

Fatal Fury FAQ/Move List

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This walkthrough was originally written for Fatal Fury on the GENESIS, but the walkthrough is still applicable to the SNES version of the game.

FATAL FURY GUIDE FOR GENESIS/MEGA DRIVE

No fancy ASCII for you this time!

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1) INTRODUCTION

Hi, welcome to my FAQ for the Genesis/Mega Drive version of Fatal Fury. Fatal Fury first appeared in arcades in 1991 and was one of SNK's first fighting games. Problem was, it was quite average and compared to Street Fighter 2, it looked quite dated. In 1993, Takara made versions for the Super Nintendo and Genesis/Mega Drive.

2) STORY

The story for the game is set in South Town, where Geese Howard has taken over and set up another "King of Fighters" tournament. This time though, 3 new challengers have entered, who are Terry Bogard, Andy Bogard and Joe Higashi. Terry and Andy are up for a bit of Geese smashing since he killed Terry and Andy's father, Jeff Bogard, 10 years ago. Will they be able to beat the other fighters for a chance to fight Geese?

3) CONTROLS

Fatal Fury has 3 main attack buttons:

- A: Punch
- B: Kick
- C: Throw

On the D-pad:

- Up: jump
- Up toward: Jump forward
- Forward: Move right
- Down: Duck
- Down back: Block whilst ducking
- Back: Move left/block
- Up back: JUMP back

To throw, hold either back or forward whilst pressing the C button.

4) GAME PLAY

Fatal Fury is a fighting game. Each fighter has an energy bar, when it gets depleted completely that fighter is knocked out and the round goes to the other player. Fatal Fury uses the "best 2 of 3" rounds format Win 2 rounds and you win the fight. If a time over happens, the fighter with the most health left in their energy bar will win the round. A double KO can happen if both fighters KO each other at the same time (doesn't happen that often)

The main feature of Fatal Fury is the plains system. During a fight, most stages have 2 plains that you can leap around from one to another, as can the opponent. This means you can attack an opponent by leaping from one plain to the other.

5) MENU

When you first start the game up, there is a short intro and then the title screen comes up, press start. You'll then be in the menu, which has several options:

1P GAME START
VS GAME START
OPTIONS

1P GAME START
This is the story mode, where you can play as either Terry, Andy or Joe and take on CPU controlled fighters.

VS GAME START
When you go into this, another 3 options come up:

1P VS 2P
1P VS COM
COM VS COM

1P VS 2P
For 2 players

1P VS COM

Lets a player take on randomly chosen CPU controlled fighters.

COM VS COM

Watch the CPU fight.

OPTIONS

In here there are several options to mess around with:

LEVEL

TIME LIMIT

BGM

CONTROL

TEST

EXIT

LEVEL

Chose how difficult the game is in the story mode. You can have either easy, normal or hard.

TIME LIMIT

Choose how long each round will be, you can have either 30, 60 or 90.

BGM

Choose to have the music on or off in the game.

CONTROL

In here you can change the pad settings, as well as if you want to have special moves on. You can also choose how many rounds there are per fight.

TEST

In this menu you can listen to any music, effect or voice used in the game.

EXIT

Have fun guessing what happens when you choose this.

6) CUT STUFF/CHANGED STUFF

In the transition from arcade to Genesis/Mega Drive, a lot of stuff simply had to be cut out completely as they didn't have enough space to fit everything on. Here is a list of everything they cut out in this version of the game:

*The 2 on 1 fight mode

*The bonus games

*The character Billy Kane

*The character Hwa Jai
*The SD character walking around between fights
*The screen showing your fighter falling out of a window if you lose to Geese.
*The ending was also cut down.

They also changed a bit of stuff as well:

*Michael Max's stage has 2 plains in this version. In the arcade, it only had one.

*They changed quite a few of the move commands, as well. Andy's fireball, for instance, had the DPM+P command in the arcade, in this version it is QCB+P.

*All of the sound voices for special moves were re-done in this version.

*Billy Kane can be seen on Richard's stage.

*Hwa Jai can be seen on Duck's stage. He replaces where Richard stands in the arcade version.

*Terry's power wave looks different.

7) MOVES LIST

COMMAND LEGEND

QCF: Quarter circle forward
QCB: Quarter circle back
Charge: Charge direction for 2 seconds
QCFX: Quarter circle forward extended (D,DF,F,UF)
QCBX: Quarter circle back extended (D,DB,B,UB)
HCF: Half circle forward
P: Punch
K: Kick

TERRY BOGARD

Power wave: QCF+P
Burning Knuckle: QCB+P
Crack shot: QCBX+K
Rising tackle: D (Charge) U+P

ANDY BOGARD

Fireball: QCB+P
Shotgun kick: DB (Charge) UF+K
Dragon punch: QCFX+P
Dash elbow smash: DB (Charge)F+P

JOE HIGASHI

Slash kick: DB (Charge) UF+K
Hurricane Uppercut: HCF+P
Tiger kick: QCFX+P

Machine-gun punch: Press P repeatedly

MICHAEL MAX

Hurricane uppercut: HCF+P

Gust straight punch: B (Charge) F+P

Dash: Press either back or toward twice quickly.

RICHARD MEYER

Rolling kick: QCF+P

Spider kick: D (Charge) U+P

DUCK KING

Head Spin attack: B (Charge) F+P

Cannonball attack: QCFX+P

TUNG FU RUE (normal)

Flying wheel kick: QCBX+K

Palm Slap: QCF+P

Monster:

Flying clothes line: QCF+P

Double fireball: QCF+K

RAIDEN

Killer fog: B (Charge) F+P

Rocket attack: QCB+P

GEESE HOWARD

Violent wave: HCF+P

8) STORY MODE

When you play the one player mode, you are in the story mode where you can play as either Terry, Andy or Joe. After picking a character you pick a place to fight first. You can choose from either Duck King, Richard Meyer, Tung Fu Rue or Michael Max.

RICHARD MEYER (In the manual his surname is spelt "Myer"
This guy jumps around a lot, but just crouch and kick a lot to win. If he uses his spider kick attack, use a projectile with Andy, or the burning knuckle as Terry. With Joe try the slash kick.

TUNG FU RUE

When you fight start the fight, his small form is easy to beat. He usually uses his flying wheel kick special a lot and watch out for his throw which he will try at close range. When he is big (monster), don't do any projectile moves -he always counters them with his own. When he does the flying spinning

clothes line, duck.

DUCK KING

Duck likes to spin attack you a lot, but projectiles should be able to beat him easily.

MICHAEL MAX

Punching is Max's game. He will also often use his hurricane uppercut whenever you do a projectile attack so watch out.

RAIDEN

This large fellow has some nasty throw techniques to look out for, and the rocket attack can be hard to avoid. Try ducking it and then getting a hit in.

GEESE HOWARD

The final opponent likes to use his violent wave a lot, so try jumping it. He can also counter your moves and throw you if he wants. Try to land hits in after you jump his projectile and he is recovering from it.

NOTE: Since 2 fighters are not in the game, someone at Takara had the bright idea of having the normal playable characters challenging you to a fight. It happens randomly after fighters 1, 2, 3 or 4.

TERRY BOGARD

Uses his power wave a lot and can do a lot of damage with his burning knuckle special. Try throws on him as often as you can.

ANDY BOGARD

Like Terry, Andy uses his projectile a lot. If you jump at him he will usually do his shotgun kick or dragon punch. Again, try throwing him a lot.

JOE HIGASHI

Joe will normally use all 4 of his special attacks a lot, especially the tiger kick and hurricane kick. Throw him around as often as you can.

9) CHEATS

GEESE HOWARD CODE:

Hold left whilst selecting the VS GAME START option. With left held down, press start, then choose which mode of VS fight you want. Geese will now be a selectable character. You can only use him in the vs. modes though.

EXTRA CONTINUES CODE:

When you lose a fight, you go to the continue screen. You start off

with just 3 continues. However, if you press A, B C and UP all at the same time you get an extra continue, which is nice. You can do this as many times as you want although the most you can have at any one time is nine.

SELECT CPU OPPONENT IN 1P VS COM MODE:

Usually in the player vs. CPU mode, the CPU will randomly select a character for you to fight against. However, whilst highlighting the 1P VS COM, hold the C button on pad 2. With C held down on pad 2, press start on pad 1. You'll now go into the character select screen, and you can choose who you want to fight by using pad 2 to move through the fighters.

SELECT FIGHTERS IN CPU VS CPU MODE:

Usually when you go on the CPU VS CPU option, the CPU will choose the fighters. However, highlight CPU VS CPU and hold down the C button on pads 1 and 2 and with those held down, press start. You can now choose the fighters you want to watch fight each other.

EXTENDED ENDING:

Complete the game under the hard setting without using a continue.

10) MY THOUGHTS

In the end, this game isn't that good. Too much stuff has been taken out and the fact is, in the arcade Fatal Fury was average and it's a lot worse on the Genesis/Mega Drive. Go get the sequel instead, that's miles better.

11) CREDITS

Me, for bothering to make this thing in the first place.
You, for bothering to read it.

12) DISCLAIMER

Now see hear! Only GameFAQs and Neoseeker may use this guide, please e-mail me and ask for my permission to use it on your site or else where. Thank you and good night.

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