

Final Fight One FAQ/Walkthrough

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FINAL FIGHT ONE FAQ/WALKTHROUGH

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For the Gameboy Advance

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1) INTRODUCTION

Welcome to my FAQ/Walkthrough for the GBA version of Final Fight, which is known as Final Fight One. This guide will give you the information of all five characters in the game and will provide a walkthrough for all six stages of the game. And now, here is the guide.

2) CONTROLS

NOTE: These are the default controls. You may change them through the "Options" menu.

Control pad--Moves character

A Button--Jumps

B Button--Punches

R Button--Uses super move (Uses life energy to execute)

Control pad towards + B Button--Throws an enemy (Must be close enough to execute)

A Button, then B Button--Jump kicks

B Button (Rapidly)--Performs combo

Control Pad + A Button, then B Button-- Executes Pile Driver (Haggar only)

A Button + B Button--Uses Super move (Uses Life energy to execute)

Start Button--Pauses game

3) MEET THE FIGHTERS

When you buy the game brand new, or reset all data from the main menu, you begin with three characters. As you kill many enemies, you unlock many bonuses, including two more characters. Here is the list of characters:

3.1) GUY

Guy is a fighter from Japan. He would later appear in the 1995 arcade fighting game "Street Fighter Alpha" as a playable character. He is known for his lightning-quick movement and super-fast punches. However, all that speed comes at a price--He is generally considered the weakest of the five, his punches barely killing a minot thug on the easiest difficulty.

PROS

- + Moves very fast
- + Can get combos in quickly

CONS

- Weak punches
- Could easily get killed if not careful

3.2) CODY

Cody is childhood friends with Jessica Haggar, the daughter of the Metro City Mayor and one who is

kidnapped by the Mad Gear gang. His attacks and speed is pretty normal, but not enough to quickly defeat some of the tougher enemies, like the Andore brothers. IF any thing, he should be best used for fighting until you unlock the other two characters.

PROS

- + Normal speed
- + Normal attack

CONS

- Normal speed
- Normal attack

3.3) HAGGAR

Mike Haggar is the Mayor of Metro City, former pro wrestler and Street Fighter, and father of Jessica, the Kidnapped. He has brute strenght. Because he's a former wrestler, he's the only character to know the illegal wrestling move known as the Pile Driver, which slams the enemy to the ground, head-first. Unfortunatly, his large body causes him to slow down, If you're looking for brute strenght, go with Haggar.

PROS

- + Very strong
- + Only one to use Pile Driver

CONS

- Very slow movement

3.4) ALPHA GUY

This the exact character from the "Street Fighter Alpha" series. He is super fast, much stronger and attacks a whole lot more quicklky than the regular Guy. However, his only weakness is his low vitality. Other than that, he's excellent

PROS

- + Super fast
- + Super strong
- + Attacks very quickly

CONS

- Gets killed rather quickly

3.5) ALPHA CODY

This version of Cody came out of nowhere, and for good measure. He's what you would call perfect in the "Fifth Element" sense. That means, just like Milia Jovcovich's character in in the movie, he's super strong, super fast, has very fast combos and can take a licking but still keep on ticking. This is the best character you can get in this game.

PROS

- + Super strong
- + Super fast
- + Super fast combos
- + Takes a lot of hits to kill him

CONS

- Why is he wearing prison clothes?

4) FAQs

Q: How many points do I need to get an extra life?

A: It depend on how you got the "Player" setting to. You can earn lives at either 100,000 point for the entire game. 200,000 points for the entire game, every 200,000 points, or choose not to have any extra lives at all.

Q: Where the heck of Roxy and Poison in this game?

A: As a carry-over from the SNES version, both of those enemies recieved sex changes and are known as Billy and Sid, respectively. The original reason why Capcom decided to change that in the SNES version was because of Nintendo's censorship policies in the early 1990's, which didn't allow negative stereotypes of women, in this case, being stereotyped as hookers.

Q: Help! I'm having troble with (Insert Boss name Here)!

A: I would suggest readint the boss strategy in each stage sub-section of the walkthrough.

Q: Three continues is not enough for me. What should I do?

A: As I mentioned earlier in the guild, you can unlock different bonuses by killing a lot of enemies. One of them is the Stage Select unlockable. See the section "THE LIST OF UNLOCKABLES" for more info on how to unlock that feature.

5) WALKTHROUGH

Here is the meat and bones of the guide--the walkthrough. Note that this walkthrough is based on the fact that the difficulty is set to "Very Easy". In other words, individual results may vary. Without further ado, here's the walkthrough:

5.1) STAGE 1--SLUMS

After the first boss, Damnd, runs off with Jessica, kill two enemies there and then move forward. There's a stack of tire. Punch it to get a bonus item. Next, kill a J, Bred and Jake, then go forward.

Nex up is a couple of drum barrels, destroy them for more bonus items. There will be a Simons and a Two-P there. Kill both of them to move on.

Once you're inside, destroy the wooden crate for another bonus item. Next, kill a Bred and a Dug. More enemies will come now, this time, a J and another Bred. Move forward. There's another wooden crate to break.

Up next is a Bill Bull, a Dug, a Bred, and a Holly Wood. You'll then move on outside.

From there, punch the stack of tires of a chicken, which feplenished you life energy to full. Then, kill a Simons, a J, a Dug, a Jake, and a Two-P. Move forward to meet the first boss:

*****BOSS ALERT!*****

BOSS NAME: Damnd

MOVES: Jump kick, whistles for reinforcements

STRATEGY--Damnd is the first boss of the game. In order to do damage, punch him while he's laughing evilly. That's your cue to punch him After his life bar is down to 3/4 and 1/4, he'll jump toward the subway entrance and whistle for reienforcement. Kill those enemies while

avoiding Damnd's Jump kick, which causes a ton of damage to your character. Repeat the process until he's dead.

*****END OF BOSS ALERT*****

5.2) STAGE 2--SUBWAY/PARK

To start, kill a Slash, a J, a Sid, a Jake another J and a Billy. Destroy the two drumcans for some bonus items. Move forward.

From there, kill a J, an AXl and a Simons. You'll move onto the subway.

From there, kill 2 Breds, a Dug, a J, a Two-P and an Axl. Move forward. from there, kill a Jake, a Dug, a Holly Wood, a J, a Sid and an Andore Jr. Move forward.

From there, destroy two wooden barrels for some bonus items. Next, kill a Bred, a Holly Wood, a Dug and a Two-P. Again, move forward.

From there, leave the two barrels alone, as they're not worth the effort to get them, as you'll have to kill a Holly Wood, a Billy an Andore and an El Gado.

Once you're in the underground, kill a Jake, a Two-P, a Sid, a Dug and a Billy. Crack open another drumcan to get a much-needed chicken. Move forward.

From there, kill a Bred and a Two-P. You'll then enter a boxing ring, in which you'll fight the next boss:

*****BOSS ALERT!*****

NAME--Sodom

MOVES--Attacks with Katanas, charge attack.

STRATEGY--This guy is extremely tough, but you can beat him. When he's pauses from his katana attack, punch him to force him to drop of his katanas. Immediatly pick it up and slash him with it, while avoiding his charge attack.

If you should be hit by him, he'll quickly pick up hit katanas. In this case, repeat step 1. Repeat this process until he's dead.

*****END OF BOSS ALERT*****

-----BONUS STAGE ALERT-----

BONUS OBJECTIVE--Destroy a brand-new car

STRATEGY--There are three different areas in which you can damage the car. quickly punch the left side, the hood and the right side of the car to complete the bonus stage. The look on the owner's face will be sad once the damage is done.

-----END BONUS STAGE ALERT-----

5.3) STAGE 3--WESTSIDE.

From the start, kill a Bred, a J, a Two-P, a Jake, a Dug, an Andore, a J and a Dug. Move forward and punch the door open.

From there, kill a Holly Wood, a a Bred, a Dug, an El Gado, Punch the barrel to get a bonus item, then kill a G-Orbitor, and a Dug. Destroy anothe barrel and kill a Slash, an Androe and two El Gados. Move forward amd punch the door open. You'll then be hogtied by an Andore and into a steel cage.

From there, kill the F. Andore and the U. Andore. From there, destroy the door and move forward.

Kill the G, Orbier, the Wong Who and a Sid, then a Simons. Move forward. From there, kill a Bred, a Dug, a J, a Two-P, a Jake, a Billy and a J. Move forward to meet the next boss:

*****BOSS ALERT!*****

NAME--Edi E.

MOVES--Pistol whip attack, fire with pistol

STRATEGY--At the start, use jump kicks to cause some damage to him. Don't get too close, or you'll be pistol-whipped for some serious damage. Once you get his life bar down to yellow, he'll start firing his pistol, and they're not blockable by punches. He'll also move away if you get too close to

him. Keep on the Jump kicks going until he's dead.

*****END BOSS ALERT*****

5.4) STAGE 4--INDUSTRIAL AREA.

Be careful walking around the first part of the stage, as flames will spew out of the floor and cause serious damage to anyone touching them, enemies included.

From there, kill a Slash, a Two-P. Then kill 2 Simonses, 2 Jakes, a couple of Two-Ps, 2 Slashes, 2 Andore Jrs, and 2 Sids. move forward.

Next up, kill a Dug and a Simons, while destroying three drumcans that are in the way. Next, kill the 2 Bill Bulls and a G. Oriber. Move forward. Then, kill a Billy, a Slash and an Andore, while avoiding the rolling drumcans. Move forward. Kill two Holly Woods, 2 El Gados, a Bred and a J. From there, kill three more Holly Woods and a few more enemies.

Next up, you'll fight a gauntlet of enemies, leading up to the boss:

*****BOSS ALERT*****

NAME--Rolento

MOVES--Various use of weapons, spear attack.

STRATEGY--Just like the previous boss, use jump kicks to damage him. Be careful jump kicking if he jumps toward the wall--he'll attack you for sure.

Also, beware of the hand grenades he throws on the ground, as they'll cause damage to you. Once his Life bar is yellow, he'll use a spear attack if you get too close to him.

Keep on jump kicking him until he perishes.

*****END BOSS ALERT*****

5.5) STAGE 5--BAY AREA

First off, kill a J, a Bred, a Two-P and an Axl. Move forward. From there, kill a Simons, 4 Breds and 3 Dugs. Move forward.

From there, kill the 2 G. Oribers 2 Bill Bulls and a Wong Who. Move forward. Destroy the three barrels blocking your way and kill an Andore Jr and a Two-P. Move forward.

Avoid the rolling drumcans and kill 2 Dugs, 2 Breds and a Jake. Move forward. Next, kill a Sid, a Billy and another Sid. Move forward.

From here, kill a Bred, a Simons, a J, a Two-P, three Slashes and two Js. Move forward. From there, kill a Bred, a Slash, two Dugs a J and a Two-P. Move forward.

From there, ignore the three Holly Woods, as they'll only throw bottles of fire before running away. Move Forward. From there, kill a Sid and a Billy. Then move forward and ignore three more Holly Woods with bottled fire. Ignore three more of them and kill a Two-P, a J, a Dug and a Jake. There will be more fire-throwing Holly Woods in the area. After that, move forward.

From there, kill a group of knife-throwing Holly Woods and El Gados before moving on. From there, will a Dug, a Bred, a Jake, a few more Dugs and 2 Simonses. Move on to another Dug, a J, 2 Jakes and an Axl. Move forward.

Kill a Bred, a Dug and a Simons before moving on to the boss of the stage:

*****BOSS ALERT!*****

NAME--Abigale

MOVES--Charge attack, super throw, rage attack.

STRATEGY--Just like Edi E. and Rolento before him, use jump kicks to damage him. This time around, jump kick him when he's in the middle of his Rage attack, in which he'll turn red with anger.

Don't get too close to him, or he'll throw you around like crazy. Keep on exploiting the Rage attack patern until he's dead.

*****END BOSS ALERT*****

-----BONUS STAGE ALERT!-----

BONUS OBJECTIVE--BREAK ALL GLASS PANELS

STRATEGY--Line up with the row of glass, punching them as quickly as possible. There is no time to hesitate, so break every glass panel you can get your hands on before time runs out.

-----END BONUS STAGE ALERT-----

5.6) STAGE 6--UPTOWN

From the start, destroy three rolling drumcan to earn a 1-up, then kill a couple Two-Ps, a J, a Dug and a Jake. Jump over another three rolling barrels, then kill Jake, a Simons, a Bred, an Axl. anothe Jake, and another Simons. Move forward.

From there, kill a Jake, a Dug, A Simons and another Dug. Move forward. Next, kill an Andore, a Holly Wood and a G. Oriber.

From there, kill a bunch of Bill Bulls and a Sid. Move forward. Next, kill a J, a Two-P and an Andore. Move forward.

Next up, kill a group of Js and 1 Two-P, then ignore the fire-throwing Holly Woods. Move forward. From there, kill a Jake, two Simons and avoid the Holly Woods with the fire. Kill an Axl and 2 Js and move forward.

From there, kill a couple Sids, an El Gado, a Dug, a Simons, 2 Js, a Two-P and a G. Oriber. Move forward. Kill a Dug, a Bred, a Jake, a J and two Andores. Move forward.

From there, kill a Simons, a Jake, a J and a Wong Who. Move forward. Kill a group of El Gados and Holly Woods and a group of Breds and Simons. Move forward.

From there, kill a group of Billies/Sids and a group of El Gados> Holly Woods and a Simons. After that, go through one more gauntlet of enemies and prepare for the final boss:

*****BOSS ALERT!*****

NAME--Belgar

MOVES--Robotic chair, crossbow attacks

STRATEGY--To start, get close enough to

to hit him to damage his chair. enough hits will destroy the chair.

From there, he'll use his crossbow to inflict major damage on you. Use jump kicks to damage him. Once his life bar is completely down to yellow, he'll go towards the glass window, firing his crossbow to no end. It is best to sacrifice a life or two to get a temporary invincibility bonus. That's when you go for the kill.

Once his life bar is gone, Belgar will be thrown out of the window, falling to his demise.

*****END BOSS ALERT*****

Congratuatiions on beating this fine game!
Enjoy the ending.

6) THE LIST OF UNLOCKABLES

Here it is, the list of unlockables for the game, by order of which get unlocked first and how many enemies needed to kill in order to unlock that feature:

Alpha Guy: Defeat 50 Enemies
9 Lives: Defeat 200 enemies
Alpha Cody: Defeat 500 enemies.
Stage Select: Defeat 800 enemies
Change character costume: Defeat 1,300 enmeies
Rapid punch: Defeat 2,000 enmeies.

7) IN CONCLUSION

Hopefully you've enjoyed this guide, as the game is extremely hard in it's own merit.

8) CONTACT INFORMATION

If you got any questions about this guide or any other of my guides, drop me a line at the following e-mail address:

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9) LEGAL INFORMATION

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