

Final Fight 3 FAQ/Walkthrough Final

by katastrophie

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Final Fight 3 FAQ/Walkthrough

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Version Final

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Introduction [IN2]

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This is my first FAQ/Walkthrough and i wanted to start of small and not take something to challenging.

I also like this game a lot and I think that it is one of the best beat em ups on the snes. Final Fight 3 is way better than it's predacessors and is in a different league. To find the catergories just press Ctrl+F and type in the code next to the categorie in the table of contents.

I hope you find this FAQ useful.

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Legal Buisness [LB2]

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Version History [VH2]  
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Version 2.0 Finished item list, characters move list. Need to finish walkthrough and bosses section.

Version 1.0 Need to finsih walkthrough, enemy list, item list, credits.

~~~~~  
Basic Gameplay [BG2]  
~~~~~

- Y = Attack
- B = Jump
- A = Special
- Up = Move up
- Down = Move down
- Left = Move left (Turns character around to the left)
- Right= Move Right (Turns character around to the right)

Hold L or R to stay in one position while walking, instead of your character switching from front to back everytime your press left or right.

Grab: Walk up close to the enemy and you will initiate the grab.

Run: Double tap <- or -> and hold it.

Skip: While running double tap back (Left or right) depending where you facing.
Ex if your facing right double tap left.

Switch enemy position: While having your opponent in the grab position hold down and press Y to switch them from back to front postitions.

Note: Every special when it hits the enemy takes up 1 of current life.
Example: if you have 18 health it will be reduced to 17.

Health is represented by a bar.

~~~~~  
Characters/Move List [CML2]  
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(If you don't know the controls go back to the Basic Gameplay section)

Basic setup for move list:

- Name of move
- How to do it
- Description (if needed)

Guy [G1]

A skilled martial arts fighter.

Appearance: Wears a red karate outfit with a black belt and a white undershirt. He has two wrist guards which are silver. He has brown hair and a toned muscular body.

Specs: Height 5'10", Weight 159 Lbs. He is very fast and is the fastest in the game. His speed is what gives him his power also.

Basic Moves

Jab:

Y

Jump Kick:

B+Y (Jump first then press Y)

Running high jump kick:

Run+B+Y

Gut Elbow:

Run+Y

Elbow Drop:

B+Down+Y

Special Moves

Wall Jump:

Press B towards a wall and when your on it press B again. This can be followed up by a flying kick just press Y after you wall jumped.

Fire Palm Strike:

Down towards right + Y:

A wave of fire comes shooting out of his hand causing multiple hits.

Note: A personal favourite of mine, it take up a lot of damage.

(Special)

Tornado Kick: A

Guy jumps up while extending his left leg doing a spinning motion as he's coming back towards the ground.

(Super Special) Only activated when bar at bottom says super.

Fists of Fury

Front Grab + ->,down,-> + Y

Guy's fists charge up and have blue energy surrounding them and he does six punches to the stomach ending with a Fire Palm Strike.

Grabs

Knee Strikes:

Front Grab + Y repeatedly

3 knees to the head.

Throw:

Front Grab + <- or -> + Y

Palm Strikes:

Back Grab + Y repeatedly

Guy puts the enemy on the ground and does 3 opened hand palm strikes to the stomach.

Back Slam:

Back grab + <- or -> + Y

Combos

Roundhouse combo:

Y repeatedly

2 Jabs, a gut punch, an elbow, finished of with a roundhouse kick.

Speed Combo: Run towards the enemy then press Y repeatedly.

A elbow to the gut, 2 crouch punches to the face, and a leg sweep to finsh.

Note: A favourite combo of mine, deals a moderate amount of damage.

Additional Note: Any combo can be finished with the Fire Palm Strike while in the middle of the combo.

Dean: [D1]

A Street fighter who got an invitation to join the Skull Cross gang when he said no they killed his family now he wants revenge. Has the ability to inflict electric pain.

Appearance: Wears a white tank top and black pants, a headband, has blonde hair, and wears two black wrist guards, and black shoes. Has two black straps to hold up pants.

Specs: Height 6'6"', Weight 214 Lbs. He has a lot of power but is the third slowest.

Basic Moves

Chop:

Y

Jump Kick:

B+Y

Flying Elbows:

Run+B+Y

Slide Kick:

Run+Y

Downward Punch:

B+Down+Y

Special Moves

Force grab:

Down towards right or left (Depends on your position) + Y

Dean reaches out and grabs the enemy.

Electric Uppercut:

Right towards up or Left towards up (depends on position) + Y

An uppercut full of electrical power. Electricity goes around deans hand and engulfs the enemy with electricy taking up massive damge.

Note: A favourite of mine, at the beggining it can kill the small opponents in one shot.

(Special)

Electric Tornado:

A
Dean charges his hand with electricity and does a spinning motion with it extended spinning towards the ground. Electricity swirls around him for a bit.

(Super Special) Only Activated when the bar at the bottom says super.

Electric Slam

Front Grab+Down+Up+Y

Dean's right hand becomes engulfed in electricity and grabs and he punches the enemy in the stomach then jumps still holding them and does a one handed slam.

Grabs

Punches to face:

Front grab + Y repeatedly

Back Combo:

Back grab + Y

2 punches to the back of the head followed by a punch to the ribs.

One handed slam:

Front Grab + -> or <- + Y

Combos

Chopmaster:

Y repeatedly

2 chops followed by a strong punch.

Back Combo 2:

Back grab + Y + Y + <- + Y

2 punches then a one handed slam

Lucia: [L1]

A detective in the special crimes unit.

Appearance: Wears a blue bra, brown leather gloves, blue booty cut shorts, a brown vest jacket, and blue shoes. She has blonde hair and is toned.

Specs: Height 5'8", Weight 115 Lbs. She is the second fastest in the game and is fairly strong.

Basic Moves

Straight Side Kick:

Y

Jump Kick:

B+Y

Elbow Strike:

Run+Y

Jumping Roundhouse Kick:

Run+B+Y

Double Knee Strike

B+Down+Y

Special Moves

Rising Knee Strike:

->+Down+>+Y

A knee strike that lifts the opponent into the air and finishes with a flurry of kicks.

Flamekick:

B+Down towards forward+Y

A kick with the element of fire, burns enemies to a crisp.

(Special)

Hurricane Kick:

A

Similar to Guy's Tornado Kick but it's more quicker and compact she bends her body with it.

(Super Special) Only activated when bar at the bottom says super.

Omega Legs:

Down (x2) + <- or -> + Y

3 sets of high and middle kicks followed by a rising knee strike, finished with a flame kick.

Grabs

Knee Strikes:

Front grab+Y repeatedly

Overhead throw:

Front grab+<- or ->+Y

German Suplex:

Back grab + Back + Y

Back Knee Strike:

Back Grab + Front + Y

Combos

Legs of Justice:

Y repeatedly

3 kicks to the upper, middle, and lower body (1 Kick each) followed by a spinning back fist.

Speed Strikes:

Run+Y repeatedly

An elbow to a high kick then a middle kick.

Haggar: [H1]

The Mayor of Metro City.

Appearance: Wears green gloves, shorts, boots, a strap for his shorts, and silver knee braces. He is completely ripped and muscular and has black hair with a ponytail.

Specs: Height 6'7", Weight 269. He is the slowest character but has strong normal attacks like punches etc.

Basic Moves

Gut Punch:

Y

Jumping Dropkick:

B+Y

Clothsline:

Run+Y

Flying Body:

Run+B+Y

Butt Slam:

B+Down+Y

Special Moves

Iron Hammer:

Down towards + Y

Two hands are clasped together and swung with massive force knocking opponents aside.

(Special)

Spinning Fists:

A

Two fists spinning.

(Super Special) Only activated when the bar at the bottom says super.

Hercules Buster:

Front grab + down towards (x2) + Y

He military presses the enemy and throws him into the air and catches him in the air and does a Super German Suplex, and finishes with a Spinning Pile Driver Bomb.

Grabs

Headbutts:

Front grab+Y repeatedly

Spinning Pile Driver Bomb:

Front Grab + B + Y

Military Press Throw:

Front Grab+ <- or ->+ Y

German Suplex:

Back Grab + <- or -> + Y

Super German Suplex:

Back Grap + B + Y

Combos

Basic combo:

Y repeatedly

Two gut punches followed by an overhead hammer.

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Walkthrough [WKT2]

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Introduction

After the Mad Gear gang was destroyed, the citizens of Metro City finally thought their nightmare was over.

But without the Mad Gear to Control the underworld, the street gangs fought amongst themselves for power over the City.

In the end, the Skull Cross gang reigned supreme.

Several months later, Mayor Mike Haggar got a call from an old friend....

Mayor Haggar: "Long time no see Guy. How did your training go?"

Guy: "Pretty well. I think I learned a few new moves."

"Explosion"

Lucia: "Excuse me, Mr. Mayor! I'm Detective Lucia of the Special Crimes Unit.

The City is under attack!!"

Mayor Haggar: "What!"

Lucia: "We've got a huge riot that just broke out in the center of town! If we don't move quick they are going to rip Metro City apart!"

Mayor Haggar: "Guy i'm going to need your help."

Guy: "You got it!"

????: "Wait a minute Mr. Mayor. I can lead you to them."

Lucia: "Who the heck are you?!"

????: "Does it really matter. All you need to know is that I know where they're headed."

Mayor Haggar: "I haven't got a choice but i'll trust you. But if you're leading me into a trap I'm gonna grind you into the pavement."

Haggar: "Let's hit the streets."

Guy: "I'm on my way."

Lucia: "Yes sir."

????:

~~~~~  
Goes to the main menu.

### Main Menu Options

#### 1 Play:

Does a one player story mode.

#### 2 Play:

You and a buddy can team up to beat the story mode. Beware you can hit your partner.

#### Auto 2 Play:

You pick one character for you to control and pick another for the computer to control. Beware you can hit your partner.

### Options

#### Game Level

- Easy
- Normal
- Hard
- Expert

#### Partner Level for Auto 2 Play

- Weak
- Normal
- Strong

### Key Config

#### Player 1

Y            Attack  
B            Jump  
A            Extra Joy (special)  
LR           Hold Position

#### Player 2

Y  
B  
A  
LR

### Hit Config

- On
- Off

### Sound

- Monaural
  - Stereo
- ~~~~~

Quick note:

When it says 2 Bars, 3 Bars, etc it means the bar is as big as your bar but it has double the amount of HP or triple etc. Also when I refer to the enemy or enemies I refer to the Billys/Ray and the Jhonnys/G. This is played in Normal mode. Also check the enemy list if you want to know about the differnt baddies. The difficulty rating is out out 5 stars.

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Round 1 [RD1]

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Part 1: The Alley

You start of and walk up and you'll see a Oil Drum and 3 enemies. Punch the oil drum and pick up the loot and just beat up the enemies.

Walk some more then 3 more enemies come, after you beat them 2 more come.

Walk, you will see an oil drum and 2 enemies. Punch the oil durm and pick up the treasure. After you defeat 1 enemy 2 more will appear. A guy with claws comes named Dirk.

\*\*\*\*\*

Part 2: Prisoners Quarters

Walk then 2 enemies come, after defeating them a Dirk comes (guy with claws) and another mediocre enemy.

Walk up 3 enemies come, beat them up. After defeating 2 another one comes.

Walk, 3 enemies a dirk is one of them. After defeating one another Dirk comes. After defeating another enemy another one comes.

\*\*\*\*\*

Part 3: The Gas Station

Walk, you'll see two oil drums one has treasure another has a weapon which is a club. If your Lucia hang on to it but if not don't pick it up. 3 enemies will appear. After defeating one another will come.

Walk, a Dirk and 2 enemies will appear. Then another enemy will come.

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Boss Battle:

Dave: The Rouge Cop

Life: 2 bars

Difficulty: *

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He's pretty easy just combo him and don't go near him when he's on the floor. 2 other enemies will accompany him. If your Guy or Dean do the Fire Palm or the Electric Punch over and over and do your super special if or when you have it or you can just as easily combo him.

ROUND 1 CLEAR!

(Cut scene)

Once the battle had been won it quickly became clear that the riot was simply

a smoke screen.

The Skull Cross gang had staged the riot to keep the police busy as they freed one of their leaders from prison.

?????: "Sorry about before, there just wasn't time to explain." "My name is Dean and i used to be just another fighter on the street fighter circuit." "But when i refused to join the Skull Cross Gang, those maniacs slaughtered my family!" "Now i'm going to hunt down every last one of them down and make them pay!"

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Round 2 [RD2]

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Part 1: The Beaten up Neighbourhood

Walk and you'll see an oil drum with a weapon it is either a club or a pipe or a nunchaku, it is random. You will see a 3 enemies, one will be a Dirk.

Walk and three more enemies will appear one will be a Dirk. After defeating one another will appear.

Walk, 3 more enemies one will be Dirk. After you defeat one another will appear. If you had a weapon you will lose when you proceed to the next part.

\*\*\*\*\*

Part 2: The Shopping District

Walk, 3 enemies will appear one will be a Dirk. Defeat one then another will appear.

Walk up and three enemies will appear one will be a Dirk, Walk a little more up and 2 enemies will appear one will be a Fat Jack.

Walk and you'll see an oil drum punch it and pick up the treasure. 2 Fat Jacks will appear and 1 easy enemy. After one is defeated another enemy will appear.

Walk and you'll see 3 enemies 2 will be a Fat Jack. After one is defeated another enemy will appear. Here you can break the door in the upper right corner and go into the restaurant, this is optional.

\*\*\*\*\*

Part 3a: The Restaurant

Walk and you'll fight some enemies and a Dirk, then you'll see the Boss Callman with 2 Mays. (Scroll down a little to see the Boss Part)

\*\*\*\*\*

Part 3b: Central Park

Walk, you'll see a oil drum filled with food pick it up if you need health and points. 3 enemies and one will be a Dirk another a Fat Jack. Walk a little more and 2 more enemies will come. Then one more.

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Boss Battle

Chapman: The Beefed up Body Guard

Life: 3 Bars

Difficulty: **

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He likes to dodge and don't stand next to him when he's on the ground. Just do special moves like Fire Palm etc, combos won't help you much. Grabs are also recommended. 4 enemies will come with him and two of them is a May.

ROUND 2 CLEAR!

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Round 3 [RD3]

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Part 1: The Bus stop

Note the glass is breakable and it'll do extra damage and give more points.

Walk and you'll see 3 enemies, one of them is a May. Another enemy will come. The glass is breakable here, another May will appear.

Walk and you'll come across a Fat Jack and a May and a enemy.

Walk, 2 enemies and a May. After defeating them a Fat Jack, Dirk and a enemy will appear, then a May. Beat them all up and that round is finished.

OPTIONAL IF YOU BREAK THE BUS SIGN YOU WILL GO INTO ROUND 4a IF YOU DON'T YOU WILL CONTINUE TO "THE BRIDGE".

\*\*\*\*\*

Part 2: The Bus

Walk and 3 enemies will confront you.

Walk and 3 more enemies will come.

Walk and 2 enemies will come and a Fat Jack will come from behind. Another enemy will come.

Walk and 2 enemies and a Fat Jack will come. Another enemy will come.

Walk and 3 enemies will come. Then a May will come.

Andore, May, and an enemy will come. Another enemy and May will come.

\*\*\*\*\*

Part 3: Car Trash

You will see 2 oil drums one will contain food another will contain treasure. Walk and a Dirk and 2 enemies will meet you. Another Dirk and 2 enemies will come.

Walk and 2 Fat Jacks and a enemy will come. Another enemy and 2 Fat Jacks will come.

Walk and 2 enemies and a Dirk will come. 2 more Dirks and a enemy will come. Andore will then come.

\*\*\*\*\*

Part 4: Top of the Bus

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Boss Battle:
Caine: The Tool Man
Life: 3 Bars
Difficulty:***
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Caine will start by jumping out of no where and lace you with his wrench. He's very fast at striking you with his wrench. Try to avoid this and combo him up and do super specials if you have them. Don't stand next to him when he's on the ground.

2 enemies will accompany him. Then 2 more will come.

ROUND 3 CLEAR!

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Round 4 [RD4]
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Part 1: Food District

Walk and a Dirk and 2 enemies will meet you. A Fat Jack and another enemy will come. Then a Joe.

Walk and 3 Fritz will come.

Walk and a Fat Jack and 2 Joes will come. A Dirk will come after. Then a Fat Jack will come.

Walk and you will see an oil drum, break it and pick up the treasure. A Fat Jack, Joe, and a enemy will come. Another enemy will come.

\*\*\*\*\*

Part 2: Restaurant Rooftop

Walk and a Dirk, enemy, and a Joe will meet you. A enemy, Dirk, and a May will then come. Another May will come.

Walk and 3 Fritz will confront you.

Walk and a May, enemy, and a Joe will come. Another May will then come.

Walk and you will see two oil drums, one will have food another will have treasure. 2 Fat Jacks and a May will come. 2 enemies and a May will then come. A Joe and Fat Jack will come after.

\*\*\*\*\*

Part 3: Inside the Restaurant

Walk and 2 enemies and a Joe will confront you. An Andore, Joe, and another enemy will then come. A May, Andore, and a enemy will then come. A May, Joe, and an enemy will come after.

Walk and 2 Andore's will come. A Fat Jack, Joe, and an enemy will then come. A May, Fat Jack, and a enemu will come after. A May, and 2 Andore's will come. A Joe, Fat Jack, and a enemy will come.

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#### Part 4: The Kitchen

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Boss Battle:

Wong: The Not So Peace Keeper

Life: 4 Bars

Difficulty:**

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Walk and a Joe and a enemy will come. Wong will bust out of the door. He's real easy just combo him up, and don't stand next to him when he's on the ground he'll counter with a rolling attack that is hard to dodge. 2 more enemies will come, then a Joe and another enemy will come.

ROUND 4 CLEAR!

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Round 4a [RD4a]

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(Only accessible if you destroyed the bus sign in Round 3, Part 1.)

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#### Part 1: The Bridge

Walk and you'll come across a oil drum break it and it'll be a weapon. A Dirk and 2 enemies will appear also. After you defeat them 2 Dirks and an enemy will come. After you defeat one another Dirk will come.

Walk and you'll see an oil drum but it'll be empty and 2 Dirks and an enemy will appear. After defeating one an Andore will come, the big dude, and 2 enemies.

Walk and now you'll see a Andore, Dirk and a Enemy. After defeating them Andore and 2 enemies will come.

\*\*\*\*\*

#### Part 2: The Docks

Walk and you'll see 2 crates punch them and pick up the treasure and weapon. A 2 Mays will and a Fat Jack will come. Another Fat Jack will come and also another May. Then another Fat Jack will come.

Walk and a May and 2 Fat Jacks will come. Then 2 more Mays will come. Then another May and another Fat Jack.

Walk and 2 Mays and an Andore. Then another Andore will come and another May.

\*\*\*\*\*

#### Part 3: The Boat Lower Deck

You'll see two crates they will contain food, pick em up for points and health.

\*\*\*\*\*

#### Part 4: The Upper Deck

Walk and you'll see a 3 enemies, and another enemy will come from behind.  
Then 2 more will come.

\*\*\*\*\*

Part 5: The Boat Lower Deck 2

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Boss Battle:

Drake: The Angry Fisherman

Life: 4 Bars

Difficulty: *

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He uses his anchor to attack but drops it when you hit him, watch out for his but slam just run, and combo him up and use specials if you have them. Don't let him get his anchor it will cause a lot of damage to you. Jump when he does the Ultimate slam.

ROUND FOUR CLEAR!

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Bonus Stage [BS1]

Stop the Bulldozer

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Relatively easy, you have 40 seconds to stop it. If your Guy and Lucia keep doing your special and jump kicks.

If your Haggar or Dean keep doing jumping attacks. Points are determined by your remaining time. 500 points per second.

BONUS STAGE CLEAR!

(Cut Scene)

The cargo hold of the ship revealed a hige stockpile weapons.

It looked as if the Skull Cross gang was smuggling weapons for someone.

The only clue was a manifest with the words Sims Inc. Scrawled across it.

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Round 5 [RD5]

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Part 1: The Sewers (Only accessible if you didn't take the bus)

Right of the bat you see something on the ground, pick it up, it is a Yashichi which will invincibility from attacks for a short period. Walk and you'll see an oil drum and it has a weapon inside. A Dirk and 2 enemies are here also. After you defeat one another Dirk will appear. A May and a Joe will appear. Another Dirk will come and another Joe, then another May.

walk and Dirk and a Joe will appear and an enemy. 2 more Joes will come. Then 2 Dirks and a May. An enemy will come after you defeat one.

Walk and you'll see 3 Mays. Then 3 more Mays will come.

\*\*\*\*\*

Part 2: Lesser Sewers

Walk and theres an oil drum with food and a Dirk, enemy, and a Hunter. An enemy and another Hunter will appear after. Then 2 more enemies. Another Hunter will come followed by 2 Fritz.

Walk and 3 Fritz will come.

Walk and a Dirk a enemy and a Hunter will appear. 2 enemies will appear after and another Hunter. A Joe and another enemy will then come. Then after that an enemy and a Hunter will come.

Then 2 Fritz will come from behind.

Walk and you'll be blocked by a wall and an Andore, Hunter and a enemy will come from behind. You can wall jump if your Guy.

\*\*\*\*\*

Part 3: The Lab

Walk and a May, Hunter, and enemy will come. Andore will come after with 2 enemies. A Hunter and a May will come also a Dirk. Another enemy will come. You can break the door and go inside to fight a Dirk and 2 enemies and pick up a 1 up that is hidden but just go to the lower right corner and press Y. When you come out there will be no bad guys.

Walk and 5 Fritz will come.

Walk and you can break the door to go into Part 4a or continue walking Part 3. A Dirk, Hunter, and May will come. Then a enemy.

Walk and 5 Fritz will come.

Walk and 2 Fat Jack's and a enemy will come. A Hunter, Joe, and Fat Jack will then come. A Joe, enemy, and Andore will come. A enemy and a Hunter will come.

UP WAY

\*\*\*\*\*

Part 4a:

Entrance to the Inner Lab

You can go up into the door and fight a Dirk, and 2 enemies.

\*\*\*\*\*

Part 4: The Inner Lab

Walk and 2 enemies will come and a May, the computers can be broken.

Walk and 2 more enemies will come with a Hunter.

Walk and a May and 2 Fat Jacks will come.

\*\*\*\*\*

Part 4: Development Centre

Walk and you'll see two oil drums and they have food in them. 2 enemies and a Andore will come. A Dirk and an enemy will come. A Joe a Hunter and a enemy will come right after.

Walk and two Dirks and a Joe will come. 2 enemies and a Andore will come

right after. Then a Joe will come. 2 Andore's and an enemy will come.

\*\*\*\*\*

#### Part 4: Fiery Bridge

Walk and a Fat Jack, Hunter, and enemy will come. Then 2 more enemies and another Fat Jack will come.

Walk and a Joe, Fat Jack, and a enemy will meet you. Another Joe will come and another Fat Jack. An enemy and a Hunter will then join. One more enemy will come.

Walk and you'll see a oil drum, break it and pick up the food. A Hunter and 2 enemies will join. Another enemy will join.

~~~~~

Boss Battle

Stray: The Punk

Life: 4 Bars

Difficulty: ****

~~~~~

This guy is kind of hard, he does a dash punch which takes up a lot and a good amount of baddies will join him. Just combo him up, the usual stuff. Watch out for the dash punch and don't stand next to him when he's on the ground. He is also very quick and hard to hit. But you'll eventually corner him and when you do whail on him. An easy way to beat him when he is alone is to stand next to him when he's on the ground, he'll jump over you and you just be quick enough to attack him from behind.

2 enemies will join him first. The 2 more enemies will come right after. A Hunter will come right after. Then a Joe. Then a Dirk. Then finally another Joe.

ROUND FIVE CLEAR!

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Bonus Stage 2 [BS2]

Break the computer

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Kind of hard you have 30 seconds to reach the computer by dodging the oncoming oil drums that knock you down when you get hit. Just run fast and attack when you see a oil drum attack it. 500 points per second left, you also get points for destroying oil drums.

BONUS STAGE CLEAR!

(Cut Scene)

The trail of the Skull Cross gang lead them back to the City.

Inside one of the largest building of Metro City, the final fight is about to begin!

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Round 6 [RD6]

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#### Part 1: The Entrance to the Building

Walk and you'll see a Dirk and 2 enemies. A Joe, Dirk, and a Hunter will come after. Another Joe will come.

Walk and 3 Fritz will come.

Walk and a Dirk, enemy, and a Hunter will come. A Fat Jack and a Joe will then come.

Walk and 2 enemies and a Joe will come. A Fat Jack, Dirk, and a enemy will come. A Andore will come right after. You can wall jump here.

\*\*\*\*\*

Part 2: Inside the Building

You will see a door, throw an enemy to it and it'll open. Go next to it and you'll be in there.

\*\*\*\*\*

Part 2a: Door 1

You will see a enemy, Hunter, and a Joe. 2 more enemies will come. Destroy the water tank to get a lup, do this before you defeat all of the bad guys.

\*\*\*\*\*

Part 2: Inside the Building (continued)

Walk and a Fat Jack and 2 enemies will appear. Another Fat Jack and an enemy will come.

Walk and you'll see another door, 3 Mays will come, use one of them to open it and go in.

\*\*\*\*\*

Part 2a: Door 2

You'll see a Andore and a Dirk. A Joe will drop in. Destroy the water tank to get some barbecue and restore you health. Another Joe will come and also an enemy.

\*\*\*\*\*

Part 2: Inside the Building (continued)

Walk and 3 enemies will confront you. A May, Fat Jack, and another enemy will then come. Andore, Fat Jack, and May will come after. A Dirk and an enemy will then come.

\*\*\*\*\*

Part 3: The Elevator

Right of you will see 4 Joes, you will probably get hit first. 4 More Joes will come one after another everytime you defeat one. Then 3 more Joes.

\*\*\*\*\*

Part 4: Upstairs

Walk and a Dirk, Fat Jack, and a Joe will confront you. 3 Mays will then come. Then 3 more Mays will come. Then 2 more Mays.

Walk and 3 Fritz will come defeat them then 3 oil drums will come rolling,

destroy them and one will have treasure another will have barbecue.

Walk and another 3 oil drums will come, one will contain treasure another will contain food. 2 Fat Jacks will then come. After defeating them 2 more Fat Jacks will come. After defeating them 2 more Fat Jacks will come. After defeating them a Andore and 2 enemies will come. Another Andore will come with 3 bars of life.

Walk and 3 oil drums will come, break em all to get 2 treasures and some food. A Dirk, May, and enemy will then come. A Joe, enemy and a Fat Jack will then come. 2 Andores and an enemy will then come. A Joe will come.

Walk and you'll see a cut scene of a helicopter looking in your direction and it'll go to the roof. You character will then go to the roof.

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#### Part 5: The Rooftop

You will see the helicopter land and man will come out holding a sword. He goes on the ground and flexs and rips his suit showing his muscles.

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Boss Battle

Black: Leader of the Skull Cross Gang

Life: 4 Bars

Difficulty: **

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Don't stand next to him when he's on the ground he'll counter with a spinning attack. He's pretty quick but you can catch him and combo him up good. His defense is pretty high so that means you will get at least 2-3 super specials. When he's at his last bar he will move towards the right to a High Voltage box and when you defeat him he will be knocked into the box. And get shocked violently.

The place will start to explode and your character runs off.

(Cut scene)

You see the building being blown up.

Guy, Haggar, Lucia is talking.

Guy: "The case has been concluded."

Lucia: "But the City is badly destroyed."

Guy: "Well that's a problem for Mayor Haggar."

Haggar: "Thanks a lot, Guy."

Guy looks toward Dean,

Guy: "By the way, what do you have planned after.... Hey Dean!

Dean: "My fight is over." "But I won't forget that I owe you a lot."

Guy: "Good luck Dean!" "See you somewhere, sometime."

Dean: "...See ya."

Congratulations  
Thanks for playing  
Let's play next level.

Presented by  
Capcom.

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Enemies/Bosses [EB2] (incomplete)
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#### Enemies

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G/Johnny: The starting out baddy, he's easy and slow. They tend to gang up on you though but just use a special and they will be sent flying.

Ray/Billy: These guys have a punch combo and it is kind of hard to get out of. It's a three hit combo you can try and hold up to get out of it or just use your special.

Dirk/Rick: These guys are tall and have claws. They usually just stab at you with the claws. They have a high range but they aren't too hard.

Fat Jack/Arby: These fat asses don't really look so fat. They are muscular big fat. These guys can be very annoying since they often gang up on you and do a fast running football charge. It's hard to dodge, you just have to move up, jumping won't work most of the times.

May: These cute chicks wear all leather and are pretty quick. They have a kunai attached to their wrist and often stab and do a kick. They can also dodge your attacks by doing a backflip.

Andore: These big dudes walk like frankenstein. They are easy at first but later on they become quicker and do a body slam attack which knock you down. He can also choke you if you're too close and do a devastating piledriver.

Joe: These little dudes are quite annoying. They are quick which makes them hard to hit but they are easy. They can counter if you grab them by doing headbutts.

Fritz: The weakest in the whole game. These dudes die with one hit. They just come on the screen in packs and throw molotov cocktails at you which are pretty easy to dodge. Don't get hit by the bomb though it will take up a lot.

Hunter: These dudes are dressed in baseball outfits and have a bat to attack. They take their time to attack though so just beat 'em up before they do cause they can take up a lot.

#### Bosses

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Dave: The rouge cop

He wears a cop uniform and attacks with his baton and does a butt slam. He's pretty easy just don't stand next to him when he's on the floor.

Callman: The bodyguard

A big beefy dude that wears a shirt with suit pants and is bald. He can dodge attacks quite easily like combos. Don't go close to him when he's on the ground he'll just counter. Grabs are your friend here.

Drake: The Angry Fisherman

He has a big anchor and a blue tanktop, blue jeans, a blue sailor hat and brown boots. He is quite muscular.

Stray: The Punk

He wears silver knee braces, purple boots, purple pants, purple gloves, has purple hair. He also has spike knuckles. He has a white tanktop and a green overcoat.

Caine: The Tool Man

He has a hunched over back, tanned ripped sleeved vest, tan hat, black hair, black sunglasses, a tool belt with a wrench, he holds a wrench, has tan pants, black boots, brown gloves and is quite muscular in the bicep region.

Wong: The Not so Peace Keeper

He has a long ponytail with no other hair on his head. Wears a green cloth, brown shorts, brown boots, silver wrist guards, a brown strap to hold his top, and has a set of beads on his hand.

Black: The Leader of the Skull Cross Gang

He wears a Blue uniform with black boots and a red USSR hat. Has brown shoulder pads and a brown belt. When he rips his shirt he has a muscular body with scars and wristbands and his belt turns into a skull. He also holds a metal rod.

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Items/Weapons [IW2]

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All of the items except 2 give you points and the food restores health and gives you points. All items are placed randomly in the game.

Basic setup

Name of item

Points

Items

\_\_\_\_\_

Dollar Sign Money Bag

3000 points

Bouquet

1000 points

Coin

5000 points

Glasses

1000 points

Gold Bar

10000 points

Necklace

5000 points

Watch

3000 points

Diamond

10000 points

Lighter

1000 points

Food

—

Hot dog

3000 points

Sandwiches

1000 points

Fries

3000 points

Barbecue

10000 points (Restores health to the max)

Bun

5000 points

Chocolate

3000 points

Cola

1000 points

Curry

5000 points

Chicken

5000 points

Candy

1000 points

Other

—

Yashichi

Grants Immunity to any attacks for a short period

1-UP

Gives you an extra freeman/life

Weapons

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Pipe: Pretty worthless with anybody except Haggar since he can do a combo with it.

Nunchaku: Guy can do a combo with this weapon nobody else can.

Club: Lucia can do a combo with this weapon nobody else can.

Hammer: The strongest weapon in the game can deal massive amounts of damage. It can only be aquired once and dissapears after you use it, it appears randomly. What do you expect it's the strongest weapon.

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Contact Me [CM2]
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My email is ultima\_6@hotmail.com if you have any questions email me. Well thats about it for that not gonna give you my address or phone or something.

~~~~~  
Credits [CR2]
~~~~~

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