



FATAL FURY

BATTLE VOLUME ARCHIVES 1



SNK
PLAYMORE
www.snkplaymoreusa.com

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation 2 system.
Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



FATAL FURY

BATTLE VOLUME 1 ARCHIVES

TM

Here's one big pummel of thanks for your purchase of FATAL FURY BATTLE ARCHIVES VOLUME 1 for the PlayStation®2 computer entertainment system. On the enclosed disc you will find four games: FATAL FURY, FATAL FURY 2, FATAL FURY SPECIAL and FATAL FURY 3 Road to the Final Victory. Be sure to read through the user's manual before beginning the game to get the most out of each FATAL FURY title.

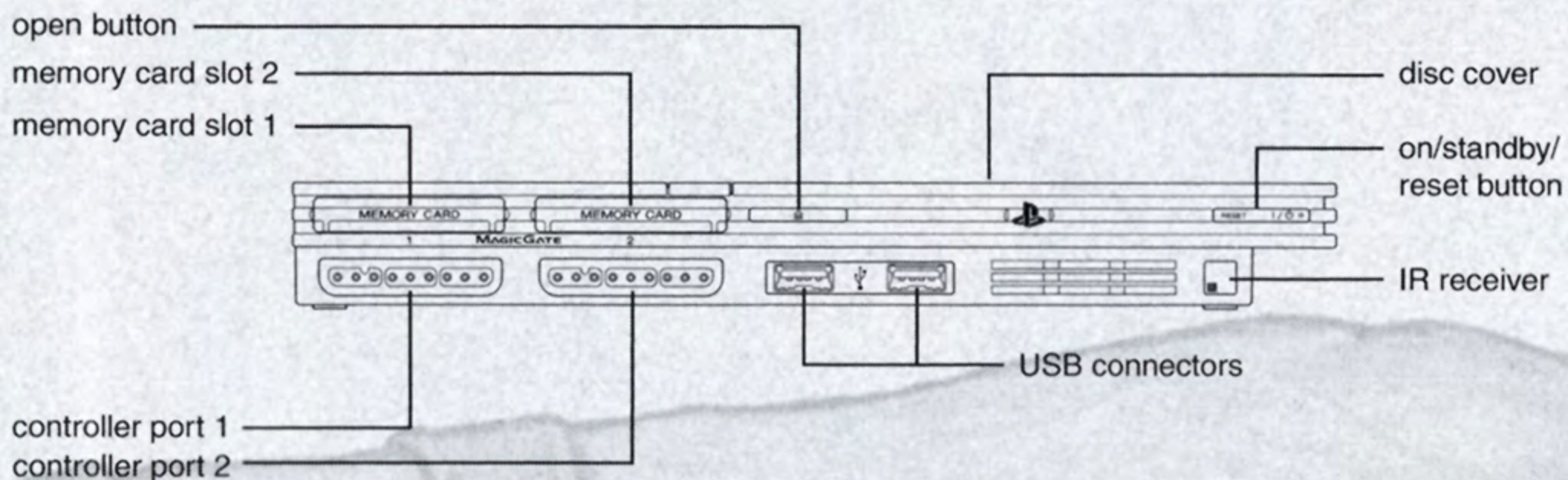
CONTENTS

GAME OVERVIEW	4
BASIC COMMANDS	4
BATTLE COMMANDS	4
BEGINNING GAME PLAY	5
GAME OPTIONS	5
THE GAME SCREEN	6
"FATAL FURY"	7
"FATAL FURY 2"	8
"FATAL FURY SPECIAL"	10
"FATAL FURY 3"	11
THE PAUSE MENU	13
CHARACTER EDIT	14
CHARACTER COMMANDS	15
SECRET CHARACTERS	22
CREDITS	24

**Please note this manual and its contents were created during the course of product development and some items may vary slightly from the final product.*

© SNK PLAYMORE

GETTING STARTED*



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the **FATAL FURY BATTLE ARCHIVES VOLUME 1** disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

*Insert a PlayStation 2 Memory Card (8MB) into the MEMORY CARD SLOT 1 or MEMORY CARD SLOT 2 before turning the PlayStation 2 console on.

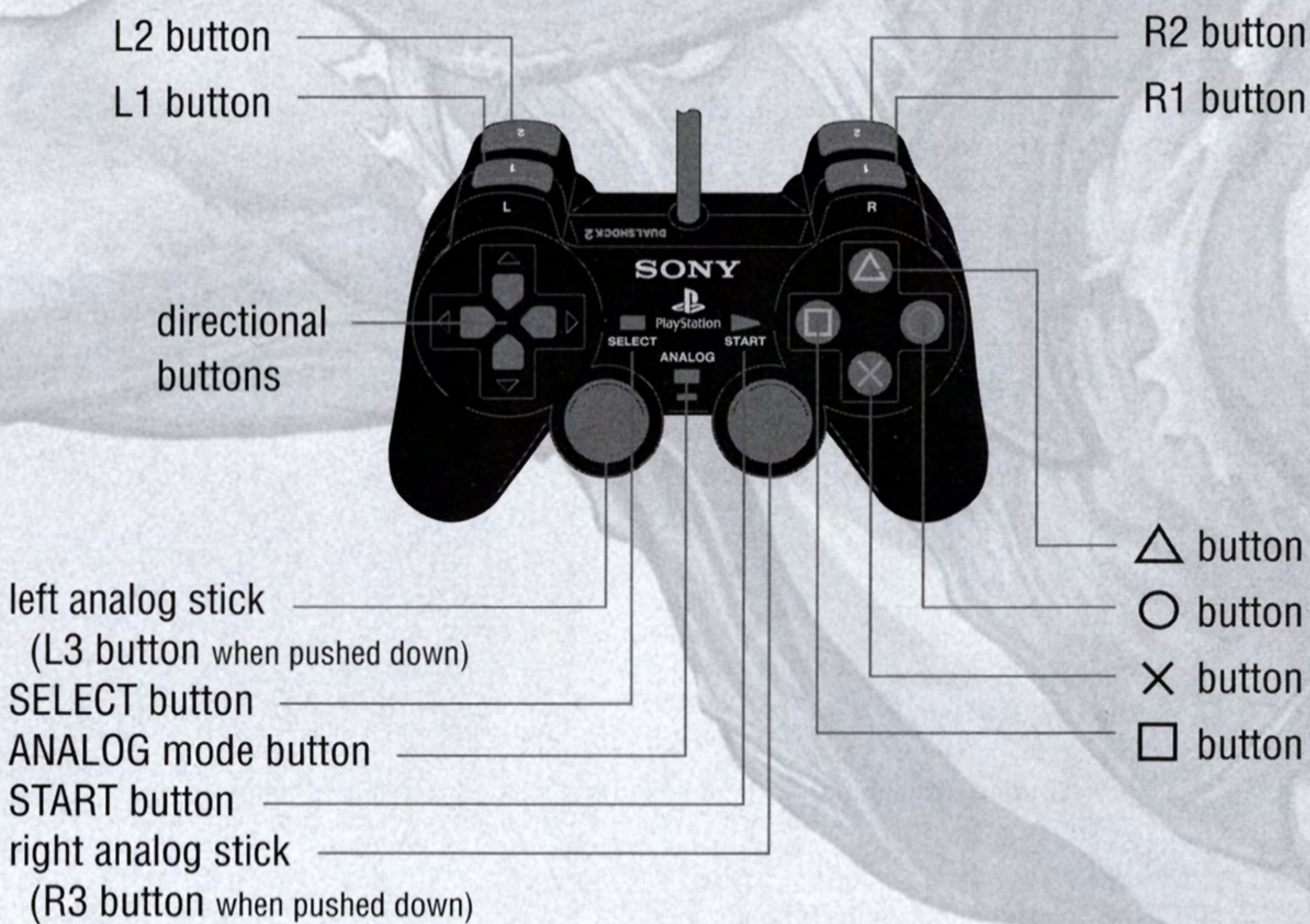
*If there are memory cards in both the MEMORY CARD SLOT 1 and MEMORY CARD SLOT 2 with saved game data for this game, data will automatically be loaded from the card in MEMORY CARD SLOT 1.

*It is necessary to have 32KB or more of available memory on the PlayStation 2 Memory Card when saving game data.



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GAME OVERVIEW

This collection contains the first four FATAL FURY series' titles "FATAL FURY", "FATAL FURY 2," "FATAL FURY SPECIAL," and "FATAL FURY 3: Road to Final Victory," enabling you to play any title you desire.

WHAT IS FATAL FURY?

The FATAL FURY series is based on the brothers Terry and Andy Bogard and their destiny to exact revenge on the villain Geese Howard for killing their father.

BASIC COMMANDS

The following symbols are used to describe commands. All commands are described in their initial settings and for characters moving from the left to right of the screen.

- Push the right directional button.
- ← Push the left directional button.
- ↑ Push the top directional button.
- ↓ Push the bottom directional button.
- ↗ Push the top and right directional buttons simultaneously.
- ↘ Push the bottom and right directional buttons simultaneously.
- ↖ Push the top and left directional buttons simultaneously.
- ↙ Push the bottom and left directional buttons simultaneously.
- × Push the × Button
- Push the ○ Button
- Push the □ Button
- △ Push the △ Button
- L1 Push the L1 Button
- L2 Push the L2 Button
- R1 Push the R1 Button
- R2 Push the R2 Button
- + Simultaneous input (enter both commands on either side of this simultaneously).

BATTLE COMMANDS

- × - BUTTON: Confirm/Light Punch/Punch
- - BUTTON: Strong Punch/Body Toss
- - BUTTON: Light Kick/Kick
- △ - BUTTON: Cancel/Strong Kick (Not used in "FATAL FURY")

L1 BUTTON: Strong Punch + Strong Kick (Not used in "FATAL FURY")

L2 BUTTON: Light Kick + Strong Kick (Not used in "FATAL FURY")

R1 BUTTON: Light Punch + Light Kick (Not used in "FATAL FURY")

R2 BUTTON: Light Kick + Strong Punch (Not used in "FATAL FURY")

SELECT BUTTON – Displays the Pause Menu.

START BUTTON – Begins game/Displays the Pause Menu.

ANALOG MODE SWITCH – Not used.

LEFT ANALOG STICK – Moves the character.

RIGHT ANALOG STICK – Not used.



PLEASE NOTE

*1: Pushing the **START** Button, **SELECT** Button, **L1**, **L2**, **R1** & **R2** Buttons simultaneously during game play resets the game.

*2: The **Analog Mode Switch** cannot be switched on and off in this game. It remains in **Analog Mode**.

*3: Commands listed above describe the initial settings and the functions for each button can be changed using the **Controller Setup** menu in **Game Options**.

BEGINNING GAME PLAY

Pressing the **START** Button when the **Title Screen** appears calls up the **Main Menu Screen** allowing you to play one of the 4 **FATAL FURY** games or select the following **Game Option** items.

GAME OPTIONS

There are 5 **Game Option** items you can select on the **Main menu** screen.

SAVE & LOAD

You can save and load game data using a "PlayStation 2" **Memory Card** (8MB). Select items with the **↑↓** directional buttons and press the **X** Button to confirm.

LOAD Loads game data saved onto a "PlayStation 2" **Memory Card** (8MB).

SAVE Selecting this saves data onto a "PlayStation 2" **Memory Card** (8MB).

AUTO SAVE Turn this on to save game data automatically. Use the **←** or **→** directional button to adjust the settings.

EXIT Returns you to the **Main Menu** screen.

CONTROLLER SETUP

In each game title you can change the controller settings for the **Player 1** and **Player 2** controllers.

Move the cursor to "TITLE" and use the **←** and **→** directional buttons to call up that title's **Controls** menu. Select the commands you want to change with the **↑↓** directional buttons and push the button you want to use for the function (pushing the **SELECT** Button returns everything to their initial settings). Select "EXIT" when you finish changing the settings to return to the **Main Menu** screen.

DISPLAY SETUP

This lets you change various settings related to the screen display. Select items with the **↑↓** directional buttons and change settings using the **←** and **→** directional buttons.

SCREEN Lets you change the width of the picture display area to "TYPE A" or "TYPE B."

POSITION X Lets you move the picture display area right or left. Changing numbers to positive values moves the picture to the right, and negative values moves it to the left.

POSITION Y This allows you to move the picture display area up or down. Changing numbers to positive values moves the picture down, and minus values move it up.

FOCUS Lets you set the game display image to either normal or soft.

EXIT Returns you to the **Main Menu** screen.

AUDIO SETUP

This allows you to change audio output modes, adjust various soundtrack selections and volume levels, and play selections.

OUTPUT – Adjust the audio output to stereo or mono.

BGM - Set the soundtrack version to either normal or arranged.

BGM VOLUME – Adjust the volume to one of 10 levels.

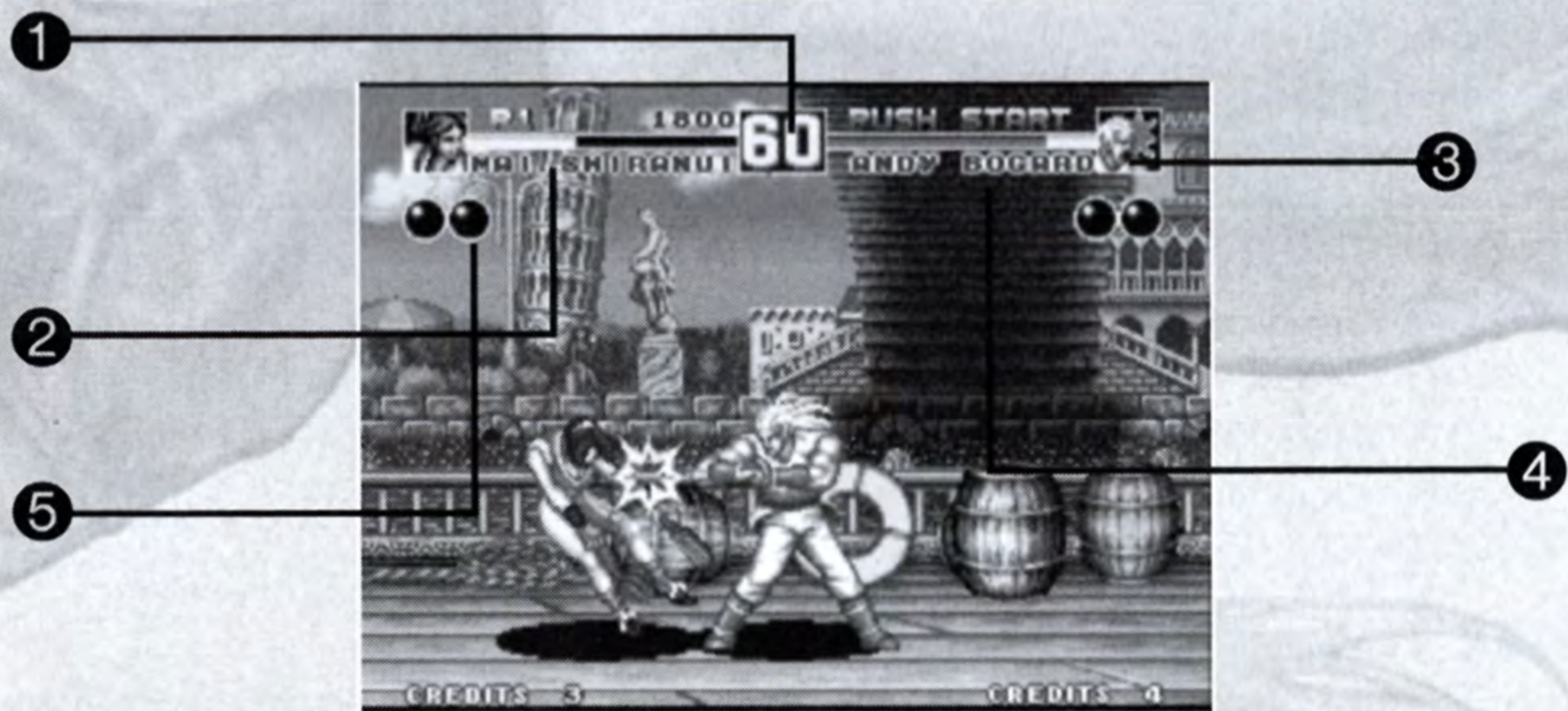
SOUND CHECK – Listen to individual song tracks. Change the selection number by using the directional buttons and push the **X** Button to play the selection.

EXIT - Returns you to the Main Menu screen.

CHARACTER EDIT

See page 14 for complete details

THE GAME SCREEN



- 1 TIME LIMIT:** Displays the round's time limit and a winner is judged when it runs out.
- 2 LIFE GAUGE:** Shows remaining life energy for characters. When it runs out, you lose.
- 3 CHARACTER PANEL:** Shows the faces of characters in battle.
- 4 CHARACTER NAME:** Shows the names of characters in battle.
- 5 VICTORY MARK:** Appears when you win a round. When two appear, you go on to the next round.
Please Note: the game screen call-outs may vary slightly between each game.

BASIC RULES

- Battles are one-on-one matches of 3 rounds, and the first to win two rounds wins.
- When either of the fighter's life energy runs out, the round ends and the player without life energy loses.
- One round consists of 90 "seconds." (FATAL FURY 1 & 2) 60 seconds (FATAL FURY SPECIAL & FATAL FURY 3) If no one wins before time runs out, the character with the most life energy remaining wins.
- Both fighters competing have their life energy completely restored whenever a round ends and the next round is carried out.
- The game ends in a draw when there is a double knockout or both players have the same amount of remaining life when time runs out.
- When neither player wins two rounds as the third round ends, you go into an extra round (up to a maximum of 10 rounds (FATAL FURY 1, 2 & Special). In FATAL FURY 3 If both characters have an equal number of wins when the final round ends, the winner is decided in the extra round. This round is played with an even shorter time limit than the final round and begins with both fighters given a minimal amount of life energy (the Life Gauge flashes red).



- When the 10th round ends and a winner is still undecided, the match ends in a draw and the game ends.
- The Continue Countdown appears when you lose a match. Push the START Button before the countdown runs out for a rematch. The game resumes against the opponent you lost to.

TWO-PLAYER, BURST-IN, AND TWO-PLAYER CO-OP PLAY

To start a Two-Player battle in any FATAL FURY game push the START Button of the unused controller before selecting a character from the character select screen. You can also push the START Button of the unused controller during a single-player computer battle, the game is interrupted and a Burst-In two-player game is started. FATAL FURY 1 features a Two-Player Cooperation mode. Start a Co-op battle by either bursting in on a single-player game or by selecting your characters at the beginning of the game and then choosing any area other than "1P vs 2P" on the Area Select screen. Please note you cannot use burst-in play during the final battle against Geese. When you defeat a computer character in two-player cooperative play, a two-player battle begins and the winner goes on to fight a computer character in a single-player battle.

FATAL FURY

The ruler of Southtown's underworld, Geese Howard. This year, too, sees the sponsor of the "King of Fighters" with his abilities in tip-top condition. Meanwhile, Terry and Andy, the Brothers Bogard, whose adoptive father was killed by Geese a decade ago, have been training hard and arrive in Southtown thirsting for revenge. But it's no mean feat getting close to Geese, who rules this town behind the scenes. Then one man appeared before the avenging twosome. His name? Joe Higashi. Joe, who's come to participate in the mightiest of martial arts tournaments, reveals to Terry and Andy that the event's sponsor is none other than Geese himself. The Brothers Bogard decide to enter the tournament. And finally the day for the event arrives... what will be the outcome of this "Fateful Battle"...



SEQUENCE FOR BEGINNING MATCHES

- 1. TITLE SCREEN** Push the START Button when the Title Screen is displayed.
- 2. GAME LEVEL SELECT** Select the difficulty level of the computer opponent (single-player games). Use the directional buttons to make your selection and push the X Button to confirm. In two-player games, the game level setting has no effect.
EASY The easiest level designed for beginners.
NORMAL The initial level setting with a difficulty geared toward intermediate players.
HARD The most difficult level with a difficulty level designed for advanced players.
MVS A difficulty level between Normal and Hard that is the same as the arcade version.
- 3. CHARACTER SELECT** Select one of the three main characters—Terry, Andy, or Joe—you want to use. Use the directional buttons to make your selection and press the X Button to confirm.
- 4. AREA SELECT** Select your first opponent and area to battle. Use the directional buttons to make selections and push the X Button to confirm.
- 5. BEGIN THE GAME!**

BONUS STAGES

As you win battles in matches against computer opponents, bonus stages appear and an arm-wrestling match ensues. Furiously tap the punch button as quickly as you can. You pick up bonus points if you win.

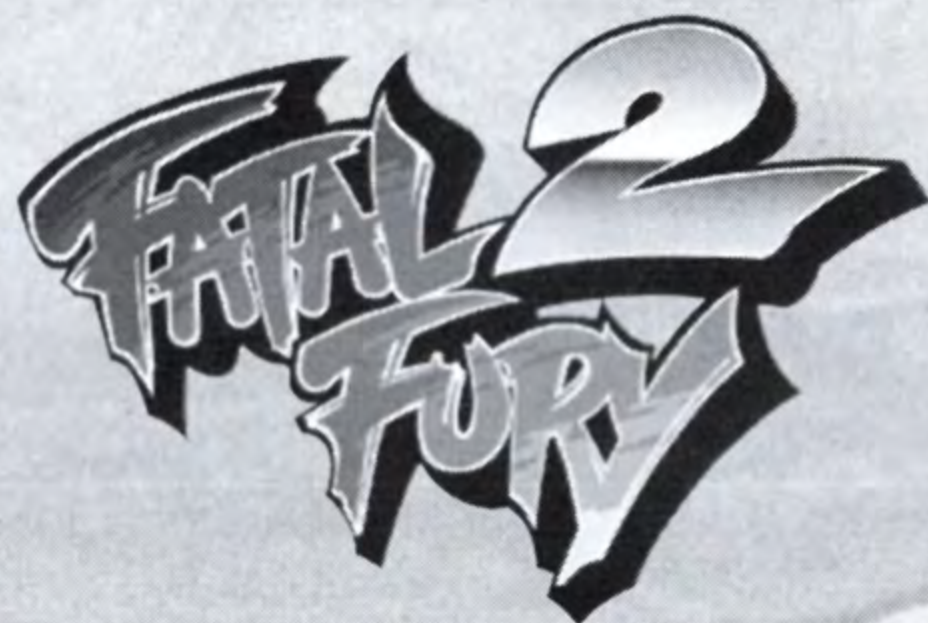


FATAL FURY SPECIFIC COMMANDS

MOVE	→ (to move forward) or ← (to move backward)
JUMP	↖ or ↑ or ↗
CROUCH	↙ or ↓ or ↘
GUARD	Against an attack, ← (upper guard) or ↙ (low guard)
PUNCH	X
KICK	□
BODY TOSS	Near opponent, →+O
SPECIAL MOVE	Enter special command.

FATAL FURY 2

Wolfgang Krauser, the only man Geese Howard had ever feared. To take on Krauser, dubbed the "Emperor of Darkness," Geese schemed to hold the mightiest of martial arts tournaments in order to toughen up his own bodyguards. But in that very tournament, Geese was defeated by the two destined to take him down. Defeated by that fateful duo, Geese met his end without ever confronting Krauser. One year later, Southtown, with Geese now gone, experienced a new period of peace in turmoil's stead. But one day, invitations sent by an unknown sender found their way to Terry, Andy, and Joe "...This year, too, I invite you to the time-honored King of Fighters." But Geese is supposed to be dead! Who could have sent this? Although all remains a mystery, the curtain now rises on "A New Battle."



SEQUENCE FOR BEGINNING MATCHES

- 1. TITLE SCREEN** Push the START Button when the Title Screen is displayed.
- 2. GAME LEVEL SELECT** Select the difficulty level of the computer opponent (single-player games). Use the directional buttons to make your selection and push the X Button to confirm. In two-player games, the game level setting has no effect.
EASY The easiest level designed for beginners.
NORMAL The initial level setting with a difficulty geared toward intermediate players.
HARD The most difficult level with a difficulty level designed for advanced players.
MVS A difficulty level between Normal and Hard that is the same as the arcade version.
- 3. CHARACTER SELECT** Select the character you wish to use. When you push the X Button to confirm, the character becomes the 1P color or the Δ Button to change the character to the 2P color.
- 4. ENEMY SELECT** Select your first opponent (computer character). You can only select the character using the X Button, the character will always be the 1P color (excluding matches where the same character is used).
- 5. BEGIN THE GAME!**

BONUS STAGES

A bonus stage appears after you beat the fourth opponent and the eighth opponent in computer battles. See how many of the stone pillars that proceed to fall from the sky you can destroy in the time limit by skillfully using Special Moves and Line Moves. Destroy all of the stone pillars to add a special bonus to your score.

* You can't destroy the stone pillars unless you hit the top and bottom sections. Mix up your moves to crush them quickly.

* After smashing a pillar to a certain degree, you can receive higher bonus points by destroying them with a powerful Special Move attack (in Bonus Stage 2 only).



FATAL FURY 2 SPECIFIC COMMANDS

MOVE	→ (to move forward) or ← (to move backward)
FLYING RETREAT	Tap ←← quickly
JUMP	↖ or ↑ or ↗
CROUCH	↙ or ↓ or ↘
GUARD	Against an attack, ← (upper guard) or ↙ (low guard)
PUNCH	X (Light Punch) or O (Strong Punch)
KICK	□ (Light Kick) or △ (Strong Kick)
BODY TOSS	Near opponent, push a directional button + O or △
EVASION ATTACK	→ + X during a guard
LINE MOVE (ON SAME LINE)	X + □ (R1 is also possible) while on the same line as opponent
LINE MOVE (ON DIFFERENT LINE)	↓ (to move to foreground) or ↑ (to move to background) when opponent is on a different plane
LINE MOVE ATTACK	X or □ or O when opponent is on a different plane
SUPER POWER ATTACK	O + △ (L1 can also be used)
PROVOCATION	O at a distance from the opponent
SPECIAL MOVE	Enter designated commands
SUPER SPECIAL MOVE	Enter the designated commands while the Life Gauge flashes red

SYSTEM DESCRIPTIONS

Two-Plane Battle

There are two planes, one in the foreground and another in the background, and characters can battle moving freely between these.

Line Move

This lets you jump to a different plane while your opponent is on the same one as you. It's a handy technique to evade attacks. You can roll forward by pushing the ↑↓ directional buttons while your opponent is on a different plane.

Line Move Attack

When your opponent is on a different plane, you can jump to his plane and attack simultaneously. There is no variance in strength to Line Move Attacks, but the height of jumps does vary. Using a punch attack button produces a low jump and a kick attack button produces a high jump. You can also attack from a distant position.

Super Power Attack

This lets you make a powerful attack to knock an opponent to a different line. Time these right to add more punch to your repertoire of moves.

Evasion Attack

This lets you make a counterattack from a guard position while evading an opponent's attack. This is a lifesaver when your opponent has you on the ropes.

Super Special Move

When a slight amount of life remains in your Life Gauge and it flashes red, you can use a Super Special Move with power surpassing Special Moves. If you strike your opponent with this, it will significantly reduce your opponent's life energy.

FATAL FURY: SPECIAL

Geese Howard, leader of the Southtown underworld, and feared by all of its denizens was believed to be dead, defeated by the Brothers Bogard. But one day long after his demise, surprising information circulated around town. The report: "Geese still lives!" The one who ruled the underworld after Geese's death was none other than Wolfgang Krauzer, but now the resurrected Geese seeks vengeance, intent on wreaking his revenge on Krauzer, who seized his realm, and the Bogards. Naturally Terry and Andy also received news of Geese's survival. "Hold your horses, Geese. Cause we're coming for you!" Right now, right here, a new legend is about to be born.TM



SEQUENCE FOR BEGINNING MATCHES

- 1. TITLE SCREEN** Push the START Button when the Title Screen is displayed.
- 2. GAME LEVEL SELECT** Select the difficulty of the computer opponent (single-player games). Use the directional buttons to make your selection and push the X Button to confirm. In two-player games, the game level setting has no effect.
BEGINNER The easiest level directed toward beginners.
EASY An intermediate level between Beginner and Normal.
NORMAL The initial level setting with a difficulty geared toward intermediate players.
HARD An intermediate level between Normal and Expert.
EXPERT The most difficult level with a difficulty level for advanced players.
MVS A difficulty level between Normal and Hard that is the same as the arcade version.
- 3. CHARACTER SELECT** Select the character you wish to use. When you push the X Button to confirm, the character becomes the 1P color or the Δ Button to turn the character to the P2 color.
- 4. ENEMY SELECT** Select your first opponent (computer character). You can only select the character using the X Button, the character will always be the 1P color (excluding matches where the same character is used).
- 5. BEGIN THE GAME!**

FATAL FURY SPECIAL SPECIFIC COMMANDS

MOVE	→ (to move forward) or ← (to move backward)
FLYING RETREAT	Tap ←← quickly.
JUMP	↖ or ↑ or ↗
CROUCH	↙ or ↓ or ↘
GUARD	Against an attack, ← (upper guard) or ↙ (low guard)
PUNCH	X (Light Punch) or O (Strong Punch)
KICK	□ (Light Kick) or Δ (Strong Kick)
BODY TOSS	Near opponent, push a directional button + O or Δ
ESCAPE ATTACK	→+ X while guarding
LINE MOVE (ON SAME LINE)	X+ □ (R1 is also possible) while on the same line as opponent
LINE MOVE (ON DIFFERENT LINE)	↓ (to move to foreground) or ↑ (to move to background) when opponent is on a different plane
LINE MOVE ATTACK	X or □ or O when opponent is on a different plane
LINE BLAST	O + Δ (L1 is also possible)
PROVOCATION	O at a distance from the opponent
SPECIAL MOVE	Enter designated commands
SUPER SPECIAL MOVE	Enter the designated commands while the Life Gauge flashes red



SYSTEM DESCRIPTIONS

Two-Plane Battle

There are two planes, one in the foreground and another in the background, and characters can battle moving freely between these.

Line Move

This lets you jump to a different plane while your opponent is on the same one as you. It's a handy technique to evade attacks. You can roll forward by pushing the \leftarrow directional buttons while your opponent is on a different plane.

Line Move Attack

You can move and attack simultaneously when your opponent is on a different line. There is no variance in strength to Line Move Attacks, but the height of jumps does vary. Make a low jump pushing a light punch or light kick button, or a high jump pushing the strong punch or strong kick buttons. You can also attack from a distant position.

Line Blast

Make a powerful attack to knock an opponent to a different plane. Use these to spice up your battle arsenal.

Evasion Attack

This lets you make a counterattack from a guard position while evading an opponent's attack. This is a lifesaver when your opponent has you on the ropes.

Super Special Move

When a slight amount of life remains in your Life Gauge and it flashes red, you can use a Super Special Move with power surpassing Special Moves. If you strike your opponent with this, it will significantly reduce your opponent's life energy.

FATAL FURY 3

"The Secret Scrolls of Jin" of which it is said only the mightiest warrior can possess. These secret scrolls, written in the age of the first emperor Jin before the birth of Christ, were divided into three separate scrolls, and when they are all brought together, it is said, their true power will be known.

Even in this current age, over two thousand years after their creation, the legend of these secret scrolls is still spoken of, and bloody battles to obtain these continue to rage endlessly. Rumor now has it that one of these scrolls has turned up in Southtown. As if manipulated by the Norn's threads of fate, our brawny battlers gather at the place of this secret scroll...



SEQUENCE FOR BEGINNING MATCHES

- 1. TITLE SCREEN** Push the START Button when the Title Screen is displayed.
- 2. MENU SELECT** Select a menu with the directional buttons and push the X Button to confirm.
GAME START Lets you begin a single-player game against computer-controlled opponents.
OPTION This lets you change the difficulty level, Game Time and the Language selection only for Fatal Fury 3.
- 3. CHARACTER SELECT** Select the character you wish to use. When you push the X Button to confirm, the character becomes the 1P color or the Δ Button to turn the character to the P2 color.
- 4. OPPONENT SELECT** Select your first opponent (computer character). You can only select the character using the X Button, this is so the character will always be the 1P color (excluding matches where the same character is used).
- 5. BEGIN THE GAME!**

FATAL FURY 3 SPECIFIC COMMANDS

MOVE	→ (to move forward) or ← (to move backward)
DASH	Tap →→ quickly
FLYING RETREAT	Tap ←← quickly
JUMP	↖ or ↑ or ↗
SMALL JUMP	↖ or ↑ or ↗
CROUCH	↙ or ↓ or ↘ *Only ↘ lets you crawl forward
GUARD	Against an attack, ← (upper guard) or ↙ (low guard).
AERIAL GUARD	← during jump.
PUNCH	X (Light Punch) or O (Strong Punch)
KICK	□ (Light Kick) or △ (Strong Kick)
EVASION ATTACK	→ + X while guarding.
FORWARD OVERSWAY	X + □ (R1 is also possible)
BACK OVERSWAY	□ + O (R2 is also possible)
OVERSWAY ATTACK	During Oversway move X or □ or O or △
ANTI-OVERSWAY ATTACK	Against a Forward Oversway X + □ (R1 is also possible) Against a Back Oversway, □ + O (R2 is also possible)
QUICK SWAY	↘ for an instant + attack using X or □ or O or △
SPECIAL MOVES (BODY TOSSES, etc.)	Directional button + O or △
COMBO MOVES	Push the same button again the instant after successfully making a special body toss move (for only a portion of characters).
PROVOCATION	△ at a distance from the opponent.
COMBINATION ARTS	Enter commands at the right time following a determined order of normal attacks (punches and kicks).
SPECIAL MOVE	Enter the specified command.
SUPER SPECIAL MOVE	Enter the specified command while the Life Gauge flashes red.
HIDDEN ABILITIES	When your Life Energy Gauge flashes red in Super Mode, enter a special command in specific circumstances (this can be used only once during a round).

SYSTEM DESCRIPTIONS

Oversway System

In addition to the main line where characters usually battle it out, there are two other lines (for a total of three)—one in the foreground and one in the background. Battles are normally waged on the main line, but you can Oversway (an evasion move) from the main line to the foreground or background plane. Your character automatically returns to the main line after making an Oversway move.

Oversway Attack & Anti-Oversway Attack

Using a punch or kick during an Oversway move lets you return to the main line while making an attack. This lets you counterattack quickly after having evaded an opponent's attack. Conversely when your opponent makes an Oversway move to the foreground or background, you can use an Anti-Oversway Attack to turn the tables.

Quick Sway

You can shift your torso at any point in the game to evade an enemy attack. While making a Quick Sway move, you can also attack using any of the normal attack buttons.

Aerial Guard

Use a guard command during a jump to block normal attacks or certain flying objects from Special Moves.

Evasion Attack

This lets you make a counterattack from a guard position while evading an opponent's attack. This is a lifesaver when your opponent has you on the ropes.



Combination Arts

These are combo moves for linking attacks that cancel one normal attack and go to another. You need to push punch and kick buttons following a designated order (some require directional button command inputs) to use these. Each character has a number of these moves so look for them by trying a variety of combinations and taking a hint from the example below.

Example for Terry: Near opponent, ← or → + XOOOΔ and Combo Attack

Super Special Moves

When a slight amount of life remains in your Life Gauge and it flashes red, you can use a Super Special Move with power surpassing Special Moves. If you strike your opponent with this, it will significantly reduce your opponent's life energy.

Hidden Abilities

These are powerful moves that far surpass Super Special Moves and provide the potential to win a round with one punch. To use these, you must follow the steps shown below and put your character into Super Mode. And when your Life Gauge flashes red in Super Mode, enter the designated commands in the right circumstances to activate these. Hidden Abilities, however, unlike Super Special Moves, can only be used once a round.

Setting up Super Mode

When the first round begins, push the Light Punch, Light Kick, Strong Punch, and Strong Kick Buttons down simultaneously.

Push the START Button when the "GO!" message appears on the screen.

When the character's name shown below the Life Gauge turns from white to green, Super Mode set-up is complete.

*See p. x for more details on Hidden Ability commands.

THE PAUSE MENU

Pressing the START Button during a battle calls up the Pause Menu described below. Pushing the START Button a second time resumes game play.

CONTINUE: Resumes the battle.

CONTROLS: Calls up the Controller Setup, allowing you to customize your controller.

GAME END: This ends the battle and lets you choose to return you to the Title Screen for the game you're currently playing or the Main Menu Screen.

CHARACTER EDIT

You can create two types of original character colors (only 1 in "Fatal Fury"). First, select a game title with the ← and → directional buttons then move the cursor to "CHARACTER NAME" and select a character. Next, choose either the MAIN 1 or MAIN 2 palette and select the color you want to change using the ← and → directional buttons (at this time, you can check the location of the selected color by pressing any one of the R1, R2, L1, or L2 Buttons. After that, change colors moving the red, green, and blue bars. Select a color bar with the directional buttons and change gradations using the ← and → directional buttons. Push the X Button to confirm the new color (pushing the □ Button returns colors to their previous condition. Repeat the commands above to change other colors and when you're finished select "EXIT" and push the X Button to return to the Main Menu screen.

**1: When you push the SELECT Button after selecting the "CHARACTER NAME" item, all of the colors of that character return to their initial setting.*

**2: In only "Fatal Fury" you use the MAIN 1 palette alone to change colors. And pushing the SELECT Button with each palette returns all palette colors to their initial settings.*

**3: Pushing the SELECT Button will return that selected color to its original setting.*

USING ORIGINAL COLORS

FATAL FURY

If you decide on a character while pushing down on the START Button when you choose a character, the color of the MAIN 1 palette is applied.

FATAL FURY 2/FATAL FURY SPECIAL/FATAL FURY 3

Determining the Player 1 character's color while pressing down on the START Button when you select a character applies the MAIN 1 palette color and determining the Player 2 character color while pressing down on the START Button when you select a character applies the MAIN 2 palette color.



CHARACTERS & SPECIAL MOVE COMMANDS

Commands are described using the symbols and terms shown below. All commands suppose characters moving from the right to the left of the screen.

→	Push the right directional button.
←	Push the left directional button.
↑	Push the top directional button.
↓	Push the bottom directional button.
↗	Push the top and right directional buttons simultaneously.
↘	Push the bottom and right directional buttons simultaneously.
↖	Push the top and left directional buttons simultaneously.
↙	Push the bottom and left directional buttons simultaneously.
BUILD	Push down and hold any directional button for a few moments.
P	Push a punch button (the X Button in the initial setting). – FF only
K	Push a kick button (the □ Button in the initial setting). – FF only
+	Simultaneous input (Press the buttons signified on either side of this symbol simultaneously.)
LP	Push the light punch button (the X Button in the initial setting).
LK	Push the light kick button (the □ Button in the initial setting).
SP	Push the strong punch button (the O Button in the initial setting).
SK	Push the strong kick button (the Δ Button in the initial setting).
★	Super Special Move (can be used when the Life Gauge flashes red). – FF2

Please note: There are a variety of moves besides these introduced here. Try and find them yourself!



FATAL FURY



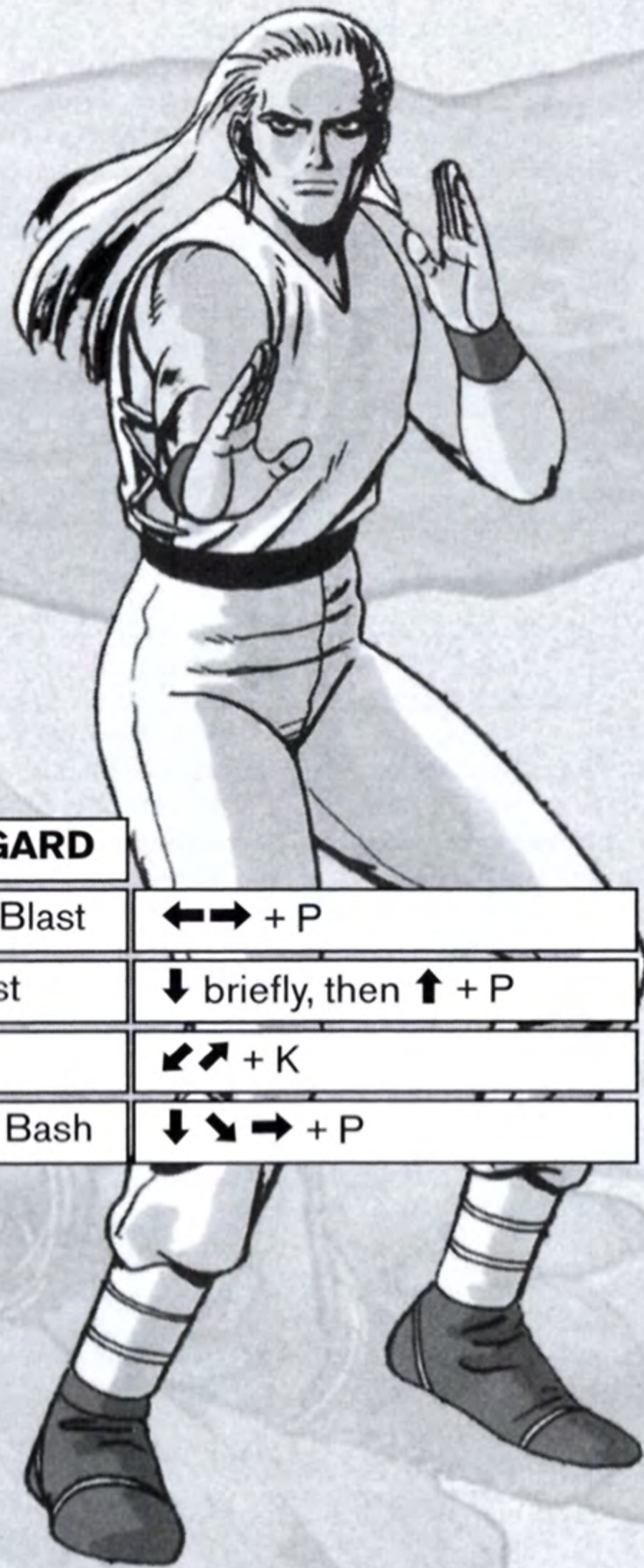
TERRY BOGARD

Burning Knuckle	↓↙← + P
-----------------	---------

Rising Tackle	↓ briefly, then ↑ + P
---------------	-----------------------

Crack Shot	↙↗ + K
------------	--------

Power Wave	↓↘→ + P
------------	---------



ANDY BOGARD

Quicksilver Blast	←→ + P
-------------------	--------

Dragon Blast	↓ briefly, then ↑ + P
--------------	-----------------------

Sonic Split	↙↗ + K
-------------	--------

Egg-Beater Bash	↓↘→ + P
-----------------	---------



JOE HIGASHI

Slash Kick	→↘↓↙← + K
------------	-----------

TNT Punch	P repeatedly
-----------	--------------

Tiger Kick	↙↗ + K
------------	--------

Hurricane Upper	↓↘→ + P
-----------------	---------



FATAL FURY 2



TERRY BOGARD

- Burning Knuckle ↓↘← + LP or SP
- Rising Tackle ↓ briefly, then ↑ + LP or SP
- Crack Shot ↓↘←↖ + LK or SK
- Power Wave ↓↘→ + LP or SP
- ★Power Geyser ↓↘←↗→ + (LK + SP)

- Quicksilver Slash ↘ briefly, then → + LP or SP
- Dragon Blast ↓↘→ + LP or SP
- Sonic Split ↘ briefly, then ↗ + LK or SK
- Egg-Beater Blast ↓↘← + LP or SP
- ★Super Sonic Swirl ↓ briefly, then ↘→ + (LK + SK)



ANDY BOGARD



JOE HIGASHI

- Slash Kick ↘ briefly, then ↗ + LP or SP
- TNT Punch LP or SP tapped repeatedly
- Tiger Thrust ↓↘→↗ + LK or SK
- Hurricane Upper ←↘↓↘→ + LP or SP
- ★Screw Upper →←↘↓↘ + (LK + SP)

- Giant Bomb ↘ briefly, then → + LP or SP
- Super Drop Kick SK (press down 10 seconds then release)
- Lariat Drop Near opponent, ↘ + SP
- ★Fire Breath →↘↓↘→ + (LK + SP)



BIG BEAR



JUBEI YAMADA

- Nihon Seoi Dash ← briefly, then → + LK or SK
- Spine Crunch Near opponent, ↓ briefly, then ↑ + LP or SP
- Cookie Throw ← briefly, then → + LP or SP
- ★Dynamite Spine Crunch ↘ briefly, then ↓→ + (LK + SP)

- Thunderblast Powerball ↓↘→ + LP or SP
- Belly Drum Blast ↓ briefly, then ↑ + LP or SK
- Avalanche Crunch ← briefly, then → + LK or SK
- ★Exploding Thunder Powerball ↘ briefly, then ↓→ + (LK + SP)



CHIN SHIN ZAN



KIM

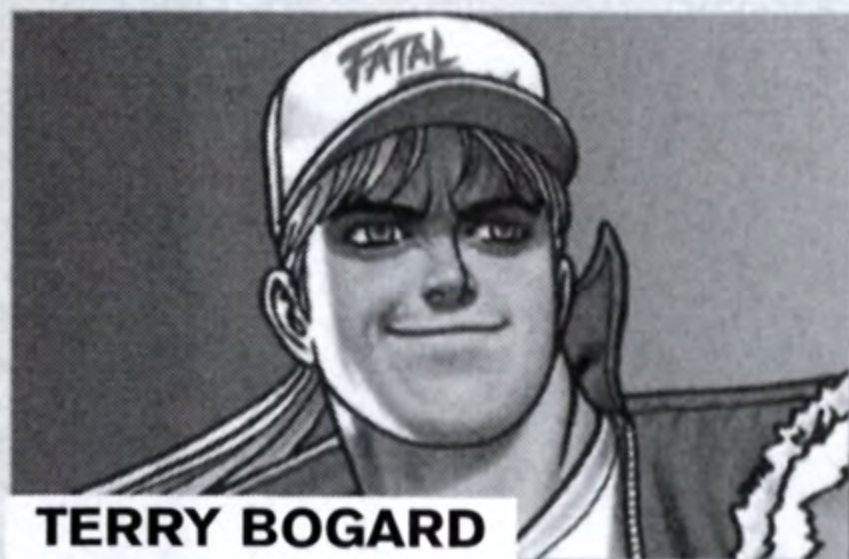
- Flying Slice ↓ briefly, then ↑ + LK or SK
- Crescent Moon Slash ↓↘← + LK or SK
- Flying Kick During jump, ↓ + LK or SK
- ★Chinese Phoenix Kick ↓↘←↗→ + (LK + SK)

- Dragon Flame Fandango ↓↘← + LP or SP
- Deadly Ninja Bees ←↘↓↘→ + LK or SK
- Butterfly Fan ↓↘→ + LP or SP
- ★Super Deadly Ninja Bees →↘→ + (LK + SP)



MAI SHIRANUI

FATAL FURY SPECIAL



TERRY BOGARD

- Burning Knuckle ↓↙← + LP or SP
- Rising Tackle ↓ briefly, then ↑ + LP or SP
- Crack Shot ↓↙←↘ + LK or SK
- Power Wave ↓↘→ + LP or SP
- ★Power Geyser ↓↙←↘→ + (LK + SP)

- Quicksilver Blast ↙ briefly, then → + LP or SP
- Dragon Blast ↓↘→ + LP or SP
- Sonic Split ↙ briefly, then ↗ + LK or SK
- Egg-Beater Bash ↓↙← + LP or SP



ANDY BOGARD

- ★Super Sonic Swirl ↓ briefly, then ↘→ + (LK + SK)



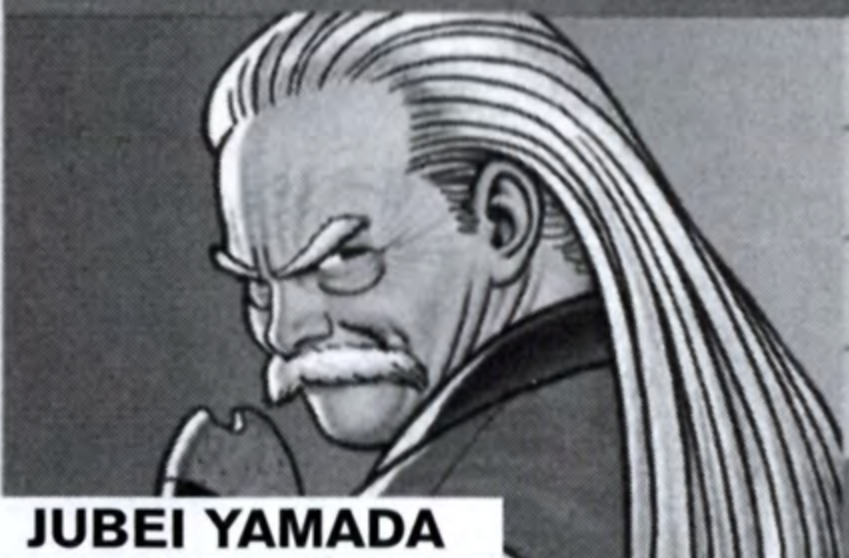
JOE HIGASHI

- Slash Kick ↙ briefly, then ↗ + LK or SK
- TNT Punch LP or SP tapped repeatedly
- Tiger Thrust ↓↘→↗ + LK or SK
- Hurricane Upper ←↙↓↘→ + LP or SP
- ★Screw Upper →←↙↓↘ + (LK + SP)

- Giant Bomb ↙ briefly, then → + LP or SP
- Super Drop Kick SK (press down 8 seconds then release)
- Bear Bomber →←↓↑ + SP
- ★Fire Breath →↘↓↙→ + (LK + SP)



BIG BEAR



JUBEI YAMADA

- Nihon Seoi Dash ← briefly, then → + LK or SK
- Spine Crunch Near opponent, ↓ briefly, then ↑ + LP or SP
- Twist Trick Near opponent, →↘↓↙← + SP
- Cookie Throw ← briefly, then → + LP or SP
- ★Dynamite Spine Crunch ↙ briefly, then ↓→ + (LK + SP)

- Thunderblast Powerball ↓↘→ + LP or SP
- Belly Drum Blast ↓ briefly, then ↑ + LP or SK
- Avalanche Crunch ← briefly, then → + LK or SK
- ★Exploding Thunder Powerball ↙ briefly, then ↓→ + (LK + SP)



CHIN SHIN ZAN



KIM

Flying Slice ↓ briefly, then ↑ + LK or SK

Crescent Moon Slash ↓↙← + LK or SK

Flying Kick During jump, ↓ + LK or SK

★Chinese Phoenix Kick ↓↙←↘→ + (LK + SK)

Dragon Flame Fandango ↓↙← + LP or SP

Deadly Ninja Bees ←↘↓↘→ + LK or SK

Butterfly Fan ↓↘→ + LP or SP

Squirrel Dance ↓ briefly, then ↑ + LP or SP

★Super Deadly Ninja Bees →↘→ + (LK + SP)



MAI SHIRANUI



DUCK KING

Headspin Attack ← briefly, then → + LP or SP

Dancing Dive ↓↙← + LK or SK

Break Storm ↓↘→↗ + LK or SK

Beat Rush →←→ + SP

★Break Spiral ←↘↓↘→↗↓ + (LK + SP)

Senshippo ↓↙← + LP or SP

Shock Blow SP tapped repeatedly

Thousand Kicks Near opponent, ↘ briefly, then ↗ + LK or SK

Power Wave ↘ briefly, then → + LP or SP

★Senpu Gohken →↘↓↑ + (LK + SP)



TUNG FU RUE



BILLY KANE

Club Blow ← briefly, then → + LP or SP

Club Twist LP or SP tapped repeatedly

Sparrow Drop ↘ briefly, then ↗ + LP or SP

Super Power Club ↘↓↘→ + LK or SK

★Super Flaming Cudgel ↓↘→↘↓↙←↗ + (LP + SP)

Tornado Upper ↓↘→ LP or SP

Smash Bomber ↘ briefly, then → + LP or SP

Axel Dance LP or SP tapped repeatedly

★Axel Rush ←→↘↓↙↗ (LK + SP)



AXEL HAWK



LAWRENCE BLOOD

Bloody Saber

←↙↓ ↘ → + LP or SP

Bloody Cutter

↓ briefly, then ↑ + SP

Bloody Spin

← briefly, then → + LK or SK

★Bloody Flash

↘ ←↙↓ ↘ →↙ → + (LK + SK)

Wind Slice

↓ ↘ → + LP

Double Wind Slices

↓ ↘ → + SP

Gale Slash

During jump, ↓↙← + LP or SP

Knockdown Blow

←↙↓ ↘ → + LK or SK

★Raging Storm

↙→↘↓ ↙←↘ + (LK + SP)



GEESE HOWARD

Upper Blitz Ball

↓↙← + LP or SP

Lower Blitz Ball

↓↙← + LK or SK

Leg Tomahawk

↓ ↘ → + LK or SK

Knockdown Blow

←↙↓ ↘ → + LP or SP

★Kaiser Wave

← briefly, then ↗ + (LP + SP)



WOLFGANG KRAUSER

Tiger Flash Bash

↓ ↘ → + LP or SP

Shrike Gale

↙→ + LK or SK

Whiplash Bash

SP tapped repeatedly

Conquering Crunch

→←↙↓ ↘ → + SP

★Furious Fandango

↓↙←↙→ (LK + SK)



RYO SAKAZAKI

*Ryo Sakazaki can only be used in two-player games.

FATAL FURY 3



TERRY BOGARD

- Burning Knuckle ↓↘← + LP or SP
- Power Dunk →↓↘ + LK or SK
- Crack Shot ↓↘←↖ + LK or SK
- Power Wave ↓↘→ + LP or SP
- ★Power Geyser ↓↘←↗→ + (LK + SP)

- Quicksilver Flash ↗→ + LP or SP
- Shiranui Spider Squeeze ↓ briefly, then ↑ + SK
- Shiranui Spirit Crunch During jump, ↓↘→ + LP or SP
- Dragon Blast →↓↘ + LP or SP
- ★Super Sonic Swirl ↓ briefly, then ↘→ + (LK + SK)



ANDY BOGARD



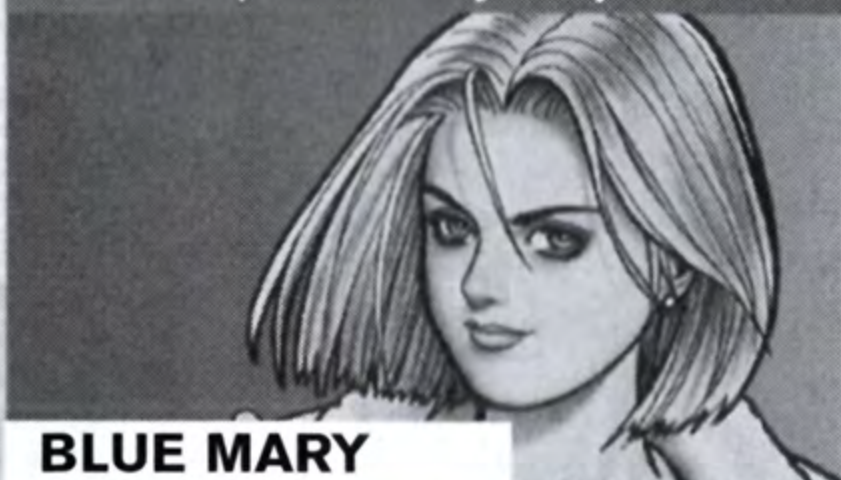
JOE HIGASHI

- Slash Kick ↗ briefly, then → + LK or SK
- Golden Heel Blast ↓↘← + LK or SK
- Tiger Kick ↓↘→↗ + LK or SK
- Hurricane Upper ←↘↓↘→ + LP or SP
- ★Screw Upper →←↗↓↘ + (LK + SP)

- Dragon Flame Fandango ↓↘← + LP or SP
- Butterfly Fan ↓↘→ + LP or SP
- Sun Flash Flamenco ↓↓ + (LP + LK + SP)
- Squirrel Dance During jump, ↓ + (LK + SP) or (SP + SK)
- ★Super Deadly Ninja Bees →↗→ + (SP + SK)



MAI SHIRANUI



BLUE MARY

- Spin Fall ↓↘→↗ + LP
- M. Spider ↓↘→↗ + SP
- Vertical Arrow →↓↘ + LK
- Straight Slicer ← briefly, then → + LK
- ★M. Typhoon ↗ briefly, then ↓↘→↗ + (LK + SK)

- Bull's Horn ↓ briefly, then ↑ + LK or SK
- Rolling Turtle (LP + SP) or (LK + SK)
- Wild Wolf ← briefly, then → + LK or SK
- ★Dangerous Wolf ↓↓↓ + (LK + SP + SK)



BOB WILSON



HONG FU

- Nine Dragon Drubbing During guard, → + LK or SK
- Sky of Fire Noogie →↓↘ + LP or SP
- Heavenly Lightning Lumper ↓↘←↖ + LK or SK
- Earthly Lightning Lumper ↗ briefly, then → + LK or SK
- ★Cadenza Storm ↓↘←↗→ + (LK + SK)



SOKAKU MOCHIZUKI

- Makibishi Masher ↓ ↘ → + LP
- Evil One Bop ← ↙ ↓ ↘ → + SP
- Flames of Doom ↓ ← ↙ + LK
- Dance of Demons SK tapped repeatedly
- ★Ikazuchi → ↘ ↓ ↘ → + (SP + SK)

- Double Kong ↓ ↙ ← + LP or SP
- Waving Blow ← ↙ ↓ ↘ → + LP or SP
- Power Bicycle ↓ ↘ → + LK or SK

★Armageddon Buster → ↘ ↓ ↙ ← + (SP + SK)[can be entered twice]



FRANCO BASH



GEESE HOWARD

- Wind Slice ↓ ↘ → + LP
- Knockdown Blow ← ↙ ↓ ↘ → + LK or SK
- Mars Master ← briefly, then → + LK or SK
- Gale Slash During jump, ↓ ↙ ← + LP or SP
- ★Raging Storm ↙ → ↘ ↓ ↙ ← ↘ + (SP + SK)

Secret Characters

Using Yamazaki and the Brothers Jin

On the Character Select screen match the cursor in the following order: Terry to Hong Fu to Mai to Geese to Bob to Sokaku to Andy to Franco to Joe and to Mary, and whenever you do this push the light kick button (X button in the initial setting). Yamazaki and the Brothers Jin will then appear on the Character Select screen.



RYUJI YAMAZAKI

- Snake Handler Stance ↓ ↙ ← + SP
- Forward Snake Handler During stance, → + SP
- Aerial Snake Handler During stance, ↗ + SP
- Sadomazo ← ↙ ↓ ↘ → + SK
- ★Guillotine ↓ briefly, then ↘ → + (LK + SK)

- Emperor Tengan Slash ↓ ↘ → + LK or SK
- Emperor Tenji Slash → ↓ ↘ + LP or SP
- Emperor Kick ↙ → + LP or SP
- ★Emperor Rojin Slash ↓ ↙ ← → + (SP + SK)



JIN CHONSHU



JIN CHONREI

- Emperor Tengan Slash ↓ ↘ → + LK or SK
- Emperor Tenji Slash → ↓ ↘ + LP or SP
- Emperor Kick ↙ → + LP or SP
- Emperor Rojin Slash ↓ ↙ ← → + LP or SP
- ★Emperor Doomed Slash → ← ↙ ↓ ↘ + (LK + SK)



FATAL FURY 3

LIST OF HIDDEN ABILITIES

Characters can use these in Super Mode when the Life Gauge is flashing red. The method for setting characters into Super Mode is explained on page 15.

TERRY BOGARD	Enter ↙ + SP, → + SP, →↘↓ ↙← + (SP + SK) (Enter this command in order with the right timing.)
ANDY BOGARD	Enter SK, ↓ + SP, ↓↙←→ + (SP + SK) (Enter this command in order with the right timing.)
JOE HIGASHI	Over a certain distance from the opponent, enter →↘↓ ↙← + (SP + SK)
MAI SHIRANUI	Over a certain distance from your opponent, press down the SP button during a Provocation while entering →↙→ + (LK + SK)
BLUE MARY	←↓↙ + SP
BOB WILSON	During a Dash, enter ↙↗ + (SP + SK)
HONG FU	Over a certain distance from an opponent when the countdown display an odd number, enter →↓↘← + (SP + SK)
SOKAKU MOCHIZUKI	While receiving upper and mid-section damage, enter the command →↘↓ ↙← + (SP + SK).
FRANCO BASH	Near opponent, enter the commands SK, ↓ + SP, ↓↙←→ + (SP + SK), →↘↓ ↙← + LP (Enter this command in order with the right timing)
GEESE HOWARD	↓ + SP, SP, ↓↙←→ + (SP + SK) (enter this command in order with the right timing)
RYUJI YAMAZAKI	When you land after a "Flying Retreat," enter →↘↓ ↙← + (SP + SK).
JIN CHONSHU	Over a certain distance from the opponent, enter ↓↘→← + (SP + SK).
JIN CHONREI	Over a certain distance from the opponent, enter →↘↓ ↙← + (SP + SK).

CREDITS

SNK PLAYMORE USA

President

Ben Herman

VP of Sales & Marketing

Eric Feiner

Director of Marketing

Mark S. Rudolph

Executive Assistant

Barbara Strassner

IT Support

David Booth

SNK PLAYMORE

Executive Producer

Eikichi Kawasaki

Director of Japan/ US Relations

Yoshihito Koyama, Shinya Morishita

SPECIAL THANKS

Soichiro Hosoya

all SNK PLAYMORE staff

CONVERSION BY G1M2:

Brandee Hawkins

Scott Hawkins

John Panettiere

Wilco Ibes

Miguel Horna

Chris Meyer

Doug Broadhurst

Brian Contreras

Mac McIntyre

Crystal Davis

ONLINE REGISTRATION

REGISTER YOUR GAME WITH SNK PLAYMORE!

WWW.SNKPLAYMOREUSA.COM/REGISTER

**REGISTER YOUR GAME TO ACTIVATE THE WARRANTY AND TO BE
INCLUDED ON SPECIAL SNK PROMOTIONS.**

WARRANTY INFORMATION:

Limited Warranty

SNK PLAYMORE warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90 days from the date of purchase. SNK PLAYMORE is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, SNK PLAYMORE agrees to repair or replace the product at its option free of charge. This warranty shall not be applicable and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect.

To receive this warranty service:

1. Register your product at www.snkplaymoreusa.com/register
2. Save your sales receipt, indicating date of purchase and UPC code found on the game packaging.
3. If your game is covered under a store warranty, return the game to the store at which you purchased the game.

LIMITATION ON WARRANTY

This warranty is in place of all other warranties and no other representations or claims of any nature shall be binding on or obligate SNK PLAYMORE. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will SNK PLAYMORE be liable for any special, incidental or consequential damages resulting from possession, use or malfunction of this software product. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

Returns Within the 90-day Warranty Period:

Please contact SNK PLAYMORE by sending an email to sales@snkplaymoreusa.com for further instructions on returns within the 90-day warranty period. If the product was damaged through misuse or accident, this 90-day warranty is rendered void.

Customer Warranty:

Notice: SNK PLAYMORE reserves the right to make improvements in the product described in this manual at any time and without notice. This manual and the software described in this manual are copyrighted. All Rights Reserved. No part of this manual or the described software may be copied, reproduced, translated or reduced to any electronic medium or machine-readable form without the prior written consent of SNK PLAYMORE.

Technical Support:

For technical and game support visit us at <http://www.snkplaymoreusa.com>



TO BE CONTINUED...

