

Real Bout Garou Densetsu Special: Dominated Mind (Import) Geese FAQ

by Basel

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Geese Howard

A Word Before We Get Down To The Real Talk:

What you will read down is my strategy, which means.. it might not be workable with you as it is with me and may be yes. I really do not need any E-Mail(s) asking: "What is good or bad" since I will fully talk about everything about him (including combination attacks). Hope it will somehow be useful to you and lead your play or skills to a higher level.

Character Profile:

Character Profile:

Name: Geese Howard (The Kingpin Of Southtown)

Wife: Maire R.

Son: Rock Howard

Half Brother: Wolfgang Krauser

Brother-In-Law: Kain R.

Most Trustworthy Bodyguards: Billy, Hopper and Ripper

Also Known As: "Ruler of Southtown", "The Conqueror of the Underworld", "Don of the Dark Organization", "The Ultimate Self-Made Badguy" and "Lone Wolf Killer Geese".

He Is: The Main Villain in SNK

Weapon: Bare Hands

Birth Date: 1953.1.21

Birthplace: America

Age: Above 46

Height: 183cm

Weight: 82kg

Blood Type: B

Country: U.S.A

Style: Kobojujutsu and Hakkyokuseiken

Hates Most: Those who get in his way.

Likes Most: To be on top of everybody.

Favorite Sport: None

Stage: Geese Tower

Character Voice: Kong Kuwata

English Character Voice Actor: Ward P. (only in the Fatal Fury animes)

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Appearance:

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In Games:

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- 1)The Super Spy
- 2)Fatal Fury: The King of Fighters
- 3)Fatal Fury Special
- 4)Fatal Fury 3: Road to the Final Victory
- 5)Real Bout Fatal Fury
- 6)Real Bout Fatal Fury Special
- 7)Real Bout Fatal Fury 2: The New Comers
- 8)Fatal Fury: Wild Ambition
- 9)Fatal Fury: First Contact
- 10)Fatal Fury: Dominated Mind
- 11)Art of Fighting 2
- 12)Quiz The King of Fighters
- 13)SNK Vs. Capcom The Match of the Millennium
- 14)Capcom Vs. SNK
- 15)Capcom Vs. SNK: Pro
- 16)Capcom Vs. SNK 2
- 17)The King of Fighters'96
- 18)The King of Fighters Ex: Neo Blood
- 19)The King of Fighters'Kyo
- 20)SNK Vs. Capcom Card Fighters Clash
- 21)SNK Vs. Capcom Card Fighters Clash: Expand Addtion
- 22)The King of Fighters'Ex: Neo Blood
- 23)SNK Vs. Capcom Chaos

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In Backgrounds:

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- 1)Pao Pao Cafe - The King of Fighters'94
- 2)The King of Fighters'2002

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In Endings:

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- 1)Fatal Fury Team - The King of Fighters'94
- 2)Fatal Fury Team - The King of Fighters'95
- 3)Special Team - The King of Fighters'97
- 4)Art of Fighting (on Nintendo)
- 5)Billy Kane - Real Bout Fatal Fury
- 6)Yamazaki - Real Bout Fatal Fury
- 7)Terry Bogard - Real Bout Fatal Fury
- 8)Andy Bogard - Real Bout Fatal Fury
- 9)Ex Billy Kane - Real Bout Fatal Fury Special
- 10)Billy Kane - Real Bout Fatal Fury 2
- 11)Billy Kane - Fatal Fury: Wild Ambition
- 12)Ryo - Art of Fighting 2
- 13)Robert - Art of Fighting 2
- 14)Yuri - Art of Fighting 2
- 15)Takuma - Art of Fighting 2
- 16)King - Art of Fighting 2
- 17)Jack - Art of Fighting 2
- 18)Lee - Art of Fighting 2
- 19)Temjin - Art of Fighting 2
- 20)Eiji - Art of Fighting 2
- 21)Mickey - Art of Fighting 2
- 22)John - Art of Fighting 2
- 23)Mr. Big - Art of Fighting 2

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In Openings:

- =====
1)Fatal Fury Special
2)Fatal Fury 3
3)Real Bout Fatal Fury
4)Fatal Fury Wild Ambition
5)Fatal Fury Mark of the Wolves
6)The King of Fighters'96
7)Art of Fighting 2

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In Animes:
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- 1)Fatal Fury: Legend of the Hungry Wolf
2)Fatal Fury 2: The New Battle
3)Fatal Fury: The Motion Picture

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Why Geese?

Needless to say, the most wonderful player among all the other fighters. If you do not use him here then you will miss the finest Geese in all games.

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Stage:

So evilish and dark. Gotta wonder why SNK isn't bad?! The same demon status and Japanese armors around the stange and a beautiful phoenix drawn on the ground. So cool to see...

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Background Music:

Only one this time... and the only one... Geese Ni Katakori. This is pretty much fast and sweet... you will start hitting once you listen to it.

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Quotes:

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Winning Quotes:
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"I'm invincible"

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Character Background

You will face Geese as Nightmare Geese. Which is pretty much scary. Geese seems to be coming to all the characters' minds as a true nightmare, because he was a real pain in the @\$\$ to them.

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Intros:

Intros:

The intros change depending on fighting Geese human or the CPU. Here goes the list:

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Human Geese:
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Terry: GEESE!!

Geese: I've been waiting for you!

Andy: GEESE!

Geese: I've Been waiting for you!

Joe: Oraaaaa!

Geese: Hahaha... hmph!

Tung: (says crap)

Geese: Hahaha... Hmph!

Billy: (greet's Geese)

Geese: Hmph!

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CPU Geese:
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Terry: GEESE! (Terry looks at Geese with a big shock)

Geese: It's your choice; slavery or death.

Andy: GEESE!

Geese: You still think you can touch me?

Joe: Oraaaa!

Geese: Gnats like you should be goners by now.

Mai: (says crap)

Geese: So, the big booby has come again to be beaten so bad!

Geese: Kneel or die.

Mary:

Mary's dog tries to attack Geese, then Geese carelessly gives him his CD attack Get Lost (from King of Fighters'96) to knock him out (it is standing C in Real Bout Fatal Fury Special).

Mary: Ahhhh! (points her finger at Geese with madness)

Tung: (says crap)

Geese: If you are in for a pain, so be it.

Kim: Evil is unforgiven (he says something like that with his two sons beside him)

Geese: Screw you all.

Hon-Fu: Let's go. (or something like that. And then performs his starting pose)

Geese: Death wish?

Richard: Let's go, Bob.

Bob: Okay!

Geese: No wonder you like each other!

Franco: C'mon!

Geese: You're beyond stupidity for stupid people.

Sokaku: (says crap)

Geese: I will grant you pain and then death.

Duck: (says crap)

Geese: Take that dumb duck of yours and go home, stud!

Shinzan: (says crap madly)

Geese: This will be fast.

Chonshu: (says crap)

Geese: Try to attack, kid.

Chonrei: Haaaaaaah (forms a big ball of energy)

Geese: I will make your death special.

Yamazaki: (says crap)

Geese: Why don't you go play hide-and-seek with your mother-in-law, wimp?

Alfred (says crap)

Geese: Whatever... you will be nothing but dead.

White: (says crap)

Geese: You're about to know the real meaning of pain, clown boy!

Blood: (says crap)

Geese: Why don't you play dead?

Krauser: This is the showdown, Geese!

Geese: Pretty much it, melonhead.

Billy: Most respect (or something like that, then greets Geese)

Geese: Come and fight, Billy Kane.

Geese: Hmph!

Geese: Who's this bozo?

P.S. Hey, hey, hey! Now, now, now. Geese did not say any of the above quotes. I just came up with them for fun. The other characters, yes. But Geese actually says something VERY so not understandable... that is why I preferred to write something and then clear out everything. So, this is pretty much for FUN... OKAY?!

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Ending:

He kicks White's butt so hard and then looks at him with an evilish look.

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Legends:

X button = Punch
O button = Kick
Square button = Power Attack

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Command List:

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Special Moves:
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- 1)Reppu Ken: Quarter circle backward + X
-
- 2)Double Reppu Ken: Quarter circle backward + Square
-
- 3)Upper Body Slam: Half circle forward + O
-
- 4)Mid Hard Push: Half circle forward + Square
-
- 5)Evil Shadow Smasher: Backward, forward + O or Square
-
- 6)Shippu Ken: During jump, quarter circle backward + X
-
- 7)Double Shippu Ken: During jump, quarter circle backward + Square

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Super Move:
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- 8)Raising Storm: Down/backward, half cricle backward, down/forward + O and square

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Hidden Super Moves:
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- 9)Ashura Shippu Ken: Quarter circle forward, quarter circle forward + Square
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- 10)Deadly Rave: Quarter circle backward, forward + X, X, X, O, O, O, square, square, square, quarter circle backward + Square

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Throws:
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- 11)Shinku Nage: Near opponent, forward or backward + Square
-
- 12)Kosatsu Sho: Near opponent, down/forward + Square

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Special Attacks:
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- 13)Screw Kick: Backward + O
-
 - 14)Raising Palm: Down/forward + X
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Strategy:

I know most of you might think that Geese has got what he really deserves in this game. Let's welcome back the so bad\$\$\$ villain, Geese Howard. SNK represents for you Geese as a nightmare to show how strong he really is after learning the Qin scrolls (not completely). Damn, so monster...

If you are going to play him then keep in mind you are going to something very damaging and combination attacks to knock your opponent out. So, you are up to his standing X, O, square for combos and to cancel them into Special Moves and Super Moves. The trick is to not give your opponent a distance to breathe. Keep attacking with crouching square and cancel it into a Reppu Ken. It is very handy. As for the down/forward + X is for anti-air attacks. But you have to use it a little bit earlier before the opponent gets close to you.

Poke with his Xs more than Os because they do not have any lag or delay. They come out fast and stun your opponent greatly. If you are going for air attacks then go for the square the most but if you have to use X or O then be sure to connect them with the square. Example: "Jump X, square, standing square, Reppu Ken." See how easily done? Remember, his air square is good against air attack, combination attacks and for a decent damage. Also, it has a good range... so why use anything else if this does it all? Pretty much not complicated... just use the high jump + square for combos and low jump + square for combos and against air attacks.

His distance square is a connon. It is so powerful and damaging. And it has a very long range, dammit. Make good use of it... it will help you a lot. As a matter of fact, it will make your game very easy. Never forget this wonderful Normal Attack. Just when someone like Yamazaki likes to play from a distance then welcome him with open arms and kick him very hard with your very good distance attacks, like distance square, backward O, Reppu Ken, Evil Shadow Smasher and many more.

His Reppu Ken is now so dependable. Damn, it is so powerful... it can eat all the other fireballs and still hit the opponent no matter what. Also, it is so damn fast... this is too much! ^_^ His Reppu Ken still can be used to confuse your opponent or to make him jump so that you could use the Raising Storm. He recovers fast after he performs it... be careful. His Double Reppu Ken is good for combos and to stun your opponent, just do it when you are very close, do not worry... there won't be anything surprising to do by your opponent. Try not to use it from a distance and if you have to, then use it when the opponent is felling down. But as for the Reppu Ken, you can use it, but be very careful when you are up to use it. Some combo demons (like Billy) might give you a hard time if you miss anything or do any mistake. You see, you are already a combo demon and your character is great, but that does not mean you will rule over. I mean the Double Reppu Ken can even eat Krauser's Kaiser Wave (even if he charges it to the limit). Whoa! That is so devilish! ^_^

You will laugh at Shin Akuma once you play Geese. His Shippu Ken now can be connected to many combos as well as can be done after the Divine Punishment! He can unleash either one or two normal Shuppu Kens. If you do one, then you will be able to fast land down without much trouble or anything. If you choose two, then you will be able to control him while you are the air (what to choose? both are great)! His Double Shippu Ken is another matter, of course. You can throw either two Shippu Kens or FOUR Shippu Kens... that is "FOUR" Shippu Kens ladies and gentlemen... I mean FOUR FOUR FOUR. So rainy... ^_^ He performs them so fast and can connect them to combos as well. If you do either of them, he will go back but be aware... he will still be able to kick whenever he wants

while he is in the air (after performing the Special Move). So, do not think of waiting for him until he finishes and then you give him a damaging combo, because he will then kick you and perform a very very very damaging combo (check the Combos Section to cry)!

You should know by now that Geese can counter the air attacks and some Special Moves and Super Special Moves with his Upper Body Slam move. So, does that mean you can always use it when the opponent jumps at you? No, of course, stud. Because this move has its weak point, now it is not worth it when Billy jumps and then you do it, then he does nothing but when he lands he performs a demon combo on you! See! So, you need to use it from time to time... not really guessing, but more of a mind game. You do many confusing things and give a hard time to your opponent and when he is about to jump, you will surely think that he got some air to attack you to give you some hard time, here do fast Upper Body Slam as it will counter his air attack! But when the character jumps a lot then change your pattern. Like down/forward + X, jump square, backward twice then distance square. But when the character does a move and you are pretty sure that the Upper Body Slam can counter his or her attack, then there is no chance for guessing here... fast do it.

So, you need to know if you can counter this or that Move, Super or Hidden Super in order to master this Special Move perfectly. As for his Mid Hard Push, there a big advantage to both, you and your opponent. If you miss you will eat a big combo, if you get your opponent with the Special Move, you will eat him or her alive. So, how to master this move in order to be good with it? If (that is a BIG if) you see anyone mashing or giving you a hard time by punching and kicking you from different ways like crouching attacks then distances attack or standing attacks, then you can do it... but not just do it, wait for the right time and when your mind tells that the opponent is about to hit, hit! No, I am not being sarcastic, I sometimes do mistakes, but most of the times I do well... and pretty well. You just need to do it in the right time, there is nothing to lose most of the time. Geese will push his opponent to the other way and stun him for a big combo, so never dare to miss that good chance, eh? Or you could use it when you know that the next Normal Attack that the opponent will do cannot be connected to any combo or what-so-ever damaging. Here, you will have nothing to lose by performing the Special Move.

His Get Lost move is good for combos and when the character defends low a lot! Use it when the opponent in a crouching position. Never use it a lot, only in combos... you do not have to because you already have other good options. It has a lag (so un-usual, eh? ^_^). So, use it when you really have to. Or from time to time.

His Evil Shadow Smasher is so devilish too. Damn, he attacks his opponent so damn fast! Do the one with the O button for combos and the one with the square combo for combos and range attacks, also when the opponent jumps, you will not be hit, as a matter of fact, Geese will still hit the opponent which makes him or her fall down then Geese can run to where his opponent fell and then be ready to attack again! So there is no escape... that is why he is only playable on Playstation (Neo-Geo and Neo-Geo CD are a different matter, of course)! He will recover from the move in no time. The opponent will not be able to hit you after you perform it and he defends it no matter what! NO MATTER WHAT! Get it?

Shinku Nage, sweet sweet Shinku Nage that is very known to everybody. If you are up to something cool then Shinku Nage is the right answer. He throws the opponent far away with a cool evil pose. If you want your opponent near you then you are free to use his Kosatsu Sho. Very cool throws, really!

They made his Raising Storm a little bit weaker than before. But changed the command for it back to the original command of Raising Storm (laughable). They

had to change it not because of anything, actually just to let the Playstation users know how it was. Now the pillars are showing only in the forward position where he stands, so he is wide open in the back. But not to worry, he still can rule with is. You just need to play a mind game and do it a little bit eariler before the opponent jumps. Still, some delay and lag, but nothing much to lose since he still has many many many other good options. But I tell you, it is still damaging.

Ashura Shippu Ken is damn cool. Curse you SNK for not putting it in the Aracde, Neo-Geo and Neo-Geo CD versions! Not really! ^_^ This Hidden Super Move is way useful than the Thunder Break. Good... make good use of it. No lag, delay and recovers so fast from it. Use it with good combination attacks and be very careful... you do not want to waste it, do you?

As for his sweeeeeet Deadly Rave, I highly recommand using it along with the Raising Storm. It has good invincibility and damage. It is so good for combos. They realized their mistake that they should have put this Hidden Super Move since Fatal Fury 3! Well, the move does not make the opponent dizzy as it was back in Art of Fighting 2, but still, it is still damaging and good for combination attacks! I mean this is REALLY good for combination attacks! You must check the "Combos Section" to know the best ways to use the Deadly Rave.

That is about it, ladies and gentlemen. Geese is so much fun and good to use. But you just need to love or like the guy at least if you really want to use him perfectly. Just be cool and use the easy methods to play fair and square with your opponet, because otherwise he or she will nag and slap you for being so powerful with Geese, or should I say because Geese is so powerful? No difference... the result is the same... you will win in either way. Best of luck...!

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Combos Section:

I will only write the names of the moves (not the commands), I have always been so... so if anybody is not good with it, you can see the command list above and then check here again. I will list every good, bad, short, long, easy and hard combos. I really will not bother to look for sites to put any of their combos in here. I like to see my work completely original, but you might know all the combos... I will put it just for Geese's fans' sake.

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Normal Combos:
=====

- 1) Jump Square, distance Square
-
- 2) Jump Square, Double Shippu Ken
-
- 3) Jump Square, standing Square, Reppu Ken
-
- 4) Jump Square, Raising Palm, Reppu Ken
-
- 5) Jump Square, standing Suqare, Evil Shadow Smasher
-
- 6) Jump Square, standing Square, Evil Shadow Smasher, Double Shippu Ken
-
- 7) Jump Shippu Ken, Double Reppu Ken
-
- 8) Jump Square, standing Square, Evil Shadow Smasher, Shippu Ken (double X)

-
- 9) Jump Square, Screw Kick
-
- 10) Shippu Ken, Reppu Ken
-
- 11) Standing Square, Reppu Ken
-
- 12) Evil Shadow Smasher + Square, Double Shippu Ken (opponent must be jumping)
-
- 13) Evil Shadow Smasher + Square, Shippu Ken (opponent must be jumping)
-
- 14) Standing Square, Double Reppu Ken (opponent must be in the background)
-
- 15) Jump up Square, Get Lost
-
- 16) Shippu Ken, jump again and fast Shippu Ken, standing Square, Evil Shadow Smasher, Shippu Ken (opponent must be cornered)
-
- 17) Shippu Ken, jump again and fast Shippu Ken, standing Square, Double Reppu Ken (opponent must be cornered)
-
- 18) Shippu Ken, jump again and fast Shippu Ken, standing Square, Reppu Ken (opponent must be cornered)

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Super Combos:
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- 19) Jump up Shippu Ken, Raising Strom (opponent must be cornered)
-
- 20) Jump Square, standing Square, Deadly Rave
-
- 21) Jump X, Raising Palm, Deadly Rave,
-
- 22) Jump Square, standing Square, Deadly Rave (until fourth hit, stop), standing Square, Evil Shadow Smasher + C
-
- 23) Jump Square, standing Square, Deadly Rave (until fourth hit, stop), standing Square, Evil Shadow Smasher, Shppu Ken (double X)
-
- 24) Jump Square, standing Square, Deadly Rave (until fourth hit, stop), standing Square, Evil Shadow Smasher, Double Shippu Ken
-
- 25) Jump Square, standing Square, Deadly Rave (until fourth hit, stop), standing Square, Reppu ken
-
- 26) Jump Square, standing Square, Deadly Rave (until fourth hit, stop), standing Square, Double Reppu Ken (opponent must be cornered)
-
- 27) Jump Square, standing C, Ashura Shippu Ken
-
- 28) Shippu Ken, again Shippu Ken, standing Square, Deadly Rave (until fourth hit, only) standing Square, Evil Shadow Smasher + Square (opponent must be cornered)
-
- 29) Shippu Ken, again Shippu Ken, standing Square, Deadly Rave (until fourth hit, only) standing Square, Evil Shadow Smasher, Shippu Ken (double X) (opponent must be cornered)
-
- 30) Shippu Ken, again Shippu Ken, standing Square, Deadly Rave (until fourth hit, only) standing Square, Reppu Ken (opponent must be cornered)

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31) Shippu Ken, jump Square, standing Square, Deadly Rave (until fourth hit, only) standing Square, Double Reppu Ken (opponent must be cornered)

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32) Shippu Ken, jump Square, standing Square, Deadly Rave (until fourth hit, only) standing Square, Evil Shadow Smasher, double Shippu Ken (opponent must be cornered)

-
33) Shippu Ken, jump Square, standing Square, Ashura Shippu Ken (opponent must be cornered)

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Final Impact Combos:
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34) Reppu Ken, Deadly Rave

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35) Double Reppu Ken (first hit), Deadly Rave

-
36) Jump up Shippu Ken, Reppu Ken, Deadly Rave

-
37) Jump Shippu Ken, Double Reppu Ken (first hit), Deadly Rave

-
38) Jump Square, standing Square, Reppu Ken, Deadly Rave

-
39) Jump X, Raising Palm, Double Reppu Ken (first hit), Deadly Rave (opponent must be cornered)

-
40) Jump Square, standing Square, Reppu Ken, Deadly Rave (until fourth hit, stop), standing Square, Evil Shadow Smasher + Square

-
41) Jump Square, standing Square, Reppu Ken, Deadly Rave (until fourth hit, stop), standing Square, Evil Shadow Smasher, Shppu Ken (double X)

-
42) Jump Square, standing Square, Reppu Ken, Deadly Rave (until fourth hit, stop), standing Square, Evil Shadow Smasher, Double Shippu Ken (opponent must be cornered)

-
43) Jump Square, standing Square, Reppu Ken, Deadly Rave (until fourth hit, stop), standing Square, Reppu ken

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44) Jump Square, standing Square, Reppu Ken, Deadly Rave (until fourth hit, stop), standing Square, Double Reppu Ken (opponent must be cornered)

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45) Jump Square, standing Square, Double Reppu Ken (first hit), Deadly Rave (until fourth hit, stop), standing Square, Evil Shadow Smasher + Square

-
46) Jump Square, standing Square, Double Reppu Ken (first hit), Deadly Rave (until fourth hit, stop), standing Square, Evil Shadow Smasher, Shppu Ken (double X)

-
47) Jump Square, standing Square, Double Reppu Ken (first hit), Deadly Rave (until fourth hit, stop), standing Square, Evil Shadow Smasher, Double Shippu Ken (opponent must be cornered)

-
48) Jump Square, standing Square, Double Reppu Ken (first hit), Deadly Rave (until fourth hit, stop), standing Square, Reppu ken

-
49) Jump Square, standing Square, Double Reppu Ken (first hit), Deadly Rave (until fourth hit, stop), standing Square, Double Reppu Ken (opponent must be cornered)

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- 50) Shippu Ken, again Shippu Ken, standing Square, Reppu Ken, Deadly Rave (until fourth hit, only) standing Square, Evil Shadow Smasher + Square (opponent must be cornered)
-
- 51) Shippu Ken, again Shippu Ken, standing Square, Reppu Ken, Deadly Rave (until fourth hit, only) standing Square, Evil Shadow Smasher, Shippu Ken (double X) (opponent must be cornered)
-
- 52) Shippu Ken, again Shippu Ken, standing Square, Reppu Ken, Deadly Rave (until fourth hit, only) standing Square, Reppu Ken (opponent must be cornered)
-
- 53) Shippu Ken, jump Square, standing Square, Reppu Ken, Deadly Rave (until fourth hit, only) standing Square, Double Reppu Ken (opponent must be cornered)
-
- 54) Shippu Ken, jump Square, standing Square, Reppu Ken, Deadly Rave (until fourth hit, only) standing Square, Evil Shadow Smasher, double Shippu Ken (opponent must be cornered)
-
- 55) Shippu Ken, again Shippu Ken, standing Square, Double Reppu Ken (first hit), Deadly Rave (until fourth hit, only) standing Square, Evil Shadow Smasher + Square (opponent must be cornered)
-
- 56) Shippu Ken, again Shippu Ken, standing Square, Double Reppu Ken (first hit), Deadly Rave (until fourth hit, only) standing Square, Evil Shadow Smasher, Shippu Ken (double X) (opponent must be cornered)
-
- 57) Shippu Ken, again Shippu Ken, standing Square, Double Reppu Ken (first hit), Deadly Rave (until fourth hit, only) standing Square, Reppu Ken (opponent must be cornered)
-
- 58) Shippu Ken, jump Square, standing Square, Double Reppu Ken (first hit), Deadly Rave (until fourth hit, only) standing Square, Double Reppu Ken (opponent must be cornered)
-
- 59) Shippu Ken, jump Square, standing Square, Double Reppu Ken (first hit), Deadly Rave (until fourth hit, only) standing Square, Evil Shadow Smasher, double Shippu Ken (opponent must be cornered)
-
- 60) Jump O, Square, standing Square, Reppu Ken, Deadly Rave
-
- 61) Jump O, Square, standing Square, Double Reppu Ken (first hit), Deadly Rave (opponent must be cornered)

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Questions & Answers:

This section is for those who E-Mailed me about a thing or two about Geese or some aspects, instead of e-mailing them back, I will answer here so that nobody would ask the same questions again (I will put the questions of the Arcade and Neo-Geo version too):

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Kyle:
=====

Q: This not the powerful Geese in the Arcade version, right?

-
A: Yes, of course. But he is so good here, too. So powerful and easy to use.

His Hidden Supper Move, Hell Rain, is so good and helpful and he is also so damaging. But he lost his Get Lost move and MANY combination attacks.

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Red Rose:

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Q: Hey, maniac... thanks for the F.A.Q! Does Geese have Thunder Break here or not?

-

A: That was laughable! ^_^ Ahem, no... he doesn't! They gave him Hell Rain instead... which is a lot and way useful and helpful.

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Saad:

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Q: Hey, Bosbos. I just read your F.A.Q. from the Arcade and Neo-Geo versions and it says his Raising Strom is "Forward, half circle forward" and here not, why?

-

A: Because SNK wanted the Playstation fanboys to know how it was. It is down/backward, half circle backward, down/forward in the Playstation version... so you have to train in order to perfect it. Good luck, because you will need it.

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Seriois:

=====

Q: Thank you very much for the FAQ, I like to use Geese and I wanted to know some information and combos about him, and you were much of help for me. My question is, where were you five years ago?

-

A: You are most welcome! Where was I, eh? Well, five years ago I did not know about the net, I was very focused on my studies and Neo-Geo. But then someone told me about the site and adviced me to help people and so I did.

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Easa:

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Q: Are you sure about the combos?

-

A: 100%. I have the tape and I recorded all of them. They are easy once you know the trick of his combos, but you are so stupid to understand that, Easa.

^_^
-

=====

Seriois:

=====

Q: Thank you very much for the F.A.Q., I like to use Geese and I wanted to know some information and combos about him, and you were much of help for me. My question is, where were you five years ago?

-

A: You are most welcome! Where was I, eh? Well, five years ago I did not know about the net, I was very focused on my studies and Neo-Geo. But then someone told me about the site and adviced me to help people and so I did.

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ZSDRG:

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Q: Why isn't he playable in the Arcade?

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A: Because he is so powerful and he would kick every character in no time and the players would feel boring. That is why! He is so good to be playable... so I guess it was a good idea to make him playable only on Neo-Geo and Neo-Geo CD and Playstation.

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Last Word:

Okay, Finally... it is finished. Hope I was helpful and useful to you. If anybody wants to use anything, by all means do so, but tell me so first before you do that. And if anybody have any doubts about any combination attack or cannot perform any, kindly, E-Mail me and I will explain it more clearly to you. Remember, do not stick with the rules a lot... Screw The Rules.

Special Thanks:

- 1)To SNK for this great game.
2)To Gamefaqs.
3)To all Geese's fans.
4)To all my friends for the encouragement.

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If you need to contact me to add or ask me about anything, E-Mail me at Mr_Basel@yahoo.com or Mr_Geese@hotmail.com

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