

Marvel vs Capcom 2 Wolverine Guide

by SirOrion

Updated to v1.3 on Sep 22, 2000

Sir "O" Presents: The Bone-clawed Wolverine FAQ

by SirOrion@aol.com

If or when you e-mail me with questions or comments about this FAQ, make the subject Wolverine, or I'll delete it. By the way, if you want to IM me, (assuming you have AIM,) it's just Sir Orion. Both are spelled with a zero, not an O. My e-mail address has no space in it. Feel free to e-mail me anytime and I'll try my best to respond quickly.

Copyright info:

Let's make this simple. Anything Marvel is copyrighted Marvel, anything Capcom is copyrighted Capcom and I have no affiliation with either of them. I take credit only for the effort I put into this FAQ. I PERSONALLY own the sole legal rights to usage of the name "Sir Orion", meaning noone but me is allowed to publish ANYTHING under this name without my expressed consent (but then again, that goes with any FAQ, so it doesn't really matter).

Note:

This FAQ assumes you have at least a general knowledge of this game. If you have a hard time grasping some of the concepts listed here, please refer to CJayC's guide near the top of this FAQ list.

Versions:

1.0; 7/28/00: First version

1.3; 7/31/00: This is the first time I actually had to edit a title in a version update. I wanted to clear up which form of Wolverine I did this FAQ on. I added his throws, assist Types, and for the first time ever, described the REAL ending! Also did a little bit of editing.

Contents:

- (1: From the mouth of Sir Orion
- (2: To all newcomers (The story of MvC2)
- (3: Abbvs
- (4: What about Wolvie?
- (5: What are Wolverine's moves?
- (5.5: Wolverine's general strategies
- (6: Partners
- (7: Vs. Strategies
- (8: Other Cool Stuff
- (9: The Ending
- (10: Thanks

Chapter 1: From the mouth of Sir Orion

I am not cheap. I do no eternity combos, nor any 100% damage combos. Being that way, I figured I'd be the LAST person to do an FAQ on Wolverine. I don't think the Wolverine with bone claws is cheap, nor do I believe that he is completely defenseless. I've come to that conclusion after playing as him a lot on my newly gained Dreamcast Marvel vs. Capcom 2. I'm surprised that noone's written an FAQ about either version of him yet, but that's about to change.

Chapter 2: To all newcomers

Marvel vs. Capcom 2 is full of surprises. My first experience with this game was an awkward one. It was at an arcade at an amusement park that has just re-opened. I put my money in, and I saw the massive amount of characters... their faces were a tad blurred in resolution (30" diagonal screen), and I had one heck of a time deciding on some characters. Next, the player modes were VERY confusing at first glance. Probably the biggest shock, and quite frankly a disappointment, was the 4-attack button gameplay that, while undeniably Capcom in every way, had me asking the arcade manager if he'd put the game on simple mode(if you're not familiar with arcade options, it's a mode in MvC1 that had the game always on easy mode). The switching options were also confusing, and I found myself pressing 1PK and 2PK back and forth trying to learn which buttons selected which guy to do what... not a pleasant experience... Also, as the Capcom veteran that I am, I had beaten the game around the 3rd or 4th time around; and then I get the misfortune to see that there are NO personal character endings to be seen! Not all these surprises were bad, however, as I state firmly that the cinematic graphics (not that I play only for eye candy) are second to none in the Capcom world, with what they call "perspective 3-D" graphics, meaning that depending on where the "camera" is, it looks like it's looking at the level (or on a team victory scene, the characters) from the angle of the camera. All of the characters are fully compatible and have just about every option you could really want or expect from Capcom. Just about EVERYONE who was in a crossover game, plus 20+ others made it into the final draft of this game. The 4-ab (attack button) gameplay WAS tragic, but since middle-level punches and kicks are/were rarely used in the series other than to call out partners for quick shots or in combos, it wasn't all that much of a change for me. All-in-all, I think Capcom has a keeper here.

Chapter 4: Abbvs.

C = turn
AC = Air Combo
S-Jump = Super (high) jump
MvC1 = Marvel vs Capcom 1
MvC2 = " " " 2
BB = Berserker Barrage
TC1 = Tornado Claw
DC1 = Drill Claw
DK = Angled Dive Kick
BBX = Berserker Barrage X

WX = Weapon X
Q = 1/4 (as in a quarter turn)
Fwd, Bck, DBck, DFwd = Forward, Back, Diagonal Back and Forth
DPM = Dragon punch Motion
a-o = air only
g-o = ground only
g/a = ground or air

The Buttons-

Picture the arcade pad.

O O O

1P 2P A1

O O O

1K 2K A2

P = Either punch button

K = Either kick button

PP = both punch buttons

KK = " kick "

1PK/2PK = the switch outs, 1P+1K/2P+2K

Chapter 4: What about Wolvie?

Quite a few people have asked a resounding question: "Why are there two Wolverines?" I'm going to do my best to answer that question... at least in part. I'll give it a shot, and I'd like any comic expert to please tell me about how accurate I am. Well, Logan (Wolverine) is a member of the X-men, although noone ever thought of him as a true mutant. Instead of optic lasers or storm controlling powers, he was infused with an unbreakable metal skeleton that apparently came with claws and a healing factor that Logan attributed to the skeleton. Several years later, Wolverines arch-nemesis, Magneto, cruelly ripped the Adamantium metal from his skeleton from his body, but lo and behold, he STILL had his claws, and his healing factor shot through the roof! The healing factor was now so powerful in fact (and I got this reference from another FAQ, so could the writer of said FAQ please write me so I can give you proper credit), that he could get run over by a car, and get up, shake it off and be on his merry way. Of course this came with an apparently altered temper. It seems that Wolverine is a lot more violent now. The part of the question I can't answer is why there are two Wolverines, but I'll help you a little. The one with longer, brownish claws is the one I'm talking about.

The next question people might ask is this: "So how is this guy not cheap?" Well, there's a few answers to that question. First of all, some of Wolverine's cheapest moves and supers: the Berserker Rage, Teleport Slash, Fatal Claw, and a couple others are gone. Also, completely defying what I just said about his healing factor, he has much less defense then normal Wolverine, who's defense isn't that good anyway.

"So," you may say, "if he's so much weaker, then why play as him?". Well, I never said he was "weaker", in such a sense, but I'm of the opinion that a person from C-a.A. (Cheap-asses Anonymous) that loved Wolverine in any other game after Children of the Atom could use this Wolverine to be slowly drawn off of being a cheap Wolverine user without having to go cold turkey. Or, as my case goes, maybe someone always wanted to use Wolverine, but didn't want to be labeled as a cheapoid. He's the *ahem* "Anti-Wolverine Wolverine", in my opinion.

Chapter 5: Wolverine's Special Moves

This is a brief run-down and description of Wolverine's special moves.

Slasher FwD + 2P (Throw) g/a

Living up to his violent nature, Wolverine jumps on the opponent's back and slashes his/her neck repeatedly. You can mash the buttons for more (and quicker) hits. Powerful as far as throws go, but remember that people can Tech. Hit.

Knockdown and pierce FwD + 2K (Throw) g-o

Once again acting very violently, Wolverine kicks his opponent to the ground and proceeds to claw his or her face in repeatedly. Also can be mashed, but I don't think it can be used in the air.

Launcher: 2K g-o

Heh, why am I listing this? Because Wolverine's ground game has literally been cut in half, but he's had a couple moves added to his aerial bag of tricks, so I tend to go for Wolverine's AIR combos! I'll explain a little more on the strategy section. Alone Wolverine's launcher sucks, but you can easily combo into it with a simple 1P. As for a description, he does a straight-up kick.

Underground Claw Down-Forward + 2P

Wolverine slides along the floor with his claws facing out. This move acts as a tripping (OTG) move, and is pretty good for a surprise, but shouldn't be abused.

Angled Dive Kick: down + 2K a-o

Angled? Yes. Instead of dropping like a rock straight down like normal Wolverine, he um... drops like a rock at an angle! ...Yeah! Seriously, this move is actually similar to Akuma's version, only it's quicker, but doesn't do multiple hits or block damage. You can hit some projectile lovers out of their moves, or play a bounce-on-you keep away game on guys like Sentinel and Juggernaut. Not a bad move, but don't overdo it, lest you're punished very severely by a wise blocking opponent.

Berserker Barrage: QCF + P g-o

The classic Wolverine move. It ends ground combos. It combos into the X version. It hits hard, fast, and repeatedly. Don't throw this out at random, because if it's blocked, you're gonna get hurt, and if it's PUSH blocked, you're gonna be dead.

Drill Claw: 1K + 2P + any direction g/a

Loudly proclaiming the name of the move, Wolverine drills for one hit in a direction of your choice. Okay for combo ending, but not too good. I actually use it for a different reason! Believe it or not, I use it has an unofficial defensive double-jump. Here's what I do: I super jump, see, a beam or anti air move coming, and I DC1 up and backwards, confusing an opponent. Try it and

tell me what you think!

Tornado Claw: DPM + P g-a

Yes, you read right. Unlike "normal" Wolverine, this version can use this move in the ground OR in the air! I use this move almost exclusively as an air combo finisher, and never look back. On the 1P version, he jumps up and slashes. On the 2P version, he twirls upwards and slashes several times. Being able to use this move in the air makes this a FANTASTIC move to use as Wolverine.

Berserker Barrage X: QCF x2 + PP !HYPER!

The quicker, stronger, super version of Berserker Barrage. Unlike most super versions of special moves (Shinku hadoken, Proton Cannon), this move actually comes out QUICKER than it's prototype. Also like the normal version however, don't throw it out randomly, or you'll be screwed. Instead, use it in a ground combo or to punish VERY close range mistakes.

Weapon X: DPM + PP !HYPER!

Pulling out his claws (even though they were already out...), he crosses his on his chest, saying "Let's go, bub!!!", then launches himself at his opponent, and if he hits, he lets loose with a series of powerful attacks, ending with a flashy mid-air slash leaving a trail in the shape of an "X" behind. This super has three very good uses. Hit a high lag move before it starts, hit a high recovery move after it ends, and use it as his delayed hyper combo. The recovery if blocked is even worse than BBX, but the travelling part is instantaneous, going across the screen in less than a second. It has VERY little invulnerability, but he can sneak past projectiles ONLY WHEN THEY FIRST COME OUT! If it's not still touching your opponent, you won't go past it.

Chapter 5.5: General Strategy

Pros:

- +He's very, very fast. Given the proper opportunity, he'll give you a 12 hit combo before you can say ouch.
- +His claws make some of his attacks reach a little farther than normal Wolverine's.
- +He's a good deal stronger than "normal" Wolverine
- +His supers are fast and hit hard

Cons:

- His defense is terrible. Really. It is absolutely horrible.
- He's missing quite a bit of moves
- He's still not all that strong
- He's lost a bit of ground combo power

The run-down:

of throws: 2

of command moves: 2

of special moves: 3

of supers: 2

Air combo finishers: 2P, 2K, DC1, TC1

Assist types:

a: Slash (2P) - BBX

Dumb. That's all I have to say about this.

b: Launcher (2K) - BBX

This one is just as dumb.

y: Underground Claw - BBX

The only assist of his worth the trouble. Still not all that good, but it's a rare low-hitting one, and the only one with any range at all. However, all of his assists suck, so keep that in mind.)

I only have a couple words of advice as far as strategy goes, because you should develop strategy for yourself, not copy someone else, but here they are.

Read all the move descriptions listed, because they list my personal advice on when and how to use each move.

Instead of going for ground combos like you might with normal Wolverine, combo into his launcher, do an air combo, and finish with a tornado claw. This tactic is considerably more effective as this form of Wolverine, unless you have a super that you want to use and/or the enemy hasn't got much life left.

I'm serious here. Use the Drill Claw as a double jump. It'll help your defense a lot when you master it.

Last, and most important by FAR, keep an eye on his lifebar! You might be surprised once in awhile by him dying, because sometimes he can have half of a lifebar, then be wiped out by a well placed move. Make sure you give him enough intervals to recover.

Chapter 6: Partners

The way I see it, you should compensate for his weaknesses. For his first partner, pick someone with a lot of defense, and for his second partner, pick someone with a lot of strength, OR pick someone with ranged attacks. However, if you already have a partner or two in mind that you're very good with, but don't quite meet the bill, use them. Experience beats balance any day.

Chapter 7: Vs. Strategies

I don't want to list them just yet, but in the meantime, please use my general strategies and build up your skill.

Chapter 8: Other cool stuff

This is the pointless stuff that I've come to love.

Wolverine can't bend his wrists with his claws extended, but that has absolutely NOTHING to do with this game.

In his entrance, he dramatically leaps in, then extends his claws saying "Let's go, bub!!!".

His entrance is the same as "normal" Wolvie's, except his claws make a different noise coming out.

When performing a taunt, he grins maliciously, clashing his claws together. (Also the same as "normal" Wolverine's)

Oddly, in his taunt his claws still make a metallic sound.

Wolverine has no last name. Now you don't have to wonder about that anymore.

Time over loss: Embarrassed, Wolverine retracts his claws on one hand, and he puts that hand over his face.

Cheers (I think I covered them all...):

-Wolverine taunts, then goes back into his fighting stance.

-Wolverine pulls down his half mask (or hood, or whatever), then he looks at his opponent, saying "Rookie..."

Taunting... worthless? I don't know, but it's an age-old dispute. Here's my opinion: I like taunting. It's a way to say "Hey, this is fun! I'm enjoying this game!" without opening your mouth, or a friendly reminder to your opponent to have him fight harder.

(Not only that, but it's an actual fighting tactic for Dan! Ü)

I don't think however, that you should waste you and your opponent's time by excessively taunting and doing nothing else.

I taunt. I don't annoy. Is that okay with everyone?

Where to find FAQs by Sir "O":

www.gamefaqs.com

vgstrategies.about.com

Chapter 9: The Ending

...there are no individual character endings...

but I think I can clear the universal ending up a bit, for those of us (I know you're out there) that actually like storyline type things. As everyone was leaving the place where they fought Abyss (on Ruby Heart's boat, apparently), everyone starts celebrating their victory this over a mutual enemy. After such a big fight, everyone realizes that they work so good as a team, that they should drop all of their petty rivalries and battles, and declare world peace... at least as far as super heroes go. They continue to party as the ship flies off into the sunset. (*sniff* I'm gonna cry, got a tissue? hehehe)

Chapter 10: Credits

Anyone who's ever challenged me at a Vs. game, win or lose.

This is for you.

Sir "O"

"Because I am the Game, and I am that damned good!"

-Triple H, OR the arcade machine to a gamer that's been playing a tad too long.

This document is copyright SirOrion and hosted by VGM with permission.