FATAL FURY FIRST CONTACT
POCKET FIGHTING SERIES™

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NEOGEO POCKET™



FATAL FURY FIRST CONTACT™
POCKET FIGHTING SERIES

EVERYONE
E
CONTENT RATED BY ESRB

NEOGEO POCKET COLOR

WARNING

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

- Take a 10 or 15 minute break after every hour of gameplay.
- Do not store the game cartridge in extreme hot or cold conditions.
- Do not attempt to open or take apart the cartridge.
- Do not clean with benzene, paint thinner, alcohol or similar solvents.

(EPILEPSY WARNING)

- 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 seizures

WARNING

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.

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.

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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 kick (pressed at length)/Selection cancellation

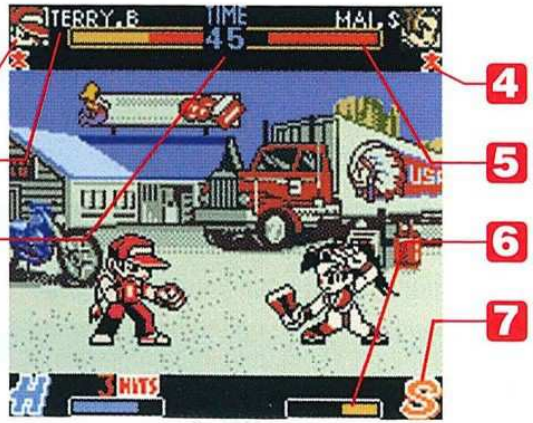
OPTION Button

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 Victory Mark *
(Displays the number of rounds won.)

5 Energy Gauge
(Decreases when hit by opponent. When empty, you lose!)

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 consist of 3 rounds, the first to win two rounds proceeds to the next match.(*)

If the match is not decided by 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. 14 to 15).**

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).

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.14 to 15).**

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. 16).

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 the action begins!

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

Extra Match
Restarts the game with a one-match victory bonus.

Normal Game
Restarts the game without any service bonus.

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.)

Forward	➡
Backward	⬅
Jump	↖ or ⬆ or ↗
Crouch	↙ or ⬇ or ↘
Guard	In response to opponent attacks, ⬅ (Standing Guard) or ↙ (Crouching Guard)
Punch	Press A briefly
Kick	Press B briefly
Strong Attack	A or B pressed at length



Other Commands (When characters are facing right.)

Small Jump	Press the joystick ↖ or ↗ lightly.
Dash	➡➡ quickly
Flyback	⬅⬅ quickly
BREAK SHOT	**Use the appropriate Special Attack command during a guard** Cancels the fixed position of a guard position to release a Special Attack. This command can only be used when the Power Gauge reaches a certain level (see p.12).
EVASION ATTACK	**Push the A, B buttons simultaneously in guard position.** At any time, let your opponent have it while avoiding his or her attack.
AERIAL TWIST	**Push the A, B buttons simultaneously during jumps.** Twist in the air during a jump. This move cannot be made during a Small Jump.
TECHNICAL RISE	**The moment your character is knocked down, push the joystick in any direction except up and press the A, B buttons simultaneously.** Quickly jump up backwards and evade attacks the moment after being knocked down.
THE RAZ	**Push the ⬅ or ➡ buttons and the OPTION button together.**
COMBINATION ATTACK	**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, and reaches 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	O	O	O
Mighty Mauler Moves	X	O	O
Hidden Ability Boppers	X	X	O

*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 stores only the stage where action has been concluded, and a different opponent is likely to appear in subsequent play. Saved data is displayed by the stage number in the "STAGE" icon of the Configuration screen (see pp. 14 to 15).

*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" icon in 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. 14 to 15).

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. 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. 13).

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 (sold separately)...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, select "2P PLAY MODE" on the Mode Select Screen, choose 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.)



RICK STROWD



Shooting Star
↓ → (briefly) or Strong Attack

Divine Blast
↓ ← + B

Full-Moon Fever
→ ↓ ← + B (Pressed down)

Hellion (H)
→ ↓ → + A

Gaia Breath (S)
→ ← ↓ → + B

Bellowing Bull (P)
→ ← ↓ → + A

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 Annihilotion" →

Bursting Heaven Mount (H)
→ ↓ → + B

Tremendous Talus (S)
→ ← ↓ → + B

Fanatic Fang (P)
Near Opponent ← ↓ → + A

TERRY BOGARD



Burning Knuckle (H)
↓ ← + A (briefly) or Strong Attack

Power Wave
↓ → + A

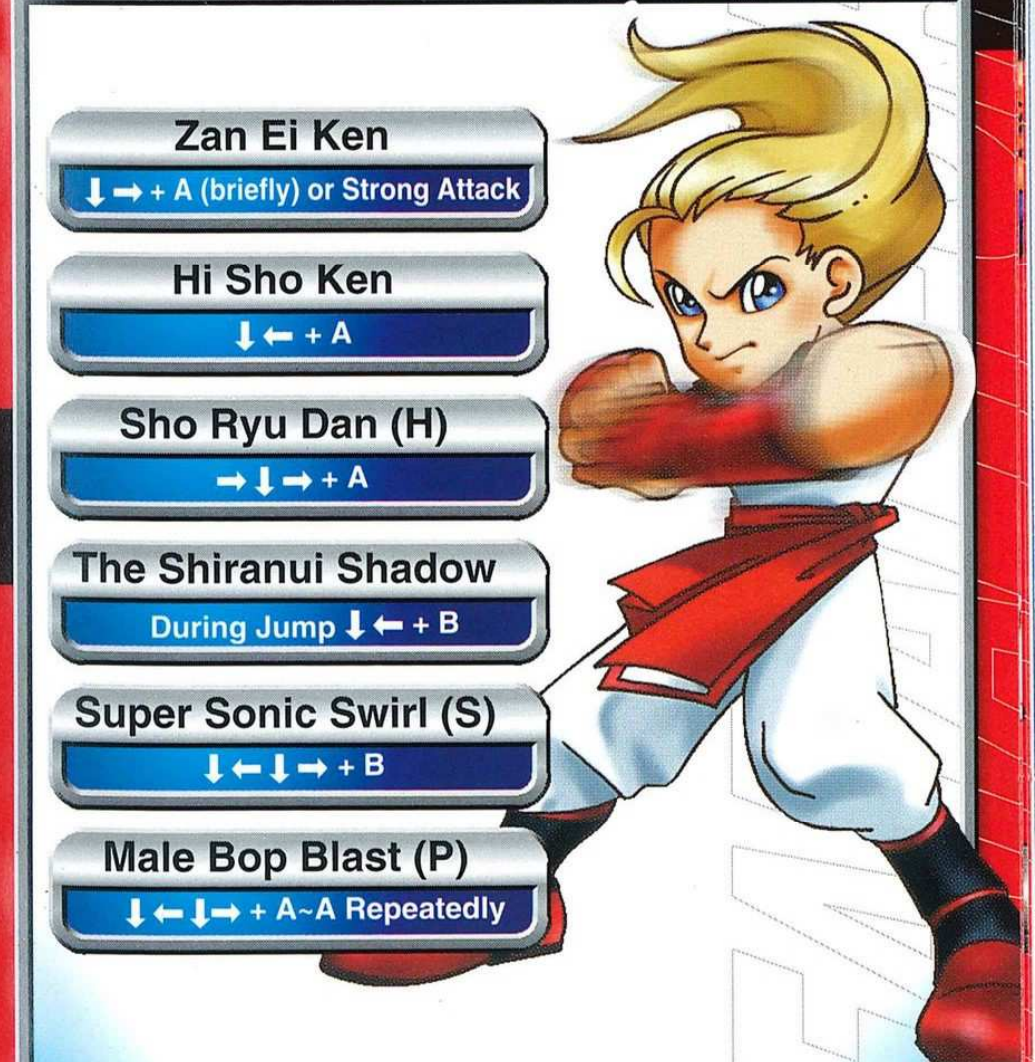
Crack Shoot
↓ ← + B

Rising Tackle
↓ ↑ + A

Power Geyser (S)
↓ ← ↓ → + B

Triple Geyser (P)
↓ ← ↓ → + A

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

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

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

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

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

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

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

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

MEMO

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