

SNK®



FATAL FURY FIRST CONTACT™

POCKET FIGHTING SERIES

NEOGEO POCKET software cartridge

★Supported by NEOGEO POCKET and NEOGEO POCKET COLOR.

Supported by NGP COLOR

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 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!

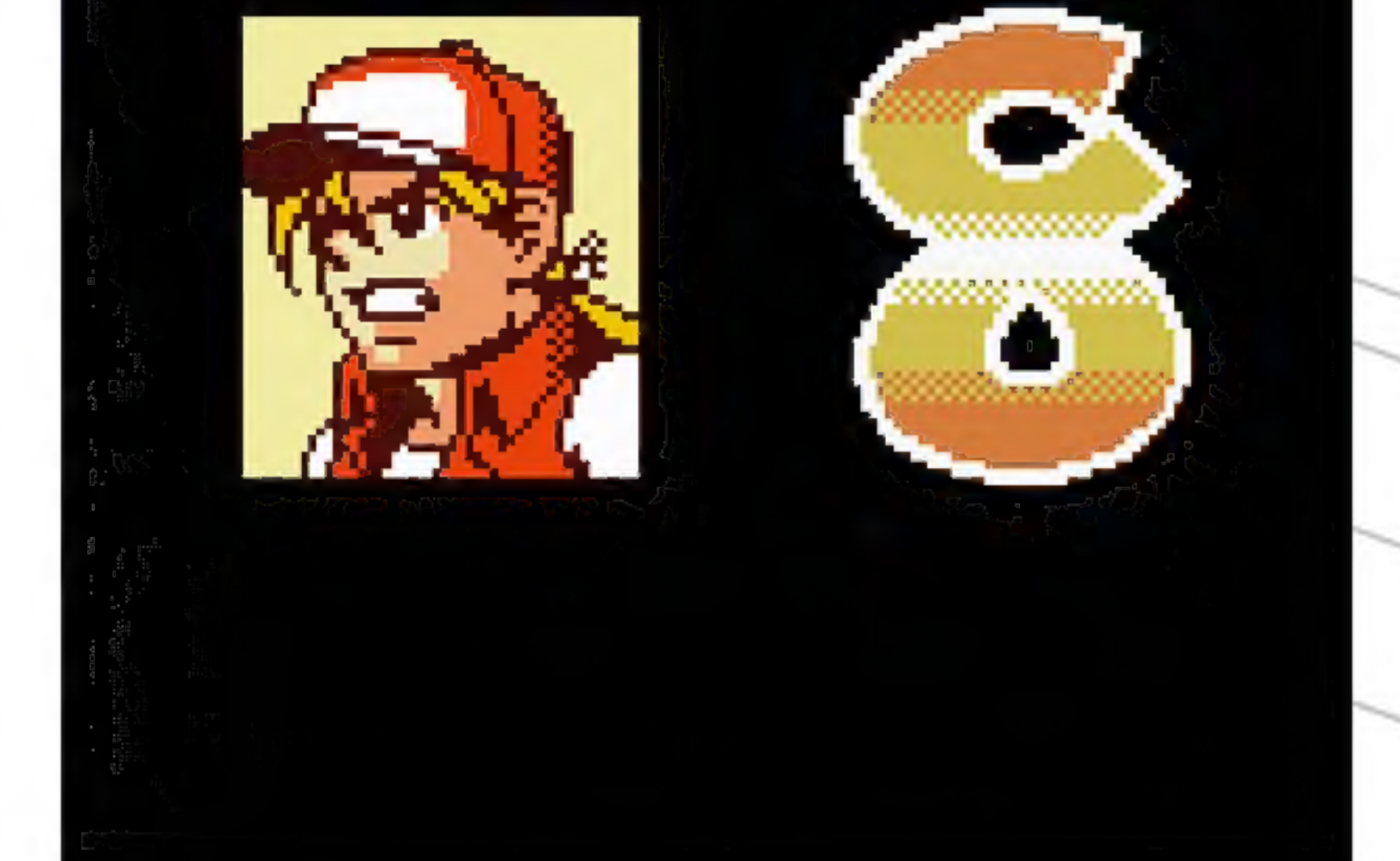


BEGINNING GAME PLAY

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

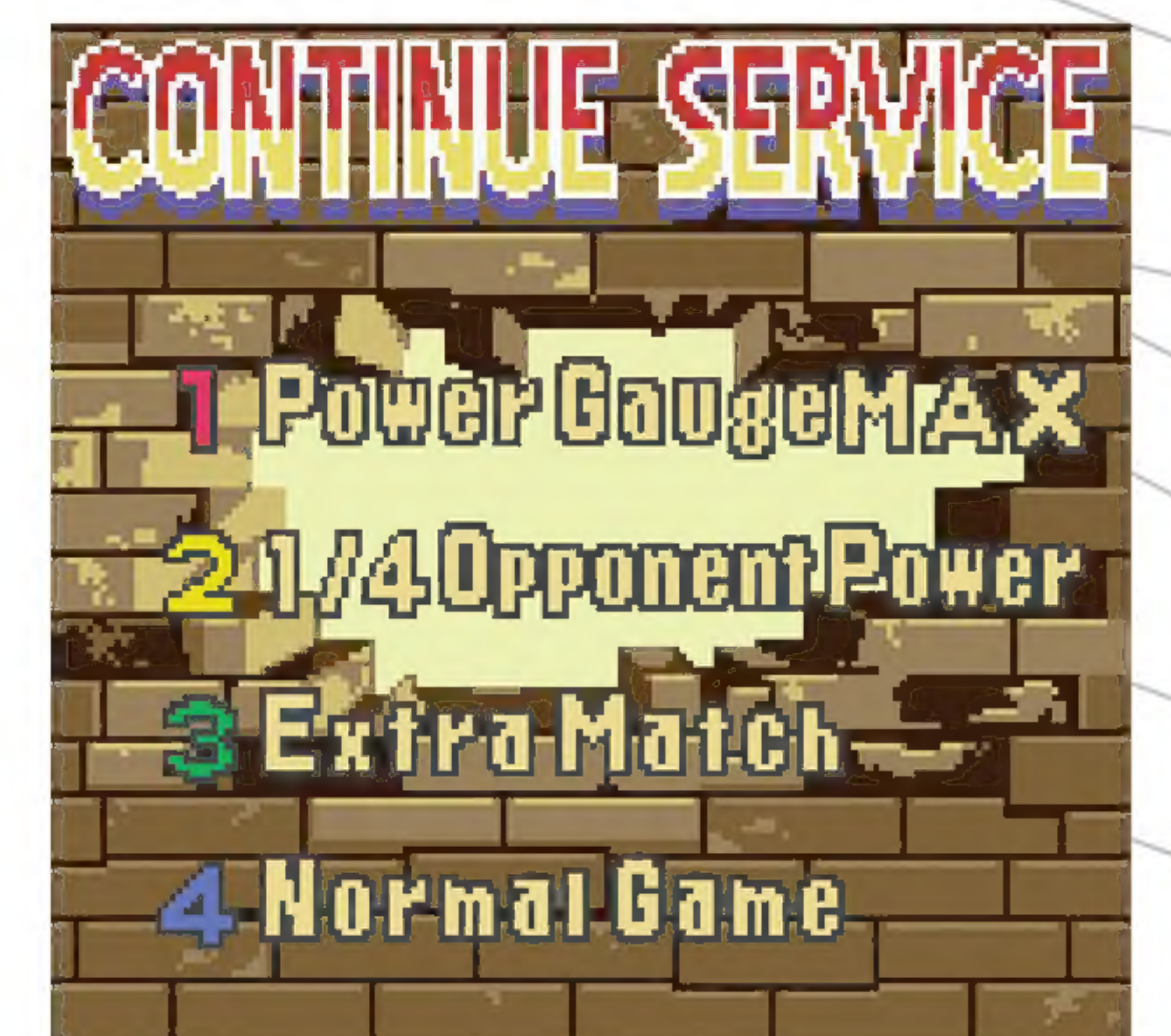
Restarts the game with your opponent's power at one-fourth.

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.) ★

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



GAME PLAY

Other Commands (When characters are facing right.) ★

Small Jump	Press the joystick ↖ or ↗ lightly.
D a s h	→→ quickly
Flyback	←← quickly
BREAK S H O T	Use the appropriate Special Attack command during a guard 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).
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 T W I S T	Push the A, B buttons simultaneously during jumps. Twist in the air during a jump. But this move cannot be made during a Small Jump.
TECHNICAL R I S E	The moment your character is knocked down, 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.
COMBI NATION 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, 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).

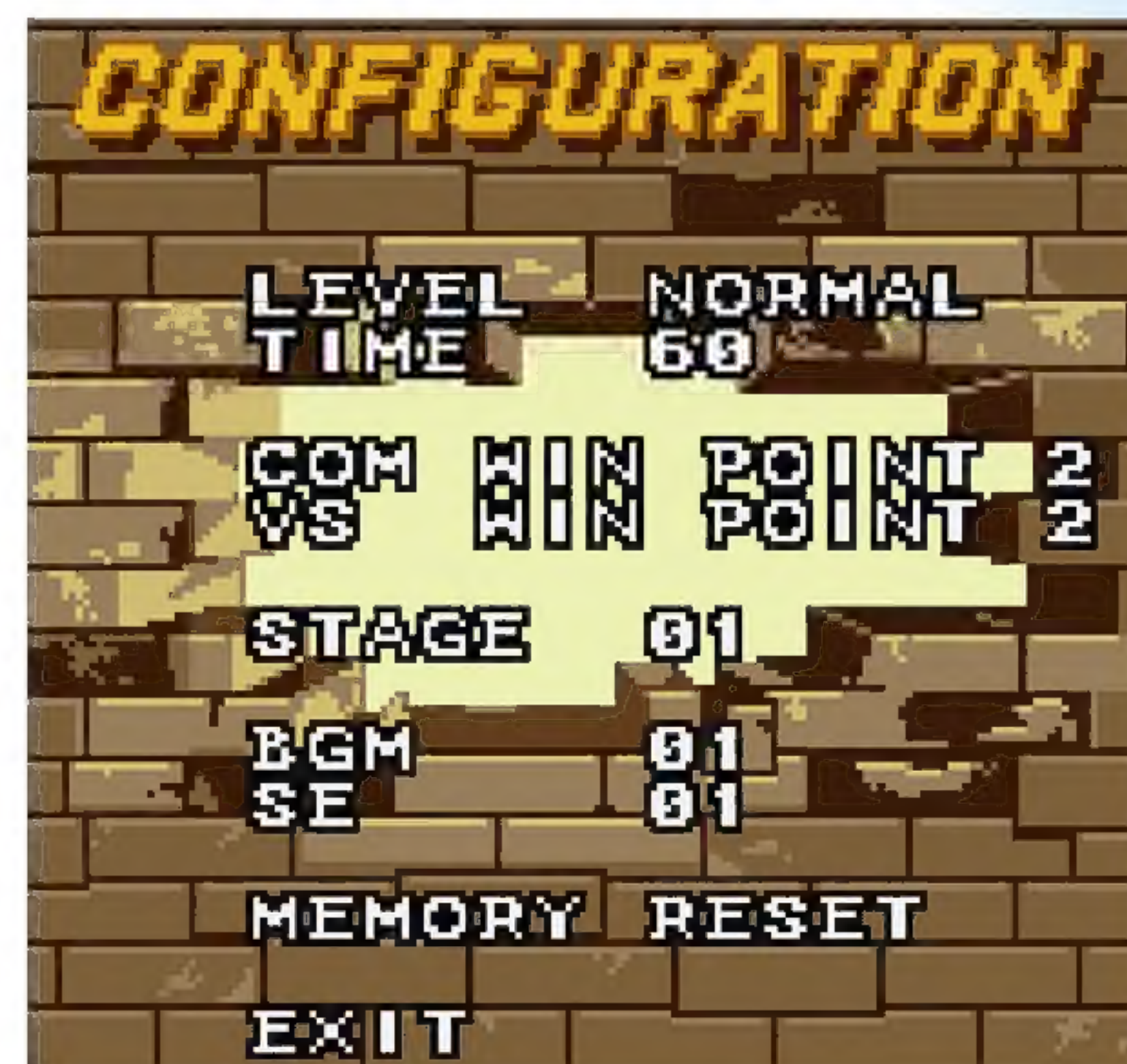
*Because the game memory may be affected, do not turn the NEOGEO POCKET unit off when you clear a stage.

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.)



RICK STROWD



Shooting Star

↓ → + A (briefly) or Strong Attack

Divine Blast

↓ ← + B

Full-Moon Fever

Left Tap + B (Repeated Press)

Hellion (H)

→ ↓ → + A

Gaia Breath (S)

→ ← ↓ → + B

Bellowing Bull (P)

→ ← ↓ → + A

LI XIANG FEI



Dream World Wave

Left Tap + B (Repeated Press)

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)

After Opponent is in the Air



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