

Final Fight Move List

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Final Fight

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1. Legend

ub	u	uf	f	-	Forward	A	-	Attack
\		/	b	-	Back	J	-	Jump
b--	--f		u	-	Up	+	-	And
/		\	d	-	Down	/	-	Or
db	d	df				,	-	Then

2. System

Grapple	walk into enemy	
Pick Up Object	press A when on top of item	
Use Weapon	press A after picking up weapon	
Rear Jump	J, b	press b immediately after pushing J; covers a longer distance than a regular jump; can only perform your d + A air attack out of it
Get Up Faster	shake joystick and tap A and J rapidly after being knocked down	
Special Attack	J+A	consumes part of your lifebar

if move connects; cannot perform if you only have a sliver of life left

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3. Characters
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* 3.1 Cody *

Birthday: 4-18-1967

Height: 6' 0''

Weight: 187 lbs

Profile: He is a martial arts expert. He is especially good with knives. His girlfriend, Jessica, was kidnaped by the Mad Gear gang.

Basic Moves

Jab	A	
Second Jab	A	Jab must hit the enemy for this to come out
Stomach Punch	A	Second Jab must hit the enemy for this to come out
S. Toss Behind	u/d/b + A	Stomach Punch must hit the enemy for this to come out
Uppercut	A	Stomach Punch must hit the enemy for this to come out
Skyward Kick	J, A	
Knee Drops Cancel	d + A	
Jump Kick	b/f + J, A	
Knee Drops Cancel	d + A	
Knee Drops	d + A during jump	
Jump Kick Cancel	A	
Rear Jump	J, b	
Knee Drops	d + A	
Knife Stabbing	A when close to enemies	if performed from far, Cody will toss the knife instead

Grapple Moves

Knee Strike	A	if the first or second knee strike doesn't KO the enemy then the grapple will remain "locked" and you can choose to perform another knee strike or one of the other grapple moves listed below
Shoulder Toss	f + A	
Shoulder Toss Behind	b/u/d + A	
Crack Kick	J+A	consumes part of your lifebar if move connects; cannot perform if you only have

a sliver of life left

Jump Escape J

Special Move

Crack Kick J+A consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left

* 3.2 Mike Haggar *

Birthday: 9-3-1943

Height: 6' 8''

Weight: 297 lbs

Profile: He is a former champion Street Fighter. He's the new Major of Metro City. He has mastered professional wrestling skills and is an expert at the back drop and the piledriver.

Basic Moves

Gut Punch A
Second Gut Punch A Gut Punch must hit the enemy for this to come out
Suplex Behind u/d/b + A Second Gut Punch must hit the enemy for this to come out
Side Hammer A Second Gut Punch must hit the enemy for this to come out
Dropkick b+J/f+J/J, A
Body Splash Cancel d + A
Body Splash d + A during jump
Dropkick Cancel A
Rear Jump J, b
Body Splash d + A

Grapple Moves

Walking Grapple use joystick to move around
Headbutt A if the first or second headbutt doesn't KO the enemy then the grapple will remain "locked" and you can choose to perform another knee strike or one of the other grapple moves listed below
Suplex f + A
Suplex Behind b/u/d + A
Double Lariat J+A consumes part of your lifebar if move connects; cannot perform if you only have

Jump Grapple	b+J/f+J/J	a sliver of life left using b/f determine where Haggar jumps
Piledriver	A	
Special Move		

Double Lariat	J+A	consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left

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4. Conclusion
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4.1 What's Missing/Needed

-Clean up and corrections
-If you have anything to add, any corrections I need to make, please email me
at billy_kane_32@hotmail.com. Credit will be given for your contribution.

4.2 Credits

-Capcom
-Gamefaqs
-BigDarsh (thestingfierce@gmail.com) for corrections and info on Rear Jumps
-And me for writing this FAQ