## **Final Fight Guy Move List**

by Goh\_Billy

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                  Final Fight Guy
        FAQ By: Goh Billy (billy kane 32@hotmail.com)
                 Version #: 3.0
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1. Legend
______
                        A - Attack
 ub u uf
          f - Forward
           b - Back
 \ | /
                         J - Jump
 b-- --f
           u - Up
                         + - And
 / | \
           d - Down
                         / - Or
 db d df
                          , - Then
2. System
______
Grapple
                walk into enemy
Pick Up Object
                press A when on top
                 of item
Use Weapon
                press A after picking
                 up weapon
Rear Jump
                J, b
                                press b immediately after
                                 pushing J; covers a longer
                                 distance than a regular
                                 jump; can only perform
                                 your d + A air attack out
                                 of it
                shake joystick and
Get Up Faster
                  tap A and J rapidly
                  after being knocked
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down

Special Attack

J+A

consumes part of your
 lifebar if move connects;
 cannot perform if you only
 have a sliver of life left

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3. Characters

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\* 3.1 Guy

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Age: 24
Height: 6'
Weight: 160 lbs
Favorite Foods: Sushi

Japanese Noodles

Profile: Attacking with the quickness of a ninja, Guy is an expert with

the Triangle Kick.

Basic Moves

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Backfist A

Second Backfist A Backfist must hit the enemy

for this to come out

Chest Punch A Second Backfist must hit the

enemy for this to come out

Elbow Strike A Chest Punch must hit the

enemy for this to come out

Seoi Nage Behind u/d/b + A Elbow Strike must hit the

enemy for this to come out Elbow Strike must hit the

Swipe Kick A Elbow Strike must hit the

enemy for this to come out

Skyward Kick J, A Short Knee Cancel d+A Straight Jump Kick b/f+J, A

Short Knee Cancel d + A

Short Knee d + A during jump

Jump Kick Cancel A
Rear Jump J, b

Rear Jump J, b cannot Wall Jump from a

Rear Jump

Short Knee d + A

Wall Jump jump toward the wall, the wall, in this sense, is

then J when you reach the wall

a literal wall (NOT the edge of the screen); this

can be done off of poles, phone booths, building

walls, etc.

Straight Jump Kick A Short Knee d+A

Grapple Moves

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Tsukami Nage A if the first or second knee

strike doesn't KO the enemy then the grapple will remain "locked" and you can choose to perform another knee strike or one of the other grapple moves listed below

Seoi Nage f + A

Seoi Nage Behind b/u/d + A

Bushin Senpuu Kyaku J+A consumes part of your

lifebar if move connects; cannot perform if you only have a sliver of life left

Jump Escape J

Special Move

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Bushin Senpuu Kyaku J+A consumes part of your

lifebar if move connects; cannot perform if you only have a sliver of life left

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Age: 46
Height: 6'8''
Weight: 267 lbs
Favorite Foods: Hamburgers

Baked Potato

Profile: A former Street Fighter, Haggar is now Mayor of Metro City.

Famous for his wrestling style, Haggar is best known for the

Back Drop and the Piledriver.

Basic Moves

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Gut Punch A

Second Gut Punch A Gut Punch must hit the enemy

for this to come out

Suplex Behind u/d/b + A Second Gut Punch must hit

the enemy for this to come

out

Side Hammer A Second Gut Punch must hit

the enemy for this to come

out

Dropkick b+J/f+J/J, A

Body Splash Cancel d + A

Body Splash d + A during jump

 $\begin{array}{ccc} \text{Dropkick Cancel} & \text{A} \\ \text{Rear Jump} & \text{J, b} \\ \text{Body Splash} & \text{d + A} \\ \end{array}$ 

Grapple Moves		
Walking Grapple	use joystick to move around	
Headbutt	A	if the first or second headbutt doesn't KO the enemy then the grapple will remain "locked" and you can choose to perform another knee strike or one of the other grapple moves listed below
Suplex	f + A	
Suplex Behind	b/u/d + A	
Double Lariat	J+A	<pre>consumes part of your   lifebar if move connects;   cannot perform if you only   have a sliver of life left</pre>
Jump Grapple	b+J/f+J/J	using b/f determine where Haggar jumps
Piledriver	A	
Special Move		
Double Lariat	J+A	<pre>consumes part of your   lifebar if move connects;   cannot perform if you only   have a sliver of life left</pre>

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## 4. Conclusion

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- 4.1 What's Missing/Needed
- -Clean up and corrections
- -If you have anything to add, any corrections I need to make, please email me at billy\_kane\_32@hotmail.com. Credit will be given for your contribution.
- 4.2 Credits
- -Capcom
- -Gamefaqs
- -BigDarsh (thestandingfierce@gmail.com) for corrections and info on Rear Jumps
- -And me for writing this FAQ

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