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1) INTRODUCTION

Takara made this conversion of the arcade game which was released in 1992. The game is a beat 'em up like the last one, but in my opinion this is the best version of the game and is a LOT better than the first game. It was released in 1994, but not many copies were made.

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## 2) INFORMATION ABOUT THIS VERSION

The game was available to buy in most countries such as Japan and America, but the PAL version of the game only got an Australian release (and has a blue front cover on the instruction booklet. The game is easy to get in Australia, but when a copy goes on eBay.co.uk people will pay over £40 usually which is idiotic.

This version of the game had all the characters, stages and moves (unlike the last conversion of the first game) but almost all of the super move commands were changed since not all players had 6 button pads. This was actually a blessing in disguise since it made all of the moves easier to do, plus the controls for this version were more responsive than any other.

This game was overshadowed by the release of Super Street Fighter 2 and Mortal Kombat 2 when it was first released, but this is one of the best fighting games on the console and is a lot more special than the average arcade version.

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## 3) CONTROLS

Fatal Fury 2 supports both the 3 button pad and the 6 button variant. The 6 button version is easily the superior pad to have though and I certainly recommend you have one (or two if a friend wants to play against you) before you start playing the game.

### LEGEND

P= Any punch button

K=Any kick button

SP= Strong punch

SK= Strong kick

QCF= Quarter circle forward

QCB= Quarter circle backward

DPM= Dragon Punch motion (F,D,DF)

DPMB= Backwards version of above.

HCF= Half circle forward (B,DB,D,DF,F)

HCB= Half circle backward (F,DF,D,DB,B)

Charge: Charge direction for 2 seconds.

Any motion with a "X" by it means extended -as in QCFX means D,DF,F,UF.

### 3 BUTTON PAD CONTROLS

A= Weak punch  
B= Weak kick  
C+A= Strong punch  
C+B= Strong kick  
A+B= Move to other plain  
A+B+C= Plain attack  
Press C lightly= Taunt  
Start= Pause

#### 6 BUTTON PAD CONTROLS

X= Light punch  
Y= Strong punch  
Z= Move to other plain  
A= Light kick  
B= Strong kick  
C= Plain attack  
Mode= Taunt  
Start= Pause

As you can see, the 6 button pad has the instant advantage in having many more buttons meaning you don't have to press buttons together to do attacks like you do with the 3 button pad.

The D-Pad works the same way with both pads though:

U= Up (jump)  
UF= Up forward (jump at opponent)  
F= Forward (move right)  
DF= Down forward (crouch and move forward)  
D= Down (crouch)  
DB= Down back (crouching block)  
B= Back (block/move back)  
UB= Up back (jump back)

#### GENERIC MOVES

Every character can do these generic attacks.

Crouching and moving (hold DF)  
Simply hold the Down forward direction to crouch and move forward toward the opponent.

Blocking (hold B)  
Blocking means you won't take damage from punches or kicks, and will suffer a little bit of damage if a special move is blocked. You cannot block throws.

Throwing (Hold F or B and press SP or SK next to opponent)  
Throws do good damage. You can also try holding DF and pressing one of the strong attack buttons to do a different throw.

Taunting (press C lightly/mode button)  
This just makes your character taunt the opponent.  
It doesn't really do anything but can be used to  
annoy your opponent in 2 player games.

Plain attack  
This will knock the opponent into another plain. If  
the stage doesn't have another plain, the opponent  
will be knocked into the background and bounce of it,  
hurting them slightly.

Change plain  
To change plain, simply press the change plain button.  
You cannot change plain if a stage only has one  
plain in the first place.

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#### 4) STORY

One year after the fateful day Terry Bogard defeated  
Geese Howard, Wolfgang Krauser hosts the second  
King of Fighters tournament. This time though, the  
tournament isn't just limited to South Town fighters  
and instead 8 of the best warriors in the world  
come together to battle.

So in other words, it is your average "some guy  
sets up a tournament" nonsense so many fighting games  
seem to follow.

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#### 5) GAME PLAY

This plays like the last one but feels and works  
better. At first this just seems like a Street  
Fighter 2 rip off but it has an interesting  
gimmick in being able to leap into a different plain  
to evade attacks, or you can attack the opponent from  
one plain to another.

Fatal Fury 2 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)

New to this game are super attacks. When your fighter's energy bar is flashing red, you can do your character's super move. Super moves will, if they hit the opponent, do major damage.

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## 6) MODES OF PLAY

Fatal Fury 2 has several modes of play. When you start the game up the main menu screen will appear which has several options:

1P GAME START  
2P GAME START  
SURVIVAL MATCH

OTPTIONS

I'll explain all here:

1P GAME START  
This is the arcade mode. You pick a character, then fight CPU controlled opponents. After the normal characters, you'll face the bosses, which there are 4 of. You fight them one after another. A second player can join in by pressing start on pad 2 whilst player 1 is playing.

2P GAME START  
Enter this mode and you'll get another 3 options:

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

1P VS 2P  
This lets 2 players fight each other.

1P VS COM  
This lets player 1 fight a CPU fighter. The CPU will choose a fighter itself randomly.

## COM VS COM

Watch the com fight itself. It will choose 2 characters to fight each other randomly.

## SURVIVAL MATCH

A poorly named team battle mode. It lets you choose five characters and then you fight each other, whoever runs out of characters first loses. If you have ever played the King of Fighters games you'll know what to expect here.

Like the 2P GAME START, when you select SURVIVAL MATCH you'll get three options:

1P VS 2P

1P VS COM

COM VS COM

Each option works the same as in the 2P GAME START way, but now you get to choose more fighters.

## OPTIONS

In this menu there are several options to mess around with:

LEVEL

CONTINUE

TIME LIMIT

BGM

SPEED

CONTROL

TEST

EXIT

LEVEL

Choose the difficulty of the CPU opponents. You can have either easy, normal or hard.

CONTINUE

Choose how many continues you want, from 0 to 9.

TIME LIMIT

Choose how many seconds there are in each round. You can turn time off if you want to.

BGM

Have game music on or off.

CONTROL

By choosing this option, you'll be able to change the pad button set up. You can also turn special

attacks off if you want, or set how many rounds you must win in fights.

#### TEST

Choose this option to listen to any game music, sound effect or voice.

#### EXIT

Leave the options screen.

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### 7) MOVES LIST

#### NORMAL CHARACTERS

The following moves are for the 8 characters you can choose in the one player mode.

#### TERRY BOGARD

"Watch out Krauser -I'm comin' to get ya!"

Terry is the main character of Fatal Fury 2. He's after Krauser to fight him after defeating Geese a year ago in the first tournament.

#### SPECIAL MOVES:

Power wave: QCF+P

This is a projectile that travels across the ground. Opponents can easily jump over it but it is still a very effective attack at close range.

Burning knuckle: QCB+P

This screen clearing move is great. However at long range opponents can see it coming from a mile away. At close range though it is a great attack to knock the opponent back.

Crack shot: QCBX+K

Another great move. Terry will overheard kick the opponent. The strong kick version has great range.

Rising tackle: D (Charge) U+P

Terry's final move is an anti air attack. If the opponent keeps jumping at you, use it.

#### SUPER MOVE



Power Geyser: QCB, HCF+SP

This move is a close range attack, but causes a large blast of power. If the opponent jumps at you or is right next to you, use it.

ANDY BOGARD

"Sorry, Terry, but this time I'm gonna be number one!"

Andy is Terry's brother and is one of the best fighters in the game with very easy to do special moves, although his super attack is hard to do. Andy wants to prove himself to Terry in being a strong fighter after failing to beat Geese a year ago.

SPECIAL MOVES:

Fireball: QCB+P

A fireball projectile attack.

Dragon punch: QCF+P

This is a great anti air move, use whenever the opponent jumps at you.

Dash elbow blow: DB, F+P

Andy will charge into the opponent and smash them with his elbow. Due to the speed of this attack it can be quite useful.

Shotgun kick: DB, UF+K

Andy will leap up and kick into the opponent. This move has good range, especially the SK version.

SUPER MOVE

Blazing kick: D (Charge) DF,F+SK

A variant of the shotgun kick which has Andy on fire and does a lot more damage.

JOE HIGASHI

"I just can't see what Terry sees in those cheeseburgers. What's the fun of eating food you don't hafta fight first?"

Joe was Andy's friend in the first game. He's another good character to play as. He's in this tournament to show off his new moves.

SPECIAL MOVES:

Hurricane uppercut: HCF+P

This projectile looks like a hurricane.

Slash kick: DB, UF+K

At long range the opponent can see this flying kick from miles away, but at close range it is more useful.

Tiger kick: QCFX+K

A great move to do when the opponent jumps at you. At close range it can be abused too.

Machine gun punch: Press any P rapidly.

Use this at close range. A barrage of punches do good damage to the opponent.

#### SUPER MOVE

Screw uppercut: F, HCF+SP

This is kind of like Terry's super move in terms of how it travels. It doesn't travel very far, but is very high -if the opponent is jumping at you, do this move. It should also be used at close range.

#### MAI SHIRANUI

"Any wise-cracks about my costume and you're history!"

This beautiful female ninja is the only women competitor in this tournament.

#### SPECIAL MOVES:

Fan attack: QCF+P

Mai's "projectile" is a flying fan to the opponent. It seems to start a bit slow though.

Ninja bee attack: HCF+K

Mai will roll and then fly into the opponent with an elbow smash. At long range the opponent will see this from a long way away. Try it at close range instead.

Death dive: D (Charge) U+P

Mai will jump up and then dive into the opponent. This move can annoy the hell out of people and can be overused a lot.

Dragon fire: QCB+P

Mai will turn around and use part of her

costume to set fire to the opponent. Use at close range.

#### SUPER MOVE

Super ninja bee attack: F, DB, F+SK

This looks like the normal ninja bee attack but Mai will set fire to the opponent. It does more damage if you get it to place every hit on the opponent.

#### KIM KAPHWAN

"None of you are a match for the power of my Tai Kwan Do!"

Kim is a very fun fighter to play as, due to his excellent special moves. Kim has entered the tournament to show off how great Tai Kwan Do is.

#### SPECIAL MOVES:

Aerial dive kicks: D+K during jump

This is a great move to abuse. Kim will dive down and kick the opponent in the head a few times.

Flying slice: D (Charge) U+K

A very Guile flash kick type attack which is great to use against opponents who jump at you.

Half-moon slice: QCB+K

A flying splits kick. The SK version has good range.

#### SUPER MOVE

Mega kick attack: QCB, HCF+SK

This is a great attack and looks awesome if it hits the opponent. Kim will fly across the screen, and if he hits the opponent he will proceed to do a big kick and punch combo and then finish it off with a flying slice.

#### BIG BEAR

"You puny wimps are no match for me!"

Big Bear was formally Raiden. He's back and isn't as angry as before. His wrestling

style means he has many powerful throws.

#### SPECIAL MOVES:

Super drop kick: Hold K down for 5 secs then release  
Bear will fly across the screen and drop kick the  
opponent for big damage.

Giant bomb: DB (Charge) F+P

Bear will charge up and then charge into the  
opponent.

#### SUPER MOVE

Fire breath: HCB+SP

Bear will blast out a ball of fire. It actually  
has pretty good range.

#### JUBEI YAMADA

"He, he, he - anyone want an autograph?"

Jubei is the oldest character in the  
tournament and want to be an  
international superstar with his own fan club.  
Will his advanced judo skills give him enough  
power to win? Probably not.

#### SPECIAL MOVES:

Spine crunch: D (Charge) U+P (CLOSE)

Jubei will grab the opponent and leap up into  
the air, taking the opponent with him. He will  
then slam them into the ground.

Dash reverse throw: B (Charge) F+K

Jubei dashes at the opponent, and if he  
manages to grab them he will throw them  
in the other direction.

Rice cake throw: B (Charge) F+P

A "projectile" which is fairly slow and  
useless.

#### SUPER MOVE

Super spine crunch: DB (Charge) D, DF+SP (Close)

Super and more powerful version of the usual  
spine crunch move.

## CHENG SIN ZAN

"And the dojo's just for starters - wait til those merchandising profits start kickin' in!"

Cheng is an overweight guy who wants money, which he can get by winning the tournament.

### SPECIAL MOVES:

Fireball bomb: QCF+P

Cheng will check a fireball at the opponent, which travels in an arc motion.

Spinning attack: B (Charge) F+K

Just like Blank's roll attack from SF2, Cheng will spin attack into the opponent.

Belly blow: D (Charge) U+P

Cheng will leap up and dive down at the opponent. It is a little slow though.

### SUPER MOVE

Fireball blaster: DB (Charge) D, F+SP

A much stronger version of the fireball bomb.

## BOSS CHARACTERS

You can only use these fighters with a cheat mode in the 1 player mode. They are already on the screen in the 2 player or survival modes though.

## BILLY KANE

"You Bogards had better be ready -I've got a few nasty surprises for ya!"

Billy was Geese Howard's bodyguard, but now works for Krauser since Geese died a year ago. He especially wants to defeat Terry, who was the one who defeated Geese.

### SPECIAL MOVES:

Stabber: B (Charge) F+P

A long range pole attack. It is very good at catching the opponent at long range.

Flying spin: D (Charge) U+K

Billy will jump high into the air, and then come back down into the opponent with his

cane spinning.

Stationary spin: Press any P rapidly  
Billy will spin his cane around, and if  
the opponent touches the cane they will be  
damaged.

#### SUPER MOVE

Flaming blast: QCB, HCF+SP  
Billy leaps forward and smash his cane into  
the ground, which produces a blast of blue  
flame. Since Billy leaps forward this move  
has good range.

#### AXEL HAWK

"You callin' me a has-been? Get into the ring  
and tell me that to my face, sucker!"

A retired boxing champion, Axel cannot resist  
the call to the tournament and enters it.

#### SPECIAL MOVES:

Flaming power punch: QCF+P  
A projectile attack which looks like a red sonic  
boom.

Smash bomber punch: DB (Charge) D+P  
Axel dashes forward to punch the opponent. This  
move is damaging and can be abused.

Back dash punch: DB (Charge) F, B+P  
A variant of the above move.

Power uppercut: F, HCF+P  
An uppercut attack.

SUPER MOVE: HCB+SP  
Three dashing punches in a row. Axel travels  
quite a bit with this move, so you can  
quickly use it to move across the screen.

#### LAWRENCE BLOOD

"I show no mercy in the bullfighting arena - and  
less than none on the streets!"

The bodyguard to Krauser has some good moves. He is also a bullfighter.

#### SPECIAL MOVES:

Spin: B (Charge) F+K

Blood spins at his opponent to do a few hits. This attack is easy to see though.

Cutter: D (Charge) U+P

Blood leaps and dives at the opponent. It has good range and is useful to hit a crouching opponent.

Flying uppercut: HCFX+P

A flying uppercut. Use when the opponent jumps at you.

Sabre slash: QCF+P

A combo of hits. Use at close range.

#### SUPER MOVE

Super sabre slash: QCB, HCF+SP

More powerful version of the sabre slash.

#### WOLFGANG KRAUSER

"Welcome to your destiny, South Town! Soon you worthless scum will know the force of my power!"

The final boss of the game is a great character to play as. His moves are excellent and he is a general bad ass all round.

#### SPECIAL MOVES:

High blitz ball: QCB+P

A small projectile that travels high.

Low blitz ball: QCB+K

Low level version of the above move.

Tomahawk kick: HCB+K

A diving kick attack which has excellent range.

Counter hurl attack: QCF+P

Krauser will look like he is blocking for a few seconds. If the opponent attacks during this time, Krauser will grab them and throw them across the screen. This move should be done against moves like Terry's burning knuckle attack.

SUPER MOVE:

Kaiser wave: HCB, F+SP

A massive purple fireball attack which is difficult to avoid unless the opponent moves to the other plain if they can.

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## 8) CHEATS

Unlimited continues

When at the continue screen, hold UP and press A, B and C together. Every time you input this code you will get an extra continue. The maximum you can have at any one time is 9.

Proper ending sequence

Complete the game on either the normal or hard difficulty setting without using a continue.

Dipswitch menu/bosses

At the Takara logo, input this command:

QCB, HCF+SP

You should hear Terry say "Geyser!" This means the cheat has worked. In the options there will be a new option to go on called "Test" which lets you change things, such as being to do supers any time and have infinite juggles. I don't know how it all works but in an update I will detail it more closely.

This code will also let you play as the bosses in the one player mode. Highlight Mai and hold down start, then press down, then right three times to unlock all of the boss characters.

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## 9) FAQ



Is Big Bear really Raiden?

Yes, just without the mask and with different moves.

How does the dip switch menu work?

You change the numbers from either 0 to 1, which will change something in the game. The problem is that no one knows what everything does yet but I will try and figure it all out soon.

I cannot do a move...

Keep trying. I say you should use the 1p vs 2p with no second player actually playing to practice without the CPU bothering you.

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#### 10) DISCLAIMER

Only GameFAQs and Neoseeker can use this FAQ. Anyone else must e-mail me. My e-mail is:

ffogalvatron@hotmail.co.uk

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So I mean business. Haw.

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