

SEGA
GENESIS
16 BIT CARTRIDGE

ONLY THE MONSTERS WILL SURVIVE

Man is no longer master of the Earth - the era of the Super Monster has arrived. Mankind quakes in fear, as the Monsters do battle to discover who is the strongest Super Monster of all. Become one of four Super Monsters and fight to destroy fellow Monsters and human foes alike! Defeat all enemies to be crowned the greatest Super Monster of all!

- ★ Battle through 3 stages in 4 Battle Cities!
- ★ Multiple Monster fighting techniques!
- ★ Special deadly weapons for each Monster!
- ★ Play against the computer or against another player!

KING OF THE MONSTERS



KING OF THE MONSTERS™ 1991 SMK

TAKARA®

FATAL FURY™ 1991 SNK

LICENSED BY SEGA ENTERPRISES LTD.
FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.

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EmuMovies

**1 OR 2
PLAYERS**

Printed in Japan

FATAL FURY



SEGA
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16 BIT CARTRIDGE

FATAL FURY™ 1991 SNK

INSTRUCTION MANUAL

TAKARA®





This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

EPILEPSY WARNING

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain-light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.

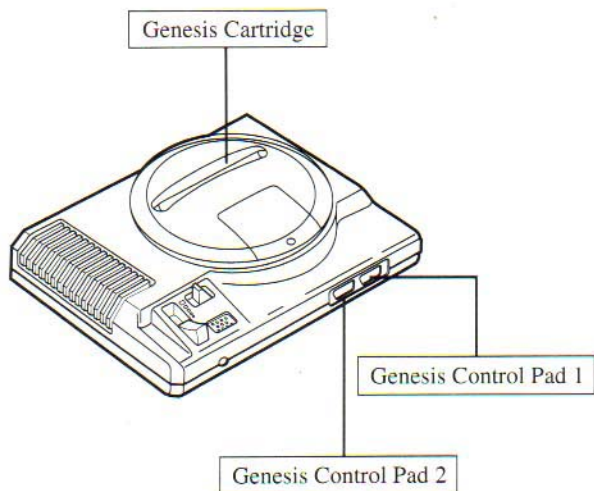
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STARTING UP

- 1) Set up your Genesis System as described in the instruction manual. Plug in Control Pad 1. [Plug in Control Pad 2 for two-player games]
- 2) Make sure the power switch is OFF. Insert the FATAL FURY cartridge into the console and press it down firmly.
- 3) Turn the power switch ON. In a few moments, the Sega screen will appear.
- 4) Press the Start button when the title screen appears.

Important: If the Sega screen does not appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted, with its label facing towards you. Then turn the power switch ON again. Always make sure the power switch is turned OFF before inserting or removing the SEGA cartridge.



PROLOGUE

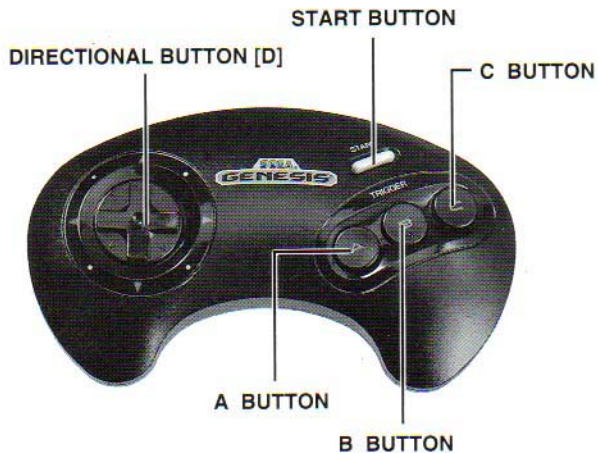
South Town is ruled by three things: Violence, Money, and Power. All under the control of the evil and brutal Geese Howard.

Brothers Terry and Andy Bogard have good reason to hate Geese, as he is responsible for the untimely death of their father, a former great martial arts expert.

Their chance comes with the King of Fighters Tournament. It is the ultimate gathering of fighters from all over the World. Sponsored by Geese, who will also participate as a fighter, the brothers have teamed up with their friend Joe Higashi, a Mu-e-tai Champ. Now is the perfect time for Terry and Andy to seek their revenge!



TAKE CONTROL



DIRECTIONAL BUTTON [D]

Moves a fighter towards and away from opponent. It also enables LEAPING, CROUCHING and DEFENSIVE positions.

Basic [D] operations are the same for all fighters, but button combinations differ between them.

A BUTTON
B BUTTON
C BUTTON

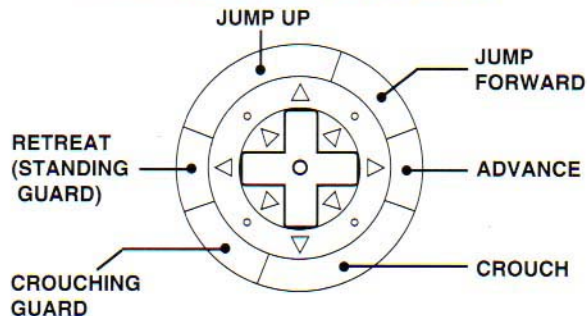
PUNCH
KICK
THROW

START BUTTON

Starts the game, and is then used to pause game during play.

USING THE DIRECTIONAL PAD [D]

WHEN PLAYER'S FIGHTER IS FACING RIGHT



THE MOVES ARE REVERSED WHEN THE PLAYER IS FACING LEFT

THERE ARE TWO DEFENSIVE POSITIONS

You can guard against an enemy by pressing the [D] PAD towards RETREAT. This can not be used while attacking.



STANDING GUARD



CROUCHING GUARD

Use this to protect against jumping and high-level attacks. Not a suitable defense against low-level attacks.

Use this to protect against high and low-level attacks.

HOW TO PLAY



When you turn on the game, the FATAL FURY title screen will be displayed. Press START and the Game Mode Selection screen will appear. You may now choose to play either the 1P GAME [CHAMPION

BATTLE] or VS GAME [STREET FIGHT], or enter the OPTION mode menu.

If both Controller 1 and Controller 2 are plugged into the Controller Pad, and the START BUTTON on Controller 2 is pressed, the [2P GAME START] screen will be displayed. At that time, the power meter for the players' characters will be displayed on the upper right-hand side of the screen. There are 3 options in CHAMPION BATTLE mode, In [1P VS 2P], 2 players fight each other. In [1P VS COM], the player fights against a computer character. In [COM VS COM], the player can choose 2 computer characters and watch the computer play itself.

1P GAME [CHAMPION BATTLE]



Choose one of the three heroes (Terry, Andy, Joe Higashi) and prepare to take on terribly strong fighters. Each stage will bring you closer to the final and ultimate battle against Geese Howard. To select your hero, move through the three choices with the [D] PAD, and choose by pressing the A BUTTON.



The STAGE screen will now appear. Choose from one of four areas to begin in with the [D] PAD - the PAO PAO CAFE, SOUND BEACH, HOWARD ARENA, or WEST SUBWAY Press the A BUTTON to

begin. Watch for a sudden change of fighters at the beginnings of rounds...some of the fighters have fiery egos!

VS GAME [STREET FIGHT]



There are three games in STREET FIGHT mode. In [1P VS 2P], 2 players fight each other. In [1P VS COM], the player fights against a computer character. In [COM VS COM], the player can choose 2

computer characters and watch them fight it out. Select the game type with the [D] PAD, and then press the START BUTTON to move to the character selection screen.

Each player selects a character to fight with from among any of the 9 characters in the game (enemy characters included). (Use the [D] PAD and A BUTTON to select and the B BUTTON to cancel). Computer controlled players are selected automatically.



Even if both players choose the same fighter, a handicap can be adjusted in the OPTION mode menu to make the fight more interesting.



After the match is over, the loser may choose the same or another fighter and try again.



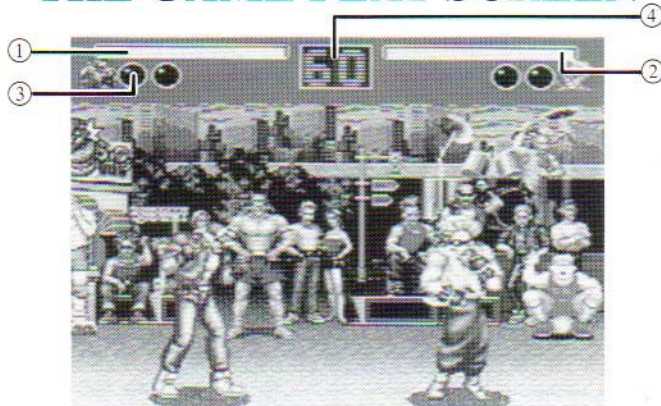
RULES FOR THE KING OF FIGHTERS TOURNAMENT



A fighter must defeat his opponent in 2 out of 3 rounds (depending on number of point globes, adjustable in OPTION mode menu) to be decided the winner and advance to the next stage. Each round consists of 60 seconds (also adjustable in the OPTION mode menu), and there is a short interval between rounds which restores both fighters' energy level to 100%.



THE GAME PLAY SCREEN



① LIFE GAUGE FOR PLAYER 1

Round is lost when life gauge runs out.

② LIFE GAUGE FOR PLAYER 2

Indicates state of health for player 2 or Computer (When in 1 Player vs. Computer mode)

③ WINNER OF ROUND

A Round point globe will light up to indicate the winner of the round. Winning two rounds lights the second globe and the winner clears the stage. (Or more globes if settings are changed in the OPTION mode menu.)

④ TIMER

Displays the remaining time in the Round.

MEET THE FIGHTERS

(ALL MOVES SHOWN ARE FOR WHEN PLAYER IS FACING RIGHT)

TERRY BOGARD

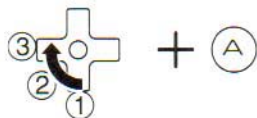
Born in South Town, Terry was raised to emulate his father's legendary killer fighting techniques in the martial arts. He returns after 10 years of training to defeat his late father's killer, Geese Howard. Is he man enough to win this fateful battle?

TERRY'S FAVORITE TECHNIQUES

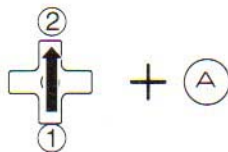
The awesome punching power of the "BURNING KNUCKLE" uses all the strength in Terry's fist - driving repeatedly and relentlessly at the enemy.



BURNING KNUCKLE



SLAM ATTACK



Press ①, then slide to ② almost immediately, pressing (A) at the same time.

- A MARTIAL ARTS EXPERT -

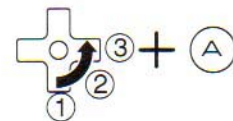
Data: Terry Bogard,
Born 3/15/71
Height 6'1"
Weight 165 lbs.



SUPERSHOT KICK



POWER WAVE



-THE SKILLS FROM KARATE TURN HIS ENTIRE BODY INTO A LETHAL WEAPON-

ANDY BOGARD

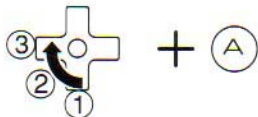
Terry Bogard's younger brother. While a fair fighter, Andy's light weight kept him from being as strong as his brother, using the skills that they were both taught. After his father's death, Andy left for Japan - where he learned the special 'Karate' fighting technique. He returns to South Town with a dual purpose; to avenge his father's death, and to show that he can 'beat' his big brother in a fair fight.

ANDY'S FAVORITE TECHNIQUES

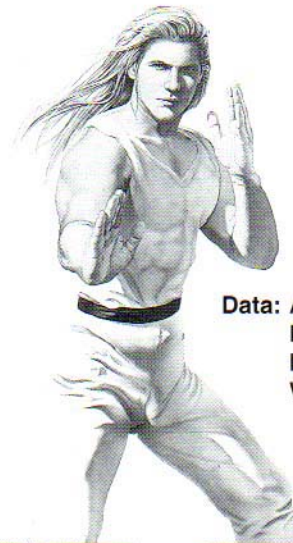
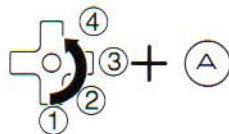
The FLYING PUNCH is a special skill that is part illusion. It hides the attacker from the enemy until it is too late. A lost technique from Karate.



FLYING PUNCH



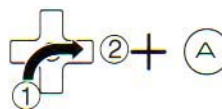
DRAGON BULLET



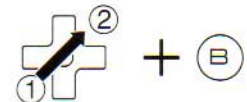
Data: Andy Bogard
Born 8/16/72
Height 5'8"
Weight 147 lbs.



BODY SPIN



SHOTGUN KICK



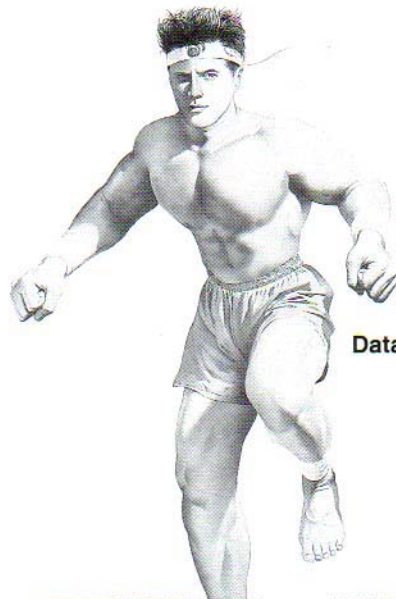
Press ①, then slide to ② almost immediately, pressing ③ at the same time.

JOE HIGASHI

As a Japanese Kick Boxing Champion, Joe Higashi carved himself out a strong reputation both in Japan, and in Thailand. One key to his technique is the SLASH KICK - which has tremendous power. Joe risks being expelled from the Professional Kick Boxing Association for his participation in the King of Fighters Tournament.

JOE HIGASHI'S FAVORITE TECHNIQUES

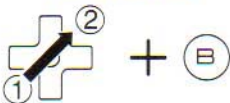
The SLASH KICK is an original technique that excels in speed and destructive power, being a combination of a jump kick and back spin.



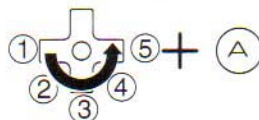
Data: Joe Higashi
Born 3/12/72
Height 6'
Weight 158 lbs.



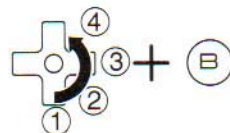
SLASH KICK



HURRICANE UPPERCUT



TIGER KICK



MACHINE-GUN PUNCH

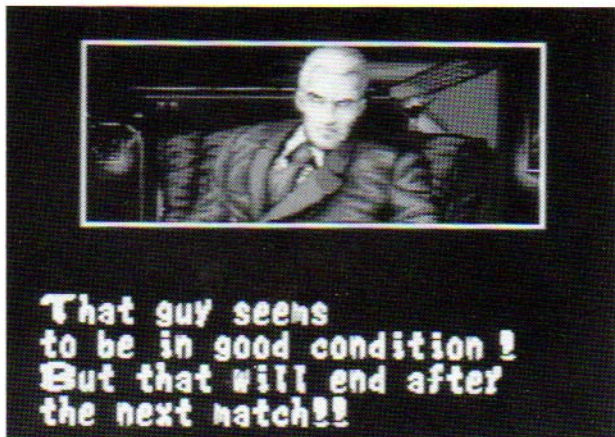
Press (A) button repeatedly.

GEESE HOWARD (ANCIENT MARTIAL ARTS)

Stage: Geese Building

Data: Geese Howard
Born 1/21/53
Height 6'1"
Weight 180 lbs.

The sponsor of the King of Fighters Tournament. Geese Howard controls all that is vice and corruption in South town. His fighting skills encompass many styles, including the ancient martial arts learned in Japan. Combining this strength with that of the American style Street Fighting, Geese's only obstacle between himself and total control of South town was Jeff Bogard. Luring Bogard into a trap, Geese disposed of his rival and today rules South Town with an iron fist. Will anyone be able to stop him?

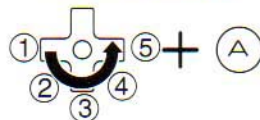


GEESE'S FAVORITE TECHNIQUES

The VIOLENT WAVE is a favorite technique of Geese. It sends a ferocious shock wave from his arms that can destroy anything in its path. It is similar to Terry's POWER WAVE except it is many times stronger. He also has the power of the DRAGON THROW which turns attacks back against his opponents.



VIOLENT WAVE



MICHAEL MAX (BOXING)



Stage: Sound Beach

Data: Michael Max
 Born 9/17/66.
 Height 5'11"
 Weight 204 lbs.

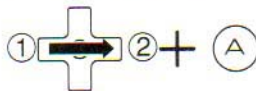
A professional boxer who disdains rules, Max would rather battle to the death than just punch out his opponent. He aims to win the King of Fighters Tournament using his dangerous **TORNADO UPPERCUT** which leaves a trail of swirling wind that engulfs his foe.



TORNADO UPPERCUT



GUST STRAIGHT PUNCH



RICHARD MYER (KAPO-ERAL)



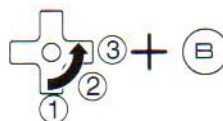
Stage: Pao-Pao Cafe

Data: Richard Myer
 Born 2/22/62
 Height 6'2"
 Weight 174 lbs.

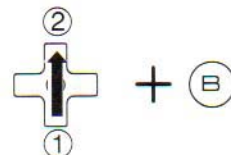
Myer is an expert in 'Kapo-eral' a technique that focuses attack power through multiple kicks. He has come to the Tournament to show everybody just what he and his fighting style can do. He also makes a living by managing a restaurant called the Pao-Pao Cafe. Watch for his **TOP SECRET** moves, the **HANDSTAND KICK** and **BACK HAND SPRING**. The irregular rhythm of his style is hard to anticipate.



ROLLING ATTACK



SPIDER KICK



DUCK KING (MARTIAL ARTS)



Stage: West Subway

Data: Duck King
Born 2/22/67
Height 6'3"
Weight 136 lbs.

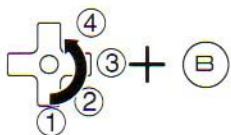
While gifted with quick moves and fighting ability, the Duck King could never outfight Terry. So he trained harder in a 'Street-dancing' style that moves so fast that it is difficult to block. His hitting power is considerably less than that of the other fighters, but he makes up for it with rapid attacks.



HEAD SPIN ATTACK



CANNONBALL ATTACK



TUNG FU RUE (TAI-KYOKU-KEN)



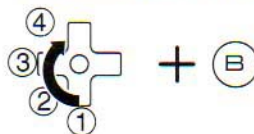
Stage: Howard Arena

Data: Tung Fu Rue
Born 4/14/24
Height 5'5"
Weight 101 lbs.

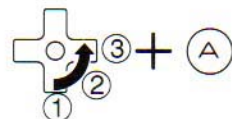
Mysterious and seemingly harmless, he was Sensei (teacher) to Terry and Andy's father long ago. He is certain that Geese is responsible for his student's demise, and is fighting in the Tournament so as to get a chance to confront Geese. With secret techniques at his disposal, Tung Fu Rue is extremely dangerous, especially when angered as he has the ability to transform into a monstrous shape of deadly force with the power of the HURRICANE PUNCH and KICK.



FLYING WHEEL KICK



PALM SLAP



CONTINUING A GAME

ABOUT CONTINUE



Losing a match doesn't mean the end of the game, if you've got a Continue. To use it, press the Start button before the time limit displayed on the screen runs out. A new fighter can be chosen, and the match just lost can be fought again. The number of Continues available can be adjusted in the OPTION mode menu.

RAIDEN (PRO-WRESTLING)



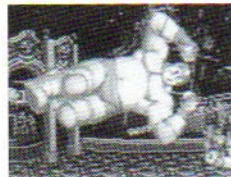
Stage: Dream Amusement Park

Data: Raiden
Born 3/3/64
Height 6'9"
Weight 462 lbs.

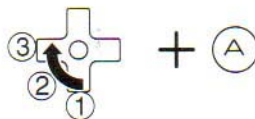
Once a legitimate professional wrestler, Raiden now prefers the violence of fighting without rules! The Tournament is his chance to work out his constant anger - by maiming other fighters - so he has disguised his true identity. As if his mighty bulk wasn't enough, he can also blow a KILLER FOG from his mouth that is overpowering! Also watch out for his DYNAMITE THROW and COBRA CLENCH!!



KILLER FOG



ROCKET ATTACK



IN SEARCH OF THE CHAMPIONSHIP

**FATAL FURY GAME TECHNIQUES
CONQUER THE KING OF FIGHTERS!**



Attack furiously and without mercy. Knocking your opponent down isn't enough - he must not be allowed to retaliate. Only by fighting fast and hard can you defeat him and become the winner!



Even if you attack a lot, your enemy will simply guard against you, and it will be hard to decide on your attack method. By guarding against your enemy's attack (by moving away from your enemy) and then attacking yourself, you can open up a gap in your enemy's defenses!



The closer the enemy is when you attack, the more damage he will take.

KNOW YOUR OPPONENTS



Each of the 9 fighters in FATAL FURY have their own special skills and stamina. Understanding their powers and abilities will make it easier to guard against their attacks and defeat them.

USING A FIGHTER'S SPECIAL SKILLS

Master special skills!

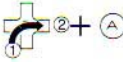
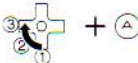
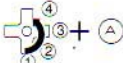

(KEY CODES ARE REVERSED WHEN THE PLAYER FACES LEFT)

Press the last number and the A, B, or C button at the same time.

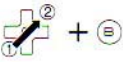

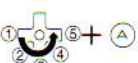
TERRY BOGARD

<i>BURNING KNUCKLE</i>	
<i>POWER WAVE</i>	
<i>SLAM ATTACK</i>	<p>Press ①, then slide to ② almost immediately, pressing (A) at the same time.</p>
<i>SUPERSHOT KICK</i>	

ANDY BOGARD

<i>BODY SPIN</i>	
<i>FLYING PUNCH</i>	
<i>DRAGON BULLET</i>	
<i>SHOTGUN KICK</i>	 Press ①, then slide to ② almost immediately, pressing ③ at the same time.

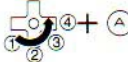
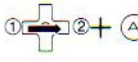
JOE HIGASHI

<i>SLASH KICK</i>	
<i>TIGER KICK</i>	
<i>HURRICANE UPPERCUT</i>	
<i>MACHINE-GUN PUNCH</i>	Press (A) button repeatedly.

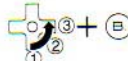
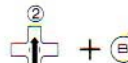
GEESE HOWARD

<i>VIOLENT WAVE</i>	
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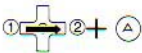
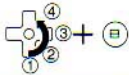
MICHAEL MAX

<i>TORNADO UPPERCUT</i>	
<i>GUST STRAIGHT PUNCH</i>	

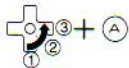

RICHARD MEYER

<i>ROLLING ATTACK</i>	
<i>SPIDER KICK</i>	


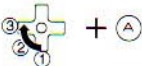
DUCK KING

HEAD SPIN ATTACK	
CANNONBALL ATTACK	

TUNG FU RUE

PALM SLAP (When small)	
FLYING WHEEL KICK (When small)	

RAIDEN

KILLER FOG	
ROCKET ATTACK	

OPTION MODE



Choose an item by pushing up and down on the [D] Pad, and then alter the setting by pushing left or right.

GAME LEVEL:

Choose one of the three difficulty levels. (Easy, Normal, or Hard)

GAME TIME:

Sets the countdown timer for each round (From 10 to 90 seconds), there is no time limit if set to 0.

CONTINUE:

Sets the number of Continues. (From 0 to 9) A continue will allow you to try again from the stage last played - even if you lose the game. *If you clear the normal or hard combat ranks in CHAMPION BATTLE mode without using continue at all, you can take a look at the true final ending!*

BACKGROUND MUSIC (BGM):

Turn the background music ON or OFF with this feature.



CONTROL:

You can change and rearrange the three buttons used for Punch, Kick, and Throw into any order desired. Choices are made by pushing up/down with the [D] Pad, choosing the item and then pressing the button you want to use for the selection.

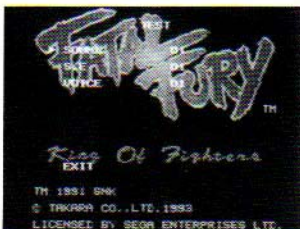
TEST:

Lets you listen to a variety of the game sounds!

SPECIAL SKILLS:

Turn either player's special skills ON/OFF (Computer's skills as well) in either mode.

POINTS: Select number of point globes a player has per round. (See p. 8 for explanation of globes)



<RETURN TO THE GAME SELECTION SCREEN BY PRESSING THE START BUTTON>

HINTS

If you (Player 1) press the C button on the two player controller while starting, you can choose any of the computer characters! If you use this during a practice match, you can discover tricks for winning in the 1P mode (1 Player game) and by performing a variety of attacks you just may discover some of your enemies' weak points!



Press and hold left on the [D] PAD when selecting VS GAME and you may select Geese as a fighter.

This game offers fighting along two lines of attack (front/back). If your opponent has moved into the back line of attack, move the [D] PAD in the upward direction to jump into the same line of attack, or while attacking use the A BUTTON or B BUTTON to move into the opponents line of attack facing him. When you and the opponent are in the same line, 'press up on the [D] PAD and the C BUTTON at the same time to move a different line of attack.



90-DAY LIMITED WARRANTY

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HANDLING YOUR CARTRIDGE

- * The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- * Do not bend it, crush it, or submerge it in liquids.
- * Do not leave it in direct sunlight or near a radiator or other source of heat.
- * Be sure to take an occasional recess during extended play, to rest yourself and the cartridge.

Warning to owners of projection televisions:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on Large-screen projection televisions.