



In this FAQ, I'll cover:

- \*All 10 fighters and their special moves.
- \*All 10 endings with commentary
- \*Secrets, tips, and tricks
- \*Frequently asked questions

Now, on with the FAQ!

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\*\*\*\*\*THE CONTROLS\*\*\*\*\*

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Standard inputs:

Back: move back  
Forward: move forward  
Down: crouch down  
Up: jump

A: Punch  
B: Kick

Half circle: slide motion from back to forward or forward to back) on the d-pad.

Quarter circle: slide motion from down to back or down to forward on the d-pad.

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\*\*\*\*\*THE MODES\*\*\*\*\*

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- GAME START:

The tournament mode of the game. Fight against 10 opponents (the 10 main fighters in the game excluding their duplicates) to become world champion. Can you defeat the mysterious tournament creator Rasha?

- V.S. BATTLE:

The standard 1P VS 2P versus mode. In this mode, all 30 (10 standard characters plus 2 extra sets of palette swaps) fighters are selectable.

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\*\*\*\*\*THE FIGHTERS\*\*\*\*\*

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1. DUKE/TIM/FRANK

"YOU LOST!  
WE HAD A DEAL,  
YOU HAVE TO PAY."

Weight: 80 kg  
Height: 185 cm  
From: America

An american fighter with a moveset similar to Street Fighter's Ryu/Ken. Interestingly enough, this fighter's projectile attack closely resembles Guile's "Sonic Boom" over Ryu/Ken's "Hadouken".

Hurricane Kick - half circle back, + kick

Fireball - back (hold for a few seconds), forward + Punch

Rising Uppercut - forward, down, down-foward + punch

Stage: parking Lot

A grimy parking lot complete with fast rides and two motorcycles sets the stage for a fight.

Ending:

"THIS BATTLE IS NOTHING  
BUT AN INTERLUDE, TO GO  
ON ENDLESSLY IS MY DE-  
STINY."

The generic "the battle is never over" type ending (Ryu, Mizoguchi, Hanzo, etc...). Sitting atop his Motorcycle, Duke rides through the desert in search of his next battle.

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2. TERISA/ERICA/GINA

Weight: 68 kg  
Height: 178 cm  
From: America

"DON'T GET UPSET.  
SOMETIMES YOU  
WIN, SOMETIMES  
YOU LOSE."

A leather clad female fighter with a moveset based off of Chun-Li. Her "Uppercut Thrust" seems inspired by Street Fighter's Balrog.

Helicopter Kick - half circle back + kick

Kick fury - Kick (keep tapping repeatedly)

Uppercut Thrust - half circle forward + Punch

Stage: Barn stable

An unusual place for a fight, wouldn't you think? Terisa's stage features an assortment of saddles and horses.

Ending:

"THIS IS MY BAR, COME  
AROUND WHENEVER YOU  
CAN."

Using her championship winnings from the tournament, Terisa opens up her own bar (named after herself, of course). As she puffs away at a cigarette, Terisa sits behind the counter mingling with her new bar patrons.

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### 3. LEE/JING/TIGER

Weight: 70 kg  
Height: 180 cm  
From: China

"THIS IS CHINESE  
KUNG-FU, I CAN  
TEACH YOU A FEW  
TRICKS IF YOU  
WANT TO LEARN."

The unabashed Bruce Lee clone that borrows moves from Mortal Kombat's Liu Kang and Street Fighter's E.Honda. Interesting enough, the fighter "Dragon" in the "World Heroes" series also uses a similar fury attack as Lee.

Fists of fury - Punch (keep tapping repeatedly)

Flying Bicycle kicks - back (hold for a few seconds), forward + Kick

Fireball - half circle forward + punch

Stage: Temple Courtyard

The Temple Courtyard, surrounded by brick walls and sturdy, steel doors sets the tone for a battle against the Chinese Kung Fu Master.

Ending:

"REMEMBER, THE PURPOSE OF  
LEARNING KUNG-FU IS NOT  
TO DEFEAT YOUR ENEMY,  
BUT TO ADVOCATE THE  
SPIRIT AND VIRTUE OF  
FORCE."

Lee returns home to China to continue teaching his students the importance of learning Kung-Fu.

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4. K.SATO/ZEN/KANADA

Weight: 72 kg  
Height: 176 cm  
From: Japan

"HOW DOES IT FEEL  
LOOKING FOR YOUR  
TEETH ON THE  
GROUND!"

A Japanese Samurai fighter with an assortment of flying kick attacks. One of the most unique character designs in the game seemingly inspired by Street Fighter's E. Honda.

Axe Kick - half circle back + Kick

Flying Kick - back (hold for a few seconds), forward + punch

Flying kick (low) - back (hold back for a few seconds), forward + kick

Stage: Samurai Headquarters

In the background, the soldiers of Sato's clan watch attentively as the fight commences.

Ending:

"HA! HA! DON'T SAY A WORD, I TOLD YOU GIRLS I WOULD COME  
BACK AND KEEP YOU COMPANY."

Sato chooses to celebrate his victory in the company of two Geishas, fine food and plenty of sake.

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5. BAYEFU/IVAN/ISAAC

Weight: 124 kg

Height: 199 cm

From: Russia

"FEEL SAD?  
CRY THEN YOU'LL  
FEEL BETTER."

A professional wrestler modeled after both Street Fighter's Zangief and Marvel's Incredible Hulk. This fighter's rolling attack was also unquestionably lifted from Street Fighter's Blanka and his Tornado Lariat was lifted from Street Fighter's Zangief.

Tornado Lariat - half circle back + punch

Super Tornado Lariat - (during Tornado Lariat) (tap repeatedly) punch

Rolling Attack - back (hold for a few seconds), forward + Punch

Stage: Army base

The fight is set on a Russian army base (most likely, a soviet Army base at that) lined with camouflage tanks and chained fences.

Ending:

"OUR BIGGEST DREAM, "  
BAYEFU SAID " IS TO HAVE  
A PROSPEROUS SOCIETY,  
NOT A MILITARY STATE  
COUNTRY."

Clearly inspired by Zangief's Street Fighter II ending, Bayefu stands in front of the Russian flag in full soviet soldier uniform and addresses the media about his plans to turn Soviet Russia into a more peaceful Country.

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6. TANAM/MAGAT/YUGA

"DON'T BE SAD,  
IT'S AN HONOR TO  
LOSE IN THE HAND  
OF A FAMOUS  
KICKING FIGHTER."

Weight: 74 kg

Height: 187 cm

From: Thailand

A Muai-Thai Kickboxer with a moveset loosely based off of Street Fighter's Sagat. His special attacks work best when distanced

from the opponent.

Axe kick - half circle back + punch

Diving Tackle - (While jumping) down + punch

Diving Dropkick - (While jumping) down + kick

Knee Thrust - back (hold for a few seconds), forward + Kick

Stage: Muai-Thai ring

The locals gather to watch challengers take on the Muai Thai champion in a makeshift wooden ring.

Ending:

TANAM CONTINUES HIS  
MARTIAL ARTS SKILL  
TRAINING, HE SAID "THE  
BIGGEST ENEMY IS NO  
ONE BUT YOURSELF."

Very wise words; yet, just another variation of Duke's "the battle is never over" ending dialogue. Tanam continues to train by striking a punching bag.

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## 7. HOOK/NOAH/PEDRO

Weight: 95 kg  
Height: 196 cm  
From: The seven seas

"MAY BE YOU CAN  
BE MY OPPONENT  
AFTER 5 YEARS  
PRACTICE, BUT NOT  
NOW."

Another interesting design that stands out instantly. A traditional pirate that uses a detachable hook and pegged leg loosely inspired by World Heroes' M. Brocken and Street Fighter's Vega.

Hook Shot - back (hold for a few seconds), forward + Punch

Hook fury - punch (keep tapping repeatedly)

Hook uppercut - forward, down, down-forward + punch

Stage: Pirate ship.

Held captive aboard an old fashioned pirate ship in the middle of the ocean, your next fight is set against a pirate captain and his dreaded crew.

Ending:

"MEN SHOULD GO HIGH  
AND LOW TO BE STRONG,  
THE SEVEN SEAS ARE  
MY TRUE HOMELAND."

Hook is seen looking off towards the horizon as a flock of seagulls are seen hovering over Hook in the distance. Yet another variation of the wandering hero's never-ending search for new challengers. Very catchy music, though.

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#### 8. TOZA/ARKUN/GALULA

Weight: 62 kg  
Height: 160 cm  
From: Unknown

"HA!HA!.....  
HO!HO!.....  
HEE!HEE!.....  
HA!HA!....."

A tribal warrior loosely based off of Street Fighter's Blanka. His spinning tackle closely resembles M.Bison's (Street Fighter) "Psycho Crusher" and his shock attack was clearly lifted from Street Fighter's Blanka. In tournament mode, Toza serves as Fighting Hero III's sub boss before facing Rasha.

Spinning tackle - back (hold for a few seconds), forward + punch

Shock attack - punch (keep tapping repeatedly)

Toxic breath - half circle forward + punch

Stage: Sacred battleground

On sacred ground Toza's tribe leader and fellow warriors watch from afar as battle is about to commence.

Ending:

"HA!HA!....  
IT'S NO MISTAKE,  
I AM THE CHAMPION OF  
MARTIAL ARTS,  
I AM YOUR KING."



A little too confident, wouldn't you say? Toza sits atop his throne as the newly christened king of his tribe. At his side, a servant kneels and presents Toza with a plate of food.

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9. SAMA/RITA/SYLVIA

Weight: 68 kg  
Height: 179 cm  
From: Eastern Europe

"IT'S A CLOSE  
MATCH. I'M TOO  
LUCKY, THANK YOU  
VERY MUCH."

Fighting Hero 3's main female fighter and heroine that features moves lifted from Street Fighter's Chun-Li and Cammy.

Fireball - back (hold for a few seconds), forward + punch

Pigtail spin - back. down-back, down, down-forward, forward + punch

Rising drill kick - forward, down-forward, forward + kick

Stage: House

A peaceful setting outside Sama's home as her son watches from the window.

Ending:

"HONEY,  
I'LL TRY MY BEST TO  
BE A FAITHFUL WIFE."

After winning the Fighting Hero III tournament, Sama returns home and marries. With this marriage Sama tells her husband that she will try her best to be faithful (most likely implying that Sama will try to avoid entering future tournaments).

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10. RASHA/MUNZER/ADEL

"HEY,  
STILL WANNA FIGHT!  
COME ON!"

Weight: 110 kg  
Height: 202 cm  
From: Unknown (presumably Middle Eastern)

The mysterious final boss and creator of the Fighting Hero Tournament. His Diamond spin attack not only deals a large amount of damage, it also blocks incoming projectile attacks.

Though, to compensate for Rasha's incredible range, priority and attack power, his special moves are some of the most difficult to execute and, as such, makes Rasha unsuitable for novices.

Rasha's design is a direct reference to Street Fighter's Dhalsim and Karnov.

Diamond Spin - half circle forward + Punch

Diamond Arrow - half circle back, forward + punch

Stage: Battle chamber

The final battle takes place in Rasha's headquarters. The walls of this battle chamber are adorned with swords, an icon of an all-seeing eye and a crystal ball (perhaps Rasha could be a Genie?).

Ending:

"Only Allah knows the meaning of life."

After emerging victorious from the Fighting Hero tournament, Rasha has come to realize through a revelation that the meaning of life is beyond the grasp of mere mortals.

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\*\*\*\*\*SECRETS, TIPS AND TRICKS\*\*\*\*\*  
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- The corner trick:

It is possible to trick the Computer opponent into being trapped in the corner. To do this, allow the computer to reach the very edge of the stage on either the left or right side and continue to use punches, kicks, or special attacks continuously. If done correctly, the computer will constantly block your attacks until the timer runs out. This trick; though hard to pull off; can come in handy when facing a difficult opponent.

-Easier special moves:

Lose exactly 4 matches and presses Start when the continue timer is at 6. If done correctly, special

moves will now become much easier to pull off.  
The new button inputs under this specific condition  
are as follows:

- \*Special 1 - Select button
- \*Special 2 - A + Select
- \*Special 3 - B + Select

\*\*\*\*\*FREQUENTLY ASKED QUESTIONS\*\*\*\*\*

Q) I heard that Fighting Hero III was a pirated game.  
is this true?

A) Yes. Fighting Hero III was not officially licensed  
by Nintendo and, as such, was released on a typical,  
pirated game cartridge without Nintendo's seal of  
approval making Fighting Hero III a pirated game.

Q) Some of the characters in this game look like they  
were ripped from other fighting games. What gives?

A) As with the case of most (if not, all) pirated games,  
I would assume the character sprites from Fighting  
Hero III were remodeled sprites lifted from Gameboy  
ports of Mortal Kombat and Street Fighter. Though,  
this is just a guess.

Q) Why wasn't there a Fighting Hero 2?

A) I have two theories for this question.  
The first, to trick consumers into thinking  
that Fighting Hero 3 was a sequel to Street  
Fighter 2. The second theory is that there  
actually is a Fighting Hero 2, though, it  
may have been scrapped and thus, never  
released; allowing Fighting Hero 3 to  
take it's place.

Q) Why is this game so hard?!! It's unplayable!!!

A) A simple lack of fine tuning in the testing department.

Another possible theory; like other games at the time  
( and due to the fact that Fighting Hero 3 had only  
10 unique characters to fight before completing the  
game) was to keep the difficulty high in order for  
Fighting Hero III to retain some form of challenge/  
shelf life.

Personally speaking, my vote is for the first choice.

Q) Why are there so many clone characters in this game?  
Do the duplicates fight differently?

A) To answer the first half of this question: this is a common practice in pirated games; more characters = more appeal to a customer thinking of buying the product.

To answer the second half of this question: no. besides the difference in name, there is no difference to the duplicate characters. All 3 versions of each fighter fight exactly the same.

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\*\*\*\*\*SPECIAL THANKS\*\*\*\*\*

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I would personally like to thank:

{NTDEC} for releasing Fighting Hero III.

{Bootleg Games Wiki} for assisting in pointing out a number of special attacks.

{GameFAQS} for creating and continuing to host the greatest FAQ website of all time.

{PuroGeek} for inspiring me to write and contribute my own FAQ.

And ...{you}! Thank you for reading my FAQ!

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\*\*\*\*\*CONTACT\*\*\*\*\*

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