

# Final Fight 3 Move List

by Goh\_Billy

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Final Fight 3

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=====  
1. Legend  
=====

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

=====  
2. System  
=====

Grapple	walk into enemy's front	
Go To Back Grapple	d + A	
Back Grapple	walk into enemy's back	
Go To Front Grapple	d + A	
Dash	f, f / b, b, then hold direction to continue to run	
Quick Backstep	tap the opposite direction twice	
Direction Lock	hold L or R while moving your character	this allows you to walk backwards without turning around
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; 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
Super	refer to character's movelist for motion	requires a completely filled meter that's located at the bottom of the screen; the meter fills with successful hits (even to barrels)

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3. Characters  
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\*\*\*\*\*  
\* 3.1 Guy \*  
\*\*\*\*\*

Height: 5' 10''  
Weight: 159 lbs  
Hobby: Ninjitsu  
Favorite Foods: Boiled Rice Soaked In Tea  
Cold Tofu

Profile: After completing a martial arts training trip, Guy returns to  
Metro City only to find himself caught up in a riot.

Basic Moves  
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Backfist	A	
Second Backfist	A	Backfist must hit the enemy for this to come out
Chest Punch	A	Second Backfist must hit the enemy for this to come out
Elbow Strike	A	Chest Punch must hit the enemy for this to come out
Seoi Nage Behind	u/d + A	Elbow Strike must hit the

Swipe Kick	A	enemy for this to come out Elbow Strike must hit the enemy for this to come out
Skyward Kick	J, A	
Short Knee Cancel	d + A	
Straight Jump Kick	b/f + J, A	
Short Knee Cancel	d + A	
Short Knee	d + A during jump	
Jump Kick Cancel	A	
Rear Jump	J, b	cannot Wall Jump from a Rear Jump
Short Knee	d + A	
Wall Jump	jump toward the wall, then J when you reach the wall	the wall, in this sense, is a literal wall (NOT the edge of the screen); this can be done off of poles, phone booths, building walls, etc.
Straight Jump Kick	A	
Short Knee	d + A	
Pressure Elbow	Dash, A	
Face Palm	A	Pressure Elbow must hit the enemy for this to come out
Elbow	A	Face Palm must hit the enemy for this to come out
Back Kick	A	Elbow must hit the enemy for this to come out
Flying Turn Kick	Dash, J, A	
Grapple Moves		
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Tsukami Nage	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
Seoi Nage	f + A	
Seoi Nage Behind	b + A	
Go To Back Grapple	d + A	refer to "Back Grapple Moves"; if you started out with a back grapple, moved to a regular grapple, and then try this you will switch to the back of your enemy but the actual grapple will be lost
Bushin Senpū Kyaku	J+A	consumes part of your

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

Jump Escape J

Back Grapple Moves

-----

Ground And Pound A, tap A rapidly for  
more punches

Rough Take Down b/f + A

Go To Front Grapple d + A

refer to "Grapple Moves";  
if you started out with  
a regular grapple,  
moved to the back  
grapple, and then try  
this you will switch to  
the front of your enemy  
but the actual grapple  
will be lost

Bushin Senpuu Kyaku 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 Moves

-----

Blast Palm d, df, f + A

Bushin Senpuu Kyaku J+A

consumes part of your  
lifebar if move  
connects; cannot  
perform if you only  
have a sliver of life  
left

Super

-----

Raging Spirit Front Grapple, f, df,  
d + A

\*\*\*\*\*  
\* 3.2 Dean \*  
\*\*\*\*\*

Height: 6' 6''

Weight: 214 lbs

Hobby: Driving (Fast)

Favorite Foods: Beef Kabobs

Profile: A former street fighter with a thorough knowledge of Skull Cross gang  
operations. He always carries a small picture of his family wherever

he goes.

### Basic Moves

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Quick Swipe	A	
Second Quick Swipe	A	Quick Swipe must hit the enemy for this to come out
Power Straight	A	Second Quick Swipe must hit the enemy for this to come out
Electric Punch	A (the basic series of attacks must have been entered at a relatively high speed)	
Ground Plant Behind	u/d + A	Second Quick Swipe must hit the enemy for this to come out
Jump Kick	b+J/f+J/J, A	
Down Punch Cancel	d + A	
Down Punch	d + A during jump	
Jump Kick Cancel	A	
Rear Jump	J, b	
Down Punch	d + A	
Slide Kick	Dash, A	
Elbow Dive	Dash, J, A	

### Grapple Moves

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Crunch Punch	A	if the first or second punch strike doesn't KO the enemy then the grapple will remain "locked" and you can choose to perform another punch strike or one of the other grapple moves listed below
Ground Plant	f + A	
Ground Plant Behind	b + A	
Go To Back Grapple	d + A	refer to "Back Grapple Moves"; if you started out with a back grapple, moved to a regular grapple, and then try this you will switch to the back of your enemy but the actual grapple will be lost
Shock Spin	J+A	consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left

Jump Escape J

Back Grapple Moves

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Cracking Elbows A  
Ground Plant f/b + A  
Backbreaker u + A  
Go To Front Grapple d + A

refer to "Grapple Moves";  
if you started out with  
a regular grapple,  
moved to the back  
grapple, and then try  
this you will switch to  
the front of your enemy  
but the actual grapple  
will be lost

Shock Spin 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 Moves

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Reaching Grab d, df, f + A

if move connects, refer  
to the appropriate  
grapple moves section

Jolt Uppercut f, uf, u + A

Shock Spin J+A

consumes part of your  
lifebar if move  
connects; cannot  
perform if you only  
have a sliver of life  
left

Super

-----

Lightning Strike Front Grapple, d, u + A

\*\*\*\*\*  
\* 3.3 Lucia \*  
\*\*\*\*\*

Height: 5' 8''  
Weight: 115 lbs  
Hobby: Cooking (Not A Good Cook)  
Favorite Foods: Instant Noodles  
Profile: A detective in Metro City's Special Crimes Unit, Lucia became Haggar's ally after he helped clear her of a corruption charge.

Basic Moves

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Side Kick	A	
Kick Low	A	Side Kick must hit the enemy for this to come out
Kick High	A	Kick Low must hit the enemy for this to come out
Shoulder Toss Behind	u/d + A	Kick High must hit the enemy for this to come out
Back Elbow	A	Kick High must hit the enemy for this to come out
Needle Kick	b+J/f+J/J, A	
Knee Drops Cancel	d + A	
Knee Drops	d + A during jump	
Needle Kick Cancel	A	
Rear Jump	J, b	
Knee Drops	d + A	
Slide Elbow	Dash, A	
Wild Kick	A	Slide Elbow must hit the enemy for this to come out
Mid Swipe Kick	A	Wild Kick must hit the enemy for this to come out
Arc Kick	Dash, J, A	

Grapple Moves

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Driving Knee	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 + A	
Go To Back Grapple	d + A	refer to "Back Grapple Moves"; if you started out with a back grapple, moved to a regular grapple, and then try this you will switch to the back of your enemy but the actual grapple will be lost
Air Twister	J+A	consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life

left

Jump Escape J

Back Grapple Moves

-----

German Suplex A

Dangerous Knee f + A

Go To Front Grapple d + A

refer to "Grapple Moves";  
if you started out with  
a regular grapple,  
moved to the back  
grapple, and then try  
this you will switch to  
the front of your enemy  
but the actual grapple  
will be lost

Air Twister 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 Moves

-----

Spin Frenzy f, d, df + A

Fire Kick b+J/f+J/J, d, df, f + A

Air Twister J+A

consumes part of your  
lifebar if move  
connects; cannot  
perform if you only  
have a sliver of life  
left

Super

-----

Hyper Kicks d, d, f + A

\*\*\*\*\*  
\* 3.4 Mike Haggar \*  
\*\*\*\*\*

Height: 6' 7''

Weight: 269 lbs

Hobby: Politics

Favorite Foods: Hamburger

Curried Rice

Profile: The most popular Mayor Metro City has ever known. Mike Haggar  
seems to become even more powerful with age.

Basic Moves



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Gut Punch	A	
Second Gut Punch	A	Gut Punch must hit the enemy for this to come out
		out
Gorilla Press	u/d + A	Second Gut Punch must hit the enemy for this to come out
		come out
Side Hammer	A	Second Gut Punch must hit the enemy for this to come out
		come out
Dropkick	b+J/f+J/J, A	
Leg Drop Cancel	d + A	
Leg Drop	d + A during jump	
Dropkick Cancel	A	
Rear Jump	J, b	
Leg Drop	d + A	
Clothesline	Dash, A	
Body Splash	Dash, J, 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
Gorilla Press In Front	f + A	
Gorilla Press	b + A	
Headbutt To Press	Hold u, A, A	you'll get one Headbutt and then immediately go into a Gorilla Press refer to "Back Grapple Moves"; if you started out with a back grapple, moved to a regular grapple, and then try this you will switch to the back of your enemy but the actual grapple will be lost
Go To Back Grapple	d + A	
Double Lariat	J+A	consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left
Jump Grapple	b+J/f+J/J	using b/f determine where Haggar jumps
Spinning Piledriver	A	

## Back Grapple Moves

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Walking Grapple	use joystick to move around	
Belly To Back Suplex	A	
Go To Front Grapple	d + A	refer to "Grapple Moves"; if you started out with a regular grapple, moved to the back grapple, and then try this you will switch to the front of your enemy but the actual grapple will be lost
Double Lariat	J+A	consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left
Jump Grapple	b+J/f+J/J	using b/f determine where Haggar jumps
Buster Drop	A	

## Special Moves

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Violent Axe	d, df, f + A	
Double Lariat	J+A	consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left

## Super

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Final Atomic Crash	Front Grapple, f, df, d + A
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## 4. Conclusion

### 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](mailto:billy_kane_32@hotmail.com). Credit will be given for your contribution.

### 4.2 Credits

-Capcom  
-Gamefaqs  
-BigDarsh ([thestandingfierce@gmail.com](mailto:thestandingfierce@gmail.com)) for corrections and info on Rear Jumps

-And me for writing this FAQ

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