

Fatal Fury: Wild Ambition FAQ/Walkthrough

by Sephiroth808

Updated to vFinal on May 20, 2014

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FATAL FURY WILD AMBITION Movelist V. 1.5 PSX
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VERSION
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-First Version of the walkthrough, containinh moves for
all chars and and explanations etc
to next version
:I will add the combination attacks and more notes
on Geese and Yamazaki.
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INTRODUCTION
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Hi, Before we start, I want to give you some story about me and my contributions. Was a lovely saturday 1998, I connected to internet while I see my new magazine with some good hints for game site, I was seeing the sites and among all the sites that were there, there was one that stayed in my mind forever, it's no bootlicking, it's that the site is great really.

There was Gamefaqs, At firstlook I didn't think that was great, and I was going straight to see the other sites, well no more sites to see, I decided to give a look at the gamefaqs, dude, what I was losing. how could I be so pathetic to not visit this site before, this change my entire life, I didn't believe my eyes what those files could do for me.

Now there are no more reasons to be sunk in games, now I have all I need, but all my knowledge was growing 'til I started to contribute, my first review was for Metal Slug X and my last one was for The Bounce of PS2, I'm proud of the last one.

My first faq was for db legends, the first version was crap in its brute shape, had only a mediocre walkthrough, but now. not being so fullofhimself, in the version the faq is now, I believe it's the best guide for the game on the net.

My second was for Dragon Ball Z Ultimate Battle 22, which I'm very proud for, another one that I had a very good care to tell the best info for the players so they can take the fun at its highest, I gave full explanation of game system and combos for all chars. My third was for Looney Tunes B-Ball, a game that I love so much, no one does a definitive faq for it, so I decided to do it by myself.

Now I am on Fatal Fury 4: Wild Ambition, A Game that was published on both PSX and in Arcade,

Fatal Fury isn't really futuristic and I must confess, it DOES have outdated graphs and sounds, but Mr. 808, why did you decide to write a guide for this game so? It's simple, bkoz

I didn't say "outdated gameplay", and about gameplay this game is rich, and you'll see this if you spend some hours in training mode.

You may say this game gets old quickly by guessing there's just a 1PxCOM mode, yes it does have just one, but appearance is deceptive, it's lotta fun if you don;t have a friend in your home to battle.

Now You wanna know about chars, the game does offer 14 chars, there are : Terry, the lonely wolf that saw his own father being killed in front of him; Joe, hei Sagat and Adon, do you wanna really meet the guy that will put you all in humilhatation?; Andy Bogard, the long-haired Seifer Amasy, re run away of terry when his own father was killed; now, for this one, I'd give my life to this goddes, it's Mai Shiranui; Kim, the defensor of the justice, he would waste his own life to save innocent people; Billy Kane; he is Geese's Bully and was defeated by Terry, now he is a reviewer for GameFAQs; the crazy Yamazaki, he killed his own mother for some bucks, what a cruelty; now, finally, the elephant that every fighting game has, now it's the wrestler Raiden; now I hear a voice "YOU CAN'T ESCAPE

FROM DEATH" He didn't say here, but he did it in Capcom VS SNK, do you know, who is he? The newcomers are a oldie and a newie. the old, the I-don't-know-why-the-hell-he/she-is here-but-he/she-is-here in this game.the girl is pretty pretty; now a fighter that came from RB series is Xiangfei, she's so cute; hey do you wanna secrets? so you got it, in secrets chars we have the infamous Duck King came but without his little yellow chick, THE 2ND

is no one else but Ryo Sakazaki, one of the Shotokan Wannabes, now he's got a new nickname

Mr. Karate.

aFTER THIS long introduction, my longest ever, I'll be now teaching how to play the game. phew

My rating

All Out Of 5.0

Graphs: 3.4

Sound: 3.0

Gameplay: 4.0

Originality: 3.6

Innovations: 3.7

Replay Value: 4.1

Final: 3.6

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EXPLANATION AND GAMESYSTEM

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Fatal Fury came with some news things. Now no more the 2D Style that consecrated the series, but a mix of 2D and 3D. ALTHOUGH being 3D, The plan is 2D, both character graphics and backgrounds although having 3D effects, you play it like if it were a 2D Game seeing the chars in polygons not pixels. The other new is the the heat gauge. Let's see how it works

*Is A Little bar that is like the Capcom's Powerbars are.

*You fill the gauge as if you were in a real battle.

*You won't fill the gauge being attacked, you need to ATTACK !!1

*You can give a special attack called DeathBlow if you haven't escape, but it will waste your opportunity to do the specials, Heatblow doesn't take much damage either.

*Heatblows are 100% blockable.

*Just do the HB when you are sure the enemy seems to not be going to block.

*if your enemy isn't attacking you and just seeing you, it's most likely he will block the HB/

*If you do not attack, the gauge can be drained.

I must confess I liked this powerbar system, it doesn't take much time to be filled up and you can either decide if you use HB to hinder your enemy so you can unleash more attacks, or use it to do specials.

XXX-THE BUTTONS-XXX

LEGEND

D - DOWN

U - UP

F - FORWARD

B - BACKWARD

QCF-Quarter Circle Forward - V\>

QCB-Quarter Circle Back - V/<

HCF-Half Circle Forward - </v\>

HCB-Half Circle Back - >\V/<

DUR - Diagonal Up RIGHT

DUL - Diagonal Up LEFT

DDR - Diagonal Down RIGHT

DDL - Diagonal Down LEFT

KS - Kick + Special

PS - Punch + Special

PK - Punch + Kick

KPS - Kick + Punch + Special

(c)-You need to hold the button

(c?)-you need to hold the button for the specified time

(cl)-Close, you need to perform it close to the enemy

(cr)-Crouch

(J)-Can be performed only in air

(b)-You must be behind the enemy

(r)-Run

[] Punch
X Kick
O Special
/\ Roll Up
D + /\ Roll Down
R1 or []+X+/\ .. Heat Blow
R2 or []+X Taunt
D+X+O Fake Command #1 *
D+[]+O Fake Command #2 *
FF Move Forward
BB Retreat
\+O EXtra Attack **
F+/\ Pull ***

>*Only some chars can do it, some can do 2, while other one or None.

>**After you've knocked down the enemy, wait him to be lied down and attack him with this command

>**Get close of the enemy, if he is in front of you, do this command to pull him away.

For the movelist

---The specials marked with * can be used having the Heat Gauge full or when the life bar is blinking.

---The specials marked with ** can be ONLY used if the heat gauge is full, the blinking life bar doesn't have anything to do with your salvation.

Hey, did you notice that I removed the stupid guidelines like "How to press"

Square buttun or how to give a punch, you aren't a baby anymore to need this.

THE LIFEBARS

- You have two lifebars. one is yellow, the other is red
- Yellow bar is normal lifebar, while red is danger lifebar
- red lifebar is more delicate than Yellow Bar.

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THE MOVELIST

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-NORMAL CHARS-

1. Terry Bogard
2. Geese Howard
3. Andy Bogard
4. Mai Shiranui
5. Joe Higashi
6. Kim Kaphwan
7. Billy Kane
8. Li Xiangfei
9. Ryuji Yamazaki
- 10.Raiden
- 11.Tsugumi Sendo
- 12.Toji Sakata

-SECRET CHARS

- 13.Duck King
- 14.Ryo Sakazaki

-----LET'S GO-----

- 1
TERRY BOGARD
1
BusterThrow: (cl)F+S
Neck Hanging Crusher: (cl)(b) F+S
Back Spin Attack: (cl) FB + S
NeckBreaker Drop: (r) then P+K
Back Spin Kick: F+K
Jumping Knee Kick: DDR+Kick
Powerdunk: Press S during JKK
Fire Kick: B+S
PowerWave: QCF + P
GroundWave: QCF + S, Then (c) S
Burning Knuckle: QCB + P or S
Crkack Shoot: QCB + Kick
Rising Tackle: (c) D U + Punch
PowerCharge: (c) B DDL + Punch
*Power Geyser: QCB DDL F + KS
**Triple Geyser: QCB DDL F + S
**Heat Up Geyser: F DDL D DDR +

NOTES

1. NeckBreakerDrop is a tunning throw
2. Rising Tackle hits under.
3. You can hit someone that is lied on the ground with Ground Wave
4. If you do a counterhit with the power charge, you can cancel it

in a special hit.

22

GEESE HOWARD

22

Kosetsu Nage: (cl)F+S
Rinkai Otoshi: (b) (cl)F+S
Shinkuu Nage: (cl) BF+S
Kosetsu Shou: (cl) FB+S
Amattou Sakkatsu Nidan Geri: DDR +KS
Raikou Mawashi Geri: B+K
Hien Shikkyaku: (cr)F+K
Tobi Renda Shou: (j)S, Then S,S(D+E)FD DDR+Kick after
Jankei or Deadly have
Shippuken: (J)QCF + P or S
Reppu Ken: QCB + P
Jaei Kein: QCB + S
Gedan Atemi Uchi: HCF + P
Utemi Nage Rasen: HCF + S
*Raging Storm: DDL HCB DDR + KS
**Kyoku Reppu Ken: (c) DDL BF+KS
**Raging Dead End: F HCF + P, Then HCF + P
**Deadly Rave: HCB F+S,P,P,P,K,K,S,S,S,QCB + S

333

ANDY BOGARD

333

Sokugai: (cl)F+S
Shiranui Chichu Karami: (b) (cl) F+S
Jakuka Uchi: (cl) FB+S
Abise Geri F+K
Kaiten Kesa Geri: B+K
Ushiro Chuu Kaeri Shuu Age: B+S
AgeTsura: DDR+S
Zan'ei Ken: DDL F + S
Hishouken: QCB + P
Geki Hishouken: QCB + S
Bakushin: HCB + K
Shouryuu Dan: F D DDR + P
Kuuha Dan: DDL QCF + Kick
*Chou Reppa Dan: QCB DDL F + KS
**Zantatsu: QCB DDL F + S

NOTES

1. Bakushin is unbockable

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MAI SHIRANUI

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Fuusha Kuzushi: (cl) F+S
Yo Zakura: (b) (cl)F+S
Yome Zakura: (cl) DDR+S
Shouri Ryu: B+K
Shinobi Zakura: F+P
Zakura Shu: K during Shinobi Zakura
Hien Kyaku: F+Kick
Hien Henkyaku: F+K during H.Kyaku, then F+K

Kachou Sen: QCF + P
Ryu Enbu: QCB + Punch
Hissatsu Shinobi Bachi: HCF + S
Kagerou no Mai: (c) DU+S
Musababi No Mai: (J) D+PK
*Chou Hissatsu Shinobi Bachi: F HCF + KS
**Shin Hana Arashi: F HCF+S

55555
JOE HIGASHI
55555

Joe Special: (cl)F+S
Honoo no Komo Mawwashi: (b) (cl) F+S
Joe Cut: (cl) FB+S
Kubisumo: (cl) DDR DDR + S
Hiza Jigoku: K fastly during LKubisomo
Joe Final: F+S before H.Jigoku
Vertical Upper: B+P
Tiger Sword: B+K
Sliding: DDL+K (uppercut punch) DDL+S
Slide Deep: F+K
Ougon no Hiza Kozou: K During Slide Deep
Hurricane Upper: HCF + P
Bakuretsu Hurricane: HCF + S (during the Hurricane
upper)
Tiger Kick: F QCF + K
Slash Kick: DDL F + K
Ougon No Kabato: QCB + K
Bakuretsu
>Ken: K fastly
>Hook: QCF + P during Ken
>Elbow: QCF + S during Hook
*Screw Upper: F BCF + KS
**Turbulance Upper: F HCF + S

NOTES

1. The Bakuretsu Elbow is an overhead attack.

666666
KIM KAPHWAN
666666

Karada Otoshi: (cl) F+S
Engetsu Shuu: (b) (cl) F+S
Souryuu Kyaku: (J)KS
Neri Chagi: F+K
Bandal Chagi: DDR+K
Myondokai Chagi: S during Bandal Chagi
Bakkan: DD
Kazawa Kyaku: K when the enemy is behind you
Haki Kiaku: QCF + K
Hangetsu Zan: QCB + K
Hien Zan: (c) DU+K
Kuu Sa Jin: (c) DU+P
Tenshou Kyaku: D+P during KSJ
Hishou Kyaku: (J) D+K
Kai Kyaku: DDR+K during Hishou Kyaku
*Hou'ou tenbu kyaku: (J) HCF + KS

**Hou'ou Kyaku: QCB DDL F + S

NOTES

1. Bakkan is a taunt.

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BILLY KANE

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Ibbon Suri Nage: (cl) F+S

Sansetsu Kon Seoi Nage: (b) (cl) F+P

Jigoku Otoshi: (cl) FB+S

Dai Kaiten Geri: F+K

TaryuuTaikyaku: B DDR + K

SeimenTobigeri: DDL+K

Sansetsu Kon Chuudan Uchi: (c)BF+P

Kaen Sansetsukon Chuudantsuki: BF+S during SKCU

Senpuu Kon: QCF + P (press P fastly)

Suzume Otoshi: QCB + P

KaryuuTsuigeki Kon: QCB + K

Kyoshuu Hishou Kon: DDL QCF + K, Move BF

Kyoshuu Senpuu Kon: E during KHK

Kyoshuu Hikuu Kon: U+S durin KHK

*Guren Sakkou: F DDL D + KS

**Chou Kaen Senpuu Kon: F HCF + KS

**Salamander Stream: F HCB + S

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LI XIANGFEI

88888888

Ryouku Senkou En: (cl) F+S

Inshu Kusu: (b) (cl) F+S

Kaiten Komateki Kyaku: F+K

KakaiTai: B+K

Senpuu Kyaku: FF+S

Sen Shippo: DDR DDR + P

Tenshin: DDL

Tenshin Sen Shippo: P during Tenshin

Nanpa Shou: QCF + P

Nanpa Dai: QCF + S

Senri Chuukou Kankuu: QCB + P

Senri Chuukou Shinsaiha: QCB + P for more hits QCF + K

Kita Senri: QCB + K

Suida: QCB + S, press and hold to delay (press Roll)
to cancel)

Tenhou San: F QCF + Kick

Chou Hakuryuu Kai: hit wirh S, then QCF + PK or BF+SK

*DaiTserujin: F HCF + KS

**Majinga: (cl) 360-+ S

NOTES

1. During Suida, Xiangfei can only be hit now by projectiles.

2. Kita Senri Suida and Majinga are unblockable.

999999999

YAMAZAKI ("The Madman Name Ryuji")

999999999

Bun Nage: (cl) F+S
Kamahori: (b)(cl)F+S
Bussashi: F+P
Metsubushi: S when you get knocked down
KachiWari: DDR+P
Dokan: DDR+K
Jigoku Geri: (r) Then KS
Kashi Age: (J) KS
Heibi Tsukai Taikuu: QCB + P (hold to delay)
H.T Zenpou: QCB + K (hold to delay)
H.T GedanL QCB + S (hold to delay)
Hebi Damashi: Roll to cancell Hebi Tsukai
Sadamazo: HCF + K
Bai Gaeshi Kyuushuu: QCF + S, then repeat
B.G Dan Hassha: QCF + (c) S
Dokute: F DDL F + P fastly
Bakudan Pachiki: (cl) FBDU + S
*Guillotine: F HCF + KS
**Shovel: (c) DDL BF+KS
**Drill: 360-+ S (fastly)

1010101010
RAIDEN
1010101010

Front Suplex: (cl) F+S
Scrap Diver: (b)(cl) F+S
Death Lake Stamp: (cl) BF+S
Dr. Bomb: (cl) FF+S
Buffalo Carry: (cl) FB+S
Neck Hanging Three: (cr) DDR+S
Buffalo Centorn: (J) D+S
DoubleSledgehammer: F+S
Hammerswing: DDR+K
Buffalo Ball: DDL+K
DokuGiri: QCB + P or S
Giant Bomb: DDL F + S
Super Drop Kick: (c5)K
Thunder Death Driver: (cl)360-+S
Bersek Trident: (cl)360-+KS
*Thor's Hammer: F HCF + KS
**Circle Hurricane: (cl) FBDU+S

NOTES

- 1.If you do a counterhit with Dokugiri, the enemy will become dizzy temporaly.
- 2.Thunder Death Driver, Bersek Trident and Circle hurrican are unblockable.

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TSUGUMI SENDO
11111111111

Tsugumi Driver: (cl) F+S
Tsugumi Suplex: (b)(cl)F+S
Monkey Flip: (cl) DDR+S
Rainbow German: DDR+S, if the enemy is behind you and crouched.

Hold: S,S,S during Raibow German
Catch: (cl) FB+S
Body Slam: D+S during catch
Grand Pass: F+S during catch, then B+S
Rope Nage: B+S during Catch
Hiki Modoshi: B+S duringm Rope Nage
H. Kikoshi: D+P if the enemy starts to chase you
HighUp Sobat: K during H, Hikoshi
Rolling Sobat: F+K
Beijenki Genki: B+K
Noutenjiki Genki: B+S (hold to load up to 3lvs)
Rolling Breaker: D+S during NGenki
Octopus Heat: QCF + S
Tsugumi-chan Elbow: QCF + P
Hunting Blitz: QCB + K
Tsuutenkai Driver: B QCB + P, K or S
Naniwa Lariat: (c) BF+P
PowerBomber: QCB + S when the enemy is crouched
Tripping Up: QCB + S when the enemy is stooped
Tsugumi Ho: U+S during Tripping Up
Super Drop Kick Light: (c5)K
*Flying Tsugumi Drop: F HCF + KS
**Naniwa Death Lock: after TRIP.UP, HCF + KS
**Rope Line Crash: QCB F + S

NOTES

1. Octopus Heat, Hunting Blitz, Tsu Driver, Power Bomber, TRIP.UP and Rope Line crash are unblockable.

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TOJI SAKATA
121212121212

Shihou Nage: (cl) F+S
Hiza Mawashi: (b)(cl) F+S
Karasu Otoshi: DDR+S
Irimi Nage: (cl) BF+S
KatahaneWari: D+S during Irimi Nage
Ura Irimi Nage: S when the enemy is behind you
Hinaka Satsu: UD+S during UIN
Hyoury: DD
KurubushiWari: PK when the enemy is behind you
Haki Age: KS when the enemy is behind you
Shinou Giri: PS when the enemy is behind you
Nisou Renzan: QCB + P or S
Tatsumaki Hobaku: HCF + P
Aiki KyouzatsuL F QCF + P
Gouten Satsu: (cl) FB+DU+S
*MarishitenL QCB DDL F + KS, Then HCF + S
**Fugitaiten: (cl)360-+ S

NOTES

1. The best way to do Hinaka Satsu is to pull D+S when you are with your enemy behind you, Then U+S, Bkoz you need to do it very quickly.
2. Hyori is a taunt.
3. O Tatsumaki Hobaku is a counter-attack, just like Sadomazo of Yamazaki.

4. Gouten Satsu and Fuugutaiten are unblockable.

=====
SECRET CHARS
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C how to unlock them in secrets

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DUCK KING
1313131313131

Rolling NeckThrow: (cl) F+S
Rolling NeckThrow (Rear): (b) (cl)F+S
Mad Spin: B+P
Needle Low: DDR+K
Hop Buoy: DD+S
Sway Kick: During Defense, Press F+K
AeroTurn: (J) Press Roll Button
Headspin Attack: (c)BF+P or S
FlyingSpin Attack: (J) BF+P or S
Secret Kick: S after QCB + S (J)
Dancing Dive: QCB + k
Break Storm: F QCB + K
Break Storm King: F QCF DUR + K
Beat Rush Star: FBF+S
Beat Rush Star (Fake): P during BRS
BRS(UP): K during BRS
BRS(DOWN): S During BRS
*Break Spiral: (cl) HCF DUR D + KS
**Spiral Brother: (J) HCF + KS
**Space Kowboy: QCB DDL F + S

NOTES

1. The Secret Kick only works only if you do the Flying Spin Attack with S (J) and hit.
Only press S while Duck strikes his enemy again and He will kick him up.
2. BreakSpiral and Spiral Brother are unblockable
3. Spiral Brother hits only in air (but you can chain it from a jump with S or K).

14141414141414
RYO SAKAZAKI
14414141414144

Tani Otoshi: (cl) F+S
Kyo Chuudan Tsuki: (b) (cl)F+S
Kakato Otoshi Geri: (cl) F+K
Dai Gatana: S dyrubg KOG
Sokusaki Goroshi: DDR+K
Koshu Senkyakku: DDL+S
Kiriyoku Juujitsu: (c)P+K+S
Ko'ou Ken: QCF + P or S (hold to load)
Kuuchu Ko'ou Ken: (J) QCF + S
Ko Hou: F QCF + P or S
Kyokugen-ryuu Renbu Ken: B QCB + P
Shichou Ken: QCB + P or S
Zanretsu Ken: FDF + P
Hien Shippu Kyaku: QCF + K (repeat)

*Haou-Shouken: F HCF + KS

**Ryuuko Ranbu: QCF HCB + KS (Can Be Made In Air)

NOTES

1. Kyrouku fills your heat bar, but if you do it when the HB is full, it will perform Heatblow
2. Old AoF1 Fan may Remember Takuma Sakazaki as Mr. Karate could do this attack in AoF1, but the bar is filled a lot faster than here
3. Holding the Ko'ou ken makes him grow faster and exploding when it strikes the enemy (taking more damage, obviously)
4. The first hit of Kyokugenryuu Renbu Ken is an overhead attack.
5. O Shichou Ken has a special ending if it is hit as a counter.

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SECRETS
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1-:Play As Ryo Sakazaki (Mr. Karate)

Complete the game without using any continue or losing any round.

2-:Play As Duck King

Beat the Game With All the chars (except with Him, obviously)

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END
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-Thanx for

-Gamewinners (Master Al Amaloo)

-Gamefaqs (Master CJayC)

-NeoSeeker

>>>>>FOR POSTING MY FAQS

-SNK

>>>>>For Making This Great Conversion

-My Family

-Myself

-AND ... You

Sephiroth808

>>>.END.<<<

