

# Capcom vs. SNK Millenium Fight 2000 Pro (Import) Geese FAQ

by Basel

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Geese Howard  
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A Word Before We Get Down To The Real Talk:  
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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.

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Why Geese?  
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Geese is not like any other bosses or even villains. He is so special and noticeable. He is so pure evil and likes to do what he likes... his style is so original and he has got a pretty cool voice. He is hard to use and not as some characters who only depends on attacking aimlessly for no good reason. Use Rock prefectly then Geese right away, and then you will surely know the complete difference between the two of them.

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Profile:  
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Name: Geese Howard  
Wife's Name: Maire R.  
Son's Name: Rock Howard  
Brother-In-Law's Name: Kain R.  
Half Brother's Name: Wolfgang Krauser  
Most Trustworthy Bodyguards: Billy Kane, 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  
Style: He trained under every Martial Arts master, so he is pretty damn expert with everything  
Age: Above 45  
Birth Date: 1953.1.21  
Birthplace: America  
Height: 183cm  
Weight: 82kg  
Blood Type: B

Hates Most: Those who get in his way.

Likes Most: To be on top of everybody.

Favorite Sport: None

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Stage:  
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It does not seem as usual (Geese Tower), but it has the most favorite things that Geese likes. A very good looking dojo (or something like that) and the same cool demon statues that we used to see in most of his wonderful stages.

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Quotes:  
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Chouhatsu Quotes:  
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- 1) C'mon!
- 2) Yo-Wah-We.

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Moves Quotes:  
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- 3) Reppu Ken (Wind Slice)
- 4) Double Reppu Ken (Double Wind Slice)
- 5) Shippu Ken (Gale Slash)
- 6) Too Easy (Upper Body Slam)
- 7) Pathetic!!! (Knockdown Blow)
- 8) Predictable (Below-The-Belt Blast)
- 9) Raising Storm
- 10) Deadly Rave

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Intro Quotes:  
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- 11) You cannot escape your death.
- 12) I'll stain my hands with your blood!

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Winning Poses:  
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- 13) Hmph!
- 14) Die, yubo!

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Winning Quotes:  
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- 15) You don't have the courage to challenge me again, do you? Ha ha ha!
- 16) Yabo!!!
- 17) Pride means nothing to one such as I!
- 18) How dare you even think that you're on my level of skill! Now suffer!
- 19) Everyone must suffer!!!
- 20) Not bad... you could work for me if you could stand up!

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Special Intro Quotes:

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"1"

Geese: Heh, heh. (pathetically, tells Terry to come)

Terry: GEEEEEESE!

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"2"

Geese: Double Reppu Ken (Attacks Bison with the move)

Bison: .... (Blocks the move and smiles in an idiotic way)

Geese: Heh, heh. (Happily, tells Bison to come)

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Legends:

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Light Punch = LP

Light Kick = LK

Hard Punch = HP

Hard Kick = HK

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Command List:

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1)Reppu Ken: Down, down/forward, forward + LP

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2)Double Reppu Ken: Down, down/forward, forward + HP

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3)Shippu Ken: Down, down/backward, backward + LP or HP  
(in the air)

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4)Upper Body Slam: Half circle back + LP

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5)Knockdown Blow: Half circle back + LK

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6)Below-The-Belt Blast: Half circle back + HP

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7)Get Lost: Forward + HP

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8)Raising Storm: Down/backward, half circle back,  
down/forward + LP or HP

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9)Deadly Rave: Half circle back, forward + LK, LP, LP,  
LK, LK, HP, HP, HK, HK and then down, down/backward,  
backward + HP

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Throws:

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10)Katate Nage (One Hand Blow), also called, "Anvil  
Bash" and "Dunk Toss": Near Opponent, forward or  
backward + HP

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11)Knockdown Toss: Near Opponent, forward or backward  
+ HK

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Normal Attacks that can connected to Special moves:

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- 1) Standing LP
- 2) Crouching LP
- 3) Standing LK
- 4) Crouching LK
- 5) Distance LK (only to Deadly Rave)
- 6) Standing HP
- 7) Crouching HP
- 8) Get Lost (forward HP)
- 9) Standing HK (first hit)
- 10) Crouching HK

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Normal Attacks that cannot be connected to Special  
moves:  
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- 1) Distance HP
- 2) Distance HK
- 3) Standing HK (second hit)

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P.S.: Shippu Ken cannot be connected to any Air  
Attack.

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Strategy:  
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If you want really to use Geese, then you should at  
least read what I will write. May be you will find  
something useful. Okay, first things first...

The changes are... His counters now counter any  
physical attack move in their range...including  
supers. Recieved the typical tonedown in that he  
cannot combo reppukens off the short in either EX or  
regular. Regular Geese's single reppuken is much  
slower and he has a longer delay when throwing it.  
Regular Geese can no longer combo into his double  
repuken from the first hit of standing roundhouse.  
Can cancel his forward+FP move into a counter at  
various new points in it is animation (credit goes for  
D. Greene)!

I will first talk about the Normal Attacks. His  
standing and crouching LPs are good to connect them  
with other Normal Attacks or Special Moves. You can  
always use them if you are cornered or when you want  
to make some distance between you and your opponent.  
Also, his standing and crouching LKs are the same but  
with a little delay. His distance LK is not that  
useful except that you can do the Deadly Rave after it  
and that is alone very good.

His standing HP is good to cancel to a Reppu Ken,  
Double Reppu Ken or any other move. Also it comes out  
so fast, you can do it after the crouching LK and then  
Evil Shadow Masher. That would be painful, really! His  
so good anti-air attacks is his crouching HP, you can  
do it as long as you like, but be fast. Some

characters can trade hit with you sometimes if you are not fast. Or it trades hit with some high jump air attacks, like Ken's LP or LK. And the best way to give your opponent hard punches is to use his distance HP perfectly. Use it when the opponent is about to jump or make a move. Or when you want to play safe. You can use his standing HK anytime but be careful though, do not over use it, because some characters can get you with their supers after they defend. There is a little lag you know, but you can cancel the first hit to a Reppu Ken of course to save your butt. But you won't be using it that much because there are some other good options more than this Normal Attack. You can use his crouching HK after some Normal Attacks (read below), or to keep your opponent away. Also you can do the Raising Storm after it which makes this attack some kind of good. But really, this Normal Attack is useful a lot. And damaging if I may say. Do not worry about using it at all. But make sure you do something right after it (connect) like Reppu Ken... if the opponent defends, that is. And if the opponent plays tricky, then do not cancel it everytime you do it. His distance HK is good if you want to keep the opponent near you or want to get near to him/her. Also, if the opponent is about to jump then do it. The Get Lost (forward + HP) is good after the Deadly Rave or when the opponent is about to jump. And if the opponent high long jumps, use it. You should know the timing. With a little practice, you will master it in no time. But I won't say with a little practice you will master performing the Raising Storm after Get Lost. Because this needs very fast hands. So, you should practice a lot. If you ask me, it is nothing. May be because I am used to the Super Move since Fatal Fury Special... which is a very long time, ladies and gentlemen.

His air HP and HK are there for the combos and needed damage. If you want to attack, use them. But unfortunately, none can be connected to Shippu Ken. Also for fast play, you can use his LK... but I won't say the same about his LK. They are not that helpful as his HP and HK...

As for the moves, his Reppu Ken is kind of slow now (same goes for all other fire balls). Use it from time to time. Also, his Reppu Ken is good to do when you are close to your opponent or when he or she is down on the ground. Be careful with his Shippu Ken, use it from a distance and from time to time. But be so very careful, they can roll, you know... and then you are history too. As for his counters, Upper Body Slam, Knockdown Blow and Below-The-Belt Blast. I say the most used and useful one is with no doubt Upper Body Slam, because you can counter all Air Attacks and the Special Moves, but not the Super Moves (idiotic)! Use it, use it and use it when you see your opponent performs any Special Attack. But be careful, you cannot counter the throw moves, smarty. This is not Geese from Fatal Fury: King of Fighters, you know (that was a demon ^\_^)? As for the Air Attacks, it is

mostly about guessing here... same thing goes for his other counters, Knockdown Blow and Below-The-Belt Blast. Use it when the opponent is mashing endlessly. Or sometimes you do not have to wait for your opponent to make a move to do it. If you play so fast and want to not let your opponent jump just do it, just like that. Mostly, the opponent will be be confused why you did it? And will jump and not attack, just waits for you to do it again and then get you. But in return you do the Raising storm or crouching HP. If the opponent has got a super, then you have to think over it again, hero.

His Super Moves, Raising Storm and Deadly Rave are by far the best in the game. They make the opponent screams: "OUCHHHHHHHH"! But I am talking about the level three Raising storm, because level one and two are hard to get any one. But if you are fast enough to perform the Raising Storm, then you should have no problems at all. I am okay with it, you jump and I will easily be Raising Your Butt to sky in no time. And before you enough know it. I do not care whether it is level one, two or three. Just when I see the Super Bar at full, then I smile. Also, his Deadly Rave is so good with no question asked. Hands down, it is too much. But now, it does not push the opponent away. So, do it when the opponent makes a move or any Normal Attack. Or why not with a very decent combo?

His throws are simple, yet useful. If you want to play save or keep away, then use the Katate Nage. And if you want to do combos and keep your opponent near you then use the Knockdown Toss.

You are R3, so your moves will be damaging and you have more stamina. But you will have one R1 character with you. So, you have to be pretty careful... you do not want to lose so fast. I use SNK side so that when I have not enough life bar, I could do Raising Storm anytime. I can attack freely without worrying about any character that wants to jump. Not to mention the Deadly Rave and then Raising Storm. But anyway, you can use any side that fits you. When you start the match, try to be completely focused and never let your opponent attack twice as if you have nothing to do. You can defend, but do not make it long. If you have to defend, then you should fast think of what to do next, so try to do so punches and kicks. Like distance HP, distance LK, distance HK... and so on. The ones that are completely save and painful. When an opponent plans to play with fast frames, do the same. But hit with the same time so that you can cancel his or hers. And when a LP or LK works, do another harmful one... like HP or HK. Also, use his crouching HK from a distance... it will be useful against many characters. If you are good with the Raising Storm and you are facing a character that likes to jump a lot for the combination attacks, then be sure to choose SNK. You can endlessly do the Super Moves... it might not be that damaging but at least it will be useful, and let

your opponent think twice before attacking you. As I said before, the Double Reppu Ken can be used when you are near your opponent or when he or she is on the ground. Also to block some fire balls... use it wisely. If you feel that your opponent is playing "Keep Away" or hiding, then try Get Lost... it is pretty much good.

Now that you know everything, you should know that Geese is very slow when he jumps, so jump when you toss your opponent after Get Lost. Also, he is not a faster runner. So, short run and would be good for you (Dreamcast). But it is dash (Aracde), then dash after the opponent falls down, and you do not have to use it that much since you will have to focus on playing a mind game rather than just like Kyo! If you want to corner your opponent use the light attacks, short run (or dash), jump and the Reppu Ken. Also when the opponent is falling down, confuse him or her by crossing him/her or not. That should be good. Try to focus on your opponent's movements so that you can get the idea of what to do "next"! And react fast... do not think things through over and over again just for the sake of not getting hit. Because you will be dead by the time you do so. Always attack from the three points, low, mid and high. And "never", I mean NEVER say Geese is cheap, because there is no one cheap but you, stud. Geese is hard to use and when you know how to fully use him, you will understand that he is the main reason why you are kicking your friends' @\$E\$ over and over again. Now you only have to read above again the good and weak point and make things good for you (if you have to).

Never say that or this is cheap, because only losers believe on cheapness.

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Combos:  
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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. and "Chouhatsu" is not a must... it is only for fun.

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Both Sides:  
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- 1) Jump HP, standing HP, Reppu Ken
- 
- 3) Jump HK, crouching LK, Double Reppu Ken
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- 4) Crouching HK... then, Reppu Ken, crouching HK, Chouhatsu (opponent must be cornerd)

- 
- 5) Jump HP, standing LP, standing LP, crouching HK, Chouhatsu
- 
- 6) Crouching HK... then, Reppu Ken, crouching LP, crouching HK, Chouhatsu (opponent must be cornered)
- 
- 7) Reppu Ken, Deadly Rave (opponent must be cornered and you are far)
- 
- 8) Jump HK, standing LP, standing LP, distance LK, Deadly Rave
- 
- 9) Crouching HK... then, Reppu Ken, distance LK, Deadly Rave (opponent must be cornered)
- 
- 10) Jump HP, standing HP, Deadly Rave
- 
- 11) Get Lost, Raising Storm
- 
- 12) Jump HP, crouching HK, Raising Storm
- 
- 13) Crouching HK... then, Reppu Ken, crouching HK, Raising Storm (opponent must be cornered)
- 
- 14) Jump HP, crouching LP, crouching HK, Raising Storm (opponent must be cornered)
- 
- 15) Jump up HP, distance HP
- 
- 16) Reppu Ken, jump HK, Deadly Rave (until the 8th hit), standing LP, crouching HP, Reppu Ken (opponent must be cornered and you are far)
- 
- 17) Reppu Ken, jump HK, Deadly Rave (until the 8th hit), standing LK, standing LP, Double Reppu Ken (opponent must be cornered and you are far)
- 
- 18) Jump HK, standing LP, standing LP, standing LK, Deadly Rave (until the 8th hit), crouching LP, crouching LK, crouching HK, Chouhatsu (opponent must be cornered)
- 
- 19) Jump HK, standing LP, standing LP, standing LK, Deadly Rave (until the 8th hit), standing LK, standing LP, Double Reppu Ken (opponent must be cornered)
- 
- 20) Shippu Ken, jump HK, Deadly Rave (until the 8th hit), standing LK, standing LP, Double Reppu Ken (opponent must be cornered and you are far)
- 
- 21) Shippu Ken, jump HK, Deadly Rave (until the 8th hit), standing LP, crouching HP, Reppu Ken (opponent must be cornered and you are far)
- 
- 22) Shippu Ken, jump HK, crouching HK, Chouhatsu (opponent must be cornered and you are far)
- 
- 23) Crouching HK... then, Reppu Ken, distance LK, Deadly Rave (until the 8th hit), standing LK, standing



LP, Double Reppu Ken (opponent must be cornered and you are far)

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24)Crouching HK... then, Reppu Ken, distance LK, Deadly Rave (until the 8th hit), standing LK, standing LP, Double Reppu Ken (opponent must be cornered and you are far)

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25)Crouching HK... then, Reppu Ken, distance LK, Deadly Rave (until the 8th hit), crouching LP, crouching LK, crouching HK, Chouhatsu (opponent must be cornered and you are far)

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SNK Side:

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26)Jump HK, standing HK (cancel first hit), Deadly Rave, Raising Storm (opponent must be cornered)

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27)Crouching HK... then, Reppu Ken, distance LK, Deadly Rave, Raising Storm (opponent must be cornered)

-

28)Reppu Ken, jump HK, Deadly Rave, Raising Storm (opponent must be cornered and you are far)

-

29)Jump LP, standing LP, standing HP, Deadly Rave, Raising Storm

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Capcom Side:

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30)Raising Storm, Raising Storm (opponent must be cornered)

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Last Word:

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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.

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Special Thanks:

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- 1)To Capcom 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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