







#"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 Shoryuiken'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

Lvl2 = Two Geysers

Lvl3 = 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.

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<STRATEGIES>

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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

them unawares. Attack. Terry's a Ratio 2 character, so he can take damage as good as he gets it. Don't be afraid to experiment with Terry.. his moves are unusual enough to randomly throw out once in a while :) Go on.. confuse the silly opponent a little! ^\_^

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

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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:)
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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!
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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...
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Ok... here's the major Terry combo series! ^\_^

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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. ;_;
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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.
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"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.
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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!!
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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>  
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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 and aI'll credit ya with the info... Thanks for taking the time to read this 'lil FAQ!

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<CREDITS AND THANKS>  
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GameFAQs (GameFAQs.com) = For the Hosting of FAQ's that I've done.

VGStrategies (VGStrategies.about.com) = 'Cos Al always asks for permission.

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

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