

Final Fight Guy FAQ/Walkthrough

by antseezee

Updated to v1.0 on Sep 23, 2005

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FAO/Walkthrough

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For Nintendo SNES

Version 1.0

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Author's Note

Sometimes game developers do really, really sneaky things. Whether it be altering a game slightly for a sequel release, or simply producing an outright hit, something can always be criticized one way or another. Final Fight Guy is quite possibly one of the cheapest re-releases, almost an identical game with one character model change. Incorporating the original Final Fight system, you'll bash your way through levels with rock-iron fists, steel-toed kicks, and headbutts the size of a spaghetti meatball. While the game is the same stale old formula, the Final Fight series never fails to excite when the going gets tough. This guide will provide you with a walkthrough for all levels, and perhaps some additional codes Capcom tossed in to make Final Fight Guy a worthy purchase. Will you crack your knuckles in a violent streetfight, or get slammed on the pavement as a sign of weakness?

Contributing/Feedback

If you have any contributions, feedback, or strategies you'd like to have added to the guide, contact me via e-mail or on GameFAQs. I'll be more than content to add your segment of information, and will also provide credit. If you have any questions you'd like added to the Common Questions section, ask. I simply don't have the time to sit around thinking of questions. Provide me with what you want to know!

Updates

=09/23/05= v1.0

Finished the FAQ. Took longer than expected, but a fairly challenging game in

=09/21/05= v1.0

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- 1) Introduction                               -
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Nonetheless, the game is basically Final Fight. You'll engage in side-scrolling beat-em-up action across several different stages, in an attempt to rescue Jessica, daughter of Mayor Haggar, and girlfriend of Cody (Guy's friend). You have the choice of picking from either Guy or the typical Haggar, but everyone who bought this game will surely play Guy. Why waste \$5 in the first place? Numerous items, powerups, and weapons can be used to assist you on your journey. Guy is the quicker of the bunch, skilled in martial arts, while Haggar is a grunt-like wrestler with more technique in grapple moves. Either way, Final Fight Guy is a fairly good game, it's just that nothing is added/changed (including the lack of a two-player co-op, which is in Final Fight 2).

GAME INFO

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Players: 1

Developer: Capcom

Released: 1994

Rarity: rare (Blockbuster-only rental)

Special Features: n/a

ESRB: Teen

Cover Art on box:

- Shows Final Fight Guy logo with a brick wall being smashed

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- 2) Game Basics -

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The SNES controller fits ideally well to the entire theme of fighting games, mainly because of the simple (buttons to your right), controls to the left. For the most part, Capcom made it even simpler by making two buttons do all of your character functions. Jump or attack, and move with the control pad. It's like a gift from heaven.

KEY representation for each button:

Control Pad = left directional pad

A = A button

B = B button

X = X button

Y = Y button

R = R trigger

L = L trigger

START = Start button

SELECT = Select button

/Game Controls/

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L - n/a

R - n/a

START - pauses game

SELECT - n/a

Control pad (Up) - used in conjunction with jump attacks/grapples

Control pad (Down) - used in conjunction with jump attacks/grapples

Control pad (Left) - moves character left

Control pad (Right) - moves character right

A - n/a

B - jumps

X - n/a

Y - attacks

A + B - special move

B then A - jump attacks

(Get Close) + Y - grabs opponent, can be slammed, beaten, or thrown

- The control scheme is very simple for Final Fight Guy. Your character moves with the control pad, and can either attack with melee punches/kicks, or jump. Jumping combined with the attack button (while mid-air) causes for a jump attack. Pressing both buttons at the same time performs the character's special move. A character's special move eats up a small portion of the life bar, but instantly knocks down all surrounding opponents. Useful for getting out of sticky situations. Grapple attacks require you to move in close, but once an opponent is grabbed, you can then slam them to the ground knocking down other

/Characters/

```
)>; Haggar
=> "Recently hired mayor who has a no-BS policy. Haggar is a former
    bodybuilder/wrestler who specializes in grappling techniques/slams.
    Haggar's daughter, Jessica, was kidnapped by the Mad Gear gang. Haggar
    vows vengeance against the Mad Gear gang, and appreciates the help of
    Guy."

Height = 6.64 ft
Weight = 297 lbs
Power   = 5/5
Speed   = 2/5
Special = 3/5
Overall = 4/5
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- 3) Game Modes -

- 4) Walkthrough -

The Final Fight series tends to go through a series of levels, much like most platform games on the SNES. Basically, you visit an area (subway, urban streets, a building), and along the way, the levels are split into zoned sections. You can walk so far across the screen still it stops panning, at which point, several thugs and/or a boss will try to intercept you. It's a simple routine, just make sure your time limit in the middle of the screen

doesn't reach zero. This walkthrough will cover the levels, along with boss strategies. I'll try to be unbiased based on which character you use.

/Stage 1: Slum/

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Difficulty: **

 Boss: Thrasher

- You'll start off being tossed into the slums of Metro City. You'll have to face about three series of basic thugs. When I say basic thugs, I mean generic baddies who punch or kick once at a time, speedy fellows who strike quickly, and/or a mixed batallion of blocking fighters. You'll reach a stairwell at the right. Finish off the larger thug, then it should lead you on into the club area.

- Right off the bat, you'll be facing a group of tough guys sitting on the ground. Break the wooden box for some preferable goodies, either a health powerup or weapon. Move to the right after the engagement, and you'll run into a mini-boss, Wong Who, and another headbutter. Grab the knife out of the crate, and use it on Wong Who (should be wearing green). This will weaken his life bar. Just get in close, and finish him off with combos, while tossing the assisting baddies around. You'll be brought back to the street level.

- You'll face two more groups of minor bad guys; nothing worth mentioning. Then, near the right edge of the area, you'll meet Thrasher (who bursts out of a wooden door). This large gruesome opponent isn't too tough, as long as you can sift through and avoid his flying jump kick. He basically does minor hops around the battlefield. When he gets close, move up, combo strike, and then toss him. After he takes enough damage, Thrasher will seek shelter on a nearby subway railing. You cannot hit him while he rests here. Instead, fight off the thugs, and after five seconds of fighting, prepare to jump out of the way (or move vertically), as he'll jump kick across the screen. Repeat the process. Shouldn't be too difficult of a stage.

/Stage 2: Subway Park/

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Difficulty: ***

 Boss: Katana

- You'll be in the entranceway to the subway station. Move right, and you'll face a few new enemies including street thugs, knife tossers, and generic baddies. A good strategy is to grab the knives dropped on the ground, and wield them against the opponents who are giving you trouble. Move ahead until you see a giant red man rush you from behind. This is Andore Jr. Avoid getting grappled by him, and just lay down combos when he bullcharges you. A strike should stun him as he rushes towards you. It also helps to toss bad guys at Andore to slow his progress.

- You'll then board the nearby subway cart. Up ahead will be two basic gangs of thugs, including some knife tossers, and eventually another Andore Jr. Watch for the rush of two speedy gangsters, as they can quickly strike, even faster than Guy. Two more basic groups will hit you, then Andore himself will confront you at the head of the train. This battle can be difficult, because normal Andore has a ground slamming move + an instant life loss grappling slam. Avoid getting close to him, and start to toss knives at him from the spanish gangster. The train will eventually stop to an abandoned train path.

- You'll have three gangs of various baddies to deal with. None of them are

special, but watch for the dagger and street-clothes ones as they're agile and have aerial attacks. After the onslaught, you'll be tossed into a wrestling ring with a masked samurai, Katana. Katana is such an easy boss as long as you focus on getting him caught in a loop. Immediately charge to the lower right corner, then move vertically up. Catch him in a combo, grapple him, and toss him. If he gets up in a crouched position, quickly prepare to jump kick towards him. He will bullcharge you quickly. Also, if you toss him or knock him down, he'll drop one of his two samurai swords. He will try to snatch them back up at all costs, but avoid his bullcharge. Use the swords against him, but leave one on the ground. If he stands up normally, whack him with the sword. If not, jump to avoid the charge, and then counter with a sword swipe.

/Stage 3: Westside/

Difficulty: ***

Boss: Edi.E

- You'll have one basic group of thugs to encounter, and in the second group, a mix of Andore & Andore Jr. Your best strategy is to focus on taking junior out first, otherwise they will both stack a serious hurting on you. Isolate Andore by himself for the easy victory. Continue forth. Punch the club door open. About halfway through the club, you'll run into a three-grouped ambush. Numerous knife wielders, generic baddies, and then Bill Bull (with his one amigo) will charge at you. You should be able to find a giant lead pipe in one of the botton containers. Grab it, and use it against them. Then, Andore & Andore Jr. will attempt a double up. Again, repeat the strategy of the lead pipe, and it should make this club battle quite easy.

- You'll be dropped into a caged arena. Two men drop down; F. Andore & U. Andore. They're respectively brothers, and whether the "F-U" has anything to do with it; I won't speculate. Anyhow, this battle is easy. Immediately grab the samurai sword off the ground to your left, and move up to avoid the pounce by the first Andore. Align yourself to the left and start slicing and dicing. Keep striking the Andores', but stay stationary. Do not go towards them when they're on the ground, otherwise they will counter bull-charge you. If you lose the weapon, aim for the lead pipe (only if you're using Haggar to swing it fast enough). Otherwise, lay a few combos down, keep them isolated, and use your special move when surrounded.

- You'll now be brought to the exit of the club. Smash through the door. Move to the right, but watch for the quick stampede of bullcharging fatmen. Your typical Wong's and Bull's will be here to greet you, 3 in total. Try to isolate all three on one side of you, so you can focus your attacks on one being. Proceed forward. Another quick ambush of street thugs and caped crusaders will occur. Watch for their quick jabs, and avoid the jump kicks. You can repeatedly jump kick to knock down these aggressive foes. Move to where the crowd is, and Edi.E will pop out from up top. This corrupt cop is somebody who has to be taken off the force. For starters, Edi.E will spit out white gum on the floor in the upper right corner. Try to pick it up when your health is low to instantly replenish your life bar. As for Edi's attacks, they vary from a baton whacking, to a ranged gun firing, to a minor grapple move. Try to jump kick Edi whenever he is moving up/down as he will not baton whack you. You can also vertically move up/down and move in for a combo hit + throw. Watch for Axl and his baddies to distract you. When Edi's bar is brought low enough, he'll start moving to the far left or far right screens and start firing his weapon horizontally. You'll have to avoid these by doing either your special move, jumping over them, or charging Edi, and taking him out before he can fire. I simply move in before he can fire, continually engage him, and knock him down. Don't overcomplex this battle, as Edi isn't too tough of a boss.

/Stage 4: Bay Area/

Difficulty: *****

 Boss: Abigail

- You'll now be on one of the baywalk areas at nighttime. Move forward and engage the speedster gangsters ensuring to focus on them first before the blocking thug. Move forward, and take out the two groups of generic baddies. Another tough part will come up where the broken walkway fence is. About 6-7 Bill Bulls/Wong Whos will charge from both sides of the screen. Focus on knocking down the guys with the lowest life bars, then use grapple knees and tosses to eliminate the higher health fatso chargers. This battle may take one or two lives from your status screen. Move to the right. Andore Jr. & a speedster are ready to greet you, but you should be able to make quick work of them with either character. You may find some replenishments in the barrels ahead, so make extensive use of whatever you find. Watch for two rollings of barrels. The only way to avoid this oncoming obstacle is to smash the barrels with your fists or jump over them. About 5-6 street chain thugs will start doing aerial maneuvers. Focus on the weaker opponents, and work your way up. Move right.

- You'll be inside an abandoned bathroom area. Some generic thugs including some speedsters will charge at you. Jump kick the speedsters, and focus on eliminating the blunt baddies. Moving ahead, you'll run into a mix of two blocking thugs, several speedsters, and generics. Repeat the strategies, burst the two barrels for powerups, and move right. You'll hit an area where the music changes. Avoid the explosives tossed by the red-suited men, or grapple one of them to prevent them from tossing them. Watch for Billy and the blocking thug group after the explosives expert. Concentrate on grouping them together, and comboing them all at once. Another rush of explosives will be tossed by an upcoming group. You'll have one more group, another alternating rush, and then a mix of knivesmen. Again, make use of your grapple knees as these really hurt the knife tossers. Also, toss the knives against them to minimize the effort you have to use behind your fighter. There are about 8 in total, so make use of jump kicks and what not to prevent getting ganged up on. Move forward, and bash open the barrels for for some food and powerups. About three more groups of baddies will greet you in this area, nothing specifically special. Again, you'll have two more groups, this time, mainly consisting of speedsters and blockers. You should find some food in barrel after the tough battle. There will be a second barrel with a meat inside that will fully replenish your life. Don't open it until you have defeated the rest of the baddies, then eat it.

- You'll reach a Way Out sign, when Abigail (an Andore look-a-like) rushes out. This guy is dangerous mainly because of his deadly strikes. By now, you're either very low on lives/health and really don't want to fight him. Abigail attacks with blunt strikes, and also turns bright red right before he does his bullcharge punch. Abigail also possesses a default bullcharge which is hard to counter because it can rarely be jumpkicked, and it'll almost always hit. For starters, focus on tossing the little guys into Abigail, and finishing off his minions. There are about 5 total. Once they stop spawning, now focus on eliminatiating Abigail. Tosses do the most damage to him, but it's best to maximize the potential of your combos. Throw two punches, grapple him, knee him twice, then throw him. When he walks up/down the screen towards you; do the same. Move up/down to make him continually move. Don't strike first. Wait for him to throw a default punch, and you'll have a 1.5 second interval to move up to him, grapple, and toss. He's exposed after throwing a normal slide punch. If he turns red, jump kick him as he charges. If he default charges, you're screwed. The idea is to stay fairly close in proximity so he won't default

charge, but lure him to slide punch, then counter. If you die, make sure you do some damage to him while you're temporarily invincible.

/Stage 5: Uptown/

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Difficulty: *****

 Boss: Belger

- You'll be on the base of a commercial area strip. Start moving forward, and watch for the rolling barrels to your rear. Try to concentrate the first group of guys on one side of you, as the speedy thugsters and blocking gangsters make a horrible combo for you to fight. Up ahead will be some generic baddies, and after they're finished, a barrel roll from the front. Two more groups of similar opponents are up ahead. You'll proceed through a hotel entrance to an elevator strip. Move to the right side as all of your next opponents will arrive via the left. You'll have Bill Bull, Andore, Andore Jr., a knivesman, and a few others to deal with. Concentrate your combos on the left, and toss the weaklings into the bigger guys to deal efficient damage. You'll head up the elevator after it's clear.

- You'll now be near a cozy resort. Move forward and prepare to jump kick as three fatso chargers will rush onto the screen. Group them together, and repeat combos. Two more will arrive for reinforcements, but all of these Wong Whos aren't that tough. You'll have another Andore & Andore Jr. up ahead to deal with. This part is tricky as three different speedsters will hit from the rear flank. Get into an engagement with the speedster, toss him at the Andores, and now that all 3 are grouped together, finish them off with combos. Move forward. Two groups of four speedsters will try to intercept you afterwards. Try grouping them together, and using jump kicks to neutralize a stray one, while you combo off the main grouping. A few explosives tossers will be strafing across the screen up ahead. Don't get caught into the path of one, otherwise, the others will ensure to toss their explosives on the specific path. You'll have a few blocking gangsters and defaults to deal with, then you'll head inside the main complex of Mad Gear.

- After exiting the elevator, you'll have two street thugs, several speedsters, and a group of bullcharging fatsos to nail down. Avoid the lamps that drop down from above. They'll reveal various powerups such as food to replenish your health. When the open skyline reveals itself, you should see two barrels. Crack one of them open for a Muramasa sword. Start wielding it against the generic foes you face. Eventually, you'll face an Andore & Andore Jr. up ahead. I found it difficult to concentrate them onto one side, so I just jump kicked back and forth, or sliced back and forth. A mix of speedsters and fatsos will be up ahead. After a mixing of two groups, bash open the barrels for food/weapons. Watch for the knivesmen to ambush you from above. Continue down this long strenuous hall. You'll reach an end with another doorway. Watch for the rear ambush of knivesmen, street thugs, and defaults. Concentrate them to your left so you don't get caught from behind with reinforcements. Once clear, you'll head through the door.

- This next area will mainly consist of street thugs, speedsters, and Andore/Andore Jr. You'll have to use grouping strategies, and repeat jump kick back and forth when the going gets tough. There are few food powerups, but some do drop down from the lamps above. Ensure to get them when necessary. Another group of Andore & Andore Jr. will charge at you after the first lamp drop. Reach the end of the hall until you see a window. Suddenly, we see Belger, leader of the Mag Gear Gang. He's basically sitting on an electric chair with Jessica on his lap (that sick son of a bitch!). Immediately move left and right across the screen, ensuring to stay close to Belger. Try to grapple him, and

Any site out there has permission to host my FAQs (following the above terms), however, these are a list of current sites that host my FAQs officially:

- <http://www.gamefaqs.com/>
- <http://www.ign.com/>
- <https://www.neoseeker.com/>
- <http://www.cheatcc.com/>
- <http://www.cheatplanet.com/>

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- 8) Proper Credit -
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I'd like to thank the following people for their help in making this FAQ possible:

)) CJayC ((for constantly updating GameFAQs, and dedicating his entire life to it. Takes a lot of effort to keep a site going this long.

)) Rootsecure.net ((for letting me use an excellent ASCII generator, which composed this somewhat mystifying title.

)) Capcom ((for creating a re-release of the original Final Fight with a character sprite change. I'm not sure whether I should be proud, content, or digusted.

)) Gamewinners.com ((for providing me with one code for a beat-em-up series classic. It was worth a try.

"Some people make sacrifices to make other people happy." - Chris Zawada
"Freeeeeddoooooommmmmmmmmmm!" - William Wallace (Braveheart)

