

Capcom vs. SNK Blanka Character FAQ

by ICEOUT0002

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Capcom vs. SNK: Millenium Fight 2000

Blanka (Dreamcast/Arcade)

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by Charles Grey (iceout0002@aol.com)

01) LEGEND

UB U UF 1 2 = P jab fierce

B * F 3 4 = K short roundhouse

DB D DF n/x = normal/ex only

02) SECRETS

EX BLANKA (Time-release in arcade, see title screen for his picture.)

* Finish ARCADE MODE with Blanka on your team using the CAPCOM GROOVE.

* Buy in SECRET SHOP

* Hold START while selecting Blanka to get 'EX' version.

* EX Blanka dosen't have the Vertical or Back Step Rolling.
and only has one super - Ground Shave Roll.

EXTRA COLORS

* Finish ARCADE MODE with Blanka on your team.

* Buy in SECRET SHOP for 200 points.

* Select with 1+2 / 1+3 / 2+4 / 3+4 for colors #5-8.

SECRET POSE

If time runs out and the round is declared a DRAW, Blanka will sit down and scratch his head for several seconds.

03) MOVELIST

Basic Moves * two-in-one possible

Close 1 : Palm Slap *

Far 1 : Side Slap *

2 : Scoop Punch

B+2 : Rock Crush (* off 1st hit)

Close 3 : Double Knee (* off 1st hit)

Far 3 : Quick Stomach Kick

4 : Flip Kick

D+1 : Low Swipe (* supers only)

D/DB+2 : Uppercut Punch (* supers only)

DF+2 : Claw Slide

D+3 : Ankle Kick *

DB+4 : Side Ankle Kick *

D/DF+4 : Back Foot Sweep

Jump 1 : Claw Swipe

j UB/UF,2 : Downward Double Claw

Jump U,2 : Wide Range Slap

j UB/UF,3 : Jumping Foot (can cross up)

Jump U,3 : Jumping Upper Kick

Jump 4 : Two-foot Drop Kick

Special Moves

Electric Thunder : Tap P x7 then rapidly
Rolling Attack : Hold B,F+P
n Back Step Rolling : Hold B,F+K
n Vertical Rolling : Hold D,U+K

Extra Moves

Surprise Forward : 3+4
Surprise Back : B+3+4
Claw Slide : DF+2

Throws

Biting Hold : B or F+2 - tap buttons for more hits
Rolling Throw : B or F+4

Super

n Direct Lightning : Hold B,F,B,F+P
n Shout of Earth : Hold DB,DF,DB,UF+P
x Ground Shave Roll : Hold B,F,B,F+P - hold P to delay

04) STRATEGY

ANKLE KICK

Now you can link into a few other basic attacks from this, like a crouching 1 or DB+4.

ROCK CRUSH

Double-hit headbutt is still there. You can two-in-one off the first hit.

SCOOP PUNCH

He "scoops" the air with both of his hands. Good anti-air or you didn't charge the roll long enough.

UPPERCUT PUNCH

This is a single face-level punch. It has great range and can be used to keep opponents from starting specials.

CLAW SLIDE

Slides on his stomach with both hands forward. It has almost a half of a screen range and goes under many projectiles. Use it!

WIDE RANGE SLAP

Does a straight swipe straight forward. This move has range, but use only as an anti-air, because it hits too high for grounded opponents.

JUMPING FOOT

Aims one foot down at a 45" angle. This is his one and only cross-up.

TWO-FOOT DROP KICK

It's Blanka's ultimate projectile punisher! Fireball freaks will groan when Blanka throws both legs out at a diagonal-down angle. This is how you deal with annoying keep-away characters like Ryu, Ken, Sagat, and King.

ELECTRIC THUNDER

Blanka generates electricity for some weird reason. Anyone who touches this will get shocked (with some exceptions).

(There's no individual 'shock' frames for every character anymore, though.)
Keep pressing the button to keep it going, though moves like projectiles and

foot sweeps can still beat this move. Great to use as a 'wake-up' attack.

ROLLING ATTACK

This is his original roll. The jab version travels slowly and goes 1/2 screen. The fierce goes almost a full screen.

This is a classic pressure attack and combo finisher.

Watch out, because this move can be hit out of by the following moves:

King's jumping 4

Yuri/Sakura's jumping 1

Sagat's Tiger Uppercut

Ken's Shoryuken / Shoryureppa

Geese's Middle Counter Throw

Rugal's God Press/Gigantic Pressure

Dhalsim's Yoga Drill/Mummy/close 2

Yamazaki's Guillotine (late)

Benimaru's Drill Kick

Zangief's Clotheslines

BACK STEP ROLLING

Blanka first goes into his flip kick animation, then jumps up and forward into the air, then begins his roll attack as he descends.

This can be used to get closer to projectile throwers, or catch jumpers on the way down. (Heavy jumpers like King or Benimaru will often fall for this.)

It can however be countered by Ryu's jumping 1 or Geese Howard's air fireball.

VERTICAL ROLLING

Blanka does an upward roll. The short version goes mostly straight up about 1/2 screen height. The roundhouse travels diagonally up-forward about 3/4 screen. This can be used in the combos the same way as the regular roll.

SURPRISE FORWARD / BACK

This hop looks just like his forward or back dash. The difference is that he can go through and switch sides with his opponent and avoid projectiles.

ROLL THROW

This is his new throw for Capcom vs. SNK. Blanka grabs them and does a double back roll and then pushes them away with his feet. His opponent gets some air, but it seems you can't charge B or F on throws that turn you around.

BITING HOLD

He's had it since Street Fighter II: World Warrior and every appearance in between. He jumps on them and chomps away. By ramming on the buttons, you can add the number of hits (10 is the max possible.), and your opponent can break out sooner by doing the same. In the corner, Blanka can now set up a juggle with either his Direct Lightning or Shout of Earth!

DIRECT LIGHTNING

Blanka does a slower than usual rolling attack while surrounded by a bunch of white hot electricity. The range travelled and damage varies depending on the level (The level 3/MAX does at least 25%) Since this move is kind of slow and can be easily jumped over, try charging for another roll during this move, then surprise them with Fierce Rolling Attack as soon as this move ends. It can be hit out of by certain moves like Ken's jumping 3.

SHOUT OF EARTH

Blanka goes into his standing win pose animation and electrifies himself.

If this hits, his opponent gets lifted up into the air with each hit.

(The higher the level, the more hits. You can also tap P for a few more hits.)

Off of a level 1 in the corner, this can set up for juggling with yet another Shout of Earth (level 2).

This is a good anti-air move if you can get the tricky motion.

GROUND SHAVE ROLL

His original super from SSF2T! Blanka starts by doing a rolling attack in place while hopping up a little bit. (If this hits, this can set up to juggle with the rest of the combo.)

The second part is where rolls along the ground and finishes with a small vertical hop. He can delay this for up to 3 seconds by holding down the punch button used. This hits 2-4 times depending on the level. This may or may not fully connect depending on your positioning, beware.

05) COMBOS

- #1 (2) Crouch 3,1
- #2 (2) Jump in 2/4 - crouch 2
- #3 (3) Jump in 2/4 - B+2
- #4 (3) Jump in 2/4 - close 3
- #5 (3) Jump in 2/4 - DB+4 - Roll 2
- #6 (3) Jump in 1/2 - 1 - Electric Thunder 1
- #7 (3) Jump in 2/4 - close 3(1 hit) - Roll 2
- #8 (3) Jump in 2/4 - B+2(1 hit) - Roll 2
- #9 (2) DB+4 - Direct Lightning / (large characters)Grand Shave Roll 2/3/MAX
- #10(4) Jump in 2/4 - Hold DB,3,4 - Roll 2
- #11(5) Cross-up jumping 3 - hold DB,3,3,4 - Roll 2
- #12(8+) (corner) Biting Hold - Direct Lightning 2/3/MAX
- #13(15+) (Capcom Groove,corner)Biting Hold - Shout of Earth 1 - Shout of Earth 2

#6 You should start pumping 1 before the standing 1 is ready to land.

You should be on your 6th press as it hits so the next will two-in-one.

#7/#8 Cancel off the first hit of attack into the roll.

#9 The DB+4 has to be done right on the second back before the super motion is completed. The second part of the GS Roll misses in the corner.

#11 Blanka never had a combo like this, until now. The timing of the 3 low kicks is vicious, though. If you time every hit right, the combo will work.

#12 Complete the motion the instant Blanka releases them from the hold, or else he'll roll too late. Level 2 hits only in corner.

#13 A real 'shocker' of a combo! Blanka juggles the first super and then can follow with another of a higher level.

06) CREDITS

CAPCOM vs. SNK is (C) CAPCOM

DREAMCAST is (c) SEGA