# Final Fight 2 FAQ/Walkthrough

by antseezee

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FAQ/Walkthrough

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For Nintendo SNES
Version 1.0
By Chris Zawada
User: antseezee

E-mail: antseezee@epix.net Website: www.antseezee.com Created: 09/18/05

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### Author's Note

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The Final Fight series is most well-known ever since the early days of the SNES. A series that shared similarities with most beat-em-ups, and the Street Fight series, the games practically emulated beat-em-up action with a few selectable characters, across various areas. Often, you could bash open various boxes for powerups, or perform grapples/throws along with your arsenal of contact hits. For the most part, the games were fairly short, but had just enough fun factored in to make it a "anywhere, anytime" game that could be picked up and played. Final Fight 2 picks up where the original Final Fight left off. While the game almost seems identical to the original Final Fight, the inclusion of a new character, and better presentations help say otherwise. Will you crush the wrist of a hostile gangster, or be crushed by a gigantic brute who eats scum for dinner?

Contributing/Feedback

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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

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=09/18/05 = v1.0

Finished the FAQ. Not a bad game afterall, but there are certainly better beatem-ups out there. I still enjoyed what I could while it lasted.

=09/18/05 = v1.0

Started the FAQ. Trying to get back into the mix of things, but FAQing is still just a hobby. May produce a FAQ or two every once in a while. This one should

be finished by tomorrow night as the game itself is fairly short.

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### - 1) Introduction

Final Fight 2 is very reminiscent of the typical sequel title for a majority of SNES games. Take the original formula, wash it up a bit, and repeat it for the public. To be quite frank, Final Fight 2 feels EXACTLY like Final Fight. The controls are practically identical, there are alternating game modes (the same 1P or 2P co-op), and even the arrangement of the HUD screen/menus are similar. One could come to the conclusion that Final Fight 2 is practically a quick-fix solution for Capcom's income. Use the Final Fight name on the same game, except different backgrounds, levels, and new character models.

Final Fight 2's storyline revolves around the revival of the Mad Gear Gang. Apparently, they had been regrouping back in Europe, and their first sorty of actions was to kidnap Rena (Guy's fiancee) & Rena's father. Maki, the sister of Rena, decides to go find out where they are. She calls Mike Haggar for help, and he brings along his one apprentice-to-be, Carlos, with him. In the end, you have an aging 280lb bodybuilder, Carlos, and Maki going out on an all-out vengeance quest to rescue both Rena, her father, and down the Mad Gear Gang once and for all. To be honest, it's not too inspiring, but it gets the job done.

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### ##### GAME INFO ##### ///////|\\\\\\

Players: 1-2
Developer: Capcom
Released: 1993
Rarity: uncommon

Special Features: 2-player CO-OP

ESRB: Teen

Cover Art on box:

- Shows Haggar dropkicking a thug on the urban streets

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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

 $\ensuremath{\mathtt{B}}$  then  $\ensuremath{\mathtt{A}}$  - jump attacks

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

- The control scheme is very simple for Final Fight 2. 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 enemies.

### /Characters/

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### )>; Haggar

=> "Mainstream hero of the series, mayor of the city, and a professional wrestler/bodybuilder. Haggar has an extreme build and relies on power slams to enforce his no-nonsense attitude. He despises the Mad Gear

Gang ever since they kidnapped his daughter in the first Final Fight game. Haggar doesn't have much speed, but is the most powerful in way of characters. This means you spend less time on each level beating up guys. He has alternating grapple moves, and his special is rotating backfists for a brief amount of time. He's my preferred character."

Height = 6'10"
Weight = 280 lbs
Power = 5/5
Speed = 2/5
Special = 3/5
Overall = 4/5

#### )>; Maki

=> "Sister of Rena, who is the fiancee of Guy, she too appears to be skilled in the martial arts. Speedy combos, flexibility, and one heck of a well-built woman are her trademarks. Due to her light frame, she is the weakest, but possesses great speed. She only has a weak grapple throw, however, her special move is probably the best out of all characters. She performs a horizontal spin kick while supporting herself off the ground. The great thing is that you get extreme range from her legs with this special move. She's an average character, but doesn't do much damage up front."

Height = 5'4"
Weight = 114 lbs
Power = 2/5
Speed = 4/5
Special = 5/5
Overall = 3/5

### )>; Carlos

=> "I'm not too familiar about Carlos, who appears to know Haggar quite well. Ever since the first game, he says he owes Haggar big time, and wants to help out. My guess is that he originated from Guy's training gym, or is related to the events somehow. Nonetheless, Carlos is the average build, average power, and average everything. He too is skilled in the martial arts, but more with weapons - aka swords, knives, katars. His special involves a sword swirl that is powerful, but the range is limited, and it only lasts a short duration. On a side note, Carlos has a great grapple throw, which launches bad guys with great range."

Height = 6'2"
Weight = 200 lbs
Power = 3/5
Speed = 3/5
Special = 3/5
Overall = 3/5

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## - 3) Game Modes -

The original Final Fight for the SNES was a somewhat hush-rushed production. The game had no two-player mode, wasn't too fancy on the graphics, and lacked three playable characters (only two). Final Fight 2 tries to correct some of the minor flaws by tossing a 2-player co-op mode, extra options, and a "better" ending if you beat the game on Expert Mode.

-> 1-PLAYER <-

Pick 1 of 3 characters and attempt to complete the six stages of the game by yourself.

### -> 2-PLAYER <-

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Pick 2 of 3 characters, play with a friend, and attempt to complete the six stages of the game. The amount of continues you have is shared by both players.

### -> OPTIONS <-

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Let's you customize the options of Final Fight 2 to match your preferences. The difficulty can be changed to Easy, Normal, or Expert. Completing the game on Expert yields a more advanced ending. The control scheme can be changed along with a sound test.

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### - 4) Walkthrough

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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 lower. This walkthrough will cover the levels, along with boss strategies. I'll try to be unbiased based on which character you use.

/Stage 1: Hong Kong/

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Difficulty: \*\*

Boss: Won Won

- You'll start off by being tossed into the streets of Hong Kong. Not exactly the place I want to go to get an eggroll. Move right and you'll engage a series of basic thugs. They have nothing special besides basic punches/kicks. Proceed forward to engage another group of thugs. Keep moving right till you hit a solid wall with a door. Along the way, ensure to bust the barrels to get food/points powerups. There will be an occasional big thug tossed in. These guys either will hit quickly with the metal pipe in their head, or will block your blunt attacks. Keep punching till you slam them down, and make use of your grapple moves. Your character should then bust the door open and head into the club.
- Move to the right engaging the brief stint of enemies, and then head down the alleyway. You'll have more basic wanna-be's to deal with. Eventually, you'll reach another set of stairs on the right. Watch out for the ambush from behind, especially the one thug who has electric katars in his hands. These things bite with a vengeance. Toss the minor thugs at this fatso, or just deal with him straightforward with blunt strikes. Your character will head up the stairs.
- You'll now be at the docks. Move right and you'll face a few more basic thugs, but also an acrobatic tall enemy. Watch for his leap attacks, and make quick work of him. Move to the right edge of the docks where the boxes are, and Won Won, the boss hops down. This behemoth of a boss is basically an explosive type. One second he'll be standing still, then he'll attack in three ways. His first primary attack is a leap stomp. It tracks you down where you last were.

The only way to avoid it is to quickly move up/down in a scatter pattern hoping he'll lag behind you and miss you. When he hits the ground, quickly counterstrike and knock him to the ground. He has a blunt punch/kick move, but use your special to interfere. Finally, he has a grapple technique which should be avoided. Be quick to strike first. He's not that bad if you have Haggar, but the other characters will struggle in dealing with him. Yes, he can be powerslammed, the 400 lb behemoth. You can also toss the basic thugs at him to lower his life bar.

\*All three of our heroes learn that Mad Gear's base of operations has moved to Europe. Rena and her father have been taken there, which is told by Won Won, the beaten-up 400 pounder. Anyhow, it's off to France for some au revoirness."

/Stage 2: France/

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Difficulty: \*\*\*

Boss: Freddie

- You'll start off on the sunsetting walkway of a local restaurant. Move to the right, engaging about four series of basic thugs. Your stiff competition won't come until you reach a metal link fence on the right hand side. Watch for an ambush by a character called Andore. This large thug will bullcharge you when you're far away, or quickly strike when you're close. Do what you can to get the basic thugs off your back, and combo punch him down. Move vertically up while in close proximity to grapple slam. Your character will bust through the fence once this area is cleared.
- At the construction zone, move right, and engage the two gangs. Then, bust through the fence, and engage a few more series of street thugs. This second fence zone will be more tough. Andore Jr. will hit you from behind, along with the electric katars guy. Watch for a bullcharge by both of these characters, but their life bars are short (meaning they're easy to disable). Just use blunt strikes, or jump kicks when they charge you. Bust through the next fence. You'll have one more ambush to deal with. Great Andore, and two electric katar guys will hit you from behind. Make use of the weapon provided inside the barrel, and start meleeing them. Be weary for the shock charge as it does great damage. Focus on getting Great Andore out of the way, then move to disable the other two. Bust through the fence.
- You're now at the base of the airport. You'll have 2-3 series of basic thugs from both sides attacking you. I recommend grabbing a weapon out of the nearby barrel, and using it to melee these guys quickly and painlessly. Bust your way out via the right fence. This last segment will have a few thugs hitting you from both sides, nothing you didn't deal with before. The boss, Freddie, will pop out of a top carrier garage. He's another souped-up thug with superior height. This thug is more difficult than Won Won, mainly because he has a wide variety of attacks to use against you. His first and most primary attack is a bullcharge which makes your jump attacks useless. So don't bother jump kicking him. Secondly, he also has a grapple move, and an aggressive blunt striking attack. The best strategy is to get above/below him, then quickly blunt strike as you move down/up towards him. Get him stunned, move in for a grapple, and repeat. You can also combo him down. Just don't jump strike him. If you have a powerful character, make use of the basic thugs by throwing them into him, or slamming them towards him. This saves your health bar and prevents a ton of agony.

<sup>\*</sup>It's a dead lead in France as nothing is revealed. Let's go to Holland to find out more.\*

/Stage 3: Holland/

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Difficulty: \*\*\*

Boss: Bratken

- You'll start off in an abandoned field. Seems like we're pretty much screwed. Right off the bat, you're going to notice three dots to your right. These are land mines. Jump over them to save some health. Engage the two series of gangsters ahead, and you can even lure the gangsters into the mines to do damage. Look for the one area where the two column of mines have a gap in the middle. Leap to the center gap, let the oncoming enemies rush into them, and just stand there making sure they step on all mines. This saves you a ton of punching effort. Move to the right, leaping over the series of mines until you see the aquaduct tunnel. Don't step in the doorway as Andore will rush out. Use the entrance as a way to ambush him, and then seek shelter in the doorway while fighting off the rest of the thugs. Head on through. Grab the food in the box. Watch for a minor ambush, then your character will board the elevator. When you reach the top, quickly hold down the control pad to avoid the ambush by the agile tall fighters. Nail them down as there are quite a few, and watch for Great Andore to bullcharge. Use the fighters to toss them into him. Now, move right. Grab whatever weapon is inside the container, and use it against the thugs. You'll have an electric katars guy, along with Andore Jr. to deal with, but both are futile to the power of the blunt object. Head out the door when finished.

- Once on the outside world, there will be three series of thugs to deal with. For the most part, they're a mix of tall ones, with basic enemies. Near the end, you'll have Andore along with some katar guys to deal with. Just watch for the blocking guys to distract you. Your character should leap into the sewers below. After the first series of basic gangsters, watch for two explosivetossers to come into the second series. They'll toss the explosives at the last position you were at, so move up/down to avoid them. They may even teamkill their own fellow thugs. You'll notice Bratken, the third boss, at the far right side of this sewer pit. This guy will bust out of a prison door in style. To be honest, Bratken will be the toughest challenge you've had so far, mainly because his attacks rip your life bar to shreds. He'll attack in three ways. His primary is a jump kick which is extremely hard to avoid or counter-attack (he'll do an instant grapple after he hits the ground). I just recommend avoiding this at all costs. Secondly, he'll blunt strike when you're close, or grapple toss when close. Make use of the fellow thugs, and lunge them at him (or slam them into him). Be weary that Bratken's thugs may cause more trouble than Bratken himself. Watch for the enlarged blocking thugs. They'll try to grab you when you're fighting Bratken, or vice versa. Don't overuse your special move in this battle.

\*Nothing is expunged from this meeting. Let's check out England, maybe that's where the Mad Gear Gang is.\*

/Stage 4: England/

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Difficulty: \*\*\*\*

Boss: Philippe

- You'll begin on the base of the English Subway system. Proceed right engaging the three series of gangsters, and make use of any objects you can retrieve out of the containers. The fourth series will seem like an average mix until Andore bullcharges out of the backline. Make use of the fellow thugs, and blunt strike

before he can charge into you. The train will start moving. Your character hops aboard via the last cart.

- Once on top of the trains, you'll have basic series of thugs to deal with. Near the third cart, Andore Jr. will charge you along with our electric katar guys. Make use of adjacent power slams to knock them to the ground. The fourth group of thugs contains an ambush of 4 explosive-tossers. Try grappling one, and slamming him to the ground while the others toss aimlessly on the ground. Avoid the flames though; they eat up your health bar. Your character will leap off the last train cart to the boss's pit below. You'll end up meeting a man named Philippe. He should bust through the wooden door, and attempt to whack you right off the bat. Avoid the attack, and counter with a brute combo. Philippe is exactly the worst boss to face when playing Haggar. The guy is a clown, he's quick, he has a striking object, and has a nasty sweep move which moves horizontally. He'll even try to repeatedly sweep you till you die. Avoid this by leaping when getting up, or moving up/down quickly. Philippe is weak against grapple moves though. Make use of his thugs against him, or better yet, blunt strike him twice, then do a grapple to maximize damage. You'll lose two lives as a minimum against him, even though this level is very easy.

/Stage 5: Italy/

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Difficulty: \*\*\*\*\*

Boss: Rolent

- You'll begin on the cheerio docks of Italy. Move to the right, ensuring to engage three different series of thugs. Watch for the dual couplings of electric katar guys, tall guys, or blocking guys. Drop down to the area below after each section is complete. Once you reach the end of the boat, engage the series of thugs that hit you from behind. Watch out for Andore Jr. in the second series. A good strategy is to lure him to the right side against the boat door, pin him down, and repeatedly combo attack until he dies. Quick, painless, and kind of cheap. Your character will bust through the door when the area is clear.
- On this next boat area, you'll have two tall series of thugs to deal with, and Andore near the end of the boat area. Suddenly, about 4-5 electric katar guys will group together and attack at once. Jump kick to knock them down, and punish a combo on the remaining one. Wash and repeat this strategy till they're all knocked out. Your character will bust through the door, hop onto a small hanging beam, and move right.
- You'll be in a pit area, which happens to be an elevator. As you rise, a series of thugs will drop down from below. Eat the meat, and use the blunt object when you need to. Andore Jr., several tall thugs, and a few meaty ones will drop down occasionally. Your character will breach the door once you reach the top.
- At the rooftop, you'll meet a guy called Rolent, who also appears to be a skilled ninja/swordsman. This has to be the most difficult boss battle in the game, mainly because he has telepathic speed, fierce attacks, and even a fierce grapple. Basically, Rolent warps around at quick speeds and either quick tosses you, jump strikes you, or melee strikes you. The basic strategy works like this. Avoid going near the walls of the arena, because he does an unavoidable wall-bounce kick that knocks you down. Stay near the middle portion of the arena, and hop around trying to jump kick him down. When he gets knocked down, keep jumping until he hops on the top balcony. Now, move out of the way of his drop shadow (where he's going to land), and counter-punch to hit him. Hopefully, you'll get into a combo session with him. Make sure your strikes are

quick, because he will counter in between the combo (don't try for a grapple). Repeat this pattern, but keep hopping. He will quick toss you if you just walk around the middle area of the arena. Once his life bar reaches the default yellow area, Rolent will start tossing grenades around the arena. Move to a far corner, and let him toss the grenades there. When he leaps off the balcony, jump kick him, and repeat this strategy. It'll take patience, because the only way you can even hit him is by jump kicking. Do it till his life bar reaches zero, and voila, you've beaten him.

\*Before dying, Rolent coughs up some info about Rena and her father's location. His master is in Japan, along with the two kidnapees. He claims his master is the most powerful person in the world. Then, he croaks like a frog.\*

/Stage 6: Japan/

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Difficulty: \*\*\*
Boss: Retu

- You'll begin on a rainy dirt road somewhere in northeastern Japan (hey, ya never know). There will be three series of gangsters, but more importantly, 2-3 series of mines on the ground. Use your strategy of luring them into the mines, and disabling the main bad guys. Watch for Andore near the last group of thugs. Your character will head through the pen gate.
- There will be more groups of thugs along this walkway. More importantly, you'll run into a group of electric katarsmen, and Andore yet again. The third group will be a nice mix right where the path of the map cuts upward. Move up. Andore Jr. and a few more specialty thugs will be ready to greet you as you cut the corner to the right. Cut the next corner and head down repeating the same techniques from before. Near the bottom, you'll have to face Andore & Andore Jr. at the same time. Make use of jump kicks and blunt attacks to get them to both go down at the same time. Watch for an ambush of 5-6 tall thugs. They love doing their aerial moves which prove to be a pain to the slower characters. Make use of your power slams, and watch for Great Andore to rush out from the right side. Your character will bust inside the dojo.
- Once inside, watch for the plethora of pipe thugs to rush you. Move right, and you'll run into a grouping of blocking thugs. This one will take some time to fight out, since they have lots of health, and can dish out decent damage. You'll progress to the right until you reach a dark doorway. Engage the ambush from behind. Your character will head up the stairs after the battle is complete.
- You'll now be in the roof of the dojo, where it is thundering outside. A mix of specialty thugs, and then a series of explosive-tossers will be there to greet you. Andore Jr. and a few of his buds will make another eventful appearance. Most of these grouped thugs are fairly easy to overcome, just not the tall groups where they have agile attacks. Move all the way to the right entrance door, then you'll get hit from behind. Both Andore and Great Andore will be grouped together. If you have a turbo button, set it on the Y key, and repeatedly attack towards the left side. Andore and Great Andore will keep running into it, along with any other opponent. You will bust through the right door when ready.
- We end up hitting a center arena area where we see Rena & her father being hanged, while Retu's shadow shines through a shallow dojo door. The largest man in the game will pound through the door. Retu is quite easy for the final boss, and MUCH easier than Rolent from the previous level. Basically, he has three

types of moves. He'll do a swirling jump kick which is his primary attack (but only does it on a regular basis). He will also melee strike and grapple occasionally. He's VERY prone to jump kicks, especially when he is standing on the ground. Do this to knock him down for a cheap hit. To get a combo strike on him, you'll have to navigate up/down via the arena. Wait for him to hop around until he's stationary in a spot, rush down, and strike him into a combo. If you can get close enough, slam him to the ground. Repeat this strategy until his health bar has almost no health left. Finish him off with a jump kick and he should fly off the level to his death.

- \*Retu gets bashed out of the roof of the dojo and plummets to a horrible death. Rena and her father are cut down from the roof, and are reunited with Maki. Mad Gear has been crushed again, and Rena writes back to Guy (her fiancee) about the experience. Guy thanks Haggar and the gang for saving her, and will continue with his training. Sheesh, you think the prick would go save his own girlfriend. Heh.\*
- ^ This ending is only available if you complete the game on the Expert mode. Otherwise, you'll only get a portion of the cutscene showing Maki, Rena, and her father reunited.

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### - 5) Codes

The SNES version of Final Fight 2 is limited when it comes to cheat codes.

Matter of fact, there are hardly any. This section will cover the measly one code. I'd like to thank:

http://www.gamewinners.com/

- for providing these cheat code(s).

### >? PLAY AS SAME CHARACTER ?<

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- To play as the same characters in two player mode, enter the following at the title screen. Down, Down, Up, Up, Right, Left, Right, Left, L, and R. The background should flash a blue color if done correctly.

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- 6) Common Questions -
- \_\_\_\_\_
- )) Gameplay ((

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- << What would you rate Final Fight 2? >>
- Well, for starters, Final Fight 2 improves on everything the original Final Fight did not have. This title is a sequel, the graphics are improved, the music is slightly overtoned, and the controls feel more responsive. The biggest difference is the color in the character models, and the addition of a two-player co-op mode which adds more replayability to the game. However, it's still somewhat lacking with only six brief stages, and an anti-climatic ending boss to the game which makes it sort of "poof" into a mere brushover of a game. Nonetheless, it does provide fun, it does have 3 characters to choose from, and it is the Final Fight series. I'd rate it a [7/10].
- << Are there any other versions of Final Fight 2? >>
- Nope. This was an exclusive released only on the SNES. There are other version of Final Fight though, most of which range on the SNES, Arcade, and various systems. The original Final Fight, Final Fight 3, and Final Fight Guy are just to name a few.
- << What happened to Cody and Guy? >>
- Cody went on vacation with Jessica after she was rescued in the original title. Guy, the fiancee of the kidnapee and her father, was supposedly in training. Seems like a lackluster excuse. Capcom probably kept Guy out of FF2 so they could create their own proto-sequel, Final Fight Guy. That or Guy didn't really care for the woman (haha).
- << Which character is the best? >>
- From my standpoint, Haggar rules. He's the strongest, does the most damage, and has power slams which can let you hit multiple opponents. Maki & Carlos are nice additions, but their usefulness only comes in to play on the fourth and fifth stage where you have to fight extremely fast bosses. Other than that, about 80% of the game contains slow, high HP enemies. Even if Haggar doesn't have the most motivation in the storyline, it makes sense to pick him over the other characters.

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# - 7) Copyright/Distribution/Reproduction Guidelines -

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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:

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- 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 revenge-style title. Smoochalicious.
- )) Capcom (( for creating a sequel to the highly-entertaining Final Fight on the SNES. Final Fight 2 was practically a rehash, but it was fun for the interval of times I played it.
- )) 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 "Freeeeeeddooommmmmmmm!" William Wallace (Braveheart)

