

# Capcom vs. SNK Balrog Character FAQ

by ICEOUT0002

Updated to v3.0 on Feb 17, 2004

Capcom vs. SNK: Millenium Fight 2000 - Balrog

Dreamcast

Version 3.0 02/17/2004

by Charles Grey (iceout0002@aol.com)

## -- 01. Legend

UB U UF:1 2= P

B \* F :3 4= K C= hold

DB D DF:n/x= normal/ex only

## -- 02. Movelist

Basic Moves \* cancellable \$ supers only

1 : Basic Jab \*

Far 2 : Straight \$

Close 2 : n Face Punch \$

x Mini-Upper \$

3 : Elbow Hit \*

Far 4 : Swinging Punch \$

Close 4 : Stomach Blow \$

Crouch 1 : Low Jab \*

DB+2 : n Low Punch \*

x Low Punch \$

D/DF+2 : Crouching Upper \$

Crouch 3 : n Ground Jab \*

x Quick Low Punch \*

DB+4 : Ankle Punch \$

D/DF+4 : Fist Sweep \$

Jump 1 : Air Jab

Jump U,1 : Downward Light Punch

Jump 2/4 : Downward Hard Punch

Jump U,2 : n Overhead Chop (B/F moves)

x Overhead Chop

Jump 3 : same as jump U,1

### Special Moves

Turn Punch : C P/K, release

Dash Straight : CB,F+P

Dash Upper : CB,F+K

n Buffalo Headbutt : CD,U+P

n D.Ground Straight : CB,DF+P

n D.Ground Upper : CB,DF+K

### Throws

Stomach Blow : B/F+2

n One Arm Takedown : B/F+4

x Headbutt Hold : B/F+4

### Super Moves

Crazy Buffalo : CB,F,B,F+P (hold K to change punches)

n Gigaton Blow : CB,F,B,F+K (level 3/MAX)

## -- 03. Strategy

### TAUNT

Balrog flexes his muscles and says something in Japanese.

Intro taunt: he may also be saying 'Don't stop me...'

### BASIC JAB

This has the farthest range of his light attacks and can be linked off of his crouching medium attacks and Dash Upper. Up to 5 can be linked against Zangief.

### ELBOW HIT

A quick elbow strike that has the worst hit range of his standing attacks.

### LOW JAB / QUICK LOW PUNCH

Decent range and some anti-air ability.

### GROUND JAB

Shorter range and can't be used as an anti-air.

### DOWNWARD HARD PUNCH

His best jump-in and air counter. It can cross-up large opponents.

### STOMACH BLOW

Balrog grabs with one arm and punches them across the screen with the other.

### ONE ARM TAKEDOWN

He grabs and slams them down.

### HEADBUTT

Up to 13-15 hits. (Press buttons to speed it up, opponent can also do this to break out sooner.)

### TURN PUNCH

Balrog moves away a little with his back turned and throws a charging straight punch. The longer you hold the button, the farther the punch goes and the more damage is done. There are 10 levels - "one" to "nine" and "final!", ranging from 2 seconds (mimumum charge time) to 30 seconds for a fully charged punch. If you want to cancel a charge, release the button while doing something else. It can be countered by a late hit, trade hits with an early one, and can be easily jumped over.

### DASH STRAIGHT

The weak version goes about 1/4 of a screen and dosen't knock down, the fierce one full screen and a knockdown. There are two parts to this, the slide forward and the punch itself. Balrog can be countered or even thrown out of the approach forward. It can combo from a farther distance than the Dash Uppers, however. Use mainly to finish combos. Again, this is prone to foot sweeps, throws and even supers (Zangief can grab out of one.) before he throws the punch.

### DASH GROUND STRAIGHT

Same as the regular one, but throws a fist sweep that must be blocked low.

### DASH UPPER

The weak version goes about 1/5 screen, the heavy one 5/6 screen maximum. Just like the other Dash moves except he throws a powerful uppercut at the end. This has great anti-air ability, it can even hit opponents jumping back and air-fireball attempts.

It has a shorter comboing range than his Dash Straights, though.

### DASH GROUND UPPER

And this one knocks down, with a lower hit range.

#### BUFFALO HEADBUTT

Balrog jumps in the air with his shoulder and says something like "Who's in the h-h-h-house?". A decent anti-air counter that will sometimes trade hits.

#### CRAZY BUFFALO

Balrog does 2-4 quick dashing straights (hold K for uppers instead.) followed by a knockdown dashing straight, which is unchangeable. Great attack to use if they miss a move. Only hits once anti-air, since Balrog has no juggles. It can be hit out of easily, use with discretion.

#### GIGATON BLOW

A full-screen version of his "final" turn punch. It hits up to 6 times (only 3-4 from a full screen.), and does a little more damage than a level 3/MAX Crazy Buffalo. It can be jumped over and only hits once anti-air, though.

#### -- 04. Combos

#1 (2) Dash Upper - 1

#2 (5) Jump 2/4 - crouch 1,1 - 1 - Dash Straight

#3 (3) (normal only) Jump 2/4 - crouch DB,2 - Any Dash

#4 (3) Crouch 1 - (1) - Buffalo Headbutt

#5 (3) (opponent down) late Turn Punch - 1 - Dash Straight

#1 If it hits deep without pushing out, you can combo a jab just in time.

Not enough time to charge another move, though.

#4 Do the jab the instant you leave the crouch then complete the combo.

#5 Turn punch must hit as soon as they get up, so that it hits 'late' in its animation, then link the rest. Late recovery/wake-ups can throw timing off.

#### -- 05. Credits

maxmorphos@hotmail.com - taunt info

James Chen- his Combo Systems FAQ

Shin Pika's Capcom vs. SNK FAQ

CAPCOM vs. SNK is (C) CAPCOM

DREAMCAST is (c) SEGA