The Unofficial SNK Neo Geo Games Encyclopedia
of
Moves & Codes
http://sindoni.altervista.org/neoencyclopedia/

[codes]

Sound Test
Pause the game, then press Ⓐ Ⓑ Ⓒ Ⓓ Ⓐ

Fight Ryo Sakazaki
FFS contains a 16th character, Ryo Sakazaki from Art of Fighting. To meet him, you must complete the game with a 2-0 win record against all your opponents (you do not need to have "perfect" wins however). If you lose a match, just have someone join in and beat him/her with a 2-0 record and continue on. Switching between 1P and 2P is also allowed, provided the continuing player wins 2-0.

Play as Ryo Sakazaki (Home version only)
To use Ryo, reach him (save the game at this point to make using him later easier) and beat him (beating him required?) Then wait for the demo-mode fights to begin. After it says "FIGHT", enter the following on the left controller:

↑ ← ↓ → ↑ Ⓐ ↑ ← → ↓ ← ↑ Ⓒ

You should hear Ryo's taunt ("Ora! Ora!"). Now press (START) and select 1P vs 2P (you may not use him in a 1P vs COM game). Ryo's picture should now be available, in the lower right next to Krauser. His special moves are as follows:

Ryo Sakazaki

Throws/Holds	
→ Ⓒ	Throw
Deadly Attacks	
↓ ↙ → Ⓐ/Ⓒ	Ko Ou Ken
→ ↓ ↙ Ⓐ/Ⓒ	Ko Hou
→ ← ↙ ↓ ↘ → Ⓒ	HaohShokohKen
tap Ⓒ	ZanRetsuKen
↙ → Ⓑ/Ⓓ	HienShippuKyaku
Ultra Deadly Attack	
↓ ↙ ← ↙ → Ⓑ+Ⓓ	RyuKo Ranbu