

Fatal Fury 2 FAQ/Move List

by FFOGalvaton

Updated on Nov 6, 2005

This walkthrough was originally written for Fatal Fury 2 on the SNES, but the walkthrough is still applicable to the GENESIS version of the game.

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FATAL FURY 2 MOVES LIST/FAQ BY FFOGALVATRON

Welcome to my FAQ and moves list guide to the Super Nintendo version of Fatal Fury 2.

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- 1) INTRODUCTION

Welcome to my guide for this game, which will list

all of the special and super moves for every character as well as some other stuff.

2) INFORMATION ABOUT THIS VERSION

Fatal Fury 2 originally appeared in arcades in 1992. In 1993, Takara released a conversion of the game in Japan for the Super Famicom. One year later, the game was released in other countries, on the Super Nintendo.

The PAL version of the game is hard to get hold of, especially in complete condition. It also didn't help that in most countries the game stayed on the shop shelves, simply because most reviews said to hold out for the SNES version of Fatal Fury Special (released a few months later).

3) CONTROLS

The standard control set up when you first start the game is listed below. Remember, you can always change the controls in the options menu.

Button functions:

A: Hard kick
B: Weak kick
X: Hard punch
Y: Weak punch
L: Plain attack
R: Change plain

D-Pad functions: (Character facing left)

Up: Jump directly upwards
Up right: Jump forward
Right: Move forward
Down right: Crouch and move forward
Down: Crouch
Down left: Crouching block
Left: Move backward/blocking
Up left: Jump backward

Control legend

P: Any punch button

K: Any kick button

HP: Hard punch

HK: Hard kick

WP: Weak punch

WK: Weak 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.

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.

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.

6) MODES OF PLAY

1P VS COM MODE

Fight CPU opponents. The game will end when you defeat the final boss of the game, Wolfgang Krauser.

1P VS 2P MODE

You and a friend can fight each other. A second pad has to be in the SNES though.

ELIMINATION MATCH

A team battle style mode for 2 players, so a second pad has to be in the SNES. You can choose teams of fighters.

OPTIONS

Change game options:

GAME LEVEL

Change the difficulty level of the CPU opponents. You can choose from level 1 to level 7.

BUTTON CONTROL

Change the button layout of the pad.

GAME TIME

Change how many seconds there are in each round. You can have either 45, 60, 90 (default) or infinite time.

SOUND MODE

Choose either stereo (standard) or monaural.

7) BASIC MOVES

BLOCKING

Don't fancy taking hits from opponent attacks? You had better learn to block then. Hold the direction away from the opponent to block. You can block any move apart from throws, but if you block a special/super move you'll take a little damage. You cannot block in the air.

BACK DASH

Double tap left or right (depending on which way you are facing) to move backwards quickly. This can be very useful to avoid enemy attacks.

PLAIN ATTACK

Press L to do this. If it hits the opponent, you'll send them flying into the other plain.

CHANGE PLAIN

Press R for this. You'll change plains, which is good to avoid being attacked by the opponent, or for getting into the same plain as the opponent.

TAUNTING

Fairly useless, your character will taunt the opponent. Press the hard punch button when far away from the opponent to taunt.

THROWING

Move close to the opponent, hold left or right, then press either the hard punch or kick button (depends on the character) to grab the opponent and throw them. Throws to good damage so if the opponent gets dizzy, use them.

8) NORMAL CHARACTERS MOVES LIST

Below are all of the special and super moves for each of the 8 characters in the game. If you haven't read the legend yet, do so (See the controls section)

TERRY BOGARD

Stage: USA

Plains: 2

"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 a go 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. It's also usefl at close range, if the opponent is right next to you.

SUPER MOVE

Power Geyser: QCB, HCF+WK+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

Stage: Italy

Plains: 2

"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 a go.

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+WK+sk

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

JOE HIGASHI

Stage: Thailand

Plains: 2

"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+WK+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

Stage: Japan

Plains: 2

"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+WK+SP

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

Stage: Korea

Plains: 2

"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+WK+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

Stage: Australia

Plains: 2

"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+WK+SP

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

JUBEI YAMADA

Stage: Japan

Plains: 2

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

Jubei is the oldest character in the tournament and wants 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+WK+SP (Close)

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

CHENG SIN ZAN

Stage: Great Britain

Plains: 2

"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+WK+SP

A much stronger version of the fireball bomb.

9) BOSS CHARACTERS MOVES LIST

You can only use these fighters with a cheat code. See the cheats section for the way to unlock them.

BILLY KANE

Stage: Great Britain

Plains: 1

"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 HP rapidly

Billy will spin his cane around, and if the opponent touches the cane they will be damaged.

SUPER MOVE

Flaming blast: QCF, HCB, UB+WP+SP

Using his cane, Billy does major damage to the opponent.

AXEL HAWK

Stage: USA

Plains: 1

"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.

Axel dance: Press SP rapidly

A combo of punch attacks.

SUPER MOVE: B, HCB, UF+WK+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

Stage: Spain

Plains: 1

"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: DF, HCF, QCB+WK+SK

More powerful version of the sabre slash.

WOLFGANG KRAUSER

Stage: Germany

Plains: 2

"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.

Leg tomahawk: QCF+K

This is a diving kick which sends Krauser slightly forward when he does it. It's great for hitting opponents who duck all of the time.

Power hurl: HCF+P

Krauser will freeze, and if the opponent tries to hit him during this time, Krauser will grab and throw them.

SUPER MOVE:

Kaiser wave: B (Charge) UF+WP+SP

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

9) BONUS GAMES

GAME 1

After you win four fights in the one player mode, you'll go to a bonus game on Joe's stage (Thailand) The objective is too smash the pillars which drop down. Do so by attacking them in any way, make sure to attack both the upper and lower (crouch) levels of the pillar to destroy it. Some pillars will drop down in the other plain, so be ready to change plains if this happens. If you destroy all of the pillars within the time limit, you'll get a heap of useless bonus points.

GAME 2

After you win eight fights in the one player mode, You'll go to a bonus game on Billy's stage (England) The objective is too smash the pillars which drop down again, so attack them in the same way as before. However, this stage only has 1 plain so you won't have to change plains at any time. If you do manage to destroy all of the pillars before the time runs out, a heap of bonus points will be yours for the taking.

10) CHEATS

Unlock the bosses

At the Takara logo, press B, A, X, Y, up, left, down, right, L+R. Terry should say "OK!" and the bosses will be selectable in any mode.

Proper ending sequence

Beat the game without using a continue at level 4 difficulty to see your fighter's ending.

10) 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. Just start a 2 player game, but use the second player as a dummy opponent to practice on.

Are there any differences in the Japanese version?

Apart from the Japanese text, the game modes all have different names.

English name	Japanese name
1P VS COM MODE	CHAMPION BATTLE
1P VS 2P MODE	STREET FIGHT
ELIMINATION MATCH	BATTLE ROYAL

11) MY THOUGHTS

This version is more fun than the arcade version, that is for sure. The character AI, whilst still hard, isn't anywhere near as hard/annoying as it was in the arcades. However, this doesn't apply to Jubei -his moves are way to over powering and I hate fighting him. The bosses are also a bit on the cheap side, too.

Whilst I prefer this version over the arcade, the Genesis/Mega Drive version is better than the SNES version. Fairer AI and easier to do moves make it more fun, plus there are more modes of play.

If you have this and are thinking of getting Fatal Fury Special, my advice is: go for it. Trade this game in for it, as Fatal Fury Special improves on this in most ways.

12) 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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