

# ***Fatal Fury: First Contact***

**System:** *Neo Geo Pocket Color*  
**Developer/Publisher:** *SNK*  
**Release Date:** *27th May 1999*  
**Genre:** *Fighting Game*  
**Size:** *16-Megabit Cartridge*

**FAQ by Kelvin Koh**  
**First Release : 30th May 1999**  
**Last Revised : 9th Aug 1999**

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**1) How to Play**  
**2) Move List**  
**3) Extras**

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## 1. HOW TO PLAY

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### i. GAMEPLAY CONTROLS

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#### ---[BASIC CONTROLS]-----

##### [DIRECTION-STICK]

- Moves character
- Hold BACK to Guard
- Press UP for Normal Jump
- Press DOWN to Duck

##### [A BUTTON]

- Tap for PUNCH (P)
- Press for STRONG ATTACK (S)

##### [B BUTTON]

- Tap for KICK (K)
- Press for STRONG ATTACK (S)

##### [OPTION BUTTON]

- Pauses the game

##### [TAUNT]

- Press BACK or FORWARD + OPTION BUTTON

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#### ---[COMMANDS]-----

##### [SMALL JUMP]

- Quickly tap UP-BACK or UP-FRONT.

##### [DASH]

- FORWARD x 2

##### [BACK-STEP]

- BACK x 2

##### [EVADE-ATTACK]

- During guard position, press A or B BUTTON.

##### [RECOVERY]

- Press A+B to land safely from falling.

##### [MID-AIR TURN] (during Normal Jump)

- Press A+B while jumping to make your character face the other direction.

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ii. GAMEPLAY

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---[THE POWER GAUGE]-----

As you exchange blows with your opponent, your Power Gauge will begin to fill up. It will level up in several stages, as indicated by the alphabet which appears next to it.

== HEAT POWER <H> ==

- Power Gauge is at 50%.

== SPECIAL POWER <S> ==

- Power Gauge is maxed out.

OR Life Gauge is flashing red.

== POTENTIAL POWER <P>==

- Power Gauge is maxed out.

AND Life Gauge is flashing red.

The various levels of power can be used for several purposes. This is explained in the section below.

---[SPECIAL COMMANDS]-----

[BREAK SHOT] \* Minimum Requirement: H POWER

- Performing any special/super move while guarding will immediately cancel your guard position, allowing you to counter with the move that you just entered.
- A Break Shot only uses up 25% of your Power Gauge.

[SUPER MOVE] \* Minimum Requirement: S POWER

- Your character's Super Move can be performed when the conditions for S POWER has been fulfilled.
- Performing your Super Move with a maxed out Super Gauge will completely deplete it.
- However, in the case of a flashing Life Gauge, your character can perform his Super Move limitlessly.

[HIDDEN POTENTIAL MOVE] \* Requirement: P POWER

- This can only be performed when the conditions for P POWER are met.
- Performing a character's Hidden Potential Move will completely deplete your Power Gauge.

MOVES	H POWER	S POWER	P POWER
BREAK SHOT	YES	YES	YES
SUPER MOVE	NO	YES	YES
POTENTIAL SUPER	NO	NO	YES

---[RUSH COMBINATION]-----

The fighters can perform simple rush combos by inputting the following attack chains:

[RUSH COMBO 1] - P,K,P

[RUSH COMBO 2] - K,P,K

Although the chain is universal for everyone, each character has his/her own unique rush combo.

Try experimenting and combining your Rush Combos with various special attacks & super moves to create even larger combos! Here are some examples:

1. Jumping S -> [RUSH COMBO] -> [SPECIAL/SUPER MOVE]
2. Jumping S -> S -> [SPECIAL/SUPER MOVE]
3. Jumping S -> (P,K) -> [SPECIAL/SUPER MOVE]
4. Jumping S -> (K,P) -> [SPECIAL/SUPER MOVE]

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2. MOVE LIST

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--[LEGEND]--

FORWARD - F  
BACKWARD - B  
UP - U  
DOWN - D

P - PUNCH (B BUTTON)  
K - KICK (A BUTTON)  
S - STRONG ATTACK (Hold A/B BUTTON)

<S> - Requires "Special Power"  
<P> - Requires "Potential Power"

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TERRY BOGARD

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{EXTRA ATTACKS}

[Back Spin Kick] - F + K

{SPECIAL MOVES}

[Power Wave]- D,F + P

[Round Wave] - B,D,F + P

[Burn Knuckle] - D,B + P/S

[Crack Shoot] - D,B + K

[Rising Tackle] - D,U + P

{SUPER MOVES}

<S> [Power Geyser] - D,B,D,F + K

<P> [Triple Geyser] - D,B,D,F + P

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ANDY BOGARD

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{EXTRA ATTACKS}

[Abisegeri] - F + K

{SPECIAL MOVES}

[Hishoken]- D,B + P

[Geki Hishoken] - D,B + K

[Shoryudan] - F,D,F + P

[Zan Ei Ken] - D,F + P/S (repeat again for strong Zan Ei Ken)

[Genan Shiranui] - (when jumping) D,B + K

[Kuhadan] - B,D,F + K

{SUPER MOVES}

<S> [Cho Reppadan] - D,B,D,F + K

<P> [Dandadan] - D,B,D,F + press P rapidly

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JOE HIGASHI

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{EXTRA ATTACKS}

[Sliding] - DF + K

{SPECIAL MOVES}

[Hurricane Upper]- B,D,F + P

[Bakuretsu Hurricane] - B,D,F + K

[Tiger Kick] - F,D,F + K

[Golden Heel] - D,B + P

[Slash Kick] - D,F + K/S

[Bakuretsu Punch] - Press A rapidly then D,F + A or B

{SUPER MOVES}

<S> [Screw Upper] - F,B,D,F + K

<P> [Thunder Fire] - F,B,D,F + P

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LI XIANGFEI

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{EXTRA ATTACKS}

None

{SPECIAL MOVES}

[Nanpa] - D,F + P

[Senri Chuuou-Kanku] - D,F + K (repeat 2 times)

[Tenpozan] - F,D,F + K

{SUPER MOVES}

<S> [Daitetsujin] - F,B,D,F + K

<P> [Majinga] - (when close) B,D,F + P

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RICK STROWD

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{EXTRA ATTACKS}

[Chopping Right] - F + P

{SPECIAL MOVES}

[Shooting Star] - D,F + P/S

[Blazing Sunburst] - D,B + P

[Full-Moon Fever] - F,D,B + hold K

[Divine Blast] - D,B + K

[Helion] - F,D,F + P

{SUPER MOVES}

<S> [Gaia Breath] - F,B,D,F + P

<P> [Howling Bull] - F,B,D,F + K

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MAI SHIRANUI

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{EXTRA ATTACKS}

[Ryuu no Mai] - B + P

{SPECIAL MOVES}

[Kachosen]- D,F + P

[Ryuenbu] - D,B + P

[Sayo Chidori] - D,B + K

[Hisatsu Shinobibachi] - B,D,F + P

[Musasabi no Mai] - (when jumping) D + PK

{SUPER MOVES}

<S> [Cho Hissatasu Shinobibachi] - F,B,D,F + K

<P> [HanaArashi] - F,B,D,F + P

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KIM KAPHWAN

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{EXTRA ATTACKS}

[Neri Chagi] - F + K

{SPECIAL MOVES}

[Hangetsu Zan] - D,B + K/S

[Hi En Zan] - D, charge, U + K

[Ku Sa Jin] - D, charge, U + P then D + P

[Hi Sho Kyaku] - (When jumping) D + K, then DF + K

{SUPER MOVES}

<S> [HoOh Ten Bu Kyaku] - (when jumping) B,D,F + K

<P> [HoOh Kyaku] - D,B,D,F + P

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RYUJI YAMAZAKI

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{EXTRA ATTACKS}

[Bussahi] - F + P

{SPECIAL MOVES}

[Serpent Fist (F)] - F,D,B + P (hold to charge)

[Serpent Fist (D)] - B,D,B + P (hold to charge)

[Serpent Fist (U)] - D,B + P (hold to charge)

[Judgement Dagger] - F,D,F + P

[Yaki'ire] - F,D,F + K

[Todome] - (when opponent is down) D,D + P

{SUPER MOVES}

<S> [Guillotine] - F,B,D,F + K

<P> [Drill] - (when close) B,D,F + press P rapidly

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BILLY KANE

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{EXTRA ATTACKS}

None

{SPECIAL MOVES}

[KaEn Sansetsukon]- D,F + P (repeat 2 times)

[Suzume Otoshi] - D,B + P

[Karyu Tsuigekikon] - D,B + K

[Kyoshu Hishokon] - - B,D,F + P

[Senpukon] - Press P rapidly

{SUPER MOVES}

<S> [Cho KaEn Senpukon] - F,B,D,F + K

<S> [Guren Satsukonbou] - F,D + P

<P> [Salamander Stream] - F,B,D,F + P



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WOLFGANG KRAUSER

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{EXTRA ATTACKS}

[Death Hammer] - F + P

{SPECIAL MOVES}

[Blitz Ball (H)] - D,B + P

[Blitz Ball (L)] - D,B + K

[Leg Tomahawk] - D,F + K

[Kaiser Claw] - F,D,F + P

[Lift-Up Blow] - F,D,B + K

{SUPER MOVES}

<S> [Kaiser Wave] - F,B,D,F + K (hold to charge)

<P> [Gigantic Cyclone] - (when close) B,D,F + P

<P> [Unlimited Desire] - F,D,B,F + P (continue with following chain)

\*[Unlimited Desire Chain] - ???

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GEESE HOWARD

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{EXTRA ATTACKS}

[Hienshiyaku] - F + P

[Raiko Mawashigeri] - B + K

{SPECIAL MOVES}

[Reppuken] - D,B + P

[Double Reppuken] - D,B + K

[Shinkunage] - (when close) B,D,F + K

[Raimei Gouhanage] - (when opponent is down) D + P

{SUPER MOVES}

<S> [Raging Storm] - F,B,D,F + K

<P> [Rashomon] - (when close) B,D,F + P

<P> [Deadly Rave] - F,D,B,F + P (continue with following chain)

\*[Deadly Rave Chain] - (Px2) > (Kx3) > (Px3) > ???

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ALFRED

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{EXTRA ATTACKS}

[Foker] - (when jumping) D + B

[F-Stepkick] - F + K

[StepKick] - B + K

{SPECIAL MOVES}

[Divergence]- D,F + P

[Augmentor Wing] - D,F + K

[Critical Wing] - D,B + P

[S.Tol] - F,U + K

[Mayday-Mayday] - (when jumping) D,B + press K rapidly

{SUPER MOVES}

<S> [Shock Stall] - (when jumping) D,B + PK

<P> [Wave Rider] - D,B,D,F + P

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### 3. EXTRAS

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[ALTERNATE CHARACTER COLOR]

- To change the color of your character, simply select your character using the OPTION button when on the Character Select screen.

[BONUS CHARACTER: ALFRED]

- Play through the game (without continuing) and defeat at least 3 opponents with a <P-Power> Super Move OR 5 opponents with a <S-Power> Super Move.
- If successful, Alfred will appear to challenge you after you defeat the 8th fighter.
- Defeat Alfred to make him a playable character.

[HIDDEN CHARACTER: LAO]

\*\*\* Only works in the VS Mode \*\*\*

- On the character select screen, highlight Alfred.
- Press the B button twice and continue to hold it down.
- Now press the A or OPTION Button to play as Lao.

===== [THE END] =====

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