

GAME BOY ADVANCE™

AGB-AFFP-EUR



INSTRUCTION BOOKLET

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Ubi Soft

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**Nintendo**

NINTENDO ®, GAME BOY ADVANCE™ AND  ARE TRADEMARKS OF NINTENDO CO.,LTD.



THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM.

CE SCEAU EST VOTRE ASSURANCE QUE NINTENDO A APPROUVE CE PRODUIT ET QU'IL EST CONFORME AUX NORMES D'EXCELLENCE EN MATIERE DE FABRICATION, DE FIABILITE ET SURTOUT, DE QUALITE. RECHERCHEZ CE SCEAU LORSQUE VOUS ACHETEZ DES JEUX ET DES ACCESSOIRES POUR ASSURER UNE TOTALE COMPATIBILITE AVEC VOTRE SYSTEME GAME BOY.

DIESES QUALITÄTSSIEGEL IST DIE GARANTIE DAFÜR, DASS SIE NINTENDO-QUALITÄT GEKAUFT HABEN. ACHTEN SIE DESHALB IMMER AUF DIESES SIEGEL, WENN SIE SPIELE ODER ZUBEHÖR KAUFEN, DAMIT SIE SICHER SIND, DASS ALLES EINWANDFREI ZU IHREM NINTENDO GAME BOY-SYSTEM PASST.

QUESTO SIGILLO È LA TUA GARANZIA CHE NINTENDO HA VALUTATO ED APPROVATO QUESTO PRODOTTO. RICHIEDILO SEMPRE ALL'ACQUISTO DI GIOCHI ED ACCESSORI PER ASSICURARE LA COMPLETA COMPATIBILITÀ CON IL TUO SISTEMA GAME BOY.

ESTE SELLO ES TU SEGURO DE QUE NINTENDO HA APROBADO LA CALIDAD DE ESTE PRODUCTO. BUSCA SIEMPRE ESTE SELLO CUANDO COMPRES JUEGOS Y ACCESORIOS PARA ASEGURARTE UNA COMPLETA COMPATIBILIDAD CON TU GAME BOY SYSTEM.

DIT ZEGEL WAARBORGT U, DAT DIT PRODUKT DOOR NINTENDO IS GECONTROLEERD EN DAT HET QUA CONSTRUCTIE, BETROUWBAARHEID EN ENTERTAINMENTWAARDE VOLLEDIG AAN ONZE HOGE KWALITEITSEISEN VOLDOET. LET BIJ HET KOPEN VAN SPELLEN EN ACCESSOIRES ALTIJD OP DIT ZEGEL, ZODAT U VERZEKERD BENT VAN EEN GOED WERKEND GAME BOY-SYSTEEM.

DENNA ETIKETT GARANTERAR ATT NINTENDO STÅR FÖR PRODUKTENS KVALITET. KONTROLLERA ATT ETIKETTEN FINNS PÅ SPEL OCH TILLBEHÖR DU KÖPER FÖR ATT FÖRSÄKRA DIG OM ATT DE ÄR KOMPATIBLA MED GAME BOY.

DETTE SEGL GARANTERER, AT NINTENDO HAR GODKENDT KVALITETEN AF DETTE PRODUKT. SE ALTID EFTER DETTE SEGL, NÅR DU KØBER SPIL OG TILBEHØR, SÅ DU ER SIKKER PÅ FULD KOMPATIBILITET MED DIT GAME BOY.

TÄMÄ TARRA VAKUUTTAA, ETTÄ NINTENDO ON HYVÄKSYNYT TÄMÄN TUOTTEEN LAADUN. TARKISTA AINA TÄMÄ TARRA ENNEN KUIN OSTAT PELEJÄ JA MUITA TARVIKKEITA, JOTTA SAAT VARMASTI GAME BOY YHTEENSOPIVIA TUOTTEITA.



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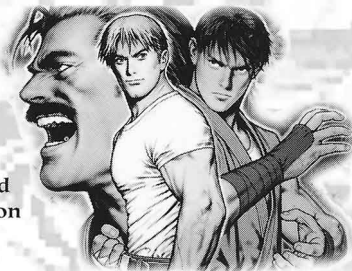


## FIGHTIN' MAD

For years, Metro City had been labeled the "Crime Capital of the World." At the heart of the city's crime problem was the notorious Mad Gear gang. With every passing day, their grip on the city tightened.

One man arose to break the Mad Gear's stranglehold. Mayor Mike Haggar, a former street fighter, vowed to track down and arrest every Mad Gear gang member. When the leader of the gang learned of Haggar's plan, he quickly plotted to force the new mayor into submission.

Now Haggar's daughter Jessica is missing — kidnapped by the Mad Gear gang! But they bungled the plan with one huge mistake. They've made Haggar fightin' mad — and nothing is going to stop him from getting Jessica back!



## FIGHTERS



Guy works out at the same gym as Cody and Haggar. Learning that Jessica has been kidnapped,

he joins the fight to rescue her.

Guy can double-jump using the wall.

Age: 24

Height: 5 ft 9 in

Weight: 159 lbs



Cody's girl friend Jessica has been taken hostage by the Mad Gear gang! He fights the gang

members to rescue her!

Cody is good at handling knives. After picking up a knife, don't throw it away. Instead, use it to attack enemies nearby.

Age: 22

Height: 6 ft

Weight: 187 lbs



Haggar, the mayor of Metro City, has been resisting the Mad Gear gang. But when the gang

kidnaps his daughter Jessica, Haggar decides to "get in their face"!

Haggar can perform a powerful screw piledriver. While grabbing an enemy, jump and press the Attack button to unleash it.

Age: 46

Height: 6 ft 6 in

Weight: 297 lbs

## CONTROLS

### MENU CONTROLS



### GAMEPLAY CONTROLS

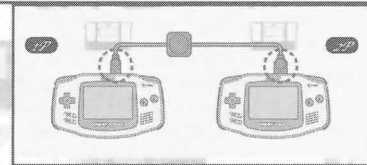


## MULTI PLAYER

### CONNECTING THE GAME BOY ADVANCE™ GAME LINK™ CABLE

You need:

- 2 Game Boy Advance™ systems
- 2 FINAL FIGHT™ ONE Game Packs
- 1 GBA™ Game Link™ Cable



1. Make sure the power of both Game Boy Advance™ systems is OFF. Insert a FINAL FIGHT™ ONE Game Pak into each Game Boy Advance™ system.
2. Connect the GBA™ Game Link™ Cable to the external extension connector on both Game Boy Advance™ systems.

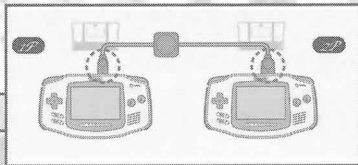
**Important:** The unit connected to the smaller plug is 1P.

3. Turn on the units.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY ADVANCE™ GAME LINK™ CABLE.

## LINK PLAY



With 2 Game Boy Advance™ systems connected by a GBA™ Game Link™ Cable, 2 players can play simultaneously. Choose LINK PLAY in the Mode Select screen and select YES simultaneously on both Game Boy Advance™ systems. The game starts after both players select their characters. Players have unlimited Continues in Link Play.

The GBA™ Game Link™ Cable may malfunction if:

- It is not for the Game Boy Advance™ system.
- It is not connected correctly or has become disconnected.
- It is connected to the Communication Cable.
- More than 2 Game Boy Advance™ systems are connected.

## STARTING UP

### GAME START

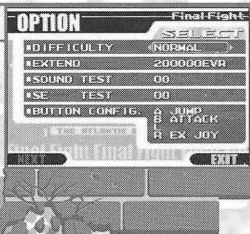
1. Press START in the Title Screen to display the Mode Select Screen.
2. Select GAME START with the Control Pad and press START or the A Button.
3. Select your character in the same way.
4. A map shows where you'll be fighting next. When you clear one scene of bad guys, you'll go on to the next.



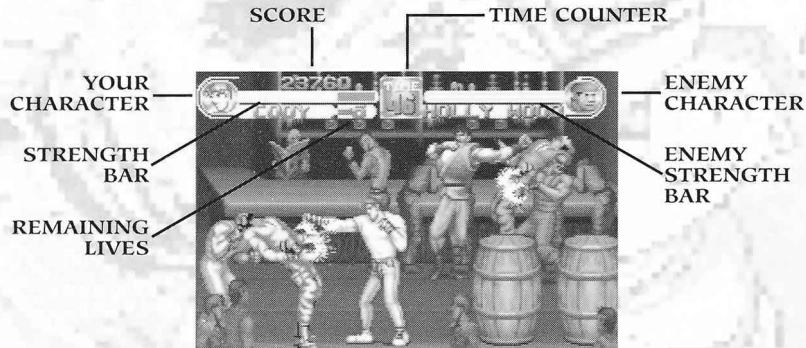
## OPTIONS

To change game options, select **OPTIONS** from the Mode Select Screen. Then select one of the following options with the Control Pad  $\uparrow/\downarrow$  and change the setting with the Control Pad  $\leftarrow/\rightarrow$

- **DIFFICULTY** – Set the difficulty level.
- **EXTEND** – Set the score for earning a 1UP (extra life).
- **SOUND TEST** – Sample selected game music by pressing the A Button.
- **SE TEST** – Sample selected game sound effects by pressing the A Button.
- **BUTTON CONFIG** – Change the button assignments for **ATTACK**, **JUMP** and **EX JOY** (special attack).



## GAME SCREEN





### TIME COUNTER

Remaining time for the stage. When the countdown reaches zero, your character loses one life.

### SCORE

Your current score.

### YOUR CHARACTER

Your character's portrait and name.

### STRENGTH BAR

Your character's vitality, which seeps away as your character takes damage. When the bar drains to nothing, your character loses one life. You can recharge the bar by collecting Food items during the stage. (See page 14.)

### REMAINING LIVES

When this number counts down to zero and your character's strength bar drains, your game is over. You can earn additional lives (1UPs) during the game by reaching a certain score or by collecting 1UP items.

### ENEMY CHARACTER

Your opponent's portrait and name.

### ENEMY STRENGTH BAR

Keeps tabs on your enemy's strength in the same way as your character's strength bar.


## FIGHTIN' EXTRAS

### SPECIAL MOVES

#### GRAB

You can grab an enemy by getting close. Press the Attack button while grabbing to perform a grab move.

#### THROW

While grabbing, press the Control Pad  and press the Attack button to perform a throw move.

#### JUMP KICK

Press the Jump button + the Control Pad in the direction of the kick.

### BATTLE POINTS

When you exit Options Mode and return to the Mode Select Screen, the Battle Point Screen is displayed. Your Battle Points are calculated by the cumulative number of enemies you have defeated. When you defeat a certain number of enemies, a hidden secret will be unlocked.

Find out all the FINAL FIGHT™ ONE secrets!





## WEAPONS & ITEMS

If you break an object such as a drum in the stage, a weapon sometimes appears. Press the Attack button near a weapon to pick it up and use it.



Instead of a weapon, an item sometimes pops out of a drum. Press the Attack button near an item to get it. Items may give you food to increase your strength, 1UPs to increase your life, or bonus points.



## FIGHTIN' TIPS



Use super moves at strategic points. Be careful — each time you make contact with a super move your character loses some strength.



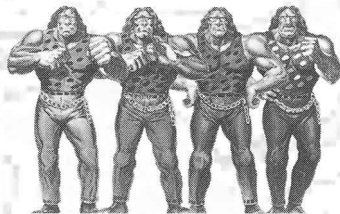
If you can, wait until your strength bar is low before picking up food items.



Don't try to fight toe-to-toe with the bosses. Instead, hit them a couple of times and then back off.



Each punch and kick does a different amount of damage. Experiment with different combinations to find out which are the most effective.



## SAVING DATA

### AUTO SAVE

Your game data is saved and loaded automatically.

### RESET GAME DATA

If you select RESET GAME DATA in the Mode Select Screen, you can initialise all game data. But be careful — doing so will delete all saved data.

### AUTO BACKUP

If you have saved data, when you start a game you will be asked if you want to play your previous game from the point where it was saved. Select YES to play the saved game.

## Consumer Information and Precaution

READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

### WARNING – BATTERY PRECAUTIONS

FAILURE TO FOLLOW THE FOLLOWING INSTRUCTIONS MAY CAUSE THE BATTERIES TO MAKE “POPPING” SOUNDS AND LEAK BATTERY ACID RESULTING IN PERSONAL INJURY AND DAMAGE TO YOUR GAME BOY ADVANCE OR ACCESSORY. IF BATTERY LEAKAGE OCCURS, THOROUGHLY WASH THE AFFECTED SKIN AND CLOTHES. KEEP BATTERY ACID AWAY FROM YOUR EYES AND MOUTH. CONTACT THE BATTERY MANUFACTURER FOR FURTHER INFORMATION.

1. For Game Boy Advance use only alkaline batteries. Do not use carbon zinc or any other non-alkaline batteries.
2. Do not mix used and new batteries (replace all batteries at the same time).
3. Do not put the batteries in backwards (positive [+] and negative [-] ends must face the proper direction). The supply terminals are not to be short-circuited.
4. Do not leave used batteries in the Game Boy Advance.
5. Do not mix battery types (do not mix alkaline and carbon zinc batteries or mix different brands of batteries). Use only batteries of the same or equivalent type as recommended.
6. Do not leave batteries in the Game Boy Advance or accessory for long periods of non-use.
7. Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy Advance, always slide the power switch OFF.
8. Do not dispose of batteries in a fire.
9. Do not use rechargeable type batteries such as nickel cadmium. Non rechargeable batteries are not to be recharged.
10. Do not use a battery if the plastic cover has been torn or compromised in anyway.
11. Do not insert or remove batteries while the power is ON.
12. GENERAL NOTE: Rechargeable batteries are to be removed before charging. Rechargeable batteries are only to be recharged under adult supervision.

## **WARNING – REPETITIVE STRAIN**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

## **WARNING - SEIZURE**

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. STOP PLAYING IMMEDIATELY and consult a doctor if you or your child have any of the following symptoms: Convulsions, Eye or muscle twitching, Loss of awareness, Altered vision, Involuntary movements, Disorientation.

TO REDUCE THE LIKELIHOOD OF A SEIZURE WHEN PLAYING VIDEO GAMES:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

## TECHNICAL SUPPORT GUARANTEE

Ubi Soft guarantees this Game Boy Advance against any defect for a period of ninety (90) days from the date of purchase.

If a manufacturing defect appears during the guarantee period, Ubi Soft will repair or replace the defective cartridge free of charge. To take advantage of this guarantee, please return the cartridge to your local retailer with a proof of purchase.

If a disk is returned without proof of purchase or after the guarantee period has expired, Ubi Soft will choose either to repair or to replace it at customer expense. This guarantee is invalid if the disk has been damaged through negligence, accident or misuse, or if it has been modified after acquisition.

Ubi Soft Entertainment UK

## Information consommateurs France

### Garantie

Ubi Soft a apporté à ce produit tout son savoir-faire en matière de loisirs interactifs pour vous garantir une entière satisfaction et de nombreuses heures de divertissement.

Si toutefois, dans les quatre-vingt-dix (90) jours suivant la date d'achat du produit, celui-ci s'avérait défectueux, dans des conditions normales d'utilisation, Ubi Soft s'engage à procéder à un échange aux conditions définies ci-après.

Passé ce délai de quatre vingt dix (90) jours Ubi Soft accepte de vous échanger le produit défectueux moyennant une participation forfaitaire de 100 FF (ou 15,24 Euros) par produit

Pour que le produit défectueux puisse être échangé, envoyez-le dans son emballage d'origine, accompagné de l'original de la preuve d'achat, d'une brève description du défaut rencontré, de vos coordonnées complètes et si la période de garantie de quatre-vingt-dix (90) jours est dépassée, d'un chèque ou d'un mandat postal de 100 FF (ou 15,24 Euros) par produit libellé à l'ordre d'Ubi Soft.

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Game Boy Advance Game Pak geprüft nach:  
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Game Boy Advance Game Pak getest volgens:  
Game Boy Advance Game Pak cumple:  
Game Boy Advance Game Pak è conforme a:  
Game Boy Advance Game Pak oppfyller kraven enligh:  
Game Boy Advance Game Pak oppfyller kravene til:  
Game Boy Advance Game Pak täyttaa seuraavat vaatimukset:  
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- TOY Directive (88/378/EEC) EN50088, EN71 Part 1, 2, 3
- EMC Directive (89/336/EEC)



**Nintendo**

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