

SNK

NEOGEO POCKET



**FATAL FURY** FIRST **CONTACT**  
POCKET FIGHTING SERIES



Distributed by

**SNK CORPORATION**

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**NEOGEO POCKET software cartridge**

★ Supported by NEOGEO POCKET and NEOGEO POCKET COLOR.

Supported by **NGP COLOR**

## **WARNING**

**To get the most enjoyment out of this and other NEOGEO POCKET video games, we encourage you to follow the suggestions below.**

- Be sure to take a break at least once every hour. When you are very tired or are sick, it is best to refrain from playing until your body has returned to normal.
- Be sure to play video games in a bright environment at a healthy distance from the screen.

## **[EPILEPSY WARNING]**

**Please read before playing  
the NEOGEO POCKET system**

- The perception of certain flashing light patterns, bright light patterns or auditory sound patterns, commonly found in our daily environment, as viewed or heard by a small segment of the population, can lead to epileptic seizures. If you have an epileptic condition, please consult your physician before playing video games. Individuals who have not experienced any previous sei-

zures may have an undetected epileptic condition. If you experience any of the following symptoms while playing video games, consult your physician: involuntary muscle contractions, auditory seizures, altered vision, mental confusion, disorientation and convulsions.

## AVERTISSEMENT

### PRECAUTIONS A PRENDRE DANS TOUS LES CAS POUR L'UTILISATION D'UN JEU VIDEO

- Ne vous tenez pas trop près de l'écran.
- Jouez à bonne distance de l'écran de télévision et aussi loin que le permet le cordon de raccordement.
- Utilisez de préférence les jeux vidéo sur un écran de petite taille.
- Evitez de jouer si vous êtes fatigué ou si vous manquez de sommeil.
- Assurez-vous que vous jouez dans une pièce bien éclairée.
- En cours d'utilisation, faites des pauses de dix à quinze minutes toutes les heures.

### [ AVERTISSEMENT SUR L'EPILEPSIE ]

#### **A lire avant toute utilisation d'un jeu vidéo par vous-même ou votre enfant**

Certaines personnes sont susceptibles de faire crises

d'épilepsie ou d'avoir des pertes de conscience à la vue de certains types de lumières clignotantes ou d'éléments fréquents dans notre environnement quotidien. Ces personnes s'exposent à des crises lorsqu'elles regardent certaines images télévisées ou qu'elles jouent à certains jeux vidéo. Ces phénomènes peuvent apparaître alors même que le sujet n'a pas d'antécédent médical ou n'a jamais été confronté à une crise d'épilepsie. Si vous-même ou un membre de votre famille avez déjà présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en présence de stimulations lumineuses, veuillez consulter votre médecin avant toute utilisation. Nous conseillons aux parents d'être attentifs à leurs enfants lorsqu'ils jouent avec des jeux vidéo. Si vous-même ou votre enfant présentez un des symptômes suivants: vertige, trouble de la vision, contraction des yeux ou des muscles, perte de conscience, trouble de l'orientation, mouvement involontaire ou convulsion, veuillez immédiatement cesser de jouer et consulter un médecin.

## **AVISO**

**Para que pueda disfrutar más de este y otros vídeo juegos de mano "NEOGEO POCKET", recomendamos que sigan las siguientes sugerencias.**

- Asegurese de descansar por lo menos una vez cada hora. Cuando esté muy cansado u enfermo, es mejor no jugar hasta que se recupere.
- Asegurese de jugar en una habitación bien iluminada.

### **[AVISO DE EPILEPSIA]**

#### **POR FAVOR DE LEER ANTES DE JUGAR EL SISTEMA NEOGEO POCKET**

La percepción de ciertos patrones de luces artificiales, patrones de luces brillantes o patrones de sonidos auditivos, comúnmente encontrados en nuestro medio ambiente, visto u escuchado por una pequeña parte de la población, puede conducir a un ataque epiléptico. Si tiene una condición epiléptica, consulte con su médico antes de utilizar un sistema de vídeo juego. Individuos que nunca antes

han pasado por una experiencia epiléptica, pudiera tener una condición epiléptica nunca antes detectada. Si usted experimenta algunos de los siguientes síntomas mientras juega vídeo juegos, consulte con su médico; contracciones musculares involuntarios, ataques auditivos, alteración de visión, confusión mental, desorientación y convulsiones.



## WARNUNG

**Um den größtmöglichen Spielspaß mit diesem oder anderen NEOGEO POCKET-Videospielen zu erlangen, möchten wir Sie bitten die nachfolgenden Hinweise unbedingt zu beachten!!!**

- Stellen Sie sicher, daß Sie nach jeder Spielstunde eine Spielpause einlegen! Wenn Sie übermüdet oder krank sind, ist es ratsam von dem Spielen eines Videospieles abzusehen, bis Ihr Körper sich regeneriert hat!
- Stellen Sie sicher, daß Sie Videospiele in einer hellen Umgebung und einem gesunden Abstand zum Bildschirm spielen!

### [EPILEPSIE-WARNUNG]

**Bitte lesen Sie dies bevor Sie mit dem NEOGEO POCKET-System spielen!!**

- Die geistige Wahrnehmung von gewissen blitzenden Lichtmustern, grellen Lichtmustern oder hörbaren Schallmustern, welche im Allgemeinen in unserer alltäglichen Umgebung zu finden sind,

können betrachtet oder gehört bei einem kleinen Teil der Bevölkerung zu epileptischen Anfällen führen. Sollten Sie Epileptiker sein, konsultieren Sie bitte erst Ihren Arzt bevor Sie Videospiele spielen! Menschen, welche bisher keine Erfahrung mit Anfällen hatten, haben womöglich eine bisher unerkannte Neigung zu epileptischen Anfällen. Sollen Sie irgendwelche der nachfolgenden Symptome während des Spielens mit Videospiele bei sich oder anderen bemerken, konsultieren Sie bitte sofort Ihren Arzt: unkontrollierte Muskelzuckungen, Hörstörungen, Sehstörungen, geistige Verwirrung, Desorientierung, Krämpfe und Zuckungen!

## **ATENÇÃO**

**A fim de desfrutar ainda mais os videogames do NEOGEO POCKET, recomenda-se seguir as sugestões abaixo.**

- Assegurar-se de descansar pelo menos uma vez a cada hora. Quando sentir-se cansado ou enjoado, parar de jogar até que se sinta melhor.
- Procurar jogar em ambientes bem iluminados e a uma razoável distância da tela do aparelho.

## **[ CUIDADOS COM A ] EPILEPSIA**

**Favor ler antes de começar a jogar com o NEOGEO POCKET**

- A percepção de certos padrões de luzes, padrões de luzes muito claras ou ainda padrões sonoros, normalmente presentes diariamente ao nosso redor, pode vir a causar ataques epiléticos àqueles já susceptíveis a tais ataques. Caso você possua tal tendência ou susceptibilidade, recomenda-se consultar seu médico antes de fazer usos de jogos de

videogames. Ademais, mesmo aqueles que nunca experimentaram tal tipo de ataques podem possuir uma susceptibilidade ainda não detectada. Caso você venha a sentir alguma das condições descritas a seguir, consultar um médico: contrações musculares involuntárias, desconforto auditivo, visão alterada, confusão mental, desorientação e convulsões.

## **AVVERTIMENTO**

**Per godere appieno delle caratteristiche di questo o di altri videogiochi NEOGEO POCKET, si raccomanda di osservare i seguenti suggerimenti**

- Non mancare di fare una pausa almeno una volta ogni ora. Se si avverte stanchezza o leggero malessere, è meglio smettere di giocare fino a riprendere le condizioni fisiche normali.
- Non eseguire il videogioco in un ambiente luminoso e ponendosi molto distanti dallo schermo.

## **[ AVVERTIMENTO PER L'EPILESSIA ]**

**Si prega di leggere prima di giocare con il sistema NEOGEO POCKET**

- L'emissione di certi tipi di luci lampeggianti, di luci molto luminose o di alcune strutture di suoni, comunemente diffuse negli ambienti quotidiani, se osservati o ascoltati da un piccola percentuale di persone, può causare attacchi epilettici. Per cui, se si è affetti da tale patologia, prima di giocare con i

videogiochi, consultare il proprio medico. Inoltre, potrebbero essere soggetti ad attacchi epilettici anche individui per i quali la malattia non è mai stata diagnostica. Se durante l'esecuzione di videogiochi si avvertono i seguenti sintomi consultare un medico: contrazione involontaria dei muscoli, abbassamento dell'udito, alterazione della vista, confusione mentale, disorientamento e convulsioni.

## GREETINGS

Thank you for your purchase of this NEOGEO  
POCKET HANDHELD GAME SYSTEM software cartridge.  
Before you begin, be sure to read through this user's  
manual and learn how to play the game properly for  
extended gaming entertainment.  
Keep this user's manual in a safe place.

\*Because screen shots shown in this user's manual were  
taken during the development stage of this game, be aware  
certain variations may exist.

## CONTENTS

● CONTROLS.....	15
● THE GAME SCREEN.....	16
● THE RULES.....	17
● BEGINNING GAME PLAY.....	18
● GAME PLAY.....	20
● SAVING & LOADING DATA.....	23
● OPTIONS.....	24
● COMMUNICATION BATTLES.....	26
● CHARACTERS & POWER MOVE COMMANDS.....	27

## CONTROLS

(Apply to both the NEOGEO POCKET COLOR and NEOGEO POCKET.)

### Joystick

Character movement: jump, crouch, guard/cursor  
movement(Menu item selection, etc.)

### A button

Punch (pressed briefly), strong punch (pressed at length)/Selection confirmation

### B button

Kick (pressed briefly), strong attack (pressed at length)/Selection cancellation

### OPTION Button

Pause during game play (press a second time to resume play)

\*During Communication Battle play, if either Player 1 or Player 2 pushes the OPTION  
button, game play is paused on both units (the same applies to resuming play).





## THE GAME SCREEN



- 1 Face of Player's Character** ★
- 2 Name of Player's Character** ★
- 3 Remaining Time\***  
(When time reaches "0," the player with the most energy remaining wins.) ★
- 4 Energy Gauge**  
(Decreases when hit by opponent. When empty, you lose!) ★
- 5 Victory Mark\***  
(Displays the number of rounds won.) ★
- 6 Power Gauge**  
(Increases when Combination Attacks connect with opponents, or when Special Attacks and Guards are used.) ★
- 7 Power Gauge Mark** ★  
(Power increases in this order: H → S → P.)

\*The star symbol (\*) shows settings that can be changed on the Configuration screen.

## THE RULES

### Deciding Match Victories

 ★

- Matches basically consist of 3 rounds, and the first to win two rounds proceeds to the next match. (\*)
- If the match is not decided with the final round, an extra round begins.  
If a victor is not decided in this round, both characters lose and it's Game Over, Man!

\*The number of victories needed to win can be changed on the Option screen (see pp. 24 to 25).

### Round Victories

 ★

- If a character's Energy Gauge power runs out, the character loses.  
(When remaining energy decreases to a certain level, the gauge begins to flash.)
- Double Knockouts are counted as a tie (or draw).
- When time runs out, the character with the most energy remaining becomes the winner. If at this time both players' energy levels are the same, the round is counted as a tie game (or draw).

## BEGINNING GAME PLAY

### Opening & Title Screens

When the game begins, the opening demo sequence is played (this can be skipped by pushing the A or B buttons), after which the Title screen is displayed. To begin game play, select **START** with the joystick, and push the A button to confirm your selection.



\*When "OPTION" is selected, the Configuration screen is called up (see pp.24 to25).

### Mode Select Screen

Used to select a desired game mode. Choose a mode item with the joystick and push the A button to confirm your selection.

#### ● 1P PLAY MODE

Take on the computer in this single-player mode.

#### ● 2P PLAY MODE

Use the separately sold NEOGEO POCKET LINK CABLE and take on another NEOGEO POCKET owner (see p. 18).



### Player Select Screen

Used to select a character for the game. Choose a character by moving the joystick and pushing the A button to confirm your selection. After a character is selected in the 1P PLAY MODE, the first opponent will be selected automatically and at long last the action begins!



## BEGINNING GAME PLAY

### Continue

After losing a match in 1P PLAY MODE, the Continue screen is displayed. If you want to continue game play, push the A button before the counter reaches "0." If time runs out, the game ends.

### CONTINUE?



### Continue Service Selection

When you decide to continue game play, the Continue Service screen is displayed. Select an item from the Service menu with the joystick and push the A button to confirm your selection.

#### ● POWER GAUGE MAX

Restarts the game with the Power Gauge set at S Power.

#### ● 1/4 Enemy Energy

Restarts the game with your opponent's power at one-fourth.

#### ● 1 Match Give-Away

Restarts the game with a one-match victory bonus.

#### ● No Service

Restarts the game without any service bonus.



## GAME PLAY

The [→] mark represents the direction to move the joystick, and "A, B" are abbreviations for the button to push.

### Basic Commands (When characters are facing right.)

<b>Forward</b>	→
<b>Backward</b>	←
<b>J u m p</b>	↖ or ↑ or ↗
<b>Crouch</b>	↙ or ↓ or ↘
<b>Guard</b>	In response to opponent attacks, ← (Standing Guard) or ↙ (Crouching Guard)
<b>P u n c h</b>	Press A briefly
<b>K i c k</b>	Press B briefly
<b>Strong Attack</b>	A or B pressed at length



## GAME PLAY

### Other Commands (When characters are facing right.)

<b>Small Jump</b>	Press the joystick ↖ or ↗ lightly.
<b>D a s h</b>	→→ quickly
<b>Flyback</b>	←← quickly
<b>BREAK</b>	Use the appropriate Special Attack command during a guard
<b>S H O T</b>	Cancels the fixed position of a guard position to release a Special Attack. But this command can only be used when the Power Gauge reaches a certain level (see p.22).
<b>EVASION</b>	Push the A, B buttons simultaneously in guard position.
<b>ATTACK</b>	At any time, let your opponent have it while avoiding his or her attack.
<b>AERIAL</b>	Push the A, B buttons simultaneously during jumps.
<b>T W I S T</b>	Twist in the air during a jump. But this move cannot be made during a Small Jump.
<b>TECHNICAL</b>	The moment your character is knocked down, press the A, B buttons simultaneously.
<b>R I S E</b>	Quickly jump up backwards and evade attacks the moment after being knocked down.
<b>THE RAZ</b>	Push the ← or → buttons and the OPTION button together.
<b>COMBI NATION ATTACK</b>	ABA or BAB Use the unique combination attacks of each character. These commands apply to all characters.



## GAME PLAY

### Power Gauge

By hitting opponents with a Combo Attack or by using Power Move Attacks and Guards, the energy of the Power Gauge at the bottom of the screen increases. The power gauge increases, reaching three successive levels in the following order: Heat POWER → Special POWER → Potential POWER.

- H: When Power Gauge energy reaches 50% or more.
- S: When Power Gauge energy reaches MAX. Energy decreases with time.
- P: When Power Gauge energy reaches MAX and the Energy Gauge is flashing. Energy decreases with time.



Along with these power increases, unique Special Attack moves become possible.

Power Gauge Level	H	S	P
Break Shot	○	○	○
Mighty Mauler Moves	×	○	○
Hidden Ability Boppers	×	×	○

\*When the Energy Gauge is flashing, Super Power Moves can be used regardless of Power Gauge energy levels.

## SAVING & LOADING DATA

### SAVING DATA

1P PLAY MODE data is automatically saved when each stage is cleared. Saved data is only the stage where action is concluded, and a different opponent is likely to appear in subsequent play. Saved data is displayed by the stage number in the "STAGE" item of the Configuration screen (see pp. 24 to 25).

\*Because the game memory may be affected, do not turn the NEOGEO POCKET unit off when you clear a stage.

### LOADING DATA

If you change the settings of the "STAGE" item of the Configuration screen before starting game play when resuming 1P PLAY MODE games, data is loaded automatically. However, except for special stages, the opponent for a stage in resumed game play is selected randomly (see pp. 24 to 25).



## OPTIONS

When "OPTION" is selected on the Title screen, the Configuration screen is called up, and various game settings can be changed. Select items by moving the joystick and changing setting contents by moving the joystick. Return to the Title screen by pressing the B button or selecting the "EXIT" item with the joystick and pushing the A button.



### LEVEL

Change 1P PLAY MODE game difficulty to one of three levels: EASY, NORMAL, or HARD.

### TIME

Select one of four round time settings: 45, 60, 90, or ∞.

### COM WIN POINT

Change the number of match rounds in 1P PLAY MODE to 2 or 3 rounds.

### VS WIN POINT

Change the number of match rounds in 2P PLAY MODE to 2 or 3 rounds.

## OPTIONS

### STAGE

When the data is saved in 1P PLAY MODE, you can select a stage to begin game play. But you can only select from stages you have previously cleared. Also, except for special stages, the opponent for a stage in resumed game play is selected randomly (see p. 23).

### BGM

Listen to music used during games. Push the A button to begin playback, and push the B button to stop.

### SE

Listen to sound effects used during games. Push the A button to begin playback, and push the B button to stop.

### MEMORY RESET

When you select this item and push the A button, the Memory Reset screen is displayed. Select "OK" and push the A button to delete 1P PLAY MODE data.



## COMMUNICATION BATTLES

This game allows two-player communication battles by linking together two NEOGEO POCKET or NEOGEO POCKET COLOR main units with the separately sold NEOGEO POCKET LINK CABLE.

### Start Preparations

#### Things to Prepare

- NEOGEO POCKET or NEOGEO POCKET COLOR main units...2 units
- FATAL FURY: FIRST CONTACT™ software cartridges ...2 cartridges
- NEOGEO POCKET LINK CABLE ...1 cable

When the two main units have been connected together with the NEOGEO POCKET LINK CABLE and after checking that the two software cartridges are correctly inserted, turn the main units on.

### Starting the Game

When both players select "START" on the Title screen, "2P PLAY MODE" on the Mode Select Screen, a character on the Character Select screen and push the A button after each selection in this order, the game begins.

#### CAUTION

If preparations are not correctly made, or the NEOGEO POCKET LINK CABLE is pulled out or adjusted during game play, the game will fail to operate properly. In this event, turn both units off and follow the Start Preparations procedures again.

## CHARACTERS & POWER MOVE COMMANDS

### Things to note when looking at commands.

- [ → ]..... Direction to move joystick  
(When characters are facing right)
- [ A · B ]..... Button abbreviation
- [ Strong Attack ]..... Push A or B button down at length
- [ H ]..... Break Shot  
(Can be used when the Power Gauge level reaches H.)
- [ S ]..... Mighty Mauler Moves  
(Can be used when the Power Gauge level reaches S.)
- [ P ]..... Hidden Ability Boppers  
(Can be used when the Power Gauge level reaches P.)



CHARACTERS & POWER MOVE COMMANDS

**RICK STROWD**



Shooting Star

↓ → +A (briefly) or Strong Attack

Divine Blast

↓ ← +B

Full-Moon Fever

→ ↓ ← +B (Pressed down)

Hellion (H)

→ ↓ → +A

Gaia Breath (S)

→ ← ↓ → +B

Bellowing Bull (P)

→ ← ↓ → +A

CHARACTERS & POWER MOVE COMMANDS

**LI XIANG FEI**



Dream World Wave

↓ → +A (briefly) or Strong Attack

Sacred Elbow of Annihilation

↓ → +B

Piercing Sacred Elbow of Annihilation

After "Sacred Elbow of Annihilation" →

Bursting Heaven Mount (H)

→ ↓ → +B

Tremendous Talus (S)

→ ← ↓ → +B

Fanatic Fang (P)

Near Opponent ← ↓ → +A



CHARACTERS & POWER MOVE COMMANDS

**TERRY BOGARD**



Burning Knuckle (H)

↓←+A (briefly) or Strong Attack

Power Wave

↓→+A

Crack Shoot

↓←+B

Rising Tackle

↓↑+A

Power Geyser (S)

↓←↓→+B

Triple Geyser (P)

↓←↓→+A

CHARACTERS & POWER MOVE COMMANDS

**ANDY BOGARD**



Zan Ei Ken

↓→+A (briefly) or Strong Attack

Hi Sho Ken

↓←+A

Sho Ryu Dan (H)

→↓→+A

The Shiranui Shadow

During Jump ↓←+B

Super Sonic Swirl (S)

↓←↓→+B

Male Bop Blast (P)

↓←↓→+A~A Repeatedly



CHARACTERS & POWER MOVE COMMANDS

## JOE HIGASHI



Slash Kick

↓→+A (briefly) or Strong Attack

Golden Heel Hurter

↓←+A

Tiger Kick (H)

→↓→+B

Hurricane Upper

←↓→+A

Screw Upper (S)

→←↓→+B

Thunder Fire (P)

→←↓→+A

CHARACTERS & POWER MOVE COMMANDS

## MAI SHIRANUI



Ka Cho Sen

↓→+A

Ryu En Bu

↓←+A

Nocturnal Plover (H)

↓←+B

Deadly Ninja Bees

←↓→+A

Super Deadly Ninja Bees (S)

→←↓→+B

Lotus Storm (P)

→←↓→+Strong Attack

CHARACTERS & POWER MOVE COMMANDS

## GEESE HOWARD



Strong Wind Slash (H)

↓ ← + A

Double Strong Wind Slash

↓ ← + B

Lightning Crash Slam

When opponent's knocked down ↓ + A

Evac Toss

Near Opponent ← ↓ → + Strong Attack

Raising Storm (P)

→ ← ↓ → + B

Rashomon (S)

Near Opponent ← ↓ → + A

CHARACTERS & POWER MOVE COMMANDS

## BILLY KANE

Midsection Club Cruncher

← Briefly, then → + A

Whirlwind Clubber

A Repeatedly

Soaring Crackdown Cane (H)

← ↓ → + B

Fire Dragon Pursuit

↓ ← + B

Ultra Fire Swirl (S)

→ ← ↓ → + B

Salamander Stream (P)

→ ← ↓ → + A



CHARACTERS & POWER MOVE COMMANDS

## KIM KAP HWAN



Flying Slice (H)

↓↑+B

Crescent Moon Slash

↓←+A (briefly) or Strong Attack

Flying Kick

During Jump ↓+B

Cloud of Dust

↓↑+A

Heavenly Phoenix Kick (S)

During Jump ←↓→+B

Phoenix Kick (P)

↓←↓→+A

CHARACTERS & POWER MOVE COMMANDS

## RYUJI YAMZAKI



Serpent Slash (Upper)

↓←+A (Pressed down)

Serpent Slash (Middle)

→↓←+A (Pressed down)

Serpent Slash (Lower)

←↓←+A (Pressed down)

Hydra's Judgment (H)

→↓→+A

Guillotine (S)

→←↓→+B

Drill (P)

Near Opponent ←↓→+A



CHARACTERS & POWER MOVE COMMANDS

# WOLFGANG KRAUSER



High Blitz Ball

↓ ← + A

Low Blitz Ball

↓ ← + B

Leg Tomahawk (H)

↓ → + B

Kaiser Klaw

→ ↓ → + A

Kaiser Wave (S)

→ ← ↓ → + B

Gigantic Cyclone (P)

Near Opponent ← ↓ → + A