## Capcom vs. SNK Terry Character FAQ

by GalFord

Updated to v0.2 on Nov 30, 2000

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Terry Bogard FAQ Ver 0.2
CAPCOM Vs SNK: Millenium Fight 2000 (Dreamcast)
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<VERSION HISTORY>
29/11/00
Version 0.2
Minor changes, I've been a VERY lazy person.
08/08/00
Version 0.1
Got the FAQ done... Erm... I think it needs more.. But I don't know what..
111111111111
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nor edited in anyway. This FAQ was created and slaved over by
Bob Ritchings a.k.a. GalFord (GalFord@UkyoFan.zzn.com).
And after going to the effort of typing this out...
Ripping this off, will force me to do some Serious Spanking!
CAPCOM Vs SNK: Millenium Fight 2000 is (c) CAPCOM. 2000
Terry Bogard is (c) SNK. 1994/2000
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<INTRO>
///////
This character FAQ is for the Dreamcast Version of CAPCOM Vs SNK:
Millenium Fight 2000. Mainly because it's the only version that I've
played.. This FAQ will try to cover everything you need to know about
both Terry and his "EX" persona. So, without further ado..
<WHY TERRY BOGARD?>
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Terry (If you didn't know) is the lead character in SNK's Garou Densetsu (Fatal Fury) series. Kinda like CAPCOM's Ryu, he lives for the fight but doesn't rely on a lot of actual martial arts (He's more of a street fighter). His moves are maybe a little unorthodox if you're used to the CAPCOM style of characters.. (Having a Charging Anti-Air move as well as Fireball-style rotations as well). But Terry is a very offensive character, and can be used to pressure the opponent into making really silly mistakes. And all you need then is to slap them silly with a real nasty combo.

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<LEGEND>
////////
F = Forward
B = Back
qU = Up
D = Down
P = Punch
K = Kick
PP = Both Punches pressed together
KK = Both Kicks pressed together
WP = Weak Punch
WK = Weak Kick
HP = Heavy Punch
HK = Heavy Kick
QCF = Quarter Circle Forwards
QCB = Quarter Circle Backwards
HCF = Half Circle Forwards
HCB = Half Circle Backwards
CDU = Charge Down then Up
DP = "Dragon Punch" Motion = F, D, DF
<C> = Combo can only be done in the Corner
<THE TOME OF ALL THINGS TERRY BOGARD>
((STANDARD VERSION MOVES LIST))
______
(THROWS)
Buster Throw = F or B+HP whilst close to opponent
(COMMAND CHAINS)
Uppercut = DF+HP
(SPECIAL MOVES)
Power Wave = QCF+P
Burn Knuckle = QCB+P
Crack Shoot = OCB+K
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Rising Tackle = CDU+P
(SUPER ARTS or DM/SDM's)
Power Geyser = QCB, HCF+P
Buster Wolf = QCF, QCF+K
_____
(("EX" VERSION MOVES LIST))
_____
(THROWS)
Buster Throw = F or B+HP whilst close to opponent
(COMMAND CHAINS)
Uppercut = DF+HP
(SPECIAL MOVES)
Power Wave = QCF+P
Burn Knuckle = QCB+P
Crack Shoot = QCB+K
Power Dunk = DP+K
(S.POWER MOVES)
Power Geyser = QCB, HCF+P
Buster Wolf = QCF, QCF+K
<THE IN-DEPTH STUFF>
(THROWS)
Buster Throw = F or B+HP whilst close to opponent
#Terry's standard throw. He merely picks them up and throws them over his
shoulder.. Hard.
(COMMAND CHAINS)
Uppercut = DF+HP
#Heh... Terry doesn't really change.. He's had this attack ever since
Fatal Fury 2!! It's still good tho'!
(SPECIAL MOVES)
Power Wave = QCF+P
#Terry's ground travelling fireball attack. The Weak variant is quite slow
and is useful to mix up between this and the Heavy one to confuse the enemy.
(EX VERSION)
#OK.. it's NOT a Power Wave. More like the Round Wave from Real Bout crossed
with a mini Power Geyser. I can't find a use for this, as the weak one has
to be used at point-blank range. But I guess you don't really need this if
you can run using the hidden option on the DC.. ^ ^
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Burn Knuckle = OCB+P

#"BURN.. KNUCKLE!!" Geez.. Terry's had a bit of a speed increase to this move since the Fatal Fury/KOF days.. This move makes Terry speed across the screen with his fist ablaze. Real nice damage and nice heavy sound effect upon connection!

Crack Shoot = QCB+K

#Terry jumps up at an angle, spins and pulls off an overhead kick. This has a lot of priority over a lot of attacks (Ok, so it can't take out Shoryuuken's.. what did you think this move is? Omnipotent? :P). Anyway, it's good for just annoying the life out of human opponents :)

Rising Tackle = CDU+P

#Yay! Terry's traditional anti-air. Terry launches himself upwards with a twisting inverted spinning clothesline. (You might not think so.. but look VERY close..) Does around 5 hits if close.. the damage isn't great but it's still got nice priority.

Power Dunk = DP+K (EX VERSION ONLY)

#Heh, heh.. Now, "EX" Terry has this as move that's meant to make him different to the Normal version. Terry leaps upwards with a Knee Strike as he spins his cap to a backward position then slam-dunks the opponent with an almighty punch downwards that'll plant the foe into the tarmac... hard. Being stylish.. Terry re-spins his cap as he lands.

(SUPER ARTS or DM/SDM's)

Power Geyser = QCB, HCF+P

#"BOOM!!" Terry slams his fist into the floor and causes an almighty eruption of pure energy from the floor. The Anti-Air capabilities of this move are WAYYYYYY over the top!

#CAPCOM GROOVE#

Lvl1 = One Geyser

Lv12 = Two Geysers

Lv13 = Three Geysers (Triple Geyser!)

#SNK GROOVE#

DM = One Geyser

SDM = Three Geysers (Triple Geyser!)

Buster Wolf = QCF, QCF+K

#Way-hey! Terry's new DM from Garou: MOTW made it in! Err. it looks.. odd. And it's lost its Anti-Air priority... It goes full-screen now.. but it doesn't really help when you can see it coming from a mile away. But, it does have good combo potential as you'll find out later.

If you're using "Normal" Terry then the main thing you have to keep in mind is:- Don't let the opponent breathe. If you're playing without the "Run" enabled then use the Burn Knuckle to get you across the screen quickly. However, using the "Run" makes Terry a nasty problem for most people. Just make sure you keep running at them and tapping them with Crouching Weak Kicks to REALLY get on their nerves!! ^ ^

If the opponent jumps and they're a fair distance away from you, then use the Heavy Crack Shoot... You'll be surprised at the amount of times you catch

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<COMBOS>

These combos are a varied mess of bits and bobs that Terry has as part of his little offensive capabilities.

J HP/HK, S HK, QCB+WP (Weak Burn Knuckle)

J HP/HK, S/C HP, QCB+WP (Weak Burn Knuckle)

J HP/HK, S/C HP, QCF+WP (Weak Power Wave) = "Normal" only

J HP/HK, S/C HP, DP+HK (Power Dunk) = "EX" only

#A couple of different takes on a quick and basic combo that should be used as a staple 3/4-Hit to annoy your foe. The standing HP will get you 2 Hits. If the opponent blocks the first 2 attacks then put in the Power Wave instead so you can either be ready to block quickly or to attack some more:)

J HP/HK, C WK, CDU+HP (Heavy Rising Tackle) #Terry has had this combo since Fatal Fury 2 ^\_^ It's still as good as ever!

J HP/HK, S C (2 Hits), QCB, HCF+P (Power Geyser)

J HP/HK, C C, QCB, HCF+K (Power Geyser)

J HP/HK, S C (2 Hits), QCF, QCF+K (Buster Wolf)

J HP/HK, C C, QCF, QCF+K (Buster Wolf)

#Nice basic combo series involving a super. 'Nuff said really...

Ok... here's the major Terry combo series!  $^{-}$ 

J HP/HK, S/C HP, QCF, QCF+HK (Lvl2 Buster Wolf), QCB+WP <C> #Heh, heh... I love this little combo ^\_^ Nail the foe with the Lvl2 Buster Wolf then add a Weak Burn Knuckle on the end to make the point clear! This can be done on both CAPCOM and SNK Groove.. but you have to be in SDM mode for it to work on SNK Groove.;;

J HP/HK, S HP (2 Hits), QCF, QCF+(WK+HK), (Lvl2/3 Buster Wolf) CDU+HP <C> #Same start as the above but tag a Heavy Rising Tackle on the end instead.

"EX" only

J HP/HK, S/C HP, QCF, QCF+HK (Lvl2 Buster Wolf), DP+HK <C> #Again, same variant but exclusive to the "EX" version of Terry. Uh.. yeah.

J HP/HK, S/C HP, QCF, QCF+HK (Lvl2 B.Wolf), QCB, HCF+WP (Lvl1 P.Geyser) <C> #I bet you can't guess that I really like this combo? Slap them silly with the start of the combo, pound them with the Lvl2/SDM B.Wolf then as they start to fall.. Smash them into next week with the Power Geyser!! ^\_ Yay! THIS is why Terry rocks!!

For 3 of the above combos you can substitute the Jumping Attack with a Weak Power Wave (Obviously not the "EX" version, then :P) if you have the "Run" secret enabled. Simply launch a Weak Power Wave from the other side of the screen and then run after it. You should be able to get to the opponent as it hits so you can carry on the combo. It's NOT going to work too many times as most people seeing a fireball will either block it or jump it in an attempt to pound your head in.

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<PROLOGUE>
OK.. so it's a little sketchy at the mo'.. But if you think I've missed
anything out then E-Mail me at:- (GalFord@Ukyofan.zzn.com), tell me where
you saw this FAQ and what I've missed nd aI'll credit ya with the info...
Thanks for taking the time to read this 'lil FAQ!
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GameFAQs.com) = For the Hosting of FAQ's that I've done.
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Velcro = Ta for letting me mess around on your DC version! And please..
STOP PICKING SAKURA!!!!! Your Lil' Saki is EVIL and should be banned!
And I'm not even going to start about your Ryo.... :P
This FAQ is (c) Bob (GalFord) Ritchings 2000.
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