The King of Fighters EX 2 Terry FAQ

by Wasabi_X

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i.Kim j.Choi k.Chang l.Athena m.Kensou n.Bao o.Ryo p.Yuri q.Takuma r.Iori s.Jun t.Miu u.Sinobi v.Ultra Sinobu 9.Credits 10.Contact info 11.Rate My Work

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1.00- Done. Now I only have to update 5 more times for all the sites that ask to host my FAQ!!!

Well, I was one of those people who used to say "Fighting games cannot be done on GBA", I was wrong. This game has prooven that fighting games can in fact, be

done on the GBA. Even with the lack of buttons this game is still good. Great, in fact. Now, Terry is my favorite Fatal Fury/King of Fighters character so I decided I would write an Faq for him. He is the perfect balance of power and speed, which is why I always play as him. In the right hands Terry can be devestating, in the wrong hands, he can be crap. I am here to teach you to be "The right hands".

First off, I am going to be using "fighting game language", instead of saying stuff like "punch" I use terms such as HP, LP ect. I will lay it out for you: HP= Hard punch LP= Light punch HK= Hard kick LK= Light kick (*Please note, because of lack of buttons, Howling Blood is missing the MP (medium punch) and MK(medium kick) moves that usually appear in KoF/FF) a.Controls-A= Hard punch B= Light punch R= Hard kick L= Light kick + .:. 5.Terry's profile and story .:. a. Profile-Full name- Terry Bogard Combat style- Martial arts (*Uses a street fighting technique from his home town and also occasionally uses the Hakkyokusaiken style sometimes) Birthday- March 15th Birth place- South Town, U.S.A Height- 182 cm Weight- 83 kg Blood type- Type O Birthplace- U.S.A Hobby- Videogames Personal Treasure- His fathers vintage jeans. Favorite food- Club sandwiches Dislikes- Slugs Favortie sport- Basketball Other things: He is one of the only fighters who is American b.King of Fighters EX2 Story: Terry Bogard is his full name. Fighting is his game. He has joined the KoF tourny this time with the Fatal Fury team (Andy Bogard (*his brother) and Mai Shiranui (aka T3h HOTN3ZZ!) and the team is considered to be a top contender in the upcoming tournement. But, secrets lie beneath all of this tournement mumbo jumbo. It seems the team has been asked by Blue Mary to look into a series of serial kidnappings that only target children, and some rumours about the sponsors of the tournement. Thus it all begins c.Overall story Terry is a very interesting and colorul character, one of the few fighters with a U.S heritage and a strange fighting style, he is an all around awesome character. He grew up in South Town, U.S.A where he picked up fighting through the streets. He has a brother Andy Bogard, who left to go train while Terry stayed in South Town. Terry's father (Jeff Bogard) died at the hands of Geese Howard when Terry was young. His mentor, Tung Fu Rue advised Terry to carry out revenge later. His brother then left and Terry stayed. Geese Howard had since become a crime lord and he organized a tournement called The King of Fighters. The first tournement led to the defeat of Geese by Terry, Geese was thrown off of Geese Tower in South Town. He was thought to be dead. The next year Wolfgang Krauser(half-borther of Geese) took control of the tournement, Terry was defeated by Wolfgang, but then beat him in a rematch. Terry then learned that

Geese had survived the fall, and he was planning on collecting the legendary Jin scrolls. Terry had to go overthrow Geese again, in an rematch of the last battle the 2 shared Terry knocked Geese over the edge of the Tower, but grabbed his hand and tried to save him, but Geese let go and fell off the edge. Terry then took Geeses son Rock as his own son. + .:. 6.Basic Movement .:. Right- Forward or backwards depending on what side you are on. Left- Forward or backwards depending on what side you are on. Down- You will croutch, enabeling some attacks you normally cannot do. Up- You will jump by pressing up. Up-right- Jump and to the side. Up-left- Jump and to te side. Double right- Pushing right 2 times fast will enable you to run, or backdash. Double left- Pushing left 2 times fast will enable you to run, or backdash. Left and B+R- Rolls to the left. Right and B+R- Rolls to the right. a.Striker System This allows you to call in an allie for a special move. Pressing L+B will call your allie. You have 3 chances at using the striker system per match. If your allie is hit he will not strike. Usually an allie jumps in and uses his special move. b.Master System Once you have reached master rank with one of your characters, master mode is unlocked during play. The only way to reach master mode is by playing with that character in story mode multiple times. To activate Master Mode, press R+L during gameplay with someone of master rank. During master mode you can use unlimited MAX deadly attacks, and execute a super cancel when using super attacks. During master mode you cannot use block-cancel emergency escapes or flying attacks. c.MAX System When you collect 3 bars from a battle you can go into MAX mode. During MAX mode you can do unlimeted MAX deadly attacks. MAX mode is activated when you have 3 bars of power and you press A+B at the same time. + .:. 7.Special Moves .:. a.Burning Knuckle- down, down-left, left + WP, SP This is a punching technique. Pressing the combo and then WP will launch a projectile energy blast that will "surge" across the floor towards you opponent b.Power wave- down, down-right, right + WP This is the weaker version of the Spherical wave. It doesn't go to far, but it packs a wallop. You will fly towards your opponent with a flying flaming fist. c.Spherical wave This is one of Terry's best attacks, you can fly acroos the whole screen with this move. It is like the power wave, but it is more powerful and goes farther. d.Crack shot- down, down-left, left WK or SK This is a kicking move. What you do is make a circle kick. This move is good if

know someone is about to hit you with an ariel attack. e.Rising tackle- hold down, up + SP or WP This will hold you in croutch until you need it. Once you press up and WP or SP you will do a spining upwards kick. f.Power Dunk- right, down, down-right When you execute this move, you will rise up high, and then punch downwards on the enemy. Its good for situations where you have to get off the ground, but also have to attack. g.Power Geyser- down, down-left, left, down-left, right The power geyser is alot like the burning knuckles SP mode. Except it will go WAY higher and do MUCH more damage. The best strategy would be to wait until your opponent is disoriented and then use this attack. h.High angle geyser- down, down-right, right, down, down-right, right + WK or SK This move can devastate. You will do a series of melee combos which, if connected, will stun your opponent and knock em to the ground. This is a great move and is easy to use. i.Power Geyser MAX- down, down-left, left, down-left, right + A AND B (*Note, you need to be at MAX power gauges to do this move.) A much more powerful version of the power geyser, this is hard to do, but can take down HALF of your opponents health bar in one hit. + .:. 8.Basic Strategy .:. a.Kyo Ryo isnt very tricky to figure out. His special attacks have quite sme range. But, if you get in to close, he will grab you. Just stay away and use power wave. Sometimes he will charge and attack, after this use your Power Geyser to almost kill him, crude but effective. b.Moe In addition to being the most annoying character in the game (because of the damn sounds she makes while using her moves) Moe is also a hard opponent. She favors low attacks, and has a few attacks that have high-low combinations. Blocking these types of attacks are VERY hard to do, so keep on your gaurd and be prepared for any range of attack heights. c.Reiji Reiji is very quick. Some of his special moves are way to predictable though. he is fond of charging which leaves him WIDE open for a grab. Grab him to do some damage, then just use basic strategy. d.Andv Ah, its good ol' bro, to bad he is a cheap ass! He goes for your legs 70% of the time. Just make sure you block down and counter all his attacks with a low strong kick. e.Mai HEY! Stop staring! Anywho, she will attack with combos of fans and kicks. She also tends to grab a lot. Make sure you have a good vantage point and if you have to be cheap. Watch for her flame robe thing, its hard to spot and is powerful. f.Leona Leona is a hard opponent for Terry. She LOVES to get behind you and grab you. This isnt good at all. If she sucessfully gets behind you, it can spell doom. She can do 2 things behind you, grab you or use a deadly combo, hope for number 1. I have had quite a few instances where she used a deadly attack, it was to predict becuase of her being behind (she does it suddenly, which throws most

out of thier groove).

q.Ralf Ralf is one of the more hands-on characters in the game. He will try to run in and grab you alot. Watch out when he starts to dash, maybe execute a burning knuckle to slow him down so he cant get in close. If he does grab you, you will lose a lot of your health, so keep as far away as possible and use projectiles. If you plan on using a sphereical wave against him, make sure you know how to roll on outta there, or it could be doom. h.Clark Clark likes to stay in place until it is the right time to attack. Beware if he dashes at you, sometimes he tackles you and can execute deadly combos while you are on the ground. Sphereical wave can do very well against him. Try to keep Clark at close range though, just keep on using WPs and WKs and you have an easy win. i.Kim j.Choi k.Chang Chang has to be the most annoying character in the game. He has uber-range. If you are half way across the screen, you are stil in danger of being hit. Keep your range and use you power wave as much as possible. When Chang taunts (which he undoubtably will, he always does) use your spherical wave to deal a lot of damage. l.Athena Athena is quite possibly the quickest character in the game. She will leave a sort of "after image" and suddenly be behind you. Dont be fooled by her after image, it is kind of transparent, so try to look through it. She also has an attack that will fire all of your projectile attacks back at you. Her projectiles are big balls of energy, just block em. I reccomend you use projectiles, but watch for her mirror. m.Kensou Kensou has a weird fighting style, The praying mantis. He likes to use this move where he lunges towards you and punches alot, but it is eaisily avoidable and more eaisily blocked. What you do is when he tries this attack, execute a power wave or a high angle geyser. He will not be able to cancel and get knocked in the face because he wasnt expecting it. Also watch out for his rolls. n.Bao Boa a tricky one. She is really really fast, and if you are not careful she can thrown your moves right back at you, literally! She(like Athena) has a move that will reflect all of your projectile attacks back at you. Also, Boa has a strange set of special moves, she flies at you like a ball, its hard to dodge also, so I reccomend blocking. Sphereical wave is your freind in this fight, as is high angle geyser. o.Ryo Not a very tough opponent, but be wary, he will trick you. His regular specials are close-range, so no need to stay close. Dont use the spherical wave, he will just block you and trip you up. Power wave is the way to go. p.Yuri Yuri is a rusher. She will rush in and try to get a few hits, than run back out and go over again. Fortunatly for you, your power wave A attack can stop her

in

her tracks. Or you can block and grab, what ever you feel like doing. q.Takuma Takuma uses a strange form of martial arts. His punches are devastating, but he lacks in kicks. Do not get hit by his strong punch, it will take a huge chunk out of your life bar and knock you back. Use your power geyser when it appears he is open to attack. r.Iori Stay out of the air! Although slow, Iori rules the air. He as an upper-cut attack that will keep you grounded if you try to go airbourne. Use your power wave, as it is most effective. s.Jun Jun is strange. She uses her hips as weapons, this means no range at all, but she also doesn have very much power, just stay back and run in for an attack every once and a while. t.Miu She is one of the new characters in EX2. She is fast as hell and has a lot of attacks that will just repeatedly attack. The feathers will hit you 2 or 3 times before you will regain control. Just stay back and use spherical wave. u.Sinobu The boss of the game, he is also tres hard and annoying. Thing is, a lot of people find him hard because they dont know what to do. The trick is, go in! Dont stay outward, he will use his tornado attack, move in and grab, rinse, repeat, and you have won! But be wary, if he hits you with a tornado you will be at the other end of the scrren and right when you get up, he will attepmt another tornado. v.Ultra Sinobu He is exactly like Sinobu, but with more powerful attacks, use the same strategy as last time. + .:. 9.Credits .:. I would like to thank first and foremost, SNK. They have continueously pumped ouy great KoF games, and they never get old to me. I would also like to thank Marvoulous Entertainment, for programming the game. Also, GameFaqs, which still looks good to me, thanx Ceejus. .:. 10.Contact info .:. Questions? E-mail me at: Wasabi.X@gmail.com or catch me on AIM(RedAlertZero). + .:. 11.Rate My Work .:. + Please, rate my work: http://www.gamefaqs.com/contribute/contrib ratings.php Register there and then use the new system of rating FAQs on a scale of 1-10,

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