant-P.....6  
Arm Power.....4  
Technical.....6  
Rough.....5

PARAMETER - DEFENSE

-----

Punch.....6  
Kick.....5  
Suplex.....7  
Submission.....2  
Stretch.....5  
Flying.....6  
Crush.....5  
Vs Lariat.....3  
Technical.....6  
Rough.....6

TOTAL SKILL POINTS (on a scale from 0-300): 146

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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.

KEY

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[S].....Specialty move

[F].....Finisher

STRIKES

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- Standing (X).....Punch
- Standing (A).....Kick
- Standing (B) + d-pad.....American Hook
- Standing (B).....Dropkick
- Standing (X) + (A).....Low Dropkick
- Running (X).....Kitchen Sink
- Running (A).....Lariat
- Running Counter (X).....Drop Toe Hold
- Running Counter (A).....FRONT SUPLEX [S]
- Running to corner.....Lariat

GRAPPLES

-----

- Grapple (X).....Upper Blow
- Grapple (X) + Up.....Body Slam
- Grapple (X) + Left/Right.....Face Scratch
- Grapple (X) + Down.....Hammer Blow
- Grapple (A).....Jumping Arm Breaker
- Grapple (A) + Up.....Brainbuster
- Grapple (A) + Left/Right.....Belly-to-Belly Suplex
- Grapple (A) + Down.....Waterwheel Drop
- Grapple (B).....American Punch Rush
- Grapple (B) + Up.....FRONT SUPLEX WHIP [S]
- Grapple (B) + Left/Right.....Skewer DDT
- Grapple (B) + Down.....Small Package
- Grapple (X) + (A).....OLYMPIC (ANGLE) SLAM [F]
- Back Grapple (X).....Low Blow
- Back Grapple (A).....Carry-Style Backdrop
- Back Grapple (B).....Chickenwing Facelock
- Back Grapple (B) + Up/Down.....School Boy
- Back Grapple (B) + Left/Right.....GERMAN SUPLEX WHIP [S]
- Back Grapple (X) + (A).....German Suplex
- Back Grapple Counter (X).....Elbow Butt
- Back Grapple Counter (A).....Kick to groin

OPPONENT DOWN MOVES

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- Opponent Face Up at Head (A).....Pin
- Opponent Face Up at Head (B).....Elbow Drop
- Opponent Face Up at Feet (A).....Figure Four Leglock
- Opponent Face Up at Feet (B).....Kick to groin

Opponent Face Down at Head (A)....Doujimi Sleeper Hold  
Opponent Face Down at Head (B)....Step Over Armbreaker  
Opponent Face Down at Feet (A).....Roll over and pin  
Opponent Face Down at Feet (B).....Knee Breaker  
Running at Downed Opponent (B).....Stomping

#### MOUNT MOVES

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Mount Position (X).....Mount Knuckle Arrow  
Mount Position (A).....Collar Hold  
Mount Position (B).....Crucifix Arm Hold  
Mount Position Counter.....Front Neck Lock  
Front Facelock Attack (X).....Front Neck Lock  
Front Facelock Attack (A).....Piledriver  
Front Facelock Attack (B).....Back Switch  
Front Facelock Attack Counter.....Waterwheel Drop  
Back Mount Position (X).....Back Mount Knuckle Arrow  
Back Mount Position (A).....Choke Sleeper  
Back Mount Position (B).....Belly-to-Back Suplex  
Back Mount Position Counter.....Evade through legs

#### POST AND APRON MOVES

-----  
Post (X).....Diving Body Press  
Post (A).....Moonsault Press  
Post (B).....Diving Body Attack  
Post (X) + (A).....Moonsault Attack  
Run-Up Post vs Standing (X).....none  
Run-Up Post vs Downed (A).....none  
Corner Grapple (B) + Up.....AVAL. FRONT SUPLEX [S]  
Corner Grapple (B) + Left/Right.....Corner Punch Rush  
Corner Grapple (B) + Down.....Corner Stomping  
Front Avalanche Counter.....Elbow Butt  
Back Avalanche Counter.....Backhand Elbow  
Apron Grapple from inside.....In-Ring Brainbuster  
Apron Grapple from outside.....Drop Down Stun Gun  
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.Brainbuster  
Two Platon Back Grapple.....W.Backdrop  
Two Platon Corner.....B.Drop + D. Neckbreaker  
Three Platon Front Grapple.....Triple Beatdown  
Three Platon Back Grapple.....Triple Beatdown  
Three Platon Corner.....Triple Beatdown

#### PERFORMANCE

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Analog Stick Left.....gestures for crowd support  
Analog Stick Right.....crosses arms, says "Over!"  
Analog Stick Up.....raises fists, yells "Whoo!"  
Analog Stick Down.....bends elbows, swings arms

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==SECTION 4: STRATEGY==  
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## GENERAL STRATEGY

(NOTE: Since you're interested enough in Kurt to read this guide, I trust you'll take the time to re-edit him. The strategy in this section is based on the updated Angle).

With Kurt Angle you can do almost anything, but his experience in amateur wrestling means he's better suited to technical matwork than all-out brawls. Stay close for the grapple when possible, only striking every now and then to mix up your offense.

One move you should use for variety is the moonsault. Amazingly enough, this move is in Kurt's real-life arsenal, a testament to how well he's adapted to the flashier moves of professional wrestling (although he did break Bob Holly's arm with it by accident!).

One thing you do not want to do with Kurt is bleed. When Kurt gets opened up, his stats decrease significantly. One more reason not to get involved in a punchfest!

## STRIKES

With Punch stats at 5 and Kick stats at 3 (6 and 4 if you re-edit), Kurt's striking offense is mediocre at best. Stick with the basic Punch and American Hook, throwing in a Kick for distance every now and then. By all means, stay away from his clumsy looking Dropkicks, which are never worth the risk.

## GRAPPLES

Grappling is where Kurt Angle excels. His high Suplex and Technical stats means these moves will wear the opponent down quickly. Kurt has an array of suplexes from both a front and back grapple; Belly-to-Belly, Belly-to-Back, Front Suplex, German Suplex, you name it. Mix 'em up and toss the other guy around the ring like a rag doll!

Late in the match, there are three grapple moves you should base your offense around to nail down a finish:

TRIPLE GERMAN SUPLEX (see re-edit section) - Pick your dazed opponent up off the mat and use this at least once in a match. It looks great and really puts a hurting on him. This move ends in a pin, so you should set yourself up near the top (northernmost) corner of the ring when you want the pin, otherwise you may end up with a rope break.

ANGLE LOCK (see re-edit section) - This move perfectly reflects Kurt's mean streak. You can link to it from [Grapple Down + (X)] almost from the outset, but you shouldn't if you want to work a realistic match. However, if you're in trouble, know that you can resort to this potentially match-ending move anytime you feel like it.

ANGLE SLAM (a.k.a. OLYMPIC SLAM)- Kurt's default finisher. You'll only be able to use this after you've worn your opponent down quite a bit. Believe me, your opponent won't be able to take too many of these.

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==SECTION 5: RE-EDITING KURT ANGLE==  
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Although Spike did a fantastic job of creating Kurt Angle, this is definitely the old Kurt, not the newer, more vicious Kurt. Not only that, they released his second finisher, the Angle Lock, as an add-on move after the game was released. Can you say "mandatory re-edit"?

## APPEARANCE

In 2002 WWE storylines, Kurt Angle lost his hair in a "hair vs. hair" match with Edge (who had a lot more at stake let me tell you). Kurt decided to keep the bald look as it fits well with his tougher image (wouldn't have anything to do with another certain bald WWE superstar quitting the promotion, would it?). Anyway, head 281 is a perfect substitute for the new era Angle, I suggest you use it.

Costume-wise, Kurt hasn't changed much. He still wears the amateur style singlet, but varies from the red, white and blue theme every now and then. My fave apparel for the Kurt re-edit is a white singlet with red trim, and red kneepads and boots. You can also make the singlet black if you so desire.

## STATS

If you paid attention to the history section, you'll notice Kurt has had a very serious neck injury in his career. Therefore, his neck strength should be Medium, not High. Also, due to his experience as a WWE main eventer and champion, his Awareness should be High. Change other parameters as you see fit, but Kurt's pretty accurate otherwise.

Here's how you should re-edit Angle's offensive/defensive parameters:

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

## MOVES

Not much to do here, Spike gave Kurt a good moveset. But there are two mandatory adjustments:

**\*\*OPPONENT FACE DOWN, AT FEET (B) = ANGLE LOCK (add-on move)\*\***

OK, this is imperative for an accurate Angle. Download the move from gswf.org and set it to Specialty or Finisher. If you want it as his Finisher, you may want to use Jason Blackhart's hacked Angle Lock, which can "CRITICAL!" on Finisher and has revised damage stats. Here's the link to Jason's site:

<http://www.angelfire.com/freak/jblackhart/firepro/index.html>

If you do not have Internet access with your Dreamcast, you can use Ken Shamrock's ankle lock that's already in the game. It's just not Kurt's custom ankle lock. =(

**\*\*BACK GRAPPLE, LEFT/RIGHT + (B) = TRIPLE GERMAN SUPLEX\*\***

The move Kurt borrowed from Chris Benoit. Again, Kurt uses this move quite a bit, so you may want to make it a Specialty. If you're running out of Specialty slots, remove one from the Avalanche Front Suplex.

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==SECTION 6: 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! =)
- \* Jason Blackhart, for giving us all the Angle Lock we deserve! =)
- \* Angle himself, for making "It's True It's True" an interesting read,  
and for being the best wrestler in the WWE! =)
- \* [www.wwe.com](http://www.wwe.com) for historical reference.
- \* [www.gswf.org](http://www.gswf.org) for Skill and Parameter stats.
- \* CJayC and GameFAQs for hosting this guide.

Fire ProWrestling D Character Guide: Kurt Angle  
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