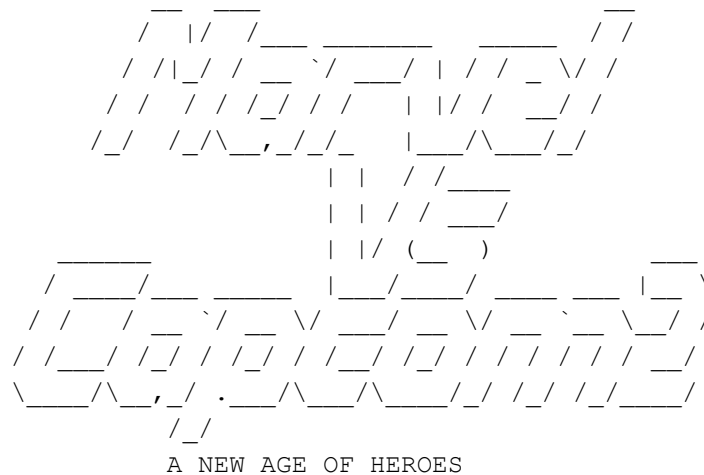


Marvel vs Capcom 2 Infinite/Glitch FAQ

by WMoose

Updated to v1.1 on Feb 27, 2001



Marvel vs. Capcom 2: A New Age of Heroes
Version 1.1 Infinite/Glitch FAQ
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79 Spaces wide written in MS Wordpad

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One last note before we get started is that you ABSOLUTELY MAY NOT copy this guide word for word or any other means of plagerisim. I will find out and will have you remove the guide or I will notify your ISP or web hosting people. If you take something just give credit where it is due. Trust me you will not gain fame by writing one of these guides so don't bother stealing mine.

XXXXXXXXXXXXXXXXXXXXXXXXXXXXX
X|Table of Contents|X
XXXXXXXXXXXXXXXXXXXXXXXXXXXXX

- I. Introduction
 - Controls
 - Notations
- II. Infinites
 - Everyone
 - Vs. Helpers

-Akuma
-Infinite 1
-Infinite 2
-Amingo
-Infinite 1
-Infinite 2
-B.B.Hood
-Infinite 1
-Infinite 2
-Infinite 3
-Blackheart
-Infinite 1
-Infinite 2
-Cammy
-Infinite 1
-Chun Li
-Infinite 1
-Cyclops
-Infinite 1
-Dan
-Infinite 1
-Dhalsim
-Infinite 1
-Infinite 2
-Doom
-Infinite 1
-Felicia
-Infinite 1
-Hayato
-Infinite 1
-Hulk
-Infinite 1
-Iron Man
-Infinite 1
-Infinite 2
-Jin
-Infinite 1
-Infinite 2
-Ken
-Infinite 1
-Infinite 2
-Magneto
-Infinite 1
-Infinite 2
-Infinite 3
-Infinite 4
-Infinite 5
-Infinite 6
-Megaman
-Infinite 1
-Morrigan
-Infinite 1
-Infinite 2
-Infinite 3
-Omega Red
-Infinite 1
-Infinite 2
-Psylocke
-Infinite 1
-Infinite 2

- Rouge
 - Infinite 1
- Roll
 - Infinite 1
- Ruby Heart
 - Infinite 1
- Sakura
 - Infinite 1
- Silver Samurai
 - Infinite 1
- Shuma Gorath
 - Infinite 1
- Storm
 - Infinite 1
- Trone Bonne
 - Infinite 1
 - Infinite 2
- Thanos
 - Infinite 1
- War Machine
 - Infinite 1
 - Infinite 2
- Wolverine
 - Infinite 1 (Both)
 - Infinite 2 (Metal)
- Zangeif
 - Infinite 1
- III. Semi Infinities
 - Storm
 - Semi Infinite 1
- IV. Team Infinities
 - Trone Bonne and Jin
 - Infinite 1
- V. Glitches
 - Alpha Counter Glitch
 - B.B.Hood and Venom Glitch
 - Grave Yard Glitch
 - Gulie Blade Lock Glitch
 - Sentinel Blue Flame Glitch
 - Servebot Gambit 999 hit Glitch
 - Servbot SonSon Glitch
 - Psycho Drain Glitch
 - Gambit Glitch
 - Hayato Plasma Lock Glitch
 - Ice Metal Glitch
 - Power Up Glitch
 - Megaman Glitch
 - Rouge Teleport Glitch
 - Ruby Heart Glitch
 - SonSon Glitch
 - Spiral Teleport Glitch
 - Powerball Glitch
 - Timelock Glitch
 - Venom and Strider Glitch
 - Slow Death Glitch
 - Upside Down Glitch
 - Ghost Glitch
 - Final Justice Glitch
- VI. Credits
- VII. Version History

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X|Introduction|X
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This game is still new and new stuff is still being found so please don't expect a complete guide the first time around. In fact it was just recently that MikeZ found out the upside down glitch. If you don't know who he is I will forgive you.

The infinites list however probably is complete. However, some of the semi infinites could and probably will be found to be true infinites. It is just a matter of doing something a little different.

There are also a few things you could do to make this guide look better. One is if you have any formatting suggestions. If you know of any other glitches or infinites then by all means SEND THEM IN!

If you are having trouble with a combo e-mail me or stay tuned for updates as I am planing to add descriptions for the rest of the combos soon. If you would like to help contribute and send me a description then please do send them in.

I decided to change the formatting around. I thought it was a tad bit hard to read. I will probably screw around with it a little bit more so if you have any suggestions send 'em in! I had a few people complain about the combo notations and how they were read. So I changed them.

Controls

| | | | | | |
|-----------|-------|--------------|-------|------------|-----------|
| Up/Back | Up | Up/Forward | Jab | Fierce | Partner A |
| | \ / | | 0 | 0 | 0 |
| Back- | N | -Forward | | | |
| | / \ | | Short | Roundhouse | Partner B |
| Down/Back | Down | Down/Forward | 0 | 0 | 0 |

Notations

XX Cancel
/\ Super Jump
\ / Landed
-> Link together
LP Low Punch or Jab
MP Medium Punch or Strong
HP High Punch or Fierce
LK Low Kick or Short
MK Medium Kick or Forward
HK High Kick or Roundhouse
j. Jumping
sj. Super Jumping
dj. Double Jumping
s. Standing
c. Crouching
() Repeat or follow special instructions
OTG Off the Ground
QCB Quarter Circle Back
QCF Quarter Circle Forward
HCF Half Circle Forward
HCB Half Circle Back
DHC Delayed Hyper Combo

w/ With

XXXXXXXXXXXXXXXXX
X|Infinites|X
XXXXXXXXXXXXXXXXX

Everyone

-Vs. Helpers:
Assist 1 or 2 (Launch)

Akuma

-Infinite 1:
(j.LP, j. MP, j.LK, \/re-jump straight up)

-Infinite 2:
KK, Down+LK(OTG), MP, HK, (LP, MP, HK)

Amingo

-Infinite 1:
(Down+LK(OTG), LP)

-Infinite 2:
j.LP(\/,/\, sj.LK, sj.LP, sj.LK, sj.MP)

B.B.Hood

AKA: Bulletta

-Infinite 1:
j.Back/Down+HK \/, (Forward+HP)

-Infinite 2:
(/\, dj.LK, dj.MP, dj.LK, dj.MP, dj.MK \/)

-Infinite 3:
In corner, Dash, LK, MK, /\, sj.LP, sj.LK, sj.HK, \/, walk forward
(LP, MP, Down+MK)

Restrictions: Only works on big characters

Blackheart

-Infinite 1:
(j.HK, Air Dash)

-Infinite 2:
(HK XX /\ XX Air Dash, sj.LK, sj.MK, \/)

Cammy

-Infinite 1:

(Down+LP, Down+MP, Back+HK, /\ Cannon Drill)

Chun Li

-Infinite 1:

(j.LP, j.LK, j.HP, j.HK, \/, re-jump straight up)

Cyclops

-Infinite 1:

Launch w/ Down/Forward+HK, /\, sj.LP, sj.LK, sj.MP, sj.Down+LK,
sj.Down+MP, sj.Down+LK, sj.Down+MP, sj.Down+MK, \/(Down/Forward+HK,
\, sj.LP, sj.MP, sj.Down+LK, sj.Down+MP, sj.Down+LK, sj.Down+MP,
sj.Down+MK)

Dan

-Infinite 1:

Launch, /\, sj.LP, sj.MP, sj.HP, sj.HK, \/, Down+LK(OTG), MP, HK,
(LP, MP, HK)

Dhalsim

-Infinite 1:

(/\, sj.LK, Air Dash Down, sj.LK, \/)

-Infinite 2:

(Dash+LP, Down+MK)

Restrictions:Only works on Venom and Iceman

Doom

-Infinite 1:

LK, MK, /\, sj.LK, sj.MP, sj.HK, fly, LK, MK, HK, fly, LK, MK, HK,
fly(LK, HK, fly)

Felicia

-Infinite 1:

(Launch, HP, HP)

Hayato

-Infinite 1:

(Back+LP, LP, HP, HK, LP)

Hulk

-Infinite 1:

Down+HK(Gamma Charge Up w/ HK, Gamma Charge Forward/Up)

Iron Man

-Infinite 1:

HK, /\, sj.LK, sj.MK, sj.HP, sj.HK(OTG) (\/, re-jump straight up,
j.LK, j.MK, j.Up+HP)

-Infinite 2:

You trapped in corner(LP, Down+MP, LP)

Jin

-Infinite 1:

Press Start Button once and mash like crazy

-Infinite 2:

HP, (Down+LP, HP) After you are pushed away change to(Dash, Down+LP, HP)

Ken

-Infinite 1:

See Akuma 1

-Infinite 2:

(j.LP, j.MP, j.MK)

Magneto

-Infinite 1:

Down+LK, Down+HP, /\, sj.HK, Air Dash Down/Forward, sj.LK, sj.MK, \/,
(re-jump, j.Down+LP, j.Down+LK, j.Down+MP)

-Infinite 2:

(/\, sj.Down+LK, Air Dash Forward/Down, sj.LK, sj.MK, \/)

-Infinite 3:

(HK Throw, Dash, Down+LK(OTG), Down+HK (\/, Air Dash Down(Press LP while
dashing Down), \/, Down+LK(OTG), Down+HK)

-Infinite 4:

(HK, Dash past opponent, HP)

-Infinite 5:

LP, MP(/\, sj.LP, sj.LK, sj.Down+LK, sj.MP, sj.MK, \/)

-Infinite 6:

Launch, /\, sj.HK, Air Dash Down/Forward, sj.LK, sj.HK, \/(Down+LK(OTG),
Down+HK)

Megaman

AKA:Rockman

-Infinite 1:

(j.LP, j.MP, j.HP, \/, re-jump)

Morrigan

-Infinite 1:

(j.LP, j.LK, j.MP, j.MK, j.HP, j.LK)

-Infinite 2:

Down+LK, Down+HP(/\, sj.LK, sj.Down+HK, sj.HK, \/ Hold Back, LP, Down+HP)

-Infinite 3:

(Dash, LP, LK, HK XX /\ XX Air Dash Down/Forward, sj.LP, sj.LK, sj.HK, \/)

Omega Red

-Infinite 1:

LP, MP(/\, sj.LP, sj.LK, sj.MP, sj.Forward+HP, \/ Down/Forward+HP)

-Infinite 2:

j.HK, LP(\/, re-jump towards corner, j.LP, j.MP, j.HP)

Psylocke

-Infinite 1:

Down+LK, Down+MK, Down+HP(/\, sj.LP, sj.HP, sj.LP, sj.LK, sj.MP, sj.HP,
sj.LP, sj.MP, sj.HP, sj.LP, sj.MP \/, Down+HP)

-Infinite 2:

(j.LP, j.MP, j.Up+HK, \/, re-jump)

Rouge

-Infinite 1:

Down+LK, Down+HP, /\, sj.LP, sj.LK, sj.MK, sj.HK, sj.LP(OTG), \/,
(LP, LK)

Roll

-Infinite 1:

(LK XX /\ XX Forward Double Jump, dj.LK, dj.MK, dj.LK, dj.MK, dj.HK \/)

Ruby Heart

-Infinite 1:

(LK, HP)

Sakura

-Infinite 1:

(j.LP, j.LK, j.HP, j.LK, \/, re-jump straight up)

Silver Samurai

-Infinite 1:

(HP, Push Down once)

Shuma Gorath

-Infinite 1:

LK, MK, /\, sj.LP, sj.Up+HP, sj.Up+HP \/ walk forward(re-jump straight up, j.LP, j.MK, j.LP, j.Up+HP, \/)

Storm

-Infinite 1:

(/\, sj.LK, Air Dash Forward/Down, sj.LK, sj.MP, \/)

Trone Bonne

-Infinite 1:

(LP, LP, walk forward)

-Infinite 2:

Launch, /\, sj.LK, sj.LP, sj.MK, sj.HP, \/, walk back, Down+LK(OTG)
(HK(hold), release)

Thanos

-Infinite 1:

j.HK \/ (Dash, Back+HK, LK)

War Machine

-Infinite 1:
HK, /\, sj.LK, sj.MK, sj.HP, sj.HK(OTG) (\/, re-jump straight up, j.LK,
j.MK, j.Up+HP)

-Infinite 2:
You trapped in corner(LP, Down+MP, LP)

Wolverine

-Infinite 1:(Both)
PP, LK(OTG), MP, MP, Down+HP(LP, MP, MP, Down+HP)

-Infinite 2:(Metal)
PP, LK(OTG)(MP, MP, MP, MP)

Zangeif

-Infinite 1:
HK, PP, (LP, HK, PP)

XXXXXXXXXXXXXXXXXXXXX
X|Semi Infinites|X
XXXXXXXXXXXXXXXXXXXXX

Storm

-Semi Infinite 1:
Activate Flight, Catch opponent w/ LP(Up+LP)

XXXXXXXXXXXXXXXXXXXXX
X|Team Infinites|X
XXXXXXXXXXXXXXXXXXXXX

Trone Bonne and Jin

-Infinite 1:
(Tag Jin, HP, Tag Tron Bonne, HK)

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X|Glitches|X
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Alpha Counter Glitch

cross over there life bar, do a Alpha Counter w/ Assist 2 with the newly snapped in character. Now the new character will be invincible once they reach the flying or standing frame of animation.

B.B.Hood and Venom Glitch

Choose Venom and B.B.Hood. Perform Venoms QCF+PP super. DHC into B.B.Hoods HCF+KK super.

Grave Yard Glitch

Choose Venom, B.B.Hood, and Bison w/ Beta assist. Your opponent must be nearly dead. Call Bison assist, do Venoms QCF+PP super, DHC into B.B.Hoods HCF+KK super. Now the character you killed remains on screen for the rest of the game.

Guiles Blade Lock Glitch

Choose Guile w/ Alpha assist. Do a snapback using assist 2. Now do a triple team super. Three of the blades from the super are now stuck on the screen.

Sentinel Blue Flame Glitch

Choose Sentinel, activate flight mode. Do a QCF+PP super in the air. Now DHC into next characters super. Then use that character to DHC back to Sentinel. Now Sentinel has a blue flame for the rest of the game.

Servbot and Gambit 999 hit Glitch

Choose Gambit and someone big that the assist goes in front of Gambit. Player 2 pick 3 Servbot with Alpha assist. Gambit call assist, Player 2 do triple team super. Gambit do a QCF+PP super. Now Gambit keeps doing the super until you DHC. Please note that this only works on the Dreamcast version.

Servbot and SonSon Glitch

Choose SonSon. Player 2 pick 3 Servbot with Alpha assist. Do a QCF+KK super from half screen away. Player 2 do a triple team super. Now SonSons super will do over 100+ hits and very good damage. This only works on the Dreamcast version.

Psycho Drain Glitch

Choose Captain Commando. Throw the opponent with HK. Now mash like crazy. Captain Commando will continue to drain the life out of your opponent until

you stop mashing. This will not work if your opponent counter mashes.

Gambit Glitch

Choose Gambit and do a snapback with assist 2. Do a Cajun Strike towards the left wall. Then Gambit will fly up into the air and off the screen. Only Bisons and Spirals teleports will take you where he is. Please note that this is banned from play in most tournaments because of its game breaking ability.

Hayato Plasma Lock Glitch

Choose Hayato and while you have less than 3 super bars do his Plasma chain, which is B+LP, LP, LP, LP. Cancel that into his Level three super. You now stay in the last LP frame until you Super Jump. Please note that you can still be hit during this time.

Ice Metal Glitch

Throw Metal Zangeif with Iceman or Magneto. While they are still in the freeze position hit him with a snapback. Now Metal Zangeif will stay invisible until he enters the standing frame for the second time. Or another Zangeif can SPD the first one back to being visible.

Power Up Glitch

Power up with Juggernaut. Tag him out while he is still flashing. Now he will always be in power up mode and this causes his assists to do twice as much damage. Which is 33% of their life. Ouch!

Megaman Glitch

Player 1 pick Venom and B.B.Hood. Player 2 pick Megaman. Player 2 charge HP. Player 1 needs to hit player 2 until they are almost dead. Use the Venom and B.B.Hood Glitch to kill player two. Now however long Megaman charged HP that much damage still comes out when he dies.

Rouge Teleport Glitch

Do Rouges kiss move. Get near opponent Down+LP, Down+MP s.MK. Everytime you press MK you teleport to the other side of your opponent. This is very useful in a real match in case anyone was wondering.

Ruby Heart Glitch

Player 1 hold Start with Ruby Heart. Do a LP. Press LP. The effects of this varies. It depends on which direction you are holding. Any Upwards

direction you stand still facing left. Right you turn into a barrel and shot upwards. Left you turn into a ghost and shoot upward. Down/Left you do a fast downwards strike. Down you also turn into a ghost and shoot upwards. Down/Right gets different results depending on the other characters you pick. You can freeze the game, get free credits, or shoot off the screen forever or end any game whenever you want to.

SonSon Glitch

Do SonSons POW super and DHC it while she is eating fruit. This freezes the game until time is running out. It only works on Japanese Arcade version.

Spiral Teleport Glitch

Do Spirals level 3 super, jump towards Juggernaught. Right before you land press LP and you switch sides with him. This glitch is useless because it only works on Juggernaught.

Powerball Glitch

Do Thanos's QCF+PP super, before the ball leaves his hand DHC into another characters super. Then the ball gets stuck to his pants. These can also be stored up.

Timelock Glitch

Pick Cable, player 2 pick Spiderman with Alpha assist. They must be using someone tall. At close range player 2 call Spiderman assist. Immediately throw a LK grenade. Spiderman and player 2's main character both get frozen in block stun until you hit them.

Venom and Strider Glitch

Have Venom do a QCF+PP super, while the opponent is still in the web DHC into Striders F,D,DF+PP super. The opponent can move while Strider is doing his grab super.

Slow Death Glitch

Pick Venom and B.B.Hood. Once your opponent is nearly dead do the B.B.Hood and Venom glitch to kill them. Now use the player 2 controller to tag out the dead character then kill them too. This causes the game to get very slow and some of the graphics disappear.

Upside Down Glitch

Pick Venom and Omega Red with Alpha assist. Player 2 can pick anyone. Call Omega Red assist and do Venoms QCF+PP super from full screen away. Omega Red throws the web character and they get released in mid air. Player 2 should now hold up and then do any move. They will stay upside down until they return to the standing frame or activate flight mode.

Ghost Glitch

Call out a ghost. Do a snapback with assist 2 before the ghost comes out of the box. You can't call another ghost until you do the ghost super.

Final Justice Glitch

Do a Final Justice DHC into another super after the initial hit and as they are falling towards his waist. The opponent will stay in a suspended animation.

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X|Credits|X
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I would like to give out a major thanks to the following people. There is no way on earth this FAQ would be possible without any of their help.

www.geocities.com/warganic
www.gamingmatrixonline.com (Big shout out goes to Strike GM)
MikeZ at www.evilsplash.com for finding out most of this shit.

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Jay"Viscant"Snyder
Everyone on the Shoryuken.com forums
Everyone at #Capcom
Everyone who e-mailed me about the combo notations.

Thanks everyone! If I forgot anyone please let me know and I will include you.

I would also like to think Sun Drop for being the best soft drink in the world today and the following bands as I listened to there songs while writing this:

Outkast-Bombs Over Bahgdad/Sorry Mrs. Jackson
Shaggy-Mr. Boombastic/Angel
Ludacris-You's a Hoe
Nirvana-Smells like Teen Spirit/Rape Me/Heart Shaped Box

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X|Version History|X
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Version 1.0-2/23/01 Initial release. I will be updating pretty soon as I know I left out lots of information.

Version 1.1-2/27/01 Added Ascii art and fixed the combo notations. Also
I fixed the formatting. I thought it was kinda hard to read.

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X|The End|X  
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What are you doing reading this? Go try out this cool shit now!

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