

Capcom vs. SNK: A Guide to Terry Bogard

by Koknami

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Information

Version : 0.2
Game : Capcom Vs SNK Millenium Fight 2000
Character : Terry Bogard
Date : 23-Sept-2000
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Platform : Sega Dreamcast, Arcade
Best View : In 800 X 600 screen

Disclaimer

- Well, this is the first Faq I've posted on the net. So if there's any wrong spelling or anything in between please inform me through e-mail. I'll be glad to credit you.
- As usual, this Faq can be found on www.gamefaqs.com or anywhere that you wish to post them with conditions that you must inform me and without editing the faq from it's original form.
- Please note that this may not be the best faq but with your help, this faq can improve a lot and always remember that I'll credit you.
- This faq cannot be copied or duplicate in any form.
- This faq is a free guide and not for sale!!!
- I'll not use any foul language in this faq so sorry for all of the tough guys out there...

Okay, so much for the rubbish and on to the guide ^_^

Updates

V0.2-Redone some wording errors
-Added some colors of Terry's costume
-Special intros and chouhatsu added
V0.1-Just completed the Faq.

Content

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1) Game Information

Everybody rumoured....But no one believe....Now that you see....It's true....Yes it's true dear gamer that no matter if you're on Capcom side that try to prove Ryu can Shin-Shoryuken Ryo out of his trouser for being a copycat or with SNK trying to slash another eye of Sagat with Iori

or try to prove who is the strongest 2D fighting character then you gotta stick your hands on the remix of Capcom and SNK most finest fighter developpe by Capcom, Capcom Vs SNK millenium fight 2000. This game has a default cast of 28 blood-thirsty character with 14 of Capcom and 14 of SNK. This game have redone all of SNK characters with smoother animation as well as Ryu, Ken and Vega (M. Bison in the US). For the other cast of capcom...bah.. This game is using the ratio system. You'll have 4 character blocks when playing arcade mode and you have to fill the blocks up with your character(s) of choice depending on the character ratio.

Character with 1 ratio (fills only one block)

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Sakura Kasugano
Cammy
Dhalsim
Blanka
Benimaru Nikaido
Vice
King
Yuri Sakazaki

Character with 2 ratio (fills up two blocks)

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Ryu
Ken Masters
Chun Li
Guile
Zangief
Edmund Honda
Mike Bison (Balrog in US)
Kyo Kusanagi
Iori Yagami
Terry Bogard
Mai Shiranui
Ryo Sakazaki
Kim Kaphwan
Raiden

Character with 3 ratio (fills up three blocks)

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Balrog (Vega in US)
Sagat
Vega (Bison in US)
Ryuji Yamazaki
Rugal Bernstein
Geese Howard

You can choose your character in these ways:

- 1) Four of ratio 1 characters (E.G Sakura, Yuri, Blanka, Benimaru)
- 2) One of ratio 2 character with two of ratio 1 characters (E.G Terry, Vice, Dhalsim)
- 3) Two of ratio 2 characters (E.G Ryu, Kyo)
- 4) One of ratio 3 character with one of ratio 1 character (E.G Rugal, Cammy)

There is 2 types of groove (Super moves bar) for you to choose:

- 1) Capcom Groove - Fills super moves level by doing strong attacks or by special moves. If you hit the opponent, the level will filled up faster. This can stock up to the 3rd level which means you can use one level bar super moves, two levels super moves or 3 levels super moves. Level one super moves can be done by doing the correct rotation on your D-pad and press the light attack button. Level two super art can be done by doing the correct rotation on the D-pad and press the strong attack button. To do the level 3 super moves, do the correct rotation on the D-pad and press both the punch or kick button. This style is ala Street Fighter Zero (Alpha in US) style.
- 2) SNK Groove - You have to charge or get hit to enable the bar to fills up. You can charge by holding both the strong punch and strong kick button. Once you're charge, the Level will go down slowly which means when the level is not visible, no super moves can be executed and you have to recharge again. When you have charged up and while the super level is still visible (The pink level) you can execute

a level one super move. When your life has come to a point where it start blinking(that`s when you will be KO soon) you can execute as much as level one super moves as much as you like. If you have charge up your level bar during when your life bar is blinking, you may execute a level 3 super move. The SNK groove cannot use level 2 super moves at all.

This style is ala King Of Fighters 98 extra mode.

So much for the game introduction let`s get to our beloved The Lone Wolf shall we?

(Actually he is my second favourite character after Ryo Sakazaki for the SNK characters)

2) Terry`s Profile

Name : Terry Bogard (The Lone Wolf)
Team : SNK
Relationship : Jeff Bogard(He adopt both Terry and Andy), Andy Bogard(Terry`s brother and rival)
Joe Higashi(Let`s just call him Terry`s joker friend),
Mai(Terry`s soon-to-be sister in law) and Mary Ryan or Blue Mary if you prefer
(Terry`s soon-to-be...well...ehemm..not confirmed by SNK)
Birthplace : USA
Date Of Birth : March 15th
Age : 26
Height : 182 cm
Weight : 82 kg
Blood Type : O
Hobbies : Playing Basketball(where he learn his Power Dunk), Training and
playing Video Games(heh...heh...heh)
Fighting Style : Jeff Bogard martial arts and Street Fighting
Favourite Food : Junk Food
Most Valued : Jeff Bogard`s black gloves and his cap
Hates : Slugs
Quote : Now, this what makes a legend(King Of Fighters 99)
Enemy : Geese Howard
Appearance : Fatal Fury, Fatal Fury 2, Fatal Fury 2 special, Fatal Fury 3, Realbout,
Realbout special, Realbout special:Dominated Mind, Realbout 2,
Fatal Fury : Wild Ambition, Mark Of The Wolves, King Of Fighters 94-2000
KOF R-1, KOF R-2, KOF:Battle De Paradise, King Of Fighter KYO
SNK VS Capcom : Match Of The Millenium, Capcom VS SNK Millenium Fight 2000
Special Intro : With Geese (Terry lift up his arm showing his muscle and saying Geese with
a hissing sound and Geese taunts at him.)

With Yamazaki (Yamazaki talk to Terry while throwing a knife to the ground
where Terry was standing.Terry punch the knife and breaks it then both of them
charged energy and start the fight.)

With Ken (Terry`s cap was with Ken and Ken throw the cap to Terry. Terry
grab the cap and wears it.)
Ex Terry cost : \$ 3,000(In points)
Ratio : 2
Colors : LP = Red Cap, Red Jacket, White Shirt, Blue Jeans, Red Shoes (Original)
LK = Red Cap, Red Jacket, White Shirt, Grey Jeans, Red Shoes
SP = Purple Cap, Purple Jacket, White Shirt, Blue Jeans, Purple Shoes
SK = Black Cap, Black Jacket, Grey Shirt, Blue Jeans, Purple Shoes

3) Movelist

(All these moves are based on 1st player position/on the left side of the fighting screen)

Legend

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P = Any Punch
K = Any Kick
LP = Light Punch
SP = Strong Punch
LK = Light Kick
SK = Strong Kick

QCF = Quarter Circle Front (Down, Down-Front, Front)

QCB = Quarter Circle Back (Down, Down-Back, Back)

DP = Dragon Punch (Front, Down, Down-Front)

HCF = Half Circle Front (Back, Down-back, Down, Down-front, Front)
HCB = Half Circle Back (Front, Down-front, Down, Down-back, Back)
DU = Charge Down then push up (Hold Down for 2 seconds, Up)
BF = Charge Back then push front (Hold Back for 2 seconds, Front)

Basic Moves

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LP = Terry do a simple jab with his left hand
SP = Terry do a hard blow with his right hand
LK = Terry kick on the mid-part
SK = Terry do a turning kick (Cool ^_^)

SP(near) = Terry gave a 2-hit punch. This can be combo into any other special or super moves including crack shoot, LP Burn Knuckle, Power Geyser and Buster Wolf
SK(near) = Terry do an upper kick. This is also an alternative opening to various special moves and super moves to combo in except that you have do the moves a bit faster than the near Strong Punch in the fact that it only does 1 hit but it can connect into the SP Burn Knuckle which the SP can't combo with.

Jumping LP = Nothing special just a jab that looks like a karate chop(Yawn...)
Jumping SP = A 45 degree punch in the air and perhaps the best jump-in.
Jumping LK = A upper kick in the air. Use it when when both of you and the opponent are on the air but he or she is on top of you.
Jumping SK = A 65 degree Kick and easy to chain into the near SP or SK.

Low LP = A low nothing special jab(ZZZ...)
Low SP = Just like the standing SP but just hit low
Low LK = A low fast kick
Low SK = A great-all-time roundhouse for knocking the opponents down.

Down-Front SP = An anti-air. Use it if you not ready to execute the Rising Tackle.

Throw SP = Hold Forward and press SP when near the opponent. Terry will grab the opponent with his hand and do an uppercut with his other hand.
Throw SK = Hold Forward and press SK when near the opponent. Terry will grab the opponent with both of his hand and slam them hard on the ground.

Rollover = No...not the javascript thingy but the KOF style roll over that the character do to escape or without causing injury when they pass through the attacks. Press both LP and LK to execute the move.

Chouhatsu = Terry move his cap a little than move his hand teasing his opponent to get near him and saying "Hey, You!"

Special Moves

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This is the moves that differentiate Terry from the others and which made him a legend.

Power Wave

QCF+P

Ahhh yes... back to the days Terry invented the SNK ground projectile where nowadays a lot of SNK characters have this ability like Kyo, Iori, Geese, Rugal, Kasumi, Kaede...pant..pant. Otherwise it is just a normal projectile that travel on the ground. The EX Terry do a non-travelling power wave exactly simmiliar to the KOF 96 style.

Burn Knuckle

QCB+P

Terry lift up both his hand in to the air and charge in with a flaming fist. This move deal quite a lot of damage but once blocked, you're dead. Use it only after a opening combo attack such as the Strong Kick. It is one of the rare move you'll probably use.

Rising Tackle

DU+P

This one of Terry's best anti-air. Why? It hit 7 times like the EX Sagat tiger uppercut and have a high priority and best of all it is a charging move like Guile's Summersault Kick. Try and gave some low LP to the opponent either near or far and once they come closer or jump in Taa...daaaaa.This move also can be combo from all the low attacks except the Strong Kick which knocks the opponent down but the Rising Tackle only deal one hit if you combo it. EX Terry does not have this ability.

Crack Shoot

QCB+K

This move is not an overhead despite the looks but it sure can pass through projectiles. It can be use to tease the opponent who is turtling but judge your distance. Just do it when it hit the opponent and leave you in a safety spot but since it has a pretty nice recovery time. This move is best used after an opening attack such as the near SP but use the LK Crack Shoot to combo-in. This move can also be used as used as a decent anti-air similiar to Alex's Flashchop in the Street Fighter 3 series.

Power Dunk

DP+K

This special move is exclusively for the EX Terry where he lift himself with a punch that hit the opponent up in the air and down with a Burn Knuckle. It is functioned as the anti-air since the EX Terry doesn't have the Rising Tackle. This move sucks in the fact that it cannot combo with. I suggest better use the original version of Terry... ;)

Super Moves

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Power Geyser

QCB HCF+P

A stronger version of Power Wave but does not travel and gave a fierce splash explosion. Very good super when you're near an opponent. The level one does a fierce explosion and the level two does a double explosion while the level 3, yes you guess it a triple explosion just like the KOF version. Best to combo after the near SP or near SK. It is also a great anti-air.

Buster Wolf

QCFX2+K

This is a very good edition and nice move that when it connects you'll scream "Alright!" or whatever. This is originate from Mark Of The Wolves and I really like it a lot. Terry do a fast and striking Burn Knuckle with but not in blue but orange flame that either hit or being blocked, Terry will use the other hand to hold his burning hand and do an massive explosion. The more super moves level you use, the stronger and more hits will gained. A very good follow-ups from a near SP or near SK. I would agree that this move was much better than Terry's Power Kick from the KOF series.

4) Combo

Here are a few combo that I've found and could be useful but I believe there is more so if you had any of not mentioned combo please mail me and as usual credit will be given.

- 1) Near SP-->LK Crack Shoot 3 hits
- 2) Near SP-->LP Burn Knuckle 3 hits
- 3) Near SK-->Burn Knuckle 2 hits
- 4) Near SK-->LK Crack Shoot 2 hits
- 5) Low LP-->Low LK-->SP Rising Tackle 3 hits but could be more depending on your situation such as use in the corner or if the opponent is stunt.
- 6) Jump-in SP or SK-->Near SP-->Power Geyser
- 7) Jump-in SP or SK-->Near SP-->Buster Wolf

5) Stuff

Stuff you wanna or don't wanna know about the game and Terry.

Lost Of Moves

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We must accept that most of the SNK clan have lost their moves for example Iori's Saku Tsumagushi(QCFX2+K) in the KOF 99 and Terry's Power Charge. Some of the move like Power Dunk can only be used in Terry Extra mode in which Capcom tried to balance the Special Moves between Capcom and SNK characters because as we all know SNK consist of average 6 special moves each character but Capcom only average at 4.

Taunt (Chouhatsu)

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Taunt can be used when in the button configuration(for Dreamcast) replace the function of any of the button with "Chouhatsu". Arcade and alternate Dreamcast taunt is still unknown to me.

6) Credits

Yep, this is all the fans out there who have used up their time in helping me and here I would like to send a massive thanks to all of you out there.

God = For giving me a good health and the concentration in anyways. Best of all, thanks for creating me :)

Capcom = For developing a fabulous fighting game of all time.

SNK = For approving their characters to be developpe by Capcom.

Dexlee = In supporting me and gave some information about Terry's Crack Shoot and the Chouhatsu section.

The BFG = In giving me the efforts to create the second character faq after his wonderful guide for Iori Yagami.

7) Future Updates

- a- More on the combos
- b- Fighting specific character strategy with Terry
- c- More information on EX Terry
- d- overhead(s)
- e- colors

Question? Feedback? Info? Please feel free to mail me at : wild_ambition@lycos.com

Your help is always appreciate,